

Schlacht in der Trollhöhle

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Zeitplan

- 09:00 - 09:15 Begrüßung und Check In
- 09:15 - 12:15 Runde 1 Mission 12 Tear down their icons
- 12:15 - 13:00 Mittagspause
- 13:00 - 16:00 Runde 2 Mission 22 Conversion
- 16:00 - 16:20 Kaffeepause
- 16:20 - 19:20 Runde 3 Mission 32 Death and Zeal
- 19:20 - 19:30 Siegerehrung

Anreise

Adresse für das Navi:

Hexenhaus Ulm e.V.
Mähringerweg 75
89075 Ulm

Parken könnt ihr auf der Gelb markierten Fläche

Anreise via ÖPNV



Bis Bahnhof Ulm, dort dann in die Linie 2 Science Park II oder die Linie 5 Wissenschaftsstadt einsteigen. An der Haltestelle Multscherschule aussteigen und der blauen Wegbeschreibung folgen.

Armeen und Armeeformat

Wir spielen 2000 Punkte Strike Force Missionen nach aktuellen Arks of Omen Regeln. Die Listen müssen im Battlescribe Format übermittelt werden.

Missionen

Runde 1

ARKS OF OMEN: GRAND TOURNAMENT — STRIKE FORCE

TEAR DOWN THEIR ICONS

12

MISSION BRIEFING

The foe's blasphemous icons have been identified and their continued existence can no longer be tolerated. Spread ruination throughout the enemy's territory, tear down their icons and leave nothing but heaped corpses and blazing ruins in your wake!

MISSION RULES

In this mission, units from both players' armies can attempt the following actions:

Prime Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's territory and it is more than 9" away from any Primed Explosives objective markers (see below). If the unit performing this action has the Objective Secured ability or a similar rule, this action is completed at the end of your turn; otherwise, it is completed at the end of your next Command phase. If completed, set up 1 Primed Explosives objective marker on the battlefield that is wholly within your opponents territory and wholly within 3" of the unit that completed this action - this represents a cache of Primed Explosives, but does not count as an objective marker for any rules purposes other than for the Defuse Explosives action and the Detonation primary objective (see below).

Defuse Explosives (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of a Primed Explosives objective marker within your own territory and no enemy units (excluding AIRCRAFT units) are within range of the same Primed Explosives objective marker. This action is completed at the end of your turn provided the unit performing it is still within range of the same Primed Explosives objective marker. If completed, roll one D6 and add 3 to the result if the unit that performed this action has the Objective Secured ability: on a 4+, remove that Primed Explosives objective marker from the battlefield.

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CP are Battle-forged CP bonuses, and so the limit of gaining a maximum of 1CP per turn does not apply to CP gained as a result of this rule.

PRIMARY OBJECTIVES

This mission has the following primary objective:

DETONATION

Progressive and End Game Objective

Holy sites have been identified that our scouts believe are critical to the enemy's war efforts and morale in this region. Storm these sites, slaughter any that stand sentry there and burn everything to the ground.

In the second, third and fourth battle rounds:

At the end of each player's Command phase, the player whose turn it is scores 4VP for each of the following conditions they satisfy (for a maximum of 12VP):

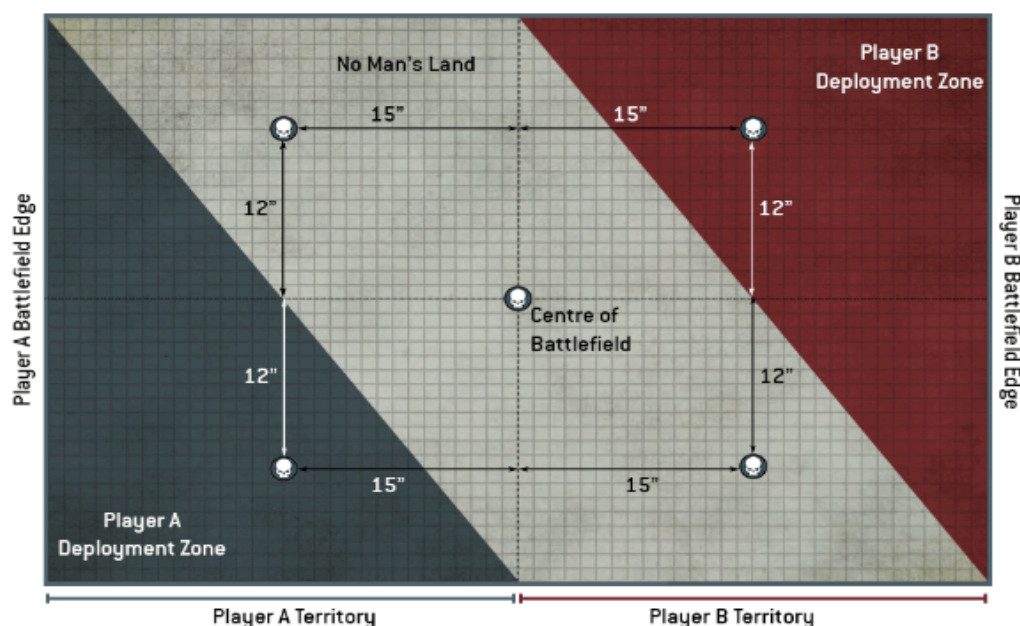
- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

In the fifth battle round:

- The player who has the first turn scores VP at the end of their Command phase as described above for each of the above conditions they satisfy.
- The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.

At the end of the battle:

Each player scores 4VP for each Primed Explosives objective marker that is within their opponents territory (to a maximum of 15VP per player).



Runde 2

ARKS OF OMEN: GRAND TOURNAMENT — STRIKE FORCE

CONVERSION

MISSION BRIEFING

Your foe will not accept that their defeat is inevitable, and corrupts lands rightfully yours with their blasphemous, oppressive presence. You must break them through force, seize the territory they so wrongfully have claimed for themselves, and convert it and all within to the true faith. This will require iron determination, fierce leadership, full hearts and prayers fresh upon the lips of all.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's **Command phase**, both players gain 1CP, not just the player whose turn it is. These CP are **Battle-forged CP bonuses**, and so the limit of gaining a maximum of 1CP per turn does not apply to CP gained as a result of this rule.

Leading From the Front: In this mission, at the start of each player's **Command phase**, if a player's **WARLORD** is not on the battlefield or it is not embarked within a **TRANSPORT** model that is on the battlefield, roll one D6: on a 1-3 that player does not receive the **Battle-forged CP** bonus this phase.

PRIMARY OBJECTIVES

This mission has the following primary objective:

CORRUPTED GROUND

Progressive Objective

It is vital that we oust the blasphemous curs from the ground they stand on. Draw your battle plans and despatch your forces accordingly.

In the second, third and fourth battle rounds:

At the end of each player's **Command phase**, the player whose turn it is scores 4VP for each of the following conditions they satisfy (for a maximum of 12VP):

- They control one or more **objective markers**.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

In the fifth battle round:

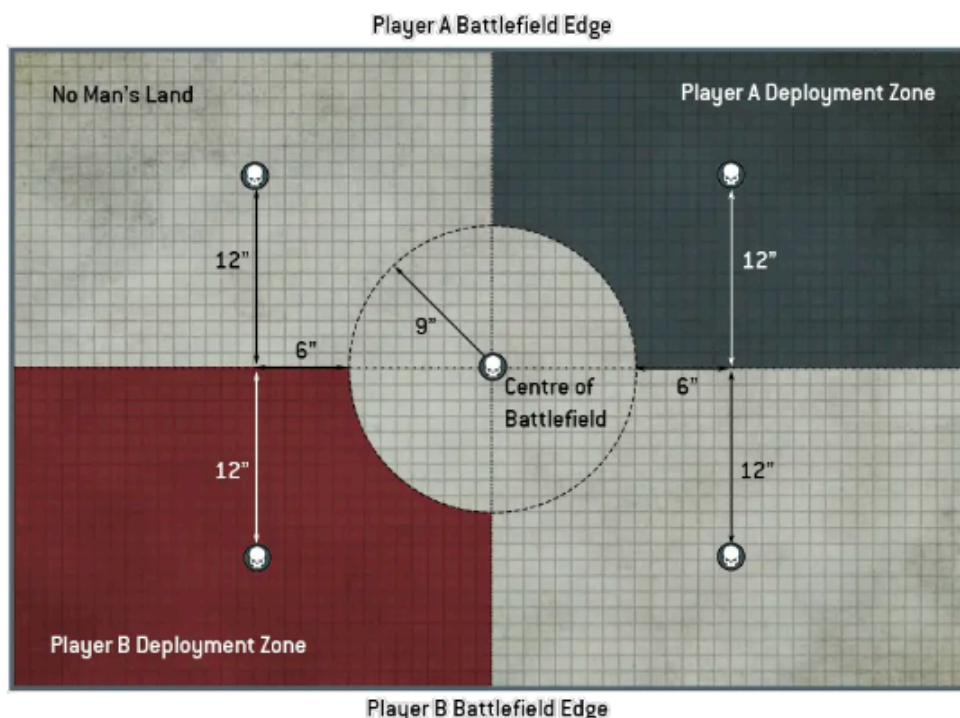
- The player who has the first turn scores VP at the end of their **Command phase** as described above for each of the above conditions they satisfy.
- The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.

In every battle round:

At the end of each player's turn, the player whose turn it is:

- Scores 4VP if they control the objective marker in their opponent's deployment zone.
- Scores 2VP if they control one or more objective markers that are in no man's land.
- Loses* 1VP if they do not control the objective marker in their own deployment zone.

*A player's VP score can never be reduced to less than 0.



Runde 3

ARKS OF OMEN: GRAND TOURNAMENT — STRIKE FORCE

DEATH AND ZEAL

32

MISSION BRIEFING

Both forces are moving forward to capture as much ground as possible, purging strategically and morally important sites of enemies as they move. Some warlords prefer a systematic sweep of the surrounding areas, while others favour a more bold, direct attack into the heart of the enemy lines. Regardless, there will be much death to come, and every warrior will rely on their zeal above all to see them through the day and to victory.

MISSION RULES

Battle-forged CP Bonus: In this mission, at the start of each player's Command phase, both players gain 1CP, not just the player whose turn it is. These CP are **Battle-forged CP bonuses**, and so the limit of gaining a maximum of 1CP per turn does not apply to CP gained as a result of this rule.

Objective Purged: In this mission, if a player controls an **objective marker** at the end of their Command phase and one or more of their units that are within range of it has the **Objective secured** ability, it remains under that player's control unless their opponent controls it at the end of any subsequent phase, even if there are no models within range of it.

PRIMARY OBJECTIVES

This mission has the following primary objective:

DIRECT ASSAULT

Progressive Objective

A direct assault on enemy-held positions is demanded by your betters. Meet the foe head on, annihilate them in their entirety and thus ensure the landscape is free of their vile presence all while securing the battlefield.

In the second, third and fourth battle rounds:

At the end of each player's **Command phase**, the player whose turn it is scores 4VP for each of the following conditions they satisfy (for a maximum of 12VP):

- They control one or more **objective markers**.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

In the fifth battle round:

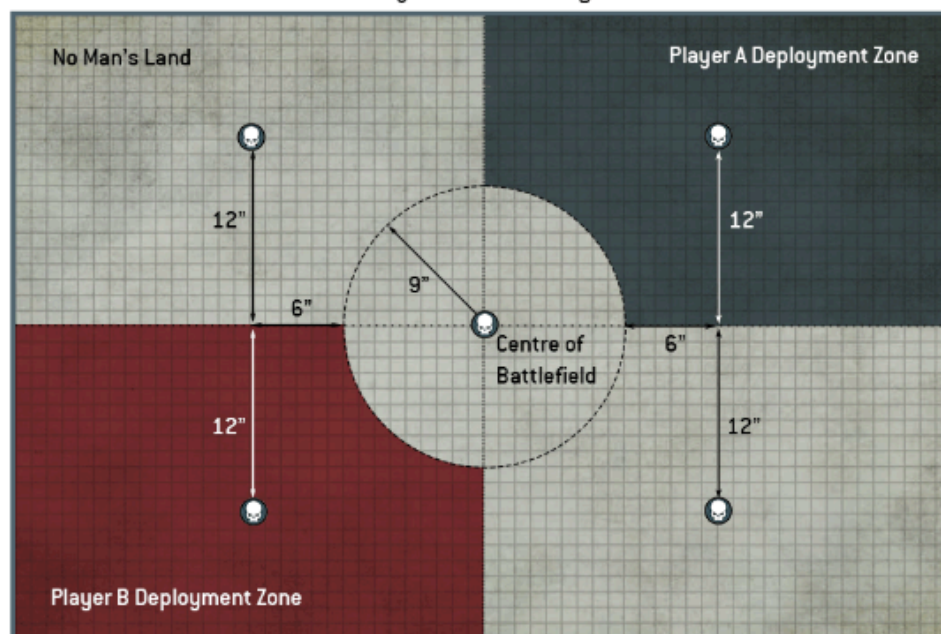
- The player who has the first turn scores VP at the end of their Command phase as described above for each of the above conditions they satisfy.
- The player who has the second turn scores VP at the end of their turn as described above for each of the above conditions they satisfy.

In every battle round:

At the end of each player's turn, the player whose turn it is scores 2VP if they satisfy one of the following conditions, or 3VP if they satisfy both of the following conditions:

- They control every objective marker on the battlefield or they control at least one objective marker they did not control at the start of their turn.
- They destroyed at least one enemy unit that was within range of an objective marker at the start of their turn.

Player A Battlefield Edge



Player B Battlefield Edge

Bemalpflicht

Es besteht keine Bemalpflicht, es wird aber die Regel für Battle Ready aus Nephilim verwendet. Sprich 10 Punkte für eine komplett Battle Ready Army (3 Farben und Schattierungen, Basegestaltung).

Tischlayout

Wir verwenden das Terrain Set-up 2 der US Open Serie



TERRAIN PIECE 1
These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

TERRAIN PIECE 2
These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.

TERRAIN PIECE 3
These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.

TERRAIN SET-UP 2

TERRAIN PIECE 1 TERRAIN PIECE 2 TERRAIN PIECE 3

WARHAMMER COMMUNITY



Verpflegung

Ein warmes Mittagessen ist inklusive, bitte teilt uns unbedingt mit, ob ihr Unverträglichkeiten habt oder ob ihr euch Vegetarisch ernährt. Füllt hierzu folgendes Formular aus:

<https://forms.gle/YbekBqpkR1gmfz2JA>

Getränke und Snacks gibt es günstig über den Hexenhaus e.V. zu erwerben.

Beispiel:

2,50 € für eine 0,5l Flasche Paulaner Spezi

3,00 € für eine 0,5l/0,33l Flasche Berg Bier

1,00 € für einen Schokoriegel (Twix/Snickers/etc.)

Ihr könnt gerne eigene Getränke mitbringen, der lokale Verein finanziert sich aber ausschließlich über Getränkeverkäufe. Wir würden uns also freuen, wenn ihr guten Durst mitbringt.

FAQ

Wir verwenden das FAQ der Warphammer Turnierserie. Ihr könnt es hier finden:

[☰ WARPhammer FAQ\(eng\)](#)

Fragen, die dort noch nicht geklärt sind, könnt ihr gerne an info@donautrolle.de schicken.

Zugelassene Codices

Zugelassen sind alle Codices, welche bis einschließlich 14.02.2023 offiziell veröffentlicht sind. Zusätzlich beachtet folgende Infos von GW: Codices, die neu erscheinen, verlieren ihren Zugriff auf alle vorherigen Publikationen in der Art wie Psychic Awakening.

[GÜLTIGE KAMPAGNEN BÜCHER](#)

Pairing, -software & Listendeadline

Wir nutzen für das Pairing BCP, bitte tragt alle eure Listen dort im Battlescribe Email Format ein. Deadline für die Listenabgabe ist der 14.02.2023.

<https://www.bestcoastpairings.com/event/lfygu28x>

Wir werden die erste Runde zufällig mit Teamschutz paaren und anschließend Wins/Random. Die Platzierungen werden nach Wins und Battlepoints bestimmt.

Preise & Best Painted

Es wird Pokale für die ersten 3 Plätze geben sowie einen Pokal für die Best Painted Army.

Wer an Best Painted teilnehmen möchte, stellt seine Armee in der Mittagspause einfach auf der Bar auf und alle Teilnehmer haben die Chance, eine Stimme zu vergeben.