



STRATEGENHAMMER VII

23.10.2022 MUNICH

CORVUS BELLI
inFINiTY

Informationen

Turnier

- T3-Link [HIER](#)
- ITS-Link: [HIER](#)

Format

Für dieses Turnier wird das folgende Format gespielt:

- 3 Runden
- 300 Punkte / 6 SWC
- Angepasstes ITS 14
- Extra: Reinforced Command

Armeelisten

Jeder Spieler tritt mit zwei Listen aus einer Fraktion/einem Sektor mit der oben angegebenen Punkte und SWC-Anzahl an. Änderungen an den Listen sind während des Turniers nicht mehr erlaubt!

Jeder Spieler ist verpflichtet mindestens eine ausgedruckte Version seiner Armeeliste und der Courtesy Armeeliste zum Turnier mitzunehmen. Die Courtesy Armeeliste ist in jeder Runde dem Gegner nach dem Abschluss der Aufstellungsphase auszuhändigen.

WICHTIG: Bei Bedarf kann die Orga Courtesy Listen am Vortag ausdrucken. Bei nicht vorhandener Courtesy Liste verliert der Spieler während des Turniers automatisch alle seine Initiative würfe.

Zeitplan

Personen die Gelände für einen Tisch mitbringen bitte schon um 09:30 vorbeikommen um den noch aufbauen zu können. Für alle anderen bitte bis spätestens 10:00 Uhr da sein, damit wir pünktlich beginnen können.

Ablauf:

- (09:30 - Gelände aufbauen)
- 10:00 - Begrüßung und Organisatorisches
- 10:30 - Erste Runde (**Panic Room**)
- 12:45 - Mittagspause
- 13:30 - Zweite Runde (**Candy Cloud**)
- 16:00 - Dritte Runde (**Decapitation**)
- 18:30 - Siegerehrung

Für jede Runde stehen insgesamt 2:15 Stunden zur Verfügung inklusive Vor- und Nachbereitung. Bitte versucht eure Spiele möglichst in der gegebenen Zeit zu beenden. Die Orga wird ausrufen wenn noch 45 bzw. 15 Minuten Spielzeit verbleiben.

Der Einsatz von Schachuhren o.ä. ist nicht vorgeschrieben. Wenn ihr diese nutzen wollt, sprecht dies im vornherein mit eurem Gegner ab.

Corona Bestimmungen

Auf diesem Turnier gelten bayrische G2+ regeln. Bitte informiert euch hierzu vor dem Turnier [HIER](#).

Spielmaterial

Jeder Spieler muss alle (armeespezifischen) Marker, Schablonen, Messwerkzeuge und ein Classified Deck mitbringen. An jeder Figur ist eine Markierung des Frontbereichs gut erkennbar anzubringen.

Sonstiges

Preise

Jeder Teilnehmer erhält am Ende des Turniers einen Pick aus dem Preispool in der Reihenfolge der Platzierungen der Teilnehmer.

Tische

Missionsmarker sowie Gelände können für 3 Tische gestellt werden. Je nach Spieleranzahl würden wir uns also freuen, wenn einige von euch ihr eigenes Gelände mitbringen würden. Teilnehmern die einen Tisch mitbringen erhalten ein Freigetränk.

Anmeldegebühr

Die Anmeldegebühren für dieses Turnier bitte per Paypal [HIER](#) überweisen. (Wenn ihr das Geld uns anders zukommen lassen wollt, einfach kurz anfragen)

- 10 € bei Vorkasse
- 15 € am Turniertag
- Vereinsmitglieder der WBS und HuS erhalten 5 € Ermäßigung

Verpflegung

- Wir bitten um Verständnis, dass das Mitbringen von Speisen und Getränken generell untersagt ist.
- Getränke und Kaffee können vor Ort erworben werden.
- Zum Mittagessen kann in der Gaststätte am Veranstaltungsort gegessen werden. Hierzu wird während der ersten Runde eine Essensliste durchgegeben.

Veranstaltungsort

Das Turnier findet im Saal des Gasthauses Drei Rosen in der [Münchner Str. 5](#) (85221 Dachau) statt.

Parkplätze sind in der näheren Umgebung ausreichend kostenlos vorhanden.

Der Veranstaltungsort befindet sich 10 Minuten Fußweg vom Bahnhof Dachau entfernt.

Regeln

Allgemein

Für dieses Turnier sind im Folgenden einige wichtige Regelquellen aufgeführt:

- Regelbuch [HIER](#) / Regel Annex [HIER](#)
- Aktuelles FAQ [HIER](#)

Diese Regeln sind zum Zeitpunkt des Turniers, in englischer Version, bindend.

Falls es zu Unstimmigkeiten kommen sollte, die nicht untereinander klarbar sind (z.B. durch auswürfeln), trifft die Turnierleitung die finale Entscheidung!

Regelklärungen

Zu Beginn jeder Turnierrunde sollten die Spieler im vornherein mit ihrem Gegner einige Regeln abklären, sodass beide Spieler das gleiche Verständnis besitzen, auch wenn sie aus unterschiedlichen Metas kommen. Für einige wichtige Punkte stellt die Turnierleitung hierfür die folgende Liste an Klärungspunkten bereit. Diese sind nicht bindend und Spieler können sich frei entscheiden eine Regelung anders zu spielen. Haben Spieler keine eigene Regelung getroffen, wird die Turnierleitung Streitigkeiten nach den unten aufgeführten Regelungen entscheiden.

Allgemein

- Entferungen werden in Zoll gemessen
- Es wird nach den englischen Regeln gespielt
- Schiefe/Vom Tisch gefallene Würfel werden wiederholt
- Würfe mit der falschen Anzahl an Würfeln werden komplett wiederholt
- Es wird mit "Play by Intent" gespielt
- Abgeschlossene Befehle können nicht zurückgenommen werden. Ausnahme sind unmögliche Aktionen (z.B. Aktivieren eines bewussten Modells).
- Bei nicht markiertem Frontbereit gilt immer die Blickrichtung des Kopfes der Figur. Bei Zweifeln/nicht eindeutigen Situationen darf der Gegner die genaue Ausrichtung festlegen.
- Fertigkeiten/Ausrüstungen mit dem Label „Optional“ (z.B. Stealth, Mimitismus o.ä.) sind immer aktiv, außer der Spieler sagt etwas anderes

Gebäude

- Gebäude sind geschlossen und können im inneren nicht bespielt werden. Dies gilt nicht für den Objective Room sowie sehr große Gebäude wie z.B. Lagerhallen o.ä.
- Es können keine Sichtlinien durch Gebäude hindurch gezogen werden (z.B. durch Türen oder Fenster). Balkone, der Objective Room sowie sehr große Gebäude sind davon nicht betroffen
- Modelle die an der Seite eines Gebäudes klettern können über Fenster/Spalten/Überhänge bewegt werden, solange sie ihre Bewegung darauf nicht abschließen.
- Bewegung durch Gebäude:
 - Eine Figur in Basenkontakt mit einer Tür oder einer Zugangsluke kann den Bewegungsbefehl Move oder Cautious Move einsetzen, um in

- Basenkontakt mit einer anderen Tür oder Zugangsluke des Gebäudes wieder aufgestellt zu werden. Die Figur gilt nur an ihrer ursprungs- und Endposition als Sichtbar und besitzt keinen Bewegungspfad dazwischen.
- Die Figur kann bei der Platzierung in eine beliebige Richtung schauen. Aber nicht weiter bewegt werden.
- Die Figur verliert den PRONE Status, wenn sie an der Zugangsluke aufgestellt werden.
- Kann eine Figur nicht in Kontakt mit einer Zugangsluke aufgestellt werden, muss sie an einer anderen platziert werden.
- Mehrere Figuren können Türen/Zugangsluken gleichzeitig benutzt (z.B. Fireteams/G:Sync). Sie müssen nicht den gleichen Eingangs-/Ausgangspunkt verwenden, sie müssen aber alle in Kontakt mit ihrem Ausgangspunkt platziert werden können.

Gelände / Missionsziele

- Solange nicht anders angegeben besitzen Geländestücke keine Sonderregeln außer jene der Mission.
- Pflanzen und ähnliches stellen einen festen Block dar. Dieser besitzt die Ausmaße der Base und die Höhe der Pflanzen.
- Gerüste, Holos und Flächen mit Löchern, die nur aufgrund eines Designaspektes gemacht wurden, gelten als geschlossene Flächen. Selbiges gilt für Treppen und Spalten zwischen Geländestücken.
- Missionsziele sind S5 (Bei 40mm) bzw. S1 (Bei 25mm). Sie blockieren Sichtlinien und werden ansonsten als normale Geländestücke gespielt (Modelle in Basenkontakt erhalten Deckung usw.)



MISSIONS

TOURNAMENT RULES

HARD MODE

Participants can decide to participate in Hard Mode. In that case the following rules apply:

- The participant is only allowed to use one Army List.
- This Army List is constructed by the TO. The participant has to provide a list of models they possess.
- The participant determines the Faction/Sectorial they want to use, and if they want the list to be Limited Insertion or not.
- The TO provides the list with a note of what models should be used including possible proxies.
- The Army List cannot be changed, except the composition of the combat groups.

IMPORTANT: The Army List is not constructed randomly, but directly by the TO, using the model list provided.

If a participant wants to use Hard Mode, they have to notify the TO when they register for the tournament.

REWARD

Participants that played in Hard Mode get an additional price pick before all other participants. If multiple Participants have competed using Hard Mode, they get there price pick in placement order.

LIMITED INSERTION

A player fielding an Army List only containing one Combat Group benefits from the following boni:

- Their Lieutenant possesses the Counterintelligence Special Skill without costing additional Points or SWC.

LONG SERVICE

Any Trooper whose Trooper Classification is listed as 'Character' also have the Trooper Classification of Veteran Troop.

SIDE OBJECTIVES

At the beginning of the game, before choosing their Army List, each player draws 6 Classified Objective cards. These are their side objectives for that game.

At the beginning of each player turn the active player chooses one Classified Objective card they want to carry out that turn.

At the end of the player turn the Classified Objective is discarded unless it has been achieved that turn.

Additional rules:

- Side Objectives cannot be switched for Secure HVT.
- Any Classified Objective that is checked "at the end of the game" is instead checked at the end of the Player Turn.
- Any bonus of Classified Objectives, that earn additional Objective Points, are ignored.

- Sabotage: The piece of scenery, considered the target for this objective, is determined when this Classified Objective is drawn at the beginning of the game.

EXTRAS

REINFORCED COMMAND

With this Extra, Loss of Lieutenant does not apply and the identity of the Lieutenants is always open information. The player must indicate which Marker is the Lieutenant if it is in a Marker State (Camouflaged, Decoy...) or which Markers are the Lieutenant in the case of a Holoprojector.

The Lieutenant must be placed on the game table at the beginning of the first Game Round, either as a Model or as a Marker. Players may not deploy their Lieutenants in Hidden Deployment State.

The Lieutenant possesses the Specialist Operative Special Skill. In addition, depending of the Lieutenants Troop Type, the following rules apply:

- LI, SK, WB, REM: None
- MI: The Lieutenant has the Strategos L1 Special Skill
- HI: The Lieutenant has the +1 LT Order Special Skill
- TAG: The Lieutenant has the +1 LT Order, +1 Command Token and Strategos L1 Special Skills

Trooper that already possess the respective Special Skills do not benefit from them a second time.

When a new Lieutenant has to be chosen during a game they receive the respective Special Skills as determined above.

DEPLOYMENT RULES

EXCLUSION ZONE

Trooper (as Models and Markers) or Deployable Equipment are not allowed to be deployed in silhouette contact with the Exclusion Zone. Any Special Skill with the Airborne Deployment (AD) or Superior Deployment Labels cannot be used to deploy in silhouette contact with the area.

CONFUSED DEPLOYMENT

Any Trooper using a Special Skill to deploy in the area, must make a PH-3 Roll. Special Skills, pieces of Equipment, or rules that apply any PH or WIP Roll to deploy must replace it with this roll. Any MOD applied to the Roll by a Special Skill, piece of Equipment, or rule will be added/subtracted to/from this roll.

If the player fails the Roll, the Trooper will be deployed anywhere in their Deployment Zone. Additionally, after failing the Roll, the user loses the option to deploy in a Marker State or Hidden Deployment State and is always deployed as a Model. Any Deployable Weapons and Equipment deployed alongside them are removed from the game table.

HVT NOT USED

The HVT Model rules are not applied. Players will not deploy the HVT Model on the game table and they must remove all the HVT Classified Objective cards from the Classified Deck.

MISSION RULES

KILLING

Troopers are considered Killed by the adversary when they enter the Dead State, or they are in a Null State at a specific point during the game (e.g. end of the player turn, end of the game round, etc.).

Troopers that have not been deployed on the game table, as a Model or Marker, at the end of the game will be considered to be Killed by the adversary.

The point costs of killed models are open information.

SPECIALIST TROOPS

For the purposes of scenarios, only Trooper possessing one or more of the following special skills count as Specialist Troops:

- Hacker
- Doctor
- Engineer
- Forward Observer
- Paramedic
- Chain of Command
- Specialist Operative

Hackers, Doctors, and Engineers cannot make use of Repeaters or Peripheral (Servant) Models to perform tasks reserved for Specialist Troops.

SPECIALIST BONUS

Troopers possessing the listed Specialist Special Skill have the following boni to the WIP Rolls necessary to execute the specified Mission Special Skill:

- MOD of +3 to the WIP Roll
- Make 2 WIP Rolls

COMMON RULES FOR DOMINATION

Only Troopers represented by Models or Markers (Camouflaged, Shasvastii-Embryo, Seed-Embryo...) can Dominate a ZO, as well as Proxies and Peripheral Troops. Troops in a Null State do not count. Tokens representing weapons or pieces of equipment (like Mines or Deployable Repeaters), fake Holoechoes, and any Token that does not represent a Trooper does not count either.

A Trooper is inside a ZO when more than half the Trooper's base is inside that ZO.

NO QUARTER

In this scenario, the Retreat! rules are not applied.

ORIGINAL LIEUTENANT

The Original Lieutenant is the Trooper chosen during list building that has the *Lieutenant* Special Skill.

This trooper has to be placed on the battlefield during deployment as a model or marker.

BIOTECHVORE VIRUS

After each End of the Turn Step of a player turn, all Troopers belonging to the Active Player that are inside a Biotechvore Area must make a PH-6 Roll. If a Trooper is in the *IMM-A* or *IMM-B* State, they automatically fail the roll.

Failing the roll results in the Trooper entering the *IMM-A* State. Trooper that are already in the *IMM-A* or *IMM-B* State and fail the Roll are automatically Killed.

At the end of the game, any Trooper inside their respective Biotechvore Area are automatically Killed.

The extend of the Biotechvore Area is defined in the respective missions.

IMPORTANT: Immunity (Total) does not protect against the effect of the Biotechvore Area.

COMMON RULES FOR DESTROYABLE OBJECTIVES

Destroyable Objectives have to follow these rules:

- They have a profile and can be targeted. However, Objectives cannot be chosen as the target of an Attack that would also affect Troopers, be they Enemy or Allied.
- If an Objectives STR attribute is reduced to or below 0 it is destroyed and removed from the game table.
- Objectives can only be damaged by attacks as stated in the mission. Attacks with the Anti-material Trait always generate an additional Saving roll.
- Objectives can only be the target of the Engineer Special Skill or the GizmoKit piece of Equipment if they have the Repairable Trait.
- Objectives can be put into the Targeted State using Weapons or Hacking Programs that inflict that State.

Destroyable Objectives can have the following Traits:

- **Repairable:** The Objective can be the target of the Engineer Special Skill or the GizmoKit (PH=9) piece of Equipment

1: PANIC ROOM

MISSION OBJECTIVES

MAIN OBJECTIVES

- At the end of your player turn, **dominate the Panic Room** (1 OP / MAX 3 OP).
- Destroy an enemy Biotechvore Antenna** (1 OP / MAX 3 OP).
- At the end of any of your player turns, **dominate the Panic Room with your original Lieutenant** (1 OP / MAX 1 OP).

SECONDARY OBJECTIVES

- Complete a **Side Objective** (1 OP / MAX 3 OP).

DEPLOYMENT

Deployment has the following rules:

- Deployment Zone Size: **8 inches**.
- Exclusion Zone: **Panic Room**
- Confused Deployment: **Outside the own Deployment Zone**
- HVT not used**

SCENARIO RULES

COMMON RULES

The following Common Mission Rules are used:

- Killing
- No Quarter
- Original Lieutenant
- Specialist Troops
- Biotechvore Virus
- Common Rules for Domination
- Common Rules for Destroyable Objectives

PANIC ROOM

In this scenario the Panic Room is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (see map below). The Gates of the Panic Room are open at the start of the game. The Panic Room Gates must be represented by Wide Gate Tokens or scenery pieces with the same size.

DOMINATE ZO

A ZO is Dominated by a player if they:

- Have at least 50 Victory Points in a non-Null state inside the ZO.
- The player having the first player turn needs at least 65 Victory points in a non-Null state inside the ZO during the first player turn.
- Have more Victory Points in the ZO than the Enemy
- They follow the Common Rules for Domination.

Trooper with the Lieutenant, Number 2, NCO or Chain of Command Special Skills or that are possessing the Headquarter or Character Troop Type provide twice their normal amount of points for mission objectives.

BIOTECHVORE AREA

At the end of each player turn measure the Biotechvore Area from the each edge of the table. The zone is

- 4 inches In the first game round
- 8 inches in the second game round
- 12 inches in the third game round

deep. Troopers in the area are affected by the Biotechvore Virus.

BIOTECHVORE ANTENNA

There are 3 Biotechvore Antennas in each Deployment Zone.

They are placed on the front edge of the Deployment Zone, two each 8 inches from the edges of the table and one in the center (see map below).

Each Biotechvore Antenna must be represented by an Objective Token (Silhouette 5) or with a scenery piece of the same Silhouette Attribute.

The Enemy Biotechvore Antennas are the ones in the enemy Deployment Zone.

Troops in Silhouette contact with a Biotechvore Antenna aren't be affected by the Biotechvore Virus.

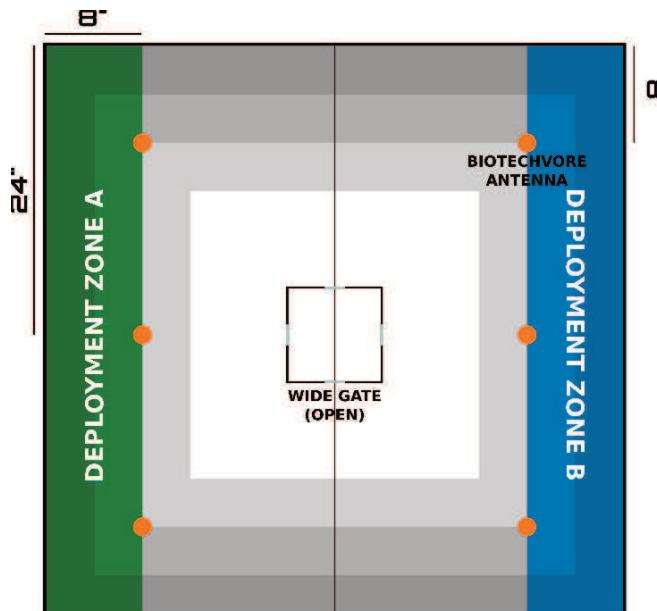
In this scenario the Biotechvore Antennas are destroyable and can be targeted by CC Attacks and BS Attacks [Anti-material Trait].

NAME	ARM	BTS	STR	TRAITS
Biotechvore Antenna	4	3	2	Immunity (Total) Repairable

END OF THE MISSION

This scenario will finish:

- At the end of the third Game Round.



2: CANDY CLOUD

MISSION OBJECTIVES

MAIN OBJECTIVES

- Activate a **Console** (1 OP / MAX 3 OP).
- At the end of your player turn, have **CivEvacied Candy Double** within the enemy table half (1 OP / MAX 3 OP).
- Complete the Analysis Sequence only using your Lieutenant (1 OP / MAX 1 OP).

SECONDARY OBJECTIVES

- Complete a **Side Objective** (1 OP / MAX 3 OP).

DEPLOYMENT

Deployment has the following rules:

- Deployment Zone Size: **12 inches**.
- Exclusion Zone: **8 inches either side of the central line, Consoles**
- **HVT not used**

SCENARIO RULES

COMMON RULES

The following Common Mission Rules are used:

- Specialist Troops
- Specialist Bonus (Hacker) [Activate Console]

CANDY DOUBLE

There is only one Candy Double and she is placed on the center of the game table.

Candy Double follows the rules of a Civilian and must always be deployed in an accessible location on the table. Scenery placement must facilitate this.

Candy Double can be **CivEvacied by both players**.

CONSOLES

There are 4 Consoles placed 8 inches on either side of the center line and 12 inches from the edges of the game table (see map).

Each Console must be represented by a Objective Token (Silhouette 5) or with a scenery piece of the same Silhouette Attribute.

ACTIVATE CONSOLE (SHORT SKILL)

LABELS

Attack

REQUIREMENTS

- Only Specialist Troops can declare this Skill.
- The Specialist Troop must be in **Silhouette contact with a Console**.
- The player has not activated the same Console before

EFFECTS

- Allows the Specialist Troop to make a **Normal WIP Roll** to Activate a Console.
- If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- An Activated Console can be Activated again by the other player, applying the same procedure. In this situation, **both players** will count that Console as Activated.

ANALYSIS SEQUENCE

Each player has to discover their own Analysis Sequence, which is composed of an initial Console (the first Activated) and two Designated Consoles (those rolled in the Analysis Sequence Chart).

After succeeding activating a Console, the player must make a roll on the Analysis Sequence Chart to know which the next Designated Console they have to Activate is. The maximum number of Designated Consoles each player has is two. If the players roll a Console they have already Activated, then they must repeat the roll.

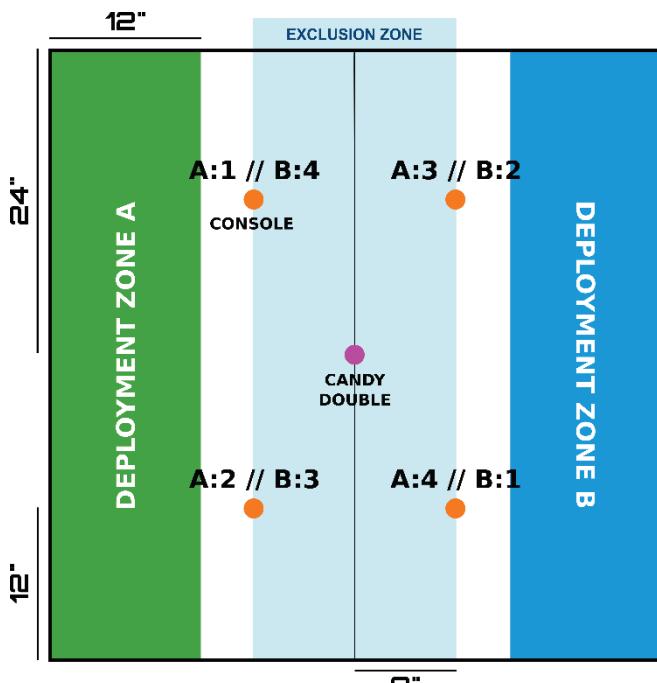
ANALYSIS SEQUENCE CHART	
1D20	RESULT
1-4	Console 1
5-8	Console 2
9-14	Console 3
15-20	Console 4

To Complete the Analysis Sequence it is necessary to have Activated the initial Console and the two Designated Consoles rolled in the Analysis Sequence Chart. It is not compulsory that the same Specialist Troop Activate all the Consoles.

END OF THE MISSION

This scenario will finish:

- At the end of the third Game Round.
- At the end of the current player turn, if the player starts their Active Turn in a Retreat! situation.



3: DECAPITIATION

MISSION OBJECTIVES

MAIN OBJECTIVES

- Assassinate a Bounty Target (1 OP / MAX 3 OP).
- Assassinate an enemy Lieutenant (1 OP / MAX 3 OP).
- Assassinate a Bounty Target or enemy Lieutenant with your Lieutenant (1 OP / MAX 1 OP)

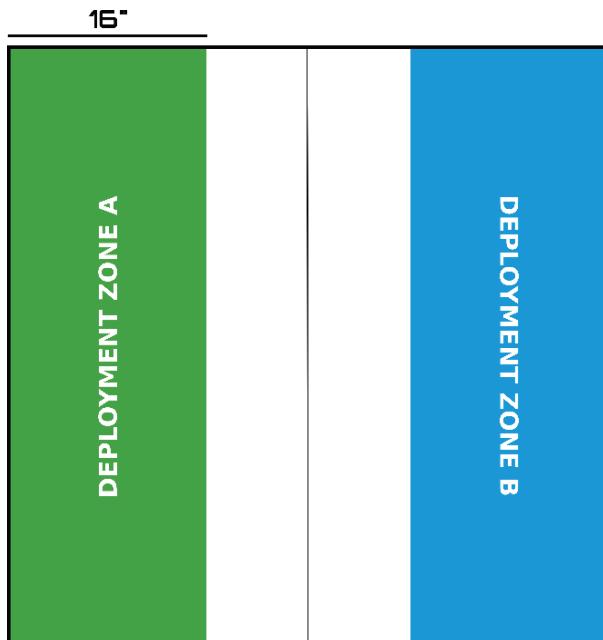
SECONDARY OBJECTIVES

- Complete a Side Objective (1 OP / MAX 3 OP).

DEPLOYMENT

Deployment has the following rules:

- Deployment Zone Size: **16 inches**.
- Exclusion Zone: **Enemy Table Half**



SCENARIO RULES

COMMON RULES

The following Common Mission Rules are used:

- Killing
- No Quarter

BOUNTY TARGET

At the beginning of the Game, after the Deployment Phase, each player chooses 3 Trooper from their army as Bounty Targets. These Troopers have to be placed on the game table either as a Model or as a Marker, and in an accessible spot. Players may not deploy these Troopers in Hidden Deployment State.

Trooper that consist of more than one Model have to select one of these Models as the Bounty Target.

ASSASSINATE

A Lieutenant or Bounty Target counts as assassinated when they enter a Null State (Unconscious, Dead, Sepitiorized...). When assassinated they no longer count as Lieutenant or Bounty Target, and do not regain that designation when the Null State is reverted (Through the Doctor/Engineer skill, etc.).

If a Lieutenant is assassinated and the army contains no Trooper that automatically takes that role (e.g. Chain of Command Special Skill), the player immediately must name a new Lieutenant, without Order expenditure. The identity of this new Lieutenant is also Open Information. It is compulsory that this Lieutenant be a Model or a Marker placed on the game table.

END OF THE MISSION

This scenario will finish:

- At the end of the third Game Round.

CONNECTION CLOSED

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INFINITI