

Turneringsfolder

Snällcon #2

Svenska 40k's mjukost.



Snällcon är turneringen där man lämnar Psyker Battle Squad och Seer Council hemma och istället kommer med Vespids och Shining Spears!

Förra året såg vi massor med variation bland arméerna men några lyckades ändå komma med Mephiston och dubbel-raider.

Årets upplägg är som följer:
Minimum komp 63 enligt 6.6 RT mallen.

1645-1750p Enligt 5th ed. 40k och gällande codex med FAQ. SweFAQ 3.2 gäller.

Grot Tanks är ej tillåtna.

Alla Infernopistols har AP 1.

Armén måste vara målåd, målningspoäng 0-8 tilldelas i slutet på turneringen.

Schema

Lördag

830-900 Registrering
900-1200 Match 1
1200-1300 Lunch
1300-2015 Match 2+3 *

Söndag

830-1130 Match 4
1130-1230 Lunch
1230-1530 Match 5
1530- Avslut, etc

*(Rasttiden på 15 minuter börjar efter sista rapporterade match, dock senast 1630, match 3 börjar 15 minuter efter rasten)



BRA ATT KOMMA IHÅG:

Vi kan denna gång inte erbjuda sovplatser, vi kommer självfallet leta efter en lösning på detta till nästa gång men vi har bytt lokaler denna gång (till andra sidan gården för er som varit här förut) på grund av att vi inte längre får servera varken läsk eller godis på Kulturkammaren längre.



Saker man behöver ta med sig:

- Tärningar, Måttband, Armé, Armélista.
- Gott humör!
- 3 Objectivemarkers (25mm, inga andra storlekar kommer fungera, kommer finnas några att låna på plats, men långt ifrån till alla)

MISSION 1: DAWN OF WAR - SPECIAL DEPLOYMENT, SEE RULEBOOK

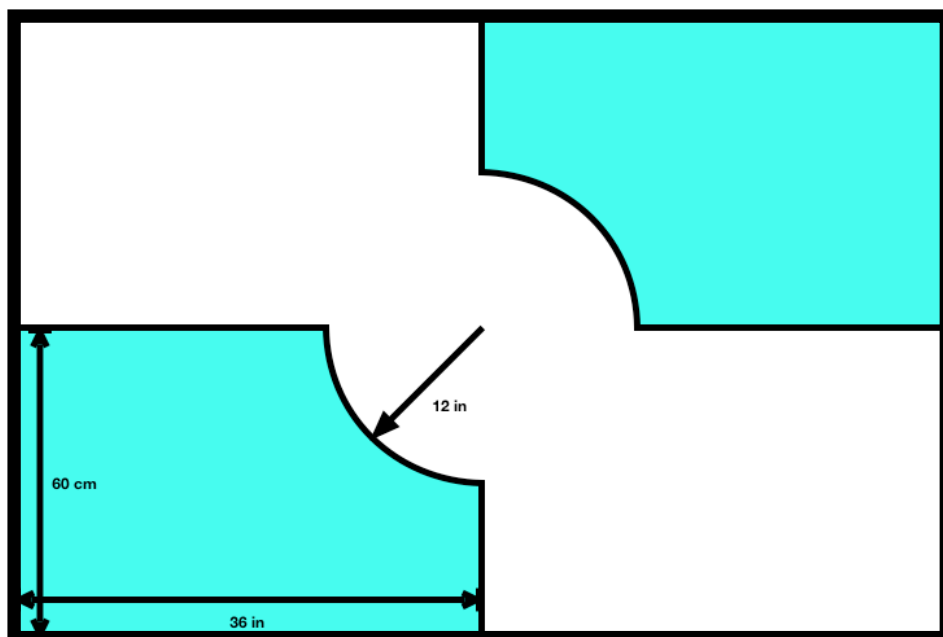
Setup:

5 Ob ec e a e aced

MISSION 2 : SPEARHEAD - NO SPECIAL RULES

Setup:

Pa e ff de-
 cde h ch e he
 a e g . (A
 a e a be c ed
 a he , a
 h he c e)



Primary Objective:

K P

Secondary Objective:

Headh. T a f f h bec e de e e e e
 HQ (h a be a ded ca ed a) lf ef he a e c , a
 ch e bef e de e hch eh g.

SCORING TABLES

Victory Points	Primary Objective	Secondary Objective
8-0 1451+	(Ad a age .)	4-0 a a ded a a e h ache e h g a a d a e ee h e f d g , a he ce a e 2-2.
7-1 1101+	12-0 7+	
6-2 751+	11-1 6+	
5-3 401+	10-2 5+	
4-4 0-400	9-3 4+	
	8-4 3+	
	7-5 2+	
	6-6 0-1	



Killing your opponents last model will not end the game, as stated in the rulebook. Instead the remaining player will finish the game alone rolling for extra turns, then calculating battlepoints based on the end result as normal. This is in line with the poll-vote on www.svenska4ok.se/forum and is not about to change anytime soon.

MISSION 3 : PITCHED BATTLE - NO SPECIAL RULES

Setup:

Pa e ff dec de
 h ch e he
 a e de e
 bec e each . The
 bec e be
 aced a ea 6 f
 a edge a da ea
 18 f a he
 bec e. Pa e he
 f dec de h
 ch e he a e
 g .



Primary Objective:

Ob ec e Ma e . T
 ca a bec e

ha ea de f a c g h 3" f he bec e ce d.

Secondary Objective:

Q a e . T ca a a e a a e ha ea c g f h he a e
 a d he g a e ha e a c e g c g . A h de
 (e) a e e g b e c e ca a a e .

SCORING TABLES

Victory Points

Primary Objective

Secondary Objective

8-0 1451+

(Ad a age c ed
 bec e a e .)

4-0 a a ded he a e
 h ca e a e ha h
 e , a he ce a

7-1 1101+

12-0 3+

e 2-2.

6-2 751+

9-3 1+

5-3 401+

6-6 0

4-4 0-400



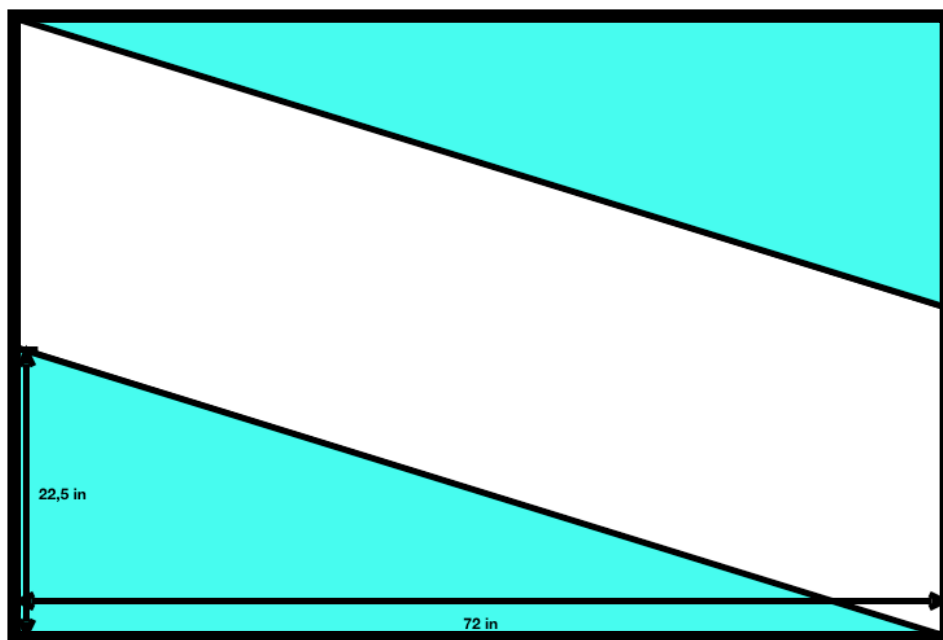
The reason behind the controversial fully within rule is simply to avoid any form of confusion related to what quarters are being contested and/or claimed.

The reason behind non-scoring units being unable to contest quarters is to promote scoring units being used.

MISSION 4 : EDGE - NO SPECIAL RULES

Setup:

Pa e ff dec de
 h ch e he
 a e g .The
 a e a ace e
 bec e a e each
 a g he ce e e 6"
 f he h abe
 edge .(A a e
 a be c eda he
 , a h
 he c e)



Primary Objective:

Q a e .T ca a a e a a e ha e a c g f h he a e
 a d he g a e ha e a c e g c g .A h de
 (e) a e e g b e c e ca a a e.

Secondary Objective:

K P

SCORING TABLES

Victory Points

Primary Objective

Secondary Objective

8-0 1451+

(Ad a age c ed
 bec e a e .)

4-0 a a ded he a e
 h a che e a ea
 e K P ha h
 e .A he
 ce a e 2-2

7-1 1101+

12-0 3+

6-2 751+

10-2 2+

5-3 401+

8-4 1+

4-4 0-400

6-6 0



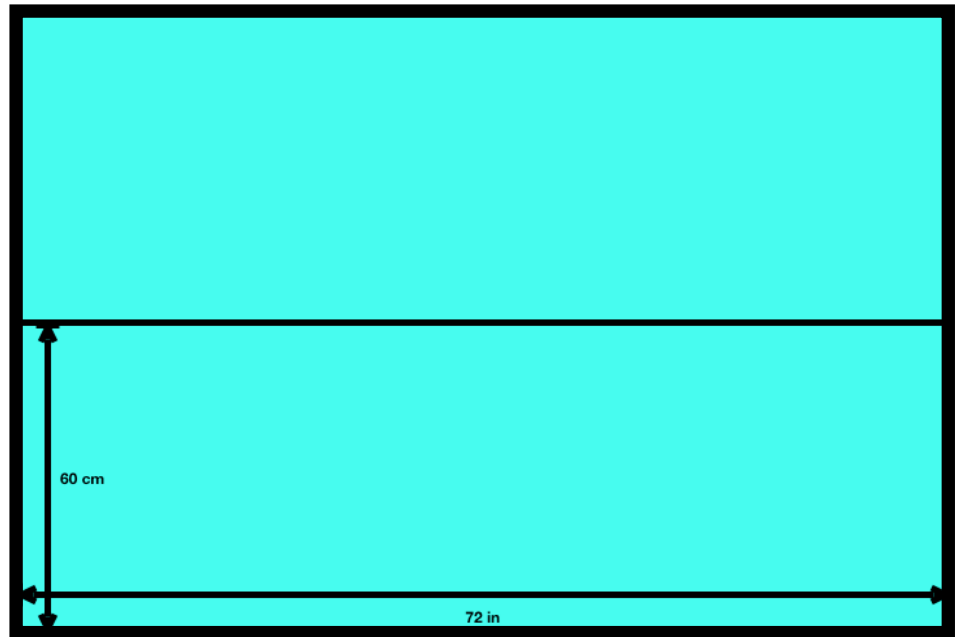
Yes, all items in the kiosk are 10kr or two for 15kr. No it does not matter which ones. Yes you can mix. No you can't pay now, take one and then take one later. Yes coffee is free, but do feel free to tip us! No I do not know how to make coffee. The milk may or may not be out. Feel free not to throw cans in the regular trash and vice versa.

-Thank you, The Organizers.

MISSION 5 : DUSK OF WAR - NIGHT FIGHT RULES ARE IN EFFECT TURN 6 AND 7

Setup:

5 Ob ec e a e aced
 he f g a e .
 F bec e a e
 aced 18" f he
 h de a d 12"
 f he de e
 e. The a
 bec e aced
 he e ac ce d f he
 abe. Pa e he
 ff dec de h
 ch e he a e
 g .



Primary Objective:

Ob ec e Ma e . T ca a bec e ha e a de f a c g h
 3" f he bec e ce d.

Secondary Objective:

Sec e C a d. T be e g b e f h bec e e e e HQ
 be a e he he ga e e d . If he e a e be ee HQ , e
 e ec e b e f e de e .

SCORING TABLES

Victory Points

Primary Objective

Secondary Objective

8-0 1451+

(Ad a age c ed
 bec e a e .)

4-0 a a ded he a e
 h ach e e h g a a d
 a e ee h

7-1 1101+

12-0 3+

e f d g , a
 he ce a e 2-2.

6-2 751+

10-2 2+

5-3 401+

8-4 1+

4-4 0-400

6-6 0



Tie-breaks are calculated using a version of solkoff that won't break when using negative points. For more detailed information feel free to ask the Organizers.

If you have anything you wish to have added to the FAQ boxes, or any other feedback. Feel free to mail us at 4ok@darkage.se with the subject Feedback.

Thanks for attending, and we hope to see you next time!