



WINTERMANÖVER 8

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1 General informations

The Tabletoptreff Hannover eV. hosts the Wintermanöver this year again.

For the 8th time already, just like the years before, there will be a big 3000 pts Epic:Armageddon tournament, here in Hanover, Germany. Expect a cozy location, great terrain and tasty catering.

Included in the price are meals, coffee and other drinks to still your thirst, as well as prizes and trophies.

The registration is handled via Tabletopturniere.de (see link). Alternatively you can send me an e-mail largowhinch@googlemail.com.

The registration is fixed when I receive the fee. Please send the money, with your name and the mention of "Wintermanöver 8", via PayPal to the following address: team@3th-events.de

You have more questions? Feel free to ask here or shoot me a message over Tabletopturniere.de or write me an E-Mail.

1.1 Location

The tournament location is at Spichernstraße 22a, 30161 Hanover. This is the clubhouse of the 3TH - Tabletoptreff Hannover eV. In the district, Oststadt are a couple of restaurants and kebab places, as well as a pizza place just across the street (mediocre, though). Supermarkets are reachable by foot as well. Better dishes (far better actually) can be found in the Linden district, but you have to travel some stations to get there.

1.2 Restaurant recommendations

Aristoteles - <http://mentorpcservice.wixsite.com/0000> Greek cuisine, simple but solid dishes. Nice service, friendly greek owner. Can be reached on foot in roughly 5 mins.

Boca - <https://boca-gastrobar.de/unsere-karte/> Good dishes, modern cuisine, small restaurant. Also easily reachable on foot. May not accommodate all tournament players at the same time due to space restrictions.

11a - <http://11a-restaurant.de/> Great dishes with regional and sustainable ingredients. Fair prices though, uncomplicated, young service team. The restaurant is located in the Linden district, which means you have to take the bus (Line 200 from station „Jakobi-/Voßstraße“) or the subway (Line 1 to Hauptbahnhof (central station), cross over to Line 10) to get there.

Streetkitchen - <http://streetkitchen-viet-cuisine.de/> Good vietnamese cuisine, for small money. Also located in the Linden district, same travel recommendation do apply compared to the 11a.

Sausalitos – <http://sausalitos.de> Franchiserestaurants. Big plates for acceptable prices. Good cocktails. The Osterstraße (where it is located) is just 2 stations with the subway. Burger and ribs are recommended.

1.3 Accommodation

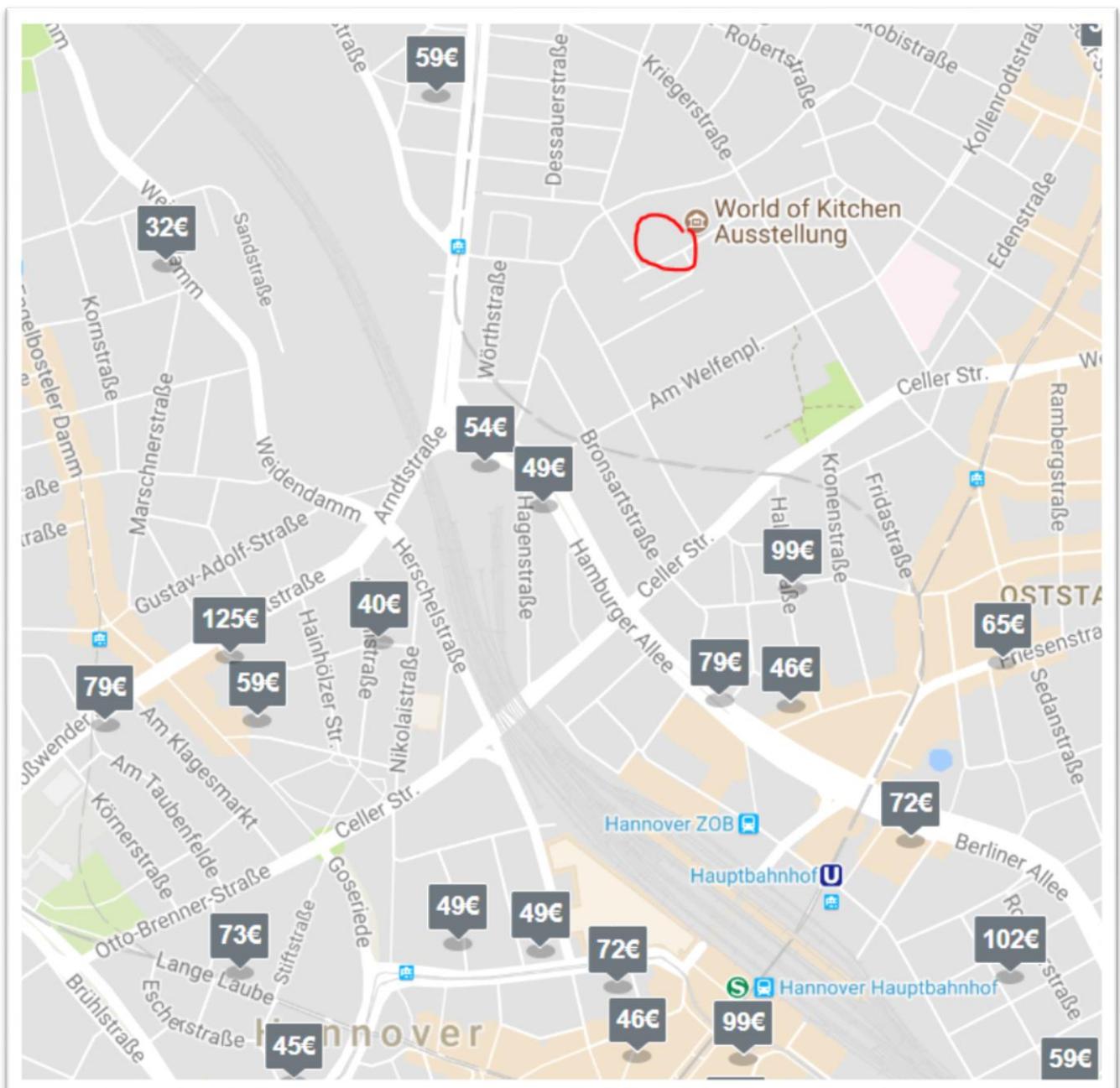
Cheap hotels can be found in the center of Hannover, as well as in the vicinity of the tournament location. Bigger hotel companies are recommended, like the Best Western, Mercure Hotels etc., as well as the Hotel Sparkuhl.

<https://www.accorhotels.com/en/hotel-5391-mercure-hotel-hannover-mitte/index.shtml> 59€ per night single room

<https://www.hotel-sparkuhl.de/en/> also 59€ per night, single room

Best advised to book these hotels by using travel portals, prices are much lower than going directly on the hotel websites e.g. www.trivago.com

Here is an overview over the hotels surrounding the tournament location. The red circle is the tournament location. Hannover central train station is located in the lower right (Hauptbahnhof).



2 Timescale

The tournament takes place over two days, during 24th and 25th November 2018.

Armies should be placed for electing Best-Painted-Army during the lunch break so everyone gets a chance at looking at them.

24. November		25. November	
09:00 - 09:30	Admin present	09:15 - 09:30	Admin present
09:30 - 12:30	First Game	09:30 - 12:30	First Game
12:30 - 13:15	Lunch Break	12:30 - 13:15	Lunch Break
13:15 - 16:15	Second Game	13:15 - 16:15	Second Game
16:15 - 16:35	Break	16:15 - 16:35	Management Break
16:35 - 19:35	Third Game	<i>Afterwards</i>	Award ceremony
<i>Afterwards</i>	Dinner with everybody (optional, not included in fee)		

3 Tournament Rules

In the following paragraph, rules, clarifications and army list amendments are laid out.

3.1.1 General Rules and Clarifications

- ☠ The current NetEA rules are used.
- ☠ All "Approved" lists are valid for this tournament. These can be found at tp.net-armeddodn.org. In addition for Tau the Vior'la Development 1.9 in this thread is also possible: <http://www.taccmd.tacticalwargames.net/viewtopic.php?f=23&t=24822> Be aware that this is **NOT** the current "hot-plate" development version developed by Borka but the older, more stable version from Matt-Shadowlord.
- ☠ If a development list gets to Approved State up to 17.11.18, it is possible to play said list as well.
- ☠ Armysize is up to 3000 pts, no more.
- ☠ Tablesize is 180cm x 120cm.
- ☠ Terrain is fixed before the start of the tournament and may not be moved beforehand. Roughly a quarter of the table will be covered in terrain. Before the tournament starts, each table will be visited shortly so questions can be answered for everyone at that point.
- ☠ All terrain is considered to be infinitely high.
- ☠ As long as a part of the base (if applicable) is covering the terrain it is considered to be in cover. If in doubt, clarify with your opponent.
- ☠ Fully within 5cm = The whole base/miniatue (if there is no base) must be completely within 5cm.
- ☠ Within 5cm = A part of the base/miniatue (if there is no base) must be in 5cm
- ☠ Cover Bonus due to AV/WE = Up to DC x 2 units may use an AV/WE for cover. In case of AV this results in 2 units per AV.
- ☠ Objective Marker are counted from the center, in case of the Blitz objective, it is the center point where the marker touches the players edge
- ☠ Pre-Measuring is used throughout the tournament in all games.
- ☠ CAP a CAP is not possible.
- ☠ To stay on CAP, an order test needs to be made, in all respects identically to Overwatch.

3.2 Armylist amendments

As tournaments in the past have made it fairly obvious, some lists are clearly superior than others but could be fixed without much effort. The following changes apply throughout the whole tournament in an effort to change these issues. Feedback is highly appreciated!

3.2.1 Chaos

- ☠ Flamers (Summoned Unit) increase their Firefight value to 3+. In exchange they lose the attribute "Extra Attack +1".
- ☠ Defiler, Chaos Predator (all variants) and Chaos Vindicator reduce their save to 5+ but gain the attribute "Reinforced Armour".

3.2.1.1 Chaos - Red Corsairs

- ☠ Strike Cruiser, Battle Barge and Thunderhawk also apply for the 33% limit regarding Titans and Navy

3.2.2 Imperial Guard

- ☠ An Artillery Battery, consisting solely of Basilisks, reduces their costs down to 225 pts.

- ☠ The Demolisher weapon on the Banebladed is replaced by the following weapon:
- ☠ Improved Demolisher - Range 30cm, MW 4+ AND (15cm) Small Arms, Macro Weapon
- ☠ The "Macro Weapon" attribute cannot be applied to extra attacks due to upgrades (i.e. Armoured Company Commissars,..)

3.2.2.1 Imperial Guard - Death Korps of Krieg

- ☠ The formation "Warhound" cannot be selected. A "Warhound Pack" can be selected though.
- ☠ Commissar Upgrades cannot be placed on Gorgons

3.2.3 Orks

- ☠ The Oddboyz Upgrade is changed to the following: Soopa Gun OR SoopaZapp Gun OR 1d3 Powerfields (Battlefortress or Gunfortress only)
- ☠ Gunwaggons increase their save to 4+.

3.2.3.1 Orks - War Horde

- ☠ A unit containing at least one Stompa is inspired by its presence. This idol of Gork (or Mork) boosts the morale of the surrounding Orks giving a bonus of +1 on the order test in the Rally phase. This is cumulative for "Mob Rule"

3.2.4 Space Marines

- ☠ Strike Cruiser, Battle Barge, Thunderhawk, Thunderhawk Transporter and Landing Craft also apply for the 33% limit regarding Titans and Navy
- ☠ Predator (all variants) and Vindicator reduce their armour save to 5+ but gain the attribute "Reinforced Armour"

3.2.5 Tyranids

- ☠ Tyranids get access to a new formation in the "Independent Swarm" section. It cannot claim objectives. It has an initiative rating of 2+. The formation is allowed to garrison.
- ☠

Spore Mine Swarm	6x Spore Mine Cluster	150pts
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Name	Type	Speed	Arm	CC	FF	Weapons	Range	Firepower
Spore Mine Cluster	LV	15cm	5+	-	5+	<i>Explosive Spores</i>	15cm	AP5+/AT5+/AA5+
Notes	Skimmer, Scout							

4 Tournament Points

The standard tournament scenario will be played in all 5 games

Points will be scored depending on turn count and goal difference.

4.1 Game ending in turn 3:

- ☠ Victorious with 4 or 5 Goals difference: 32 - 0
- ☠ Victorious with 3 Goals difference: 30 - 2
- ☠ Victorious with 2 Goals difference: 28 - 4
- ☠ Victorious with 1 Goal difference: 26 - 6

4.2 Game ending in turn 4 or later:

- ☠ Victorious with 4 or 5 Goals difference: 30 - 2
- ☠ Victorious with 3 Goals difference: 28 - 4
- ☠ Victorious with 2 Goals difference: 26 - 6
- ☠ Victorious with 1 Goal difference: 24 - 8

4.3 Game ending without a goal-difference

- ☠ Draw with up to 250 points destroyed difference: 18:14
- ☠ Draw with less than 250 points destroyed difference: 16 - 16

4.4 Game is called due to timeout

- ☠ If time is called, only the current activation is completed. If time is called and the game has not processed into turn 3, the game is declared as a draw and destroyed points are calculated as usual. If time is called during turn 3 or later, goals are accounted for as usual.

4.5 Possible scoring

- ☠ In 5 games, up to 160 tournament points can be made.
- ☠ A completely painted army accounts for another 20 tournament points.
- ☠ Timely deliverance of the army list (17.11.2018, 23:59) also accounts for 8 tournament points.

Maximum total number of points is therefore **188** tournament points.