

10.09.2023

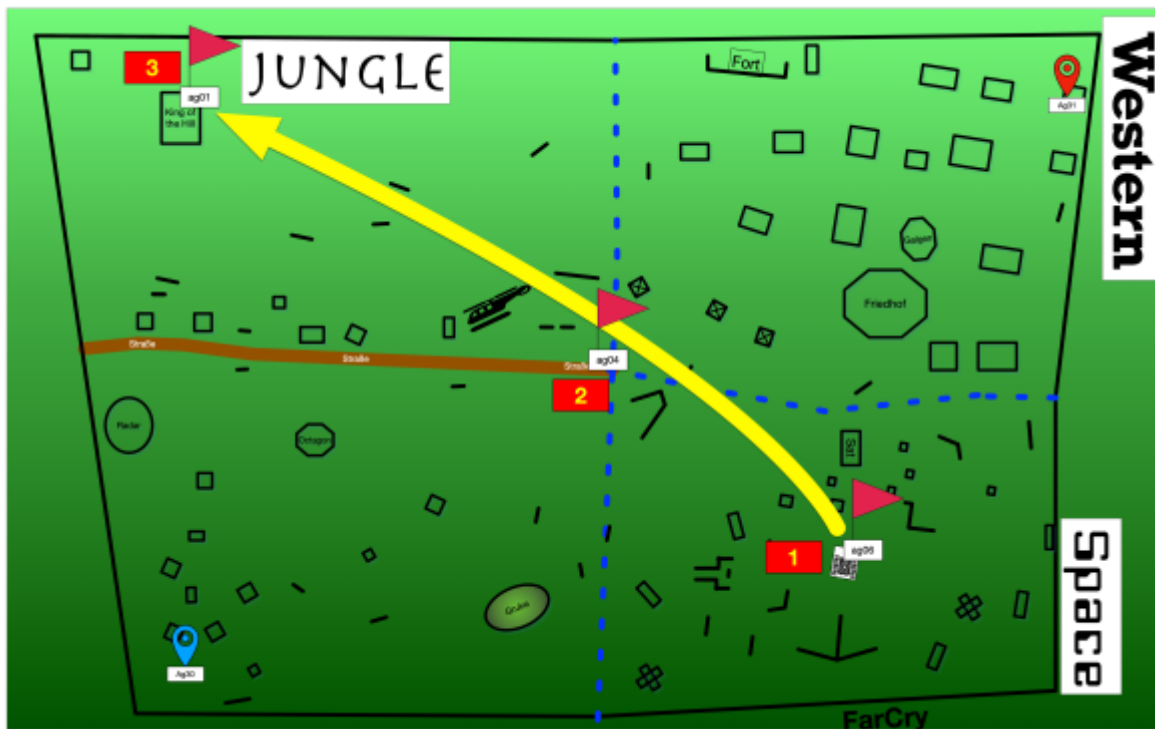
Allgemeine Informationen zu den [little BIG Games findet ihr hier](#). Bitte guckt auch die Videos wenn ihr das ganze noch nicht kennt.

- Anlage: [Paintballfabrik Montabaur](#)
- Spielfeld: **Jungle, Western und Space**
- Spielerzahl: ca. 50
- Markierer:
 - MagFed und LowCap - Keine Munitionsbeschränkung
 - E-PNEUs und Hopper sind erlaubt, **ABER**
 - maximal 1 Pot - Das sind 140 Kugeln
 - kein Ramping - nur Semi
 - keine Lines legen, auch wenn Du flotte Finger hast
 - **Kein Nachladen im Spawn**
 - Keiner nimmt Pötte mit aufs Feld
 - Die Verteilung der E-Pneus bleibt ausgewogen - heisst, dass ihr evtl. das Team wechseln müsst.
- Anfänger und Rentals sind willkommen
- Bouncer zählen nicht. Die Kugel muss platzen, sonst gilt's nicht.
- Ihr müsst die Paint und den Rauch vor Ort kaufen. Kein BYO¹⁾.
- Start der ersten Spielrunde: kurz nach 11 Uhr

Tagesablauf

1. [Conquest](#) (Hin und Rückrunde)
 - Anzahl Tickets: 350 (ca. 20-25 Minuten)
 - 7 Flaggen Punkte
2. Mittag (wenn das Essen da ist)
3. [Hardpoint](#) (Hin und Rückrunde)
 - Siegpunktzahl: 300 Punkte (ca. 20 Minuten)
 - Flaggen Time Out ²⁾: 5 Minuten
 - Flaggen Zeit ³⁾: 1 Minute
 - 7 Flaggen Punkte
4. [Assault](#) (Hin und Rückrunde)
 - Spielzeit ⁴⁾: 30 Minuten
 - Flaggen Zeit ⁵⁾: 3 Minuten
 - 3 Flaggen Punkte zur Eroberung

Natürlich können wir von diesem Schema abweichen, falls Ihr Wünsche habt. Klickt auf die Links zu den einzelnen Spielen für eine Erklärung der Regeln.



Zum Schluss

Vor dem nächsten Mal werden wir einige Regeln ändern.

- Wir gehen wieder zurück auf die 50er Schüttelhopper, da sich mehrere Spieler nicht an die 140 Kugeln gehalten haben und auch nicht an die Einzelschuss Regel. Das LBG ist ein LowCap Event und dass soll es auch bleiben.
- Wir sollten vor dem nächsten Mal überlegen, ob wir FarCry noch spielen wollen. Da die gesamte Action auf dem Spielfeld auf genau einen Punkt konzentriert wird, gehts an den Flaggen hoch her. Das führt zu den besten und den schlimmsten Momenten im Spiel. Außerdem hatten wir 3 Schiris vor Ort um alles im Auge zu behalten. Bei der nächsten Planung kommen wir darauf nochmal zu sprechen.
- Falls wir FarCry nochmal spielen wollen, müssen wir uns vorher gemeinsam Gedanken über den Aufbau der 3 Flaggen machen. Die letzte Flageg (ag01) war wohl zu sehr am Spielfeldrand positioniert.

Abschließend bedanke ich mich für den sehr fairen Spieltag. Die vereinzelt Emotionen gehören für mich zum Spiel dazu. Aber das lassen wir auf dem Feld, hinterher sind wir wieder alle Brüder und Schwestern.

Besonderen Dank noch an **Patrick Schön** und **Sascha Linz**, die mir tatkräftig als Team-Hirten zur Seite standen. Der **Familie Weihs** danke ich für die Unterstützung beim Auf- und Abbau. **Sven Giovanetti** für die super Schiri-Leistung bei FarCry und **Gregor Kluß** für die Hilfe bei der Planung und dem Auf- und Abbau.

Punkte und Ereignisse

Ergebnisse

Bitte klickt auf die einzelnen Runden, wenn Ihr die Ergebnisse sehen wollt.

Runde 1 - Conquest

Team Red → 0 ⇔ 96 ← Team Blue

Number of Respawns

Team Red → 35 ⇔ 31 ← Team Blue

Events

Timestamp	Event	State
10 Sept 2023, 11:35:41	game_over	EPILOG
10 Sept 2023, 11:35:25	ag06 ⇒ blue	RUNNING
10 Sept 2023, 11:35:12	Respawn Team blue: #31	RUNNING
10 Sept 2023, 11:35:06	Respawn Team blue: #30	RUNNING
10 Sept 2023, 11:34:59	Respawn Team red: #35	RUNNING
10 Sept 2023, 11:34:34	Respawn Team red: #34	RUNNING
10 Sept 2023, 11:33:15	Respawn Team blue: #29	RUNNING
10 Sept 2023, 11:33:12	Respawn Team red: #33	RUNNING
10 Sept 2023, 11:33:11	Respawn Team red: #32	RUNNING
10 Sept 2023, 11:33:07	Respawn Team blue: #28	RUNNING
10 Sept 2023, 11:32:42	Respawn Team blue: #27	RUNNING
10 Sept 2023, 11:32:07	Respawn Team blue: #26	RUNNING
10 Sept 2023, 11:31:56	Respawn Team red: #31	RUNNING
10 Sept 2023, 11:31:50	Respawn Team blue: #25	RUNNING
10 Sept 2023, 11:31:34	Respawn Team blue: #24	RUNNING
10 Sept 2023, 11:31:32	Respawn Team red: #30	RUNNING
10 Sept 2023, 11:31:27	Respawn Team blue: #23	RUNNING
10 Sept 2023, 11:31:25	Respawn Team red: #29	RUNNING
10 Sept 2023, 11:31:02	ag06 ⇒ red	RUNNING
10 Sept 2023, 11:31:02	Respawn Team red: #28	RUNNING
10 Sept 2023, 11:30:59	ag06 ⇒ blue	RUNNING
10 Sept 2023, 11:30:59	ag06 ⇒ red	RUNNING
10 Sept 2023, 11:30:58	Respawn Team blue: #22	RUNNING
10 Sept 2023, 11:30:54	Respawn Team blue: #21	RUNNING
10 Sept 2023, 11:30:47	Respawn Team red: #27	RUNNING
10 Sept 2023, 11:30:40	Respawn Team blue: #20	RUNNING
10 Sept 2023, 11:30:38	Respawn Team blue: #19	RUNNING

Timestamp	Event	State
10 Sept 2023, 11:30:28	Respawn Team red: #26	RUNNING
10 Sept 2023, 11:29:59	Respawn Team red: #25	RUNNING
10 Sept 2023, 11:29:48	Respawn Team blue: #18	RUNNING
10 Sept 2023, 11:29:46	Respawn Team red: #24	RUNNING
10 Sept 2023, 11:29:45	Respawn Team red: #23	RUNNING
10 Sept 2023, 11:29:22	Respawn Team blue: #17	RUNNING
10 Sept 2023, 11:29:10	Respawn Team blue: #16	RUNNING
10 Sept 2023, 11:29:01	Respawn Team red: #22	RUNNING
10 Sept 2023, 11:28:58	Respawn Team blue: #15	RUNNING
10 Sept 2023, 11:28:58	Respawn Team blue: #14	RUNNING
10 Sept 2023, 11:28:49	Respawn Team blue: #13	RUNNING
10 Sept 2023, 11:28:14	Respawn Team blue: #12	RUNNING
10 Sept 2023, 11:28:07	Respawn Team red: #21	RUNNING
10 Sept 2023, 11:28:06	Respawn Team red: #20	RUNNING
10 Sept 2023, 11:27:54	ag06 ⇒ blue	RUNNING
10 Sept 2023, 11:27:51	Respawn Team red: #19	RUNNING
10 Sept 2023, 11:27:43	Respawn Team blue: #11	RUNNING
10 Sept 2023, 11:27:28	Respawn Team blue: #10	RUNNING
10 Sept 2023, 11:26:02	Respawn Team blue: #9	RUNNING
10 Sept 2023, 11:25:46	Respawn Team red: #18	RUNNING
10 Sept 2023, 11:25:31	Respawn Team red: #17	RUNNING
10 Sept 2023, 11:25:23	Respawn Team blue: #8	RUNNING
10 Sept 2023, 11:25:10	Respawn Team red: #16	RUNNING
10 Sept 2023, 11:25:05	Respawn Team red: #15	RUNNING
10 Sept 2023, 11:24:53	Respawn Team red: #14	RUNNING
10 Sept 2023, 11:24:30	Respawn Team red: #13	RUNNING
10 Sept 2023, 11:24:19	ag03 ⇒ blue	RUNNING
10 Sept 2023, 11:24:17	Respawn Team red: #12	RUNNING
10 Sept 2023, 11:24:16	Respawn Team blue: #7	RUNNING
10 Sept 2023, 11:24:15	Respawn Team red: #11	RUNNING
10 Sept 2023, 11:24:13	Respawn Team blue: #6	RUNNING
10 Sept 2023, 11:24:00	Respawn Team red: #10	RUNNING
10 Sept 2023, 11:23:57	Respawn Team blue: #5	RUNNING
10 Sept 2023, 11:23:47	Respawn Team blue: #4	RUNNING
10 Sept 2023, 11:23:45	Respawn Team blue: #3	RUNNING
10 Sept 2023, 11:23:44	Respawn Team red: #9	RUNNING
10 Sept 2023, 11:23:41	Respawn Team blue: #2	RUNNING
10 Sept 2023, 11:23:39	Respawn Team red: #8	RUNNING
10 Sept 2023, 11:23:34	Respawn Team red: #7	RUNNING
10 Sept 2023, 11:23:31	Respawn Team red: #6	RUNNING
10 Sept 2023, 11:23:29	ag06 ⇒ red	RUNNING
10 Sept 2023, 11:23:24	Respawn Team red: #5	RUNNING
10 Sept 2023, 11:23:21	Respawn Team blue: #1	RUNNING
10 Sept 2023, 11:22:56	ag06 ⇒ blue	RUNNING
10 Sept 2023, 11:22:56	Respawn Team red: #4	RUNNING

Timestamp	Event	State
10 Sept 2023, 11:22:53	Respawn Team red: #3	RUNNING
10 Sept 2023, 11:22:51	Respawn Team red: #2	RUNNING
10 Sept 2023, 11:22:49	ag04 ⇒ blue	RUNNING
10 Sept 2023, 11:22:42	Respawn Team red: #1	RUNNING
10 Sept 2023, 11:22:14	ag02 ⇒ blue	RUNNING
10 Sept 2023, 11:22:07	ag01 ⇒ blue	RUNNING
10 Sept 2023, 11:21:54	ag07 ⇒ red	RUNNING
10 Sept 2023, 11:21:53	ag07 ⇒ blue	RUNNING
10 Sept 2023, 11:21:46	ag05 ⇒ red	RUNNING
10 Sept 2023, 11:21:46	ag05 ⇒ blue	RUNNING
10 Sept 2023, 11:21:37	run	RUNNING
10 Sept 2023, 11:21:07	ready	TEAMS_READY
10 Sept 2023, 11:08:34	prepare	TEAMS_NOT_READY
10 Sept 2023, 11:08:28	reset	PROLOG

Runde 2 - Conquest

Team Red → 0 ⇔ 149 ← Team Blue

Number of Respawns

Team Red → 40 ⇔ 28 ← Team Blue

Events

Timestamp	Event	State
10 Sept 2023, 12:18:50	game_over	EPILOG
10 Sept 2023, 12:18:49	Respawn Team blue: #28	RUNNING
10 Sept 2023, 12:18:34	Respawn Team red: #40	RUNNING
10 Sept 2023, 12:18:29	ag04 ⇒ blue	RUNNING
10 Sept 2023, 12:18:04	Respawn Team red: #39	RUNNING
10 Sept 2023, 12:17:54	Respawn Team red: #38	RUNNING
10 Sept 2023, 12:17:42	Respawn Team red: #37	RUNNING
10 Sept 2023, 12:17:39	Respawn Team blue: #27	RUNNING
10 Sept 2023, 12:17:27	Respawn Team red: #36	RUNNING
10 Sept 2023, 12:17:26	Respawn Team red: #35	RUNNING
10 Sept 2023, 12:16:25	Respawn Team red: #34	RUNNING
10 Sept 2023, 12:16:19	Respawn Team red: #33	RUNNING
10 Sept 2023, 12:16:19	Respawn Team blue: #26	RUNNING
10 Sept 2023, 12:16:13	Respawn Team blue: #25	RUNNING
10 Sept 2023, 12:16:10	Respawn Team blue: #24	RUNNING
10 Sept 2023, 12:16:08	Respawn Team blue: #23	RUNNING
10 Sept 2023, 12:16:03	Respawn Team blue: #22	RUNNING
10 Sept 2023, 12:16:01	Respawn Team blue: #21	RUNNING
10 Sept 2023, 12:15:52	Respawn Team red: #32	RUNNING

Timestamp	Event	State
10 Sept 2023, 12:15:50	ag02 ⇒ blue	RUNNING
10 Sept 2023, 12:15:32	ag04 ⇒ red	RUNNING
10 Sept 2023, 12:15:31	Respawn Team blue: #20	RUNNING
10 Sept 2023, 12:15:28	Respawn Team red: #31	RUNNING
10 Sept 2023, 12:15:27	Respawn Team red: #30	RUNNING
10 Sept 2023, 12:15:21	Respawn Team red: #29	RUNNING
10 Sept 2023, 12:15:20	Respawn Team red: #28	RUNNING
10 Sept 2023, 12:15:09	Respawn Team blue: #19	RUNNING
10 Sept 2023, 12:15:01	Respawn Team blue: #18	RUNNING
10 Sept 2023, 12:14:43	Respawn Team blue: #17	RUNNING
10 Sept 2023, 12:14:25	ag02 ⇒ red	RUNNING
10 Sept 2023, 12:14:15	Respawn Team red: #27	RUNNING
10 Sept 2023, 12:13:51	ag01 ⇒ blue	RUNNING
10 Sept 2023, 12:13:50	ag01 ⇒ red	RUNNING
10 Sept 2023, 12:13:50	ag01 ⇒ blue	RUNNING
10 Sept 2023, 12:13:50	Respawn Team red: #26	RUNNING
10 Sept 2023, 12:13:47	Respawn Team blue: #16	RUNNING
10 Sept 2023, 12:13:47	Respawn Team red: #25	RUNNING
10 Sept 2023, 12:13:36	Respawn Team blue: #15	RUNNING
10 Sept 2023, 12:13:36	Respawn Team red: #24	RUNNING
10 Sept 2023, 12:13:31	ag01 ⇒ red	RUNNING
10 Sept 2023, 12:13:27	ag01 ⇒ blue	RUNNING
10 Sept 2023, 12:13:21	Respawn Team blue: #14	RUNNING
10 Sept 2023, 12:13:16	Respawn Team blue: #13	RUNNING
10 Sept 2023, 12:13:08	Respawn Team red: #23	RUNNING
10 Sept 2023, 12:13:03	Respawn Team red: #22	RUNNING
10 Sept 2023, 12:12:41	Respawn Team red: #21	RUNNING
10 Sept 2023, 12:12:29	Respawn Team red: #20	RUNNING
10 Sept 2023, 12:12:16	ag02 ⇒ blue	RUNNING
10 Sept 2023, 12:12:13	Respawn Team red: #19	RUNNING
10 Sept 2023, 12:12:12	Respawn Team red: #18	RUNNING
10 Sept 2023, 12:12:07	ag02 ⇒ red	RUNNING
10 Sept 2023, 12:11:55	Respawn Team blue: #12	RUNNING
10 Sept 2023, 12:11:32	ag02 ⇒ blue	RUNNING
10 Sept 2023, 12:11:32	ag02 ⇒ red	RUNNING
10 Sept 2023, 12:11:31	ag02 ⇒ blue	RUNNING
10 Sept 2023, 12:11:29	Respawn Team red: #17	RUNNING
10 Sept 2023, 12:11:27	Respawn Team blue: #11	RUNNING
10 Sept 2023, 12:11:21	Respawn Team red: #16	RUNNING
10 Sept 2023, 12:11:15	Respawn Team blue: #10	RUNNING
10 Sept 2023, 12:11:14	Respawn Team red: #15	RUNNING
10 Sept 2023, 12:11:07	Respawn Team red: #14	RUNNING
10 Sept 2023, 12:11:03	Respawn Team red: #13	RUNNING
10 Sept 2023, 12:10:59	Respawn Team blue: #9	RUNNING
10 Sept 2023, 12:10:47	Respawn Team blue: #8	RUNNING

Timestamp	Event	State
10 Sept 2023, 12:10:42	Respawn Team blue: #7	RUNNING
10 Sept 2023, 12:10:35	Respawn Team red: #12	RUNNING
10 Sept 2023, 12:10:33	Respawn Team blue: #6	RUNNING
10 Sept 2023, 12:10:27	Respawn Team red: #11	RUNNING
10 Sept 2023, 12:10:24	Respawn Team blue: #5	RUNNING
10 Sept 2023, 12:10:19	ag04 ⇒ blue	RUNNING
10 Sept 2023, 12:10:19	Respawn Team red: #10	RUNNING
10 Sept 2023, 12:10:16	Respawn Team red: #9	RUNNING
10 Sept 2023, 12:10:13	Respawn Team red: #8	RUNNING
10 Sept 2023, 12:10:11	Respawn Team red: #7	RUNNING
10 Sept 2023, 12:09:39	Respawn Team blue: #4	RUNNING
10 Sept 2023, 12:09:36	Respawn Team red: #6	RUNNING
10 Sept 2023, 12:09:28	Respawn Team blue: #3	RUNNING
10 Sept 2023, 12:09:22	Respawn Team blue: #2	RUNNING
10 Sept 2023, 12:09:16	Respawn Team red: #5	RUNNING
10 Sept 2023, 12:09:09	Respawn Team red: #4	RUNNING
10 Sept 2023, 12:08:51	ag02 ⇒ red	RUNNING
10 Sept 2023, 12:08:51	ag02 ⇒ blue	RUNNING
10 Sept 2023, 12:08:50	Respawn Team red: #3	RUNNING
10 Sept 2023, 12:08:43	ag04 ⇒ red	RUNNING
10 Sept 2023, 12:08:43	ag04 ⇒ blue	RUNNING
10 Sept 2023, 12:08:21	Respawn Team blue: #1	RUNNING
10 Sept 2023, 12:08:20	Respawn Team red: #2	RUNNING
10 Sept 2023, 12:08:15	Respawn Team red: #1	RUNNING
10 Sept 2023, 12:07:51	ag01 ⇒ red	RUNNING
10 Sept 2023, 12:07:49	ag01 ⇒ blue	RUNNING
10 Sept 2023, 12:07:35	ag03 ⇒ red	RUNNING
10 Sept 2023, 12:07:34	ag03 ⇒ blue	RUNNING
10 Sept 2023, 12:07:33	ag07 ⇒ blue	RUNNING
10 Sept 2023, 12:07:33	ag06 ⇒ blue	RUNNING
10 Sept 2023, 12:07:32	ag07 ⇒ red	RUNNING
10 Sept 2023, 12:07:32	ag07 ⇒ blue	RUNNING
10 Sept 2023, 12:07:27	ag05 ⇒ blue	RUNNING
10 Sept 2023, 12:07:16	run	RUNNING
10 Sept 2023, 12:06:46	ready	TEAMS_READY
10 Sept 2023, 11:40:34	prepare	TEAMS_NOT_READY
10 Sept 2023, 11:40:31	reset	PROLOG

Runde 3 - Hardpoint

Team Red → 284 ⇔ 300 ← Team Blue

Leider hatte Team Rot um 13:02:27 die Aktivierung ihrer **Heimatflagge** im **Cathouse** nicht

bemerkt. Sie hatten 5 Minuten Zeit, das Spiel sicher heimzuholen. Nachdem diese Chance vertan war, lies Team Blau nichts anbrennen und gewann die Runde.

Events

Timestamp	Event	State
10 Sept 2023, 13:11:57	game_over	EPILOG
10 Sept 2023, 13:11:13	ag02 ⇒ BLUE	RUNNING
10 Sept 2023, 13:10:57	ag02 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 13:10:57	Flag ag04 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 13:09:57	ag04 ⇒ BLUE	RUNNING
10 Sept 2023, 13:09:50	ag04 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 13:09:50	Flag ag01 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 13:08:50	ag01 ⇒ BLUE	RUNNING
10 Sept 2023, 13:08:39	ag01 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 13:08:39	Flag ag02 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 13:07:39	ag02 ⇒ BLUE	RUNNING
10 Sept 2023, 13:07:27	ag02 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 13:02:27	ag05 ⇒ NEUTRAL	RUNNING - Verpasste Chance für Team Rot
10 Sept 2023, 13:02:27	Flag ag06 added 58 points for RED and 1 points for BLUE	RUNNING
10 Sept 2023, 13:01:28	ag06 ⇒ RED	RUNNING
10 Sept 2023, 13:01:27	ag06 ⇒ BLUE	RUNNING
10 Sept 2023, 12:59:06	ag06 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 12:59:06	Flag ag04 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 12:58:06	ag04 ⇒ BLUE	RUNNING
10 Sept 2023, 12:57:32	ag04 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 12:57:32	Flag ag07 added 59 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 12:56:32	ag07 ⇒ RED	RUNNING
10 Sept 2023, 12:56:20	ag07 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 12:56:20	Flag ag06 added 46 points for RED and 13 points for BLUE	RUNNING
10 Sept 2023, 12:56:18	ag06 ⇒ BLUE	RUNNING
10 Sept 2023, 12:55:32	ag06 ⇒ RED	RUNNING
10 Sept 2023, 12:55:20	ag06 ⇒ BLUE	RUNNING
10 Sept 2023, 12:51:16	ag06 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 12:51:16	Flag ag05 added 60 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 12:50:16	ag05 ⇒ RED	RUNNING
10 Sept 2023, 12:50:04	ag05 ⇒ NEUTRAL	RUNNING

Timestamp	Event	State
10 Sept 2023, 12:50:04	Flag ag07 added 59 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 12:49:04	ag07 ⇒ RED	RUNNING
10 Sept 2023, 12:48:25	ag07 ⇒ NEUTRAL	TEAMS_READY
10 Sept 2023, 12:48:25	run	RUNNING
10 Sept 2023, 12:47:55	ready	TEAMS_READY
10 Sept 2023, 12:38:28	prepare	TEAMS_NOT_READY
10 Sept 2023, 12:38:26	reset	PROLOG

Runde 4 - Hardpoint

Team Red → 300 ⇔ 137 ← Team Blue

Events

Timestamp	Event	State
10 Sept 2023, 14:22:34	game_over	EPILOG
10 Sept 2023, 14:22:32	ag04 ⇒ RED	RUNNING
10 Sept 2023, 14:22:17	ag04 ⇒ BLUE	RUNNING
10 Sept 2023, 14:21:23	ag04 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:21:23	Flag ag07 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 14:20:23	ag07 ⇒ BLUE	RUNNING
10 Sept 2023, 14:20:13	ag07 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:20:13	Flag ag03 added 60 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 14:19:13	ag03 ⇒ RED	RUNNING
10 Sept 2023, 14:19:04	ag03 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:19:04	Flag ag04 added 59 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 14:18:05	ag04 ⇒ RED	RUNNING
10 Sept 2023, 14:18:04	ag04 ⇒ BLUE	RUNNING
10 Sept 2023, 14:17:47	ag04 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:17:47	Flag ag01 added 58 points for RED and 1 points for BLUE	RUNNING
10 Sept 2023, 14:16:48	ag01 ⇒ RED	RUNNING
10 Sept 2023, 14:16:47	ag01 ⇒ BLUE	RUNNING
10 Sept 2023, 14:16:40	ag01 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:16:40	Flag ag02 added 60 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 14:15:40	ag02 ⇒ RED	RUNNING
10 Sept 2023, 14:14:40	ag02 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:14:40	Flag ag03 added 60 points for RED and 0 points for BLUE	RUNNING
10 Sept 2023, 14:13:40	ag03 ⇒ RED	RUNNING
10 Sept 2023, 14:13:32	ag03 ⇒ NEUTRAL	RUNNING
10 Sept 2023, 14:13:32	Flag ag04 added 0 points for RED and 60 points for BLUE	RUNNING
10 Sept 2023, 14:12:32	ag04 ⇒ BLUE	RUNNING
10 Sept 2023, 14:11:54	ag04 ⇒ NEUTRAL	TEAMS_READY
10 Sept 2023, 14:11:54	run	RUNNING
10 Sept 2023, 14:11:24	ready	TEAMS_READY

Timestamp	Event	State
10 Sept 2023, 13:52:14	prepare	TEAMS_NOT_READY
10 Sept 2023, 13:52:11	reset	PROLOG

Runde 5 - FarCry

Match length: 00:30:00

Capture Points taken: 2 out of 3

Achtung Der Spielablauf und der Punktestand wurden durch mich leider beeinflusst, weil ich um 15:12 den Verdacht hatte, eine Flagge hätte ein technisches Problem. Daher hatte ich sie getestet und selbst den Knopf gedrückt. Das war aber nicht korrekt. Daher muss ich hier den Punkte Stand von 3/3 auf 2/3 ändern.

Events

Timestamp	Event	State
10 Sept 2023, 15:37:19	game_over	EPILOG
10 Sept 2023, 15:37:19	ag01 ⇒ taken	RUNNING
10 Sept 2023, 15:34:19	ag01 ⇒ fused	RUNNING
10 Sept 2023, 15:30:40	ag01 ⇒ defused	RUNNING
10 Sept 2023, 15:30:40	ag01 ⇒ activated	RUNNING
10 Sept 2023, 15:30:40	ag04 ⇒ taken	RUNNING
10 Sept 2023, 15:27:40	ag04 ⇒ fused	RUNNING - falsche Aktivierung durch mich
10 Sept 2023, 15:12:25	ag04 ⇒ defused	RUNNING
10 Sept 2023, 15:12:25	ag04 ⇒ activated	RUNNING
10 Sept 2023, 15:12:25	ag06 ⇒ taken	RUNNING
10 Sept 2023, 15:09:25	ag06 ⇒ fused	RUNNING
10 Sept 2023, 15:09:09	ag06 ⇒ defused	RUNNING
10 Sept 2023, 15:09:09	ag06 ⇒ activated	RUNNING
10 Sept 2023, 15:09:09	run	RUNNING
10 Sept 2023, 15:08:39	ready	TEAMS_READY
10 Sept 2023, 14:45:57	prepare	TEAMS_NOT_READY
10 Sept 2023, 14:45:54	reset	PROLOG

Runde 6 - FarCry

Match length: 00:30:00

Capture Points taken: 2 out of 3

Events

Timestamp	Event	State
10 Sept 2023, 16:42:26	game_over	EPILOG
10 Sept 2023, 16:42:26	ag01 ⇒ defended	RUNNING
10 Sept 2023, 16:23:40	ag01 ⇒ defused	RUNNING
10 Sept 2023, 16:23:40	ag01 ⇒ activated	RUNNING
10 Sept 2023, 16:23:40	ag04 ⇒ taken	RUNNING
10 Sept 2023, 16:20:40	ag04 ⇒ fused	RUNNING
10 Sept 2023, 16:15:42	ag04 ⇒ defused	RUNNING
10 Sept 2023, 16:15:42	ag04 ⇒ activated	RUNNING
10 Sept 2023, 16:15:42	ag06 ⇒ taken	RUNNING
10 Sept 2023, 16:12:42	ag06 ⇒ fused	RUNNING
10 Sept 2023, 16:12:26	ag06 ⇒ defused	RUNNING
10 Sept 2023, 16:12:26	ag06 ⇒ activated	RUNNING
10 Sept 2023, 16:12:26	run	RUNNING
10 Sept 2023, 16:11:56	ready	TEAMS_READY
10 Sept 2023, 15:49:19	prepare	TEAMS_NOT_READY
10 Sept 2023, 15:49:16	reset	PROLOG

1)

bring your own

2)

Wenn eine Flagge innerhalb dieser Zeit von **keinem** Team erreicht werden kann, dann wird die nächste aktiviert.

3)

Sobald ein Team eine Flagge erreicht, kann man 1 Minute lang Punkte sammeln, bevor die nächste Flagge dran ist.

4)

Gesamtspielzeit plus evtl. noch Nachspielzeit

5)

Ist der Zeitraum, die eine angegriffene Flagge gehalten werden muss, damit sie als erobert gilt.

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