



ALPINE CUP

KASSEL GT

**2024 Event Pack
February 17-18**

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About The Alpine Cup - Kassel GT

What is Kassel GT?

Alpine Cup is a series of international tabletop gaming events. Kassel GT is a singles Warhammer 40,000 tournament.

First Kassel GT will be hosted in February 2024 in *Kassel, Germany* and is planned to be an annual event that will be hosted every year.

Although primarily catered to German speaking hobbyists, thanks to its central location in Europe, Kassel GT also caters to players across many other countries in and around the continent.

Our aim is to provide the **Alpine Cup** experience to our guests under the sight of the mountains while still providing a great gaming tournament.

For the year of 2024 the date are **FEBRUARY 17-18** and we are hosting the following events.

- **Warhammer 40,000 Singles Championship**

The Alpine Mission Statement

Our mission and value for Alpine Cup are simple. These values are

- Firm but fair play, as in challenging our opponents to the best of their abilities on the tabletop while treating them as how we would like to be treated, such as playing by intent.
- To be welcoming to all newcomers and returning veterans to the hobby, as long as they don't seek to change the community they are coming into for personal or political goals. We enjoy our hobby and the community we have, that's why we participate in it. This community is just for players who want to enjoy their tabletop gaming, if you want to change that you are unwelcome here.

Find Out More About Kassel GT

If you are interested to find out more about the event, you can check out the [OFFICIAL TAC WEBPAGE](#), [DISCORD SERVER](#) and [FACEBOOK PAGE](#) if you would like to interact with some of our player base.



ALPINE CUP

Our Partners and Rulespack Sources:



WORLD TEAM
CHAMPIONSHIP

World Team Championship :

Rulespack Main Source



Weyland-Yutani:

Terrain Partner

Attending Kassel GT

If you are interested in attending to **Kassel GT**, you can [purchase a ticket](#) or if you have any questions you can send a message to the [TAC FACEBOOK PAGE](#) or the [DISCORD SERVER](#). One of the TO's will then get in touch to answer your questions.

Registering

Registration for Kassel GT can be done via [The Alpine Cup Website](#). We will be using BCP to administrate our tournament. We will be contacting players with further details regarding list submissions before the registration deadline (see tournament scheduling below).

Tournament Outline

Singles Tournament

Kassel GT is a 2 day, 6 round event that takes place from Saturday to Sunday (February 17-18). First round pairings will be random except for challenges, for further rounds we will use **random** for pairings with players with the same **W/L/D** record. We will do our best to not pair two players that are from the same nation or group for the first round.

Tournament Rules

- 10th edition, index rules with Leviathan Missions (Will be updated if a new Mission Pack is released before document deadline)
- 2000 points Strikeforce armies, WYSIWYG
- Preset missions and terrain, played on a 60" by 44" table.
- SWISS pairings, 6 round tournament
- 3 hour rounds
- Forgeworld units are allowed
- Units of Legend may not be used
- [WTC FAQ](#) will be in use
- 3 Rounds first day (February 17) + 3 Rounds second day (February 18).

List of Factions (Considered for Best In Faction. Subject to Update with release of new Codexes)

Space Marines	Grey Knights	Adeptus Custodes	Adeptus Mechanicus
Adepta Sororitas	Astra Militarum	Questor Imperialis	Imperial Agents
	T'au Empire	Necrons	
Tyrannids	Genestealer Cults	Craftworld Eldar	Drukhari
Leagues of Votann	Orks	Heretic Astartes	Chaos Daemons
Thousand Sons	Deathguard	Questor Traitoris	World Eaters

WYSIWYG

Kassel GT armies have to be fully painted and based and be WYSIWYG (on most up to date bases, in case of doubt contact TO).

Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm **MUST** be presented to the TO's (with pictures or links to pictures), **PRIOR** to list submission for the tournament and meet an approval from the **REFEREES** before they can be used at the tournament.

Any models like this in use at Kassel GT without prior consent will be up for an immediate penalty for each game, and models might be pulled from the table where this is applicable.

List Submission

List submission will be done via [BCP](#). List Template will be forwarded to all players.

Terrain Outline

The terrain map for Kassel GT will be added as soon as possible to [our website here](#).

Challenges

Challenges can be sent to other players for the first round, as long as the challenge is accepted by both players, and this is formalized with a discord post that is plain to see for everyone on the server. Challenges need to be announced before the first round draw. See the **Event Timeline** below.

Event Timeline

- Registration Deadline: **October 6th 2023 - February 12th 2024**
- Document Deadline: **February 9th 2024**

(Note: If a codex has been released but hasn't received an FAQ it can not be used in Kassel GT)

- Pairing System Registration: Until **February 12th 2024 22:00 CET**
- Army List Submission: **February 12th 2024 22:00 CET**
- Army List Corrections: **February 15th 2024 21:00 CET**

Missions Outline and Tournament Schedule

Day 1 :

- **Registration: 09:00 - 09:30**

- **Round 1: 09:30 - 12:30**
- Search & Destroy + Take & Hold + Chilling Rain

- **Round 2: 13:30 - 16:30**
- Crucible of Battle + Supply Drop + Chilling Rain

- **Round 3: 17:00 - 20:00**
- Sweeping Engagement + Priority Targets + Chilling Rain

Day 2:

- **Round 4: 09:00 - 12:00**
- Hammer & Anvil + Vital Ground + Chilling Rain

- **Round 5: 13:00 - 16:00**
- Search & Destroy + Scorched Earth + Chilling Rain

- **Round 6: 16:30 - 19:30**
- Crucible of Battle + Purge the Foe + Chilling Rain

- **Prize Ceremony: 19:30 - 20:00**

Kassel GT: At the Event

Getting to the Venue

The event will be taking place in the city of Kassel, Germany.

Adress: Pfdawiese 10, 34246 Vellmar, Germany

Official Tournament Language

The official language of the tournament is English.

Players are allowed to speak other languages if both players at the gaming table speak that language. **(Ex: If both players in a match can speak German, thats OK.)**

Players must have their relevant rules available in English at Kassel GT. This includes gaming aids and gaming attributes like stratagem cards and such. It is perfectly acceptable to carry around a digital source for rules material. A printed/tablet version of the codex/FAQs is acceptable for instance.

Players that do NOT have the their rules at hand when asked to provide source material will be given a **Warning** penalty.

Players, and non-players, that are caught not speaking English at a gametable while addressing one of the players at that table unless both active player speak that language, will be given an immediate **Reprimand** penalty.

Round Scoring

Each game, players will score a number of points as described in the 10th edition Rulebook, games are scored individually on a scale of 100 pts (90 points available from in-game scores and 10 points if the player in question had a correct armylist that was sent in on time).

The initial ranking will be done on a Win/Draw/Loss basis. After that we will be using the following 20-0 scale of VP difference as secondary points.

Tertiary ranking will be done using "Path to Victory" and final ranking will be done using "Opponents Win Percentage".

VP Difference	Game Points Player A	Game Points Player B
0-5	10	10
6-10	11	9
11-15	12	8
16-20	13	7
21-25	14	6
26-30	15	5
31-35	16	4
36-40	17	3
41-45	18	2
46-50	19	1
51+	20	0

Starting A Game (Leviathan)

Follow this procedure to start your games at Kassel GT: (might be updated if a new mission pack is released before document deadline)

1. Muster forces: Go over your armylist with your opponent

2+3. Mission briefing. Go through Primary Mission, Deployment and Mission Rule cards with your opponent.

4+5. **Place Terrain according to the map and Objective Markers** (Keeping the center of objective marker within 1" objective marker is NOT in effect)

6. Determine Attacker and Defneder

7. Select Secondary Missions

8. Declare Battle Formations

9. Deploy Armies, starting with the Defender one unit at a time.

10. Determine First Turn. Players roll off and the winner takes the First turn.

11. Resolve Pre-Battle Rules

12. Begin the Battle

NOTE: A player conceding a game does not immediately end it. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

Kassel GT Conduct

Referees

The Tournament will be officiated by a group of referees that are vetted by Kassel GT T0's. A referee's word is final and a decision may not be escalated.

Official complaints after the round will be handled by request of either captain/players immediately after the round. Both relevant players and referees will participate. Possible infractions and associated penalties are valid in the next round of Kassel GT.

If you are interested in joining the event as a referee, or know somebody who does, get in touch with us via the [Alpine Cup Facebook page](#).

Players Forfeiting A Round

If a player gets to the point like they feel they want to concede a round at Kassel GT, due to an issue, or a complement of issues arises, the referees and Kassel GT T0's should be advised immediately.

Penalties

Pre-Event Penalties

List Submission

Players need to submit lists in the correct format without errors. Failure to do so will result in a player not receiving the 'bonus 10pts' per game for a legal list (this is instead of the 'bonus 10pts' for a battle ready army).

The referee group will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the referees.

Formatting Errors

Any formatting errors will NOT incur a penalty as long as they get corrected IN TIME before the list correction deadline has passed. This penalty is for not properly listing the weapon options or wargear of models and units, not stating the Warlord, not correctly allocating dedicated transports to units, etc.

Illegal Lists

In the case of an illegal list, a penalty of -50 points might be handed if caught after corrections phase. Changes made to an illegal list to make it game legal will always have to be as minimal as possible and are subject to referee approval. If the substantial parts of, or the list in its entirety needs to be changed, additional penalties might be given out.

Any checks required as a result of incorrect or illegal lists, will be done by the referee corps to make sure it is done quickly and the corrected list are final and compliant.

Signing Up To Tournament Management Software

Any players who have not signed up their full details in the tournament management software by list submission deadline will have 25 points deducted from their overall score at the end of the tournament.

Event Penalties

Player Penalties

Depending on severity of a players conduct on or off the table, Kassel GT Referees and T0's might issue the following penalties.

The list of infractions (see next page) include playing a rule incorrectly which ends in an advantage, on table cheating, unpermitted communication between club members/players from same nation in native language during games, result fixing. The penalty list below will not be used as a step by step escalation for each player, any single action can result in any of the penalties below.

Penalty List

Warning

Declaration that the action the Warning was issued for is not accepted and must not be repeated.

Reprimand

An official warning on either a serious enough action that must not be repeated or a repeated minor infraction.

Sanction Minor

A penalty for the player of between 10-25 VP from their overall score if they took an action during a game that resulted in an unfair advantage. Referees have discretion in this case to issue a Reprimand instead.

Sanction Major

A penalty of between 50-100 VP (for the player) for that match if they took an action during a game that was the result of overt negligence or misrepresentation of the facts. If referees / T0's believe this was done with intent and malice they might escalate to an Expulsion.

Expulsion

Removal of the player from the event. Only reserved in premeditated cases of cheating or overt conduct violations such as physical fights or verbal abuse. Referees / T0's have full discretion on this subject.

List of Infractions

Excessive Rules Questions

If a player is determined to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including the WTC FAQ, they will receive a **warning** or a **reprimand** as this is a form of time wasting.

Agreeing a Result

Agreeing a result is not allowed before the game reaches a conclusion. Depending on the severity both players might receive a **Reprimand** or **Sanction**.

Dice-, Movement- or Rules-Cheating

Any instances of the following, or anything else within similar confines, that is witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team) and deemed as deliberate cheating will result in an immediate penalty:

- Rules cheating - forgetting core rules for your OWN army and models. will all result in an instant **Reprimand** or **Sanction**.
- Movement cheating - moving too far, pushing models outside of their regular movement allowance. **Reprimand** or **Sanction**
- Dice cheating - loaded dice , incorrectly counting the number of passed or failed rolls, changing the value of dice rolled. (**Sanction Major** or **Expulsion**)

By default, if a dice is not on the game mat surface it will be count as cocked unless players agree otherwise before the game starts. Re-roll cocked or stacked dice when the event occurs, and re-roll any dice that land in terrain or on anything other than the flat table (mat) surface. This includes dice landing flat on objective markers. The use of dice-trays at Kassel GT is authorised.

When using GW dice, or any batch of custom dice, players need to ENSURE their dice pips (essentially the number on the dice) can EASILY be distinguished from across the table by their opponent. Otherwise that dice will be removed from play for the entire tournament.

Time Management and Slowplay

Slowplay is a serious issue, as such it is MANDATORY that ALL games conclude their full complement of 5 turns within the allotted time. For this reason the **use of chess clocks is mandatory** at Kassel GT, and it is important to note that only chessclocks that count down to zero may be used. Each player is allocated equally half the remaining round time once pairings have been completed (usually 1,5hrs per player).

When deploying their armies it is MANDATORY that players each take their respective turns to place units and models during their own time allocation. That is to say it is NOT acceptable for a player to deploy models and units on their opponent's time.

It is every player's responsibility to be able to play their army within the allotted time. If you are playing with an especially large army, or one that takes longer than usual to play, it is your responsibility to train to be able to play a full game within the allotted time frame. No exceptions, if you can't complete a game with your army in the time given then leave it at home.

Once a player hits their allotted time on the clock, the normal rules for playing the game no longer apply (rules such as that you MUST attack when it is your turn to fight) and they can take no further actions during the game except in order to:

- A - Make saving throws, and taking a Morale Test if required to
- B - Score objectives that they have achieved or already hold

Penalties will be applied at the discretion of the referees if they feel clocks are not managed properly, if players try to abuse time management, or if a game does not complete the mandatory 5 turns.

Poor Sportsmanship or Negative/Aggressive Attitude

Any player deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming at Kassel GT will incur an immediate penalty (**Warning** or **Reprimand**).

A few examples to make it clear:

- A player forgets to bring in his reserves, and his opponent objects to this when the player remembers later in the turn during any given phase. It is BOTH players' responsibility to ensure mandatory things that happen in the game take place. It is customary to ask your opponent at the end of his movement phase if he is sure he does not want to bring any reserves on before moving on to the next phase.
- A player forgets to announce he will use a certain rule, ability, stratagem or wargear at the start of the turn or phase and remembers later in the turn or phase. It is OK as an opponent to disallow the use of said rule or item, but let it be known that we strongly discourage such behavior and encourage players to work together rather than against each other.

Illegal Alternative Models, Modelling for Advantage, Non-Battle Ready Models

Any alternative models that

- have not gained prior approval,
- deemed to gain an unfair advantage
- aren't painted to a hobbying standard

by the referees will be removed from the board or receive a **Sanction** if an unfair in-game advantage is felt to have been gained for every match that model is used. The player will have the opportunity to replace them with the appropriate models. If no models are immediately available, referees might decide the player continue the event without the use of said models whatsoever. If a player subsequently is caught reusing said 'banned' models they will immediately receive an **Expulsion** penalty.

Illegal Communication between Team, Club Members or Spectators

Any communication between team, club members and/or spectators should always be in English wherever possible and have no relation to strategic or tactical advice regarding any games in progress. Players can seek the approval of their opponents to confer with a countryman in their native language prior to starting a conversation.

Failure to do so will result in penalties.

Obviously in some cases communication may not be possible in English, in such a case players should seek the assistance, where possible, of a referee or neutral third-party who understands their language so as to adjudicate. If such a person is not available then it is up to the discretion of the referees if it is felt illegal tactical or strategic advice has been given or not.

The use of cellphones or other devices to discuss tactics and game situations once the matches have started, including any pre-game actions; is strictly prohibited. Players suspected of, or caught, doing this will be immediately handed out a penalty at the referees discretion.