



ALPINE CUP

KASSEL CUP

2024 Event Pack September 5-8

Want More Information about the Alpine Cup ?

[OFFICIAL ALPINE CUP WEBSITE](#)

Document History:

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About The Alpine Cup

What is The Alpine Cup?

The Alpine Events is a series of international tabletop gaming events. **Kassel Cup - Alpine Cup** is an event dedicated for Warhammer 40,000 Singles and Team Play. .

For 2024 **Kassel Cup - AC** will be hosted on **September 5-8 2024** in *Kassel, Germany*.

For the year of 2024 we are hosting the following events.

- Warhammer 40,000 Singles Championship
- Warhammer 40,000 Teams Championship

The Alpine Cup Mission Statement

Our mission and value for TAC 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 ALPINE CUP

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



Our Partners and Rulespack Sources:



[Weyland-Yutani](#): Terrain Partner & Supplier

Attending Kassel Cup

Sending A Team

If you are interested in bringing a team to **Kassel Cup - AC**, you should send a message to the [ALPINE CUP FACEBOOK PAGE](#) or the [DISCORD SERVER](#). One of the TO's will then get in touch to answer your questions.

A **Kassel Cup - AC** Team consists of a minimum of 5 playing members. A team can have any number of non-playing members to act as a coach or assistant or any other additional role the team can think of, but they all need to adhere to the same restrictions and rules that are put in place for non-playing team members. They are an integral part of the team, and their names and roles **MUST** be stated when registering. Each team must have one, and only one, nominated Captain (either playing or non-playing).

Team Captaincy

Throughout the event cycle, a Captain is the voice of his team and acts in their stead for all official communications and votes that are required. At **Kassel Cup - AC**, The Team Captain is ultimately responsible for the conduct of their Team and making sure all administration is taken care of each round (submitting results in a timely fashion,...). The Captain can be called in for a Captains Council in certain situations to discuss and resolve pertinent issues that arise during the event. The Captains are also responsible for checking all the rows and tables for any discrepancies in terrain density and placement before the start of the tournament/round (if issues arise, call a ref immediately), and for organizing their teams to check the final submitted rosters prior to the event and making sure all their team members are signed up in time for instance.

There are no official guidelines on how Team Captaincy should be decided. Anyone can lead a team as it's captain.

Additional Team Roles

A team may have any number of non-playing team members. They are allowed to:

- Be the Team Captain
- Do/assist with the Pairings
- Collate and submit Team Results
- Ask questions about how the game is going (only in English, see below)
- Tell their player how their team is doing and what kind of points they require from this game

A non-playing Team Member is **NOT** allowed to:

- Give Tactical advice (they may not tell their player 'how' to get that win/draw/loss!) or interject in any way on in-game situations like forgetting that their player forgot to consolidate. If they perceive situations like that, especially in the case where players must do something but forget to, they can call for the game to be stopped, and then get a referee to rectify the situation.
- Speak to their Team player in their native language. Speaking to their team members in the English Language is allowed as it is the tournaments official language (Not talking in English will be seen as interference with the game and is subject to a infringement type if reported/noticed).
- Any of the 6 or more team members may perform a player replacement: play a game with any of the 5 armies submitted by the team in replacement of another team member for the duration of a whole round. Replacement during rounds (ie when games have already started) will not be allowed except under extraordinary circumstances validated by a joint decision by the referees. A Captain must petition this change before the referees. Any breach of these rules is to be brought to the immediate attention of a Referee.

Once players are at their tables at the start of any given round, it is not allowed within a team to share info on matchups or tactics by means of cellphones or other devices. Any breach of this rule that gets noticed will see all offenders receive a penalty.

Registering

Registration for **Kassel Cup - AC** can be done via [The Alpine Cup Website](#). We will be using an online software to administrate our tournament. Teams need to purchase their ticket on the Alpine Store and be signed up, in full (this means including coaches and additional staff), before the registration deadline (see tournament scheduling below). In case the number of registering teams would be uneven, the tournament TO's will take it upon themselves to form team to make the numbers even.

Tournament Outline

Team Tournament

Kassel Cup is a 2 day, 5-6 round event that takes place from Saturday to Sunday (September 7-8). Teams will be matched using the SWISS system. For first round, challenges are allowed and we will do our best to not pair two teams that can be considered from the nation/region.

Team Tournament winner would be determined by ranking of **Round Points (0-1-2)**, secondary ranking would be **Game Points (0-20)** accumulated by the individual players. Tertiary ranking would be **Strength of Schedule**. Final tiebreaker would be a coin toss.

Singles Tournament

Kassel Cup - AC Singles is a 2 day, 5 round event that takes place from Thursday to Friday (September 5-6). First round pairings will be random except for challenges, for further rounds SWISS pairing system will be used. We will do our best to not pair two players that are from the same nation or group for the first round.

Depending on the number of attendees, after 5 rounds there will be a top cut of at 1 round.

Singles Tournament winner would be determined by ranking of **Win-Loss-Draw**, secondary ranking would be **Game Points (0-20)** accumulated by the individual players. Tertiary ranking would be **Strength of Schedule**. Final tiebreaker would be a coin toss.

Tournament Rules

- 10th edition, index rules with Leviathan Missions Pariah Nexus Rules
(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.
- Only one of each faction per team, which means only one instance of SM/DW/DA/BA/SW/... can be taken per team as they all count as space Marines/Adeptus Astartes. Chaos Daemons can only be summoned by one player on the team, and cannot be summoned if there is a player with a Faction Chaos Daemons Detachment in their team.
- 3 hour rounds with 30 minutes pairing added for team tournament, for total round time of 3 - 3.5 hours
- Forgeworld units are allowed
- Units of Legend may not be used

Team Factions at Kassel Cup:

Note that for the purpose of factions at **Kassel Cup - AC**, a single book, like Codex: Space Marines, or Codex: Aeldari, will always use up the slot as soon as one of the armies/factions that is listed within it, or stems from any supplements that are released for it, are taken in a team. This means for instance that when an ANHRATHE, ASURYANI, HARLEQUINS or YNNARI units is featured in a team, none of these units may be featured in another list on the team.

Here is a list of the codex books that are available as factions for **Kassel Cup - AC**. A codex book may have several factions in it (like Adeptus Custodes and Anathema Psykana). Where this is the case, as soon as one of those factions is taken for the team, no other factions from that specific codex book may be used by another player on the team.

List of Factions

| | | | |
|--------------------------|--------------------------|-------------------------|------------------------|
| 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 |

Event Timeline

- Registration Deadline: **August 29th 2024**
- Document Deadline: August 30th 2024

(Note: If a codex has been released but hasn't received an FAQ it can not be used in The Alpine Cup without TO approval. This FAQ can be an Alpine Cup FAQ.)

- Pairing System Registration: August 30th
- Army List Submission: August 30th
- Army List Corrections: September 2nd
- First Round Draw: September 3rd

List Submission

Teams List submission will be done via tourneykeeper.net. List Template will be forwarded to all players.

For Singles List submission will be done BCP

Terrain Outline

The dedicated terrain map for **Kassel Cup - AC** can be found on [our website here](#).

Team Challenges

Challenges can be sent to other teams for the first round, as long as the challenge is accepted by both captains, 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 [Kassel Cup - AC Event Timeline](#) later in this document for precise dates.

WYSIWYG

Kassel Cup - AC 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), at least a month PRIOR to the tournament and meet an approval from the **REFEREES** before they can be used at the tournament. Any models like this in use at TAC 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.

Tournament Schedule and Missions Outline

For easier return journeys for our attendees, Sunday will be only 2 games.

Day 1 (September 5):

- Opening: 09:00 - 09:30
- Round 1: 09:30 - 12:30 - **Hammer a Anvil + Fog of War + Linchpin**
- Lunch: 12:30 - 13:30
- Round 2: 13:30 - 16:30 - **Search and Destroy + Swift Action + Scored Earth**
- Round 3: 17:00 - 20:00 - **Crucible of Battle + Raise Banners + Purge the Foe**
- Dinner: 20:00 - 21:00

Day 2 (April 5th):

- Round 4: 09:15 - 12:15 - **Tipping Point + Inspired Leadership + Burden of Trust**
- Lunch: 12:15 - 13:15
- Round 5: 13:15 - 16:15 - **Search and Destroy + Smoke and Mirrors + Take and Hold**
- Singles Prize Ceremony: 16:30
- Top Cut: 17:00 - 20:00 - **Sweeping Engagement + Swift Action + Scorched Earth**

Team Event

Day 3 (September 7th):

- Opening: 08:00 - 09:00
- Captains Meeting: 08:45 - 09:00
- Round 1: 09:00 - 12:30 - **Hammer a Anvil + Fog of War + Linchpin**
- Lunch: 12:30 - 13:30
- Round 2: 13:30 - 17:00 - **Search and Destroy + Swift Action + Scorched Earth**
- Round 3: 17:30 - 21:00 - **Crucible of Battle + Raise Banners + Purge the Foe**
- Dinner: 21:00 - 22:00

Day 4 (September 8th):

- Captains Meeting: 08:45 - 09:00
- Round 4: 09:00 - 12:30 - **Tipping Point + Inspired Leadership + Burden of Trust**
- Lunch: 12:30 - 13:30
- Round 5: 13:30 - 17:00 - **Search and Destroy + Smoke and Mirrors + Take and Hold**
- Team Prize Ceremony: 17:30

Kassel Cup: At the Event

Getting to the Venue

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

Address: Pfadwiese 10, 34246 Vellmar, Germany

Official Tournament Language

The official language of the tournament, and the ONLY language that should be spoken at the gaming tables, is English. Players must have their relevant rules available in English at **Kassel Cup - AC**. 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 English versions of their rules at hand when asked to provide source material will be given a **Reprimand**. Players, and non-players, that are caught not speaking English at a gametable while addressing one of the players at that table, will be given an immediate **Warning**.

Round Pairings

At the start of every round, teams get some time to work out the individual matchups that will occur within the round. Teams have 30 minutes to discuss with their team what the best strategy is for the round and to work out the pairings for the round. Rounds that start later than the allotted 30 minute mark should be reported immediately to the referees so they can evaluate if a certain round will be impacted on total game time, and to see if it's always the same teams who seem to be having this problem and need to be spurred on to go through the process quicker. The procedure for the pairing process is as follows:

Sequence of events

STAGE 1

- Captains roll off to determine which team will get to choose its table first. That team gains the "table choice" token and becomes **Team A**.
- **Team A** and **Team B** secretly choose their first defender and reveal them simultaneously.
- After that, **Team A** and **Team B** secretly choose their two attackers for the given defender and reveal them simultaneously. At this point there are two players available remaining in each team.
- **Team A** takes the two attackers given by team B, and secretly chooses which one is refused.
- **Team B** does the same with the two attackers selected by **Team A**. The refused Attackers are revealed simultaneously.
- The refused attackers return to the pool of players of each team. At this point **two** pairings are determined and there are **three** players remaining in each pool.
- Starting with **Team A**, the two defenders pick their tables. After this swap table choice token.

STAGE 2

- **Team A** and **Team B** secretly choose their second defender and reveal them simultaneously.
- **Team A** takes the two attackers given by team B, and secretly chooses which one is refused.
- **Team B** does the same with the two attackers selected by **Team A**. The refused Attackers are revealed simultaneously. They will automatically be designated to play the 5th game of the round and face each other.
- Starting with **Team B**, defenders pick their tables. This leaves one table unpicked which will be the table for the refused attackers.

(Order of Table Choice **Team A** -> **Team B** -> **Team B** - **Team A** -> **Remaining Table**)

Round Scoring

A Round between teams consists of 5 individual games. Each game, players will score a number of points as described in the 9th edition GT Tournament Pack, namely 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).

An individual player scores an amount of points for his team based on the VP differential outcome from the game with his opponent. To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

[Individual Scoring Sheet](#)

| 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 |

To determine the round score, players from each team count their combined Game Points. The combined total of all game point scores from all the players on a given team will give the result for the Team as a whole. Team result counted by total game points

Team Results / Match Points

- 56-100 = Round Win, **2 Round points**
- 45-55 = Round Draw, **1 Round point**
- 0-44 = Round Loss, **0 Round points**

If two or more teams have the same number of Round points (2/1/0), game points gained from all battles will be used as tie-breaker.

If a team is missing a player, the game points would be registered as 16-4 for the present player, with the secondary points being 100-65.

Starting A Game

Follow this procedure to start your games at Kassel Cup: (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** (Objective markers can be under terrain.)

6. Determine Attacker and Defender

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 Cup - AC Conduct

Referees

The Tournament will be officiated by a group of referees that are vetted by **Kassel Cup - AC** TO'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 captains and referees will participate. Possible infractions and associated penalties are valid in the next round of **Kassel Cup - AC**.

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

Teams/Players Forfeiting A Round

If a team/player gets to the point like they feel they want to concede a round at **Kassel Cup - AC**, due to an issue, or a complement of issues arises, the referees and **Kassel Cup - AC** TO's should be notified immediately.

Penalties

Pre-Event Penalties

List Submission & Checking

Teams 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).

After the list submission deadline, each team will be assigned 3 other teams lists to check for errors. Teams have three days to complete said list checking and three more days to correct their lists. Not fulfilling list submission or checking duties might result at a -100 secondary point penalty.

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

Event Penalties

Individual Player Penalties

Depending on severity of a player's conduct on or off the table, **Kassel Cup - AC** 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 team members 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 of an action which 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 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 from the event for the player. 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.

If a player receives an expulsion their team can petition a substitute player to take their place. The expelled player can not attend another **Alpine** event for another year.

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, 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**
- 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 counted 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 Alpine Cup 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

(Derived from WTC Clock Rules)

Timekeeping Penalties

The event needs to run smoothly and to its timetable and because of this the players need to adhere to the round times. Players should have plenty of time to play due to the length of the round, and so there should be no reason that all games can't reach their natural conclusion.

To enforce this there will be penalties imposed on any team that has a player that is unable to finish their game within their allotted time. This is called a Timekeeping Foul. These penalties will be applied to the team, and will carry through the rounds to the end of the event. It is possible to earn more than one penalty in a round if more than one player on a team commits a timekeeping foul. To be clear, it doesn't matter if different players on the team, during different rounds, commit a foul, the penalties are cumulative.

Timekeeping fouls earned through running out of time in the round will not stack with any other penalty that has been applied to your team for any other reason unless the judges feel that this should be the case. This will be an extreme circumstance and not the usual way that this will be handled.

- First offence. A warning is given to the team, no penalty is applied to the player, or the team. You can consider this a friendly warning to advise your players to be more mindful of the time in the round. The team captain will be spoken to to ensure that their players realise this is the case, and that a further penalty should be avoided.

- Second offence. An official warning is given to the team. No other penalty is applied at this time. The captain will be spoken to again to ensure that his team knows that further penalties will have a serious effect on their games.

- Third offence. A penalty that is equivalent to a yellow card is given to the team and they will lose 25 points from their round score. The captain will be made aware of this.

- Fourth and subsequent offences. A penalty equivalent to a red card will be issued to the team and they will lose 50 points from their round score. The captain will be advised that it is imperative that they find a way to work with your players to ensure that this doesn't happen again. This will not carry with it expulsion from the event, and will only change the score you earn in the round.

Other Timekeeping Penalties

There are other ways that a player can commit a timekeeping foul not limited to the ones listed below. These will incur a penalty which can range from an official warning to a red card and everything in between. These penalties are mostly to do with the mismanagement of the clock in an unsportsmanlike way and will be treated as a sportsmanship foul, and can therefore stack with other penalties that the team has received.

- Failure to use the clock in a way that complies with our sportsmanship policies. Attempting to use the clock as a weapon, not switching the clock back to you or your opponent in a timely fashion, perceived malicious use of the clock and other situations can carry a penalty depending on the severity of the situation. This also covers any player that has run out of time, and is still not playing in a timely fashion.

- Players are not allowed to pause the clock at any time. Pausing the clock may only be done by a referee if they feel it is necessary during a game. If a player pauses the clock at any time this is a foul. As well as any penalty applied the referee may adjust the clock to establish what they feel is the correct game state.

- Nobody other than a referee can use the clock other than the players in that game without the explicit permission of BOTH players. If anyone other than the players at that table use the clock in any way, then this will incur a minimum penalty of a yellow card applied to their team and 25 points taken from that teams round score. Coaches, support staff and anyone that is not playing in the game should never touch the clock while it is running.

It is our aim to ensure that all games reach a natural conclusion, at the event, and that this document serves as a reference so our referees do not need to resort to assigning penalties to players and teams. For your team's sake, please ensure that every player knows these rules. Make sure you have shared these rules with your teammates and that they have read and understand them.

Poor Sportsmanship or Negative/Aggressive Attitude

Any player or team member deemed by a referee to be acting in any manner not in-line with the expectations of friendly but competitive gaming at **Kassel Cup - AC** 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 or
- 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 Members

Any communication between team 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 pairing process has finished and matches have been assigned is strictly prohibited. Players suspected of, or caught, doing this will be immediately handed out a penalty.

Team Cumulative Penalties

Any penalties occurred during **Kassel Cup - AC** as a result of player infraction also incur a **team cumulative penalty**. Team Cumulative Penalties do not affect a specific match's result. Such penalties will be applied to a teams total score and will take effect on the ranking after the all the games conclude.

- 1st infraction - Official team warning
- 2nd infraction – **10 Game Points** per team
- 3rd infraction – **20 Game Points** per team
- 4th infraction – **30 Game Points** per team

etc... etc..

These penalties are applied incrementally and cumulatively over the course of the tournament. This means if player A on a team gets penalised, then subsequently player B on the same team gets penalised, the penalty against their Team escalates as the Team has then effectively committed 2 offenses.