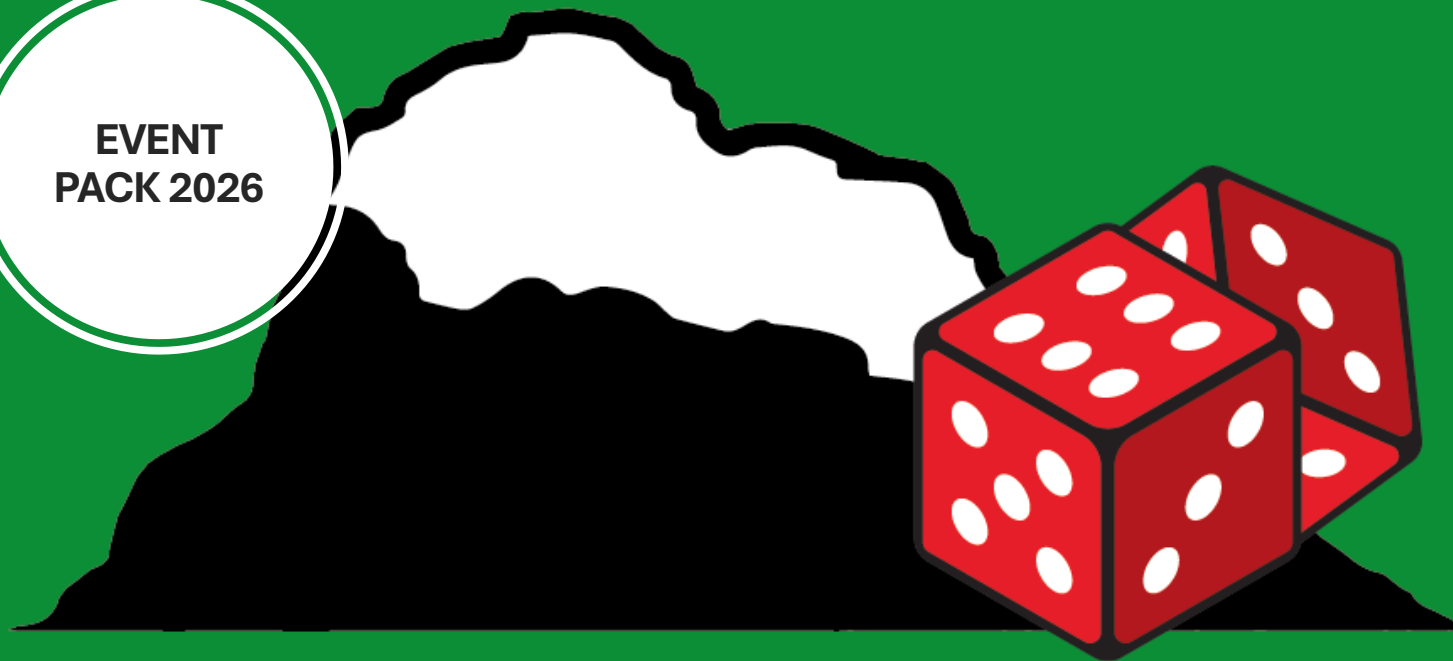




# TRAUNSTEIN CUP

# Warhammer 40,000 Singels Championship Rules

## Tournament Rules

- 11th edition, Event Compendium
- 2000 points Strikeforce armies, WYSIWYG
- Present missions and terrain, played on a 60" by 44" table.
- 3 hour rounds
- Forgeworld units are allowed
- Units of Legend and Fortifications may not be used
- Dedicated terrain maps according to the Games Workshop Map Pack

## List Submission

List submission will be done via [BCP](#). List Template according to the GW App.

## Event Timeline

- Registration Deadline: September 27th
- Document Deadline: September 24th
- Pairing System Registration: September 28th
- Army List Submission: September 29th
- Army List Correciton: September 30th

## Challenges

Challenges can be sent to other players for the first round, as long as the challenge is accepted publicly before list submission

## WYSIWYG

Traunsteincup - 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 two weeks **PRIOR** to the tournament and meet an approval from the Judges before they can be used at the tournament.

Any models like this in use at Traunsteincup without prior consent may be up for disciplinary action.

## Tournament Schedule and Mission Outline

### Day 1 (Octobre 3rd)

Opening: 09:00 – 09:30

Round 1: 09:30 – 12:30 – **Singles Layout: A**

Round 2: 13:30 – 16:30 – **Singles Layout: B**

Round 3: 17:00 – 20:00 – **Singles Layout: C**

### Day 2 (Octobre 4th)

Round 4: 09:15 – 12:15 – **Singles Layout: Random**

Round 5: 13:15 – 16:15 – **Singles Layout: Random**

Prize Ceremony: 16:30



# Traunsteincup – Rules

## Official Language

The official languages of the tournament that should be spoken at the gaming tables are **German** and **English** unless both players can speak a different language fluently. Players must have their relevant rules available in English at Traunsteincup. 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.

## Round Scoring

Victory Points are counted as in the GW Ruleset described and are transformed into tournament points as stated in the table below:

| VP<br>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                    |

## Judges

The Tournament will be officiated by a group of Judges that are vetted by Traunsteincup TO's. A Judge's word is final and a decision may not be escalated.

Official complaints after the round will be handled by request of either players immediately after the round. Both relevant players and judges will participate.

## Penalties

### Deadlines

Any players 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.

### 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 Judge approval.

### Time Management

Chess clocks are not mandatory but recommended and have to be used if one of the players want to use it. If a player runs out of time no further play is allowed and the oponent can still finish the game without interaction.

The official game time can not be exceeded in any case. If the result has not been entered, the game will be deemed as a draw.

