2021 VASSAL TEAM CUP

Schedule

- Aug 5 - Registration Deadline
- Aug 12 - Group Phase Map Assignments Due
- Aug 17 - Group Phase Round 1 Start
- Aug 24 - Group Phase Round 2 Start
- Aug 31 - Group Phase Round 3 Start
- Sep 11 - End Group Phase
- Sep 13 - Knockout Phase Map Assignments Due
- Sep 14 - Quarterfinals Start
- Sep 21 - Semifinals Start
- Sep 28 - Finals Start

Tournement Organizers

Name | Wyrd Forums | Discord

Ambrose I. | Alcathous | alcathous#5867

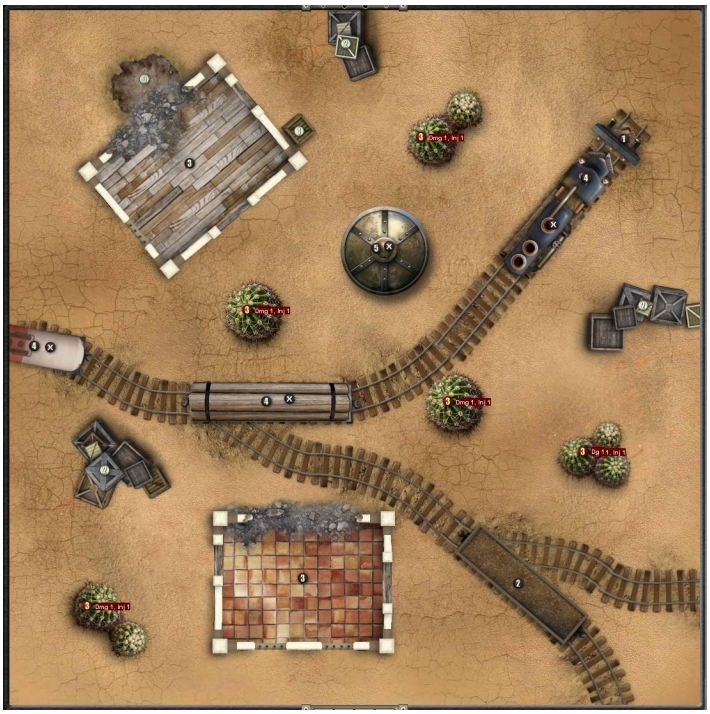
Reice C. | Insomniakwulf | insomniakwulf#7233

Event Rules

- All rounds are 50ss GG2 games using the singles (single master only) format. DMH is not allowed.
- Each player on a team must play a unique faction. Each team must play three different masters in a round. *E.g., if a team has a Bayou player and a Neverborn player and Neverborn declares Zoraida in Round 1, Bayou cannot declare Zoraida that round.*
- Games must be played within a 3 hour time limit. Designate one player to start a timer starting at the T1 initiative flip. The timekeeper must announce the 2:45 mark, and no new round may be started after that point.
- The Team Cup uses World Series rulings and FAQ. Contact the TOs directly for any rules disputes not resolved by that document.
- Games must be completed within one week of posted pairings.
- Each round has three maps, and pairings will be determined by map assignments. Teams must assign one of their players to each map by the map assignment deadline. Pairings will be released at the start of each round.
- If you cannot play your game, contact your TO. Unplayed games will be recorded as a 0-0 tie if no one is at fault. If one player is at fault for a missed game, the game will be scored 6-2 in favor of the player who was able to play the game. See the World Series FAQ for more info.
- If a player drops from the event, the team is allowed to find a replacement. Replacements must play the same faction as the dropping player.

Group Phase Round 1

Map A: Bayou Blues



Map B: End of the Line

Map C: Paths of Rubbish

Strat & Scheme Pool

Corner - Break the Line

Breakthrough

Hidden Martyrs

Research Mission

Vendetta

Detonate Charges

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Group Phase Round 2

Map A: Grave Hill

Map B: Transfer Point

Map C: The Village

Strat & Scheme Pool

Flank - Corrupted Ley Lines

Assassinate

Claim Jump

Catch and Release

Outflank

Spread Them Out

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Group Phase Round 3

Map A: Quarentine Zone

Map B: Northern Path

Map C: Floodlands

Strat & Scheme Pool

Standard - Turf War

Assassinate

Vendetta

Let Them Bleed

Death Beds

Bait and Switch

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Round 4 – Quarterfinals

Map A: Misty Hills

Map B: Paths of Rubbish

Map C: Come and Take It

Strat & Scheme Pool

Standard - Symbols of Authority

Detonate Charges

Catch and Release

Outflank

Spread Them Out

Bait and Switch

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Round 5 – Semifinals

Map A: Arctic Lodge

Map B: Automatic Lighthouse

Map C: Lazy River

Strat & Scheme Pool

Corner - Turf War

Detonate Charges

Claim Jump

Catch and Release

Let Them Bleed

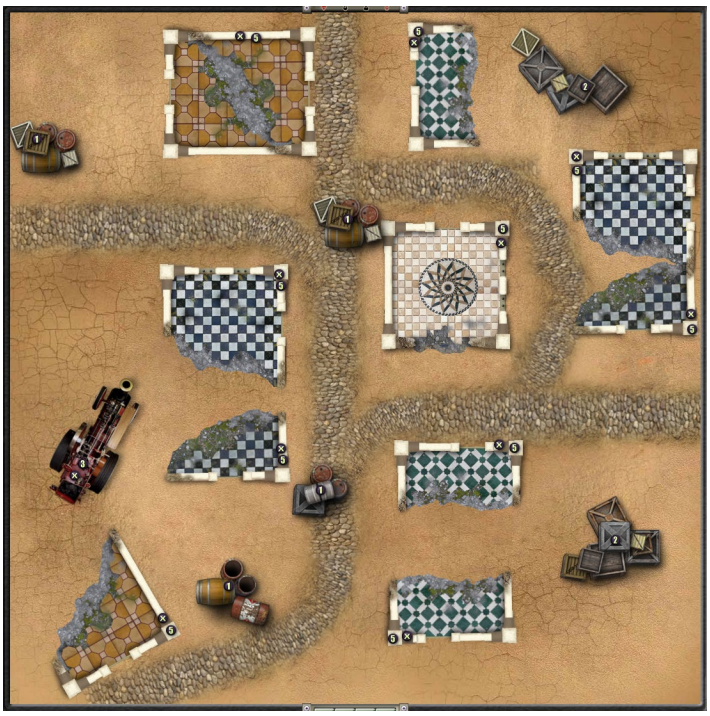
Spread Them Out

2021 Vassal Team Cup

Round 6 – Finals

Map A: Razed Outpost

Map B: Winter Village



Map C: Quarentine Zone

Strat & Scheme Pool

Flank - Break the Line

Breakthrough

Asassinate

Claim Jump

Hidden Martyrs

Death Beds

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TEAM CUP

Terrain Definitions

- **Buildings with Roofs (Sheds, Shecks, Etc) -** Blocking. Impassable. Height as marked (or Ht 4 if unmarked).
- **Ruined Buildings -** Floors of ruined building have no terrain traits and do not count as part of the terrain piece. Each section of wall (divided by doors or broken wall) counts as a separate terrain piece.
- **Walls -** Blocking. Climbable. Height as marked (or Ht 4 if unmarked).
- **Bars in Walls (Barred Windows) -** Impassable.
- **Fences -** Climbable. Height as marked (or Ht 2 if unmarked).
- **Forests / Plants / Bushes -** Dense. Severe. Concealing. Height as marked.
- **Cactus -** Blocking. Impassable. Hazardous (1 Damage). Height as marked (or Ht 2 if unmarked).
- **Lava -** Hazardous (Damage 1, Burning +1).
- **Hills -** Dense. Height 2. Hills add height to models standing on them as follows: 0 ht if any part of the model's base is not on the hill, +1 ht if the model is entirely on the hill but any part of the model's base is on the rim of the hill, +2 ht if all of the model's base is on the summit of the hill.
- **Cliffs -** Blocking. Climbable. Height equal to attached hill.
- **Barbed Wire -** Hazardous (Injured +1)
- **Barrels / Crates -** Destructible. Blocking. Climbable. Height as marked (or Ht 1 if unmarked).
- **Rocks -** Blocking. Climbable. Height as marked (or Ht 2 if unmarked).
- **Rivers / Water -** Severe.
- **Boardwalks / Walkways -** No terrain traits. Divides water into separate terrain pieces.
- **Fog Banks -** Dense. Concealing. Height as marked (or no Ht trait if unmarked).
- **Sarcaphogus -** Blocking. Climbable. Height as marked (or Ht 1 if unmarked).
- **Open Graves / Coffins -** Severe.
- **Headstones -** No terrain traits.
- **Railroad Tracks -** No terrain traits.
- **Roads / Paths -** No terrain traits.
- **Craters -** Severe.
- **Trains (with X) -** Blocking. Impassable. Height as marked (or Ht 4 if unmarked).
- **Trains (no X) -** Blocking. Climbable. Height as marked (or Ht 2 if unmarked).
- **Scorch Marks** - Models look cooler standing in the remnants of an explosion.