



# The Alpine Grand Tournament

2022 40K EVENT PACK

JULY 1-3



WORLD TEAM  
CHAMPIONSHIP  
RULES

**WANT MORE INFORMATION ABOUT THE ALPINE GT ?**

[OFFICIAL ALPINE CUP WEBSITE](#)

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#### DOCUMENT HISTORY:

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Note: This document is a DRAFT version for the 2022 Event.

## **TABLE OF CONTENTS**

### **1 About The Alpine Grand Tournament**

- 1.1 What is The Alpine GT?
- 1.2 The Alpine Mission Statement
- 1.3 Find Out More About TAGT

### **2 Attending TAGT**

- 2.1 Registering
- 2.2 Tournament Outline
- 2.3 Tournament Rules
- 2.4 Missions Outline and Tournament Schedule
- 2.5 Terrain Outline
- 2.6 Challenges
- 2.7 WYSIWYG
- 2.8 Event Timeline

### **2 GT: At the Event**

- 2.1 Getting to the Venue
- 2.2 Official Tournament Language
- 2.3 Round Scoring
- 2.4 Starting A Game

### **3. TAGT Conduct**

- 3.1 Referees
  - 3.2 Penalties
  - 3.3 Pre-Event Penalties
  - 3.4 Event Penalties
- 3.4 Player Penalties

# ABOUT THE ALPINE GRAND TOURNAMENT

## WHAT IS THE ALPINE GT?

**The Alpine Events** is a series of international tabletop gaming events. The Alpine GT is an event dedicated for Warhammer 40,000 Singles Play. First TAGT will be hosted in **July 2022** in *Salzburg, Austria* and is planned to be an annual event that will be hosted every year.

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

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

For the year of 2022 we are hosting the following events.

- Warhammer 40,000 Singles Championship
- The Ninth Age Singles Championship
- Star Wars Legion Singles Championship

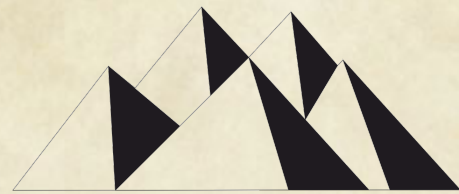
## THE ALPINE MISSION STATEMENT

Our mission and value for TAC/TAGT 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 TAGT

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.



# The Alpine Cup

Our Partners and Rulespack Sources:



WORLD TEAM  
**CHAMPIONSHIP**

[World Team Championship](#): Rulespack Main Source



[Weyland-Yutani](#): Terrain Partner



[The Winter Championship](#): Sister Event

# ATTENDING TAGT

If you are interested in bringing a team to TAGT, 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 TAGT can be done via [The Alpine Cup Website](#). We will be using an online software to administrate our tournament. Players need to purchase their ticket on the third party store and we will contact them with further details, before the registration deadline (see tournament scheduling below).

## TOURNAMENT OUTLINE

### SINGLES TOURNAMENT

The Alpine Cup Grand Tournament is a 2/3 day, 6/9 round event that takes place from Friday to Sunday (July 1-3). 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 player that are from the same nation or group for the first round.

## TOURNAMENT RULES

- 9th edition, 2022 War Zone Nachmund Grand Tournament Mission Pack
- 2000 points Strikeforce armies, fully painted and WYSIWYG
- 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.
- Preset missions and terrain, played on a 60" by 44" table.
- SWISS pairings
- 3 hour rounds
- Forgeworld units are allowed
- Units of Legend may not be used
- Chesslocks are mandatory. (Each player must bring 1)
- Official language of the tournament is English
- [WTC FAQ](#) in effect
- 3 Rounds first day (July 1st Friday). 3 Rounds second day (July 2nd).
- Top 8 cut for day 3 (July 3rd). In a secondary location.

(There will be a side tournament available for the ones who have not made it into top 8 in that secondary location)

## 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	Inquisition
Officio Assassinorum	Orks	Necrons	T'au Empire
Tyranids	Genestealer Cult	Aeldari	Drukhari
Deathguard	Thousand Sons	Heretic Astartes	Chaos Daemons
Questor Traitoris			

## MISSIONS OUTLINE AND TOURNAMENT SCHEDULE

### SINGLES EVENT

[Timetable Draft](#) can also be found here.

#### DAY 1 (JULY 1ST):

- Registration: 09:00 - 10:00
- Round 1: 10:00 - 13:00 - Mission 22
- Round 2: 14:00 - 17:00 - Mission 11
- Round 3: 17:30 - 20:30 - Mission 23

#### DAY 2 (JULY 2ND):

- Round 4: 09:30 - 12:30 - Mission 12
- Round 5: 13:30 - 16:30 - Mission 13
- Round 6: 17:00 - 20:00 - Mission 33

#### DAY 3 (JULY 3RD): (TOP 8 CUT + SIDE TOURNAMENTS)

- Quarter-Finals: 09:30 - 12:30 - Mission 22
- Semi-Finals: 13:30 - 16:30 - Mission 23
- Finals : 17:00 - 20:00 - Mission 12

## LIST SUBMISSION

List submission will be done via BCP. List Template can be found here;

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Player #:

Team:

Factions Used:

Army of Renown: [Delete if Unnecessary]

Army Points:

Reinforcement Points:

Number of Units / Killpoints:

Pre Game Stratagems:

Starting Command Points:

Warlord & Trait:

Army Trait:

Secondary Objectives Information

No Prisoners:

To the Last Units: Titan Hunter:

Bring it Down:

Assasination:

Abhor the Witch:

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== Faction – Chapter/Order/Hive Fleet – Detachment

Type = ±XCP, [XPL, Xpts] ==

Chapter Tactic/Order Conviction/Hive Fleet Adaptations:

HQ:

TR:

EL:

FA:

HS:

DT:

LOW:

FL:

NFO:

END OF ROSTER

## TERRAIN OUTLINE

The terrain map for The Alpine Cup can be found on [our website here](#).

## CHALLENGES

Challenges can be sent to other teams 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 [TAGT Event Timeline](#) in this document for precise dates.

## WYSIWYG

TAC 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.

## EVENT TIMELINE

- Registration Deadline: **April 1st 2022 - June 27th 2022**
- Document Deadline: June 24th

(Note: If a codex has been released but hasn't received an FAQ it can not be used in The Alpine Grand Tournament)

- Pairing System Registration: Until June 27th 23:59 CEST
- Army List Submission: June 27th 23:59 CEST
- Army List Corrections: June 29th 20:00 CEST
- First Round Draw: June 29th 20:00 CEST

# TAGT: AT THE EVENT

## GETTING TO THE VENUE

*Everything related to getting to the venue, and parking opportunities/bus rides and whatnot, can be found in Level-UP Webpage [WEBPAGE](#) in detail.*

The event will be taking place in the city of Salzburg, Austria.

The location is the LEVEL UP - The Gaming Festival  
Address: Am Messezentrum 1, 5020 Salzburg, Austria

## 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 TAGT. 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 Warning infraction notice. 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 yellow card Reprimand notice.

## ROUND SCORING

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).

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.

[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

## STARTING A GAME

Follow this procedure to start your games at TAC:

1. Muster forces: Go over your armylist with your opponent
2. Mission briefing
3. Perform the initial game roll off for determining who will be Attacker or Defender (picks deployment zone)
4. Choose secondaries. These are noted on the scoresheet IMMEDIATELY. When a referee is called to the table and notices this is done incorrectly, a yellow card penalty will be incurred
5. Both players secretly note if they will spend CP's for stratagems, putting units in reserve, which units will be deployed in which transport, and so forth, and both players reveal their selection simultaneously
6. The player having picked deployment zone (Defender) now starts to deploy a unit after which players alternate putting down units
7. The players roll off and the winner takes the first turn
8. Pregame moves and deployment
9. Players announce their remaining available command points and clearly mark this somewhere for their opponent to keep track of during the game
10. Start the first battle round

NOTE: the ending the battle and conceding rule from Chapter Approved 2022 is NOT in effect at TAGT. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

# TAGT CONDUCT

## REFEREES

The Tournament will be officiated by a group of referees that are vetted by TAGT 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 players and referees will participate. Possible infractions and associated penalties are valid in the next round of TAC.

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

## PLAYERS FORFEITING A ROUND

If a player gets to the point like they feel they want to concede a round at TAGT, due to an issue, or a complement of issues arises, the referees and TAGT TO'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, TAGT Referees and TO'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 on any of the penalties below.

#### Penalty List

##### Warning

Declaration that the action was warning was issued to 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 / TO's believe this was done with intent and malice they might increase 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 / TO'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 will 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 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**
- 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 TAGT 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 TAGT, 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.

When starting battle round 4 if there is, collectively, less than 50 minutes left on the chess clock, and/or 1 player has less than 25 minutes, then a referee MUST be notified immediately.

Additionally when starting battle round 5 if there is, collectively, less than 20 minutes left on the chess clock, and/or 1 player has less than 10 minutes, then a referee MUST be notified immediately.

In both cases it will be at the discretion of the referees to decide if a game can be completed naturally within the remaining time, or a small extension of up to 5 minutes will be given per player.

The reason for the referee being empowered to give a small extension is to ensure that the chess clocks are used correctly and not abused to give an advantage to a specific player. If players follow the rules above and notify a judge in a timely fashion, we can all ensure all games end fairly.

If a referee was not involved within any of the stated timeframes, then no extra time will be given.

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.

Furthermore, if a game does not complete the mandatory 5 turns and a referee hasn't already been involved, then the captains and coaches are obliged to inform the referees immediately. Failure to do so can incur a penalty at the discretion of the referees. This is so that the referee corps is always aware of any 'repeat offenders' and therefore potentially deliberate slow play.



## 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 TAGT 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.