

The Alpine Grand Tournament

2023 AOS EVENT PACK

JULY 1-2

WANT MORE INFORMATION ABOUT THE ALPINE GT ?

[OFFICIAL ALPINE CUP WEBSITE](#)

DOCUMENT HISTORY:

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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 singles players in multiple different gaming systems. First TAGT was 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 2023 the date are **JULY 1-2** and we are hosting the following events.

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

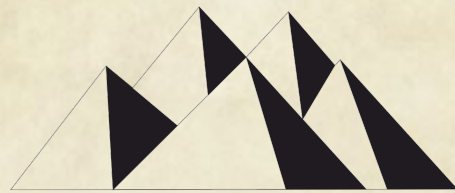
THE ALPINE MISSION STATEMENT

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

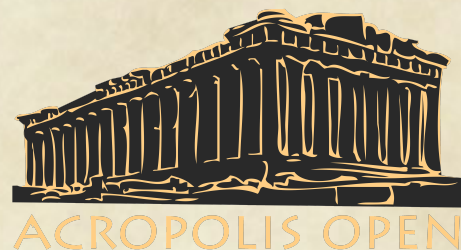
Our Partners and Sister Events:



[Weyland-Yutani](#): Mat Partner



[The Winter Championship](#): Sister Event



[Acropolis Open](#): Sister Event

ATTENDING TAGT

If you are interested in attending to **The Alpine Grand Tournament**, 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.

For AOS specifically you can also contact alpinegtaos@gmail.com as well.

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 **a Fair Ticket AND a Tournament Ticket**. We will contact players with further details, before the registration deadline (see tournament scheduling below).

TOURNAMENT OUTLINE (AoS)

This section has been written for only Age of Sigmar. The other games specific rules can be found on their dedicated pages on the Alpine Cup [Website](#).

GENERAL RULES

The tournament will be played with

- 2000 point armies
- 5 rounds of 3 hours
- General's Handbook 2022-23 Season 2
- release-cutoff on the 15th of June 2023 at 23:59
- the new Seraphon battletome will be used with some small rules changes and clarifications

The new Seraphon Battletome will be used even though it has no official FAQ, however, the following rules changes and clarifications will be applied:

- **Page 81** – Lore of Ancient Domains, Telepathic Summons
Change the last sentence to: 'Remove that unit from the battlefield and set it up again on the battlefield wholly within range of the caster and more than 9" from all enemy units.'
- **SAURUS** and **KROXIGOR** units – Mighty Saurus Jaws, Saurus Jaws and Vice-like jaws abilities: Bite rolls are made after all attacks of a unit have been resolved, all wounds have been allocated and all slain models have been removed.

PRIZES

Trophies for:

- **First Place**
- **Second Place**
- **Third Place**

Additional Prizes:

- **Best Sports:** At the end of the tournament, all players vote which of their opponents showed the best sportsmanship.
- **Best Painted:** During the lunch break on day 2, anyone can showcase their army. All players then vote which of these armies deserves the best painted award.
- **Best in Grand Alliance:** The best player in each grand alliance (Chaos, Death, Destruction and Order), excluding the top 3 players, will receive a prize as well!
- **Last Place:** The last place will at least receive a consolation prize!

WORLD CHAMPIONSHIPS OF WARHAMMER QUALIFIER!

 **World Championships Qualifier**

16-19 November | Atlanta 2023 | Georgia USA

 **The Alpine Grand Tournament**
July 1-2 2023

The player in first place (or the highest ranked player who can commit to attend) will also receive a qualifier ticket to the AoS Warhammer World Championships 2023 in Atlanta from November 16th to 19th.

EVENT SCHEDULE

DAY 1 (JULY 1ST):

- 9:00 – 9:45: Doors open & registration
- 9:45 – 10:00: Greeting & pairing
- 10:00 – 13:00: Round 1 (Presence of Idols)
- 13:00 – 13:45: Lunch break
- 13:45 – 16:45: Round 2 (Ours for the Taking)
- 17:45 – 17:00: Break
- 17:00 – 20:00: Round 3 (Realmstone Cache)

DAY 2 (JULY 2ND):

- 9:00 – 9:30: Doors open & greeting
- 9:30 – 12:30: Round 4 (Only the Worthy)
- 12:30 – 13:15: Lunch break
- 13:15 – 16:15: Round 5 (Jaws of Gallet)
- 16:30: Award ceremony

GENERAL RULES

MINIATURES

All models in an army need to be fully built and fixed to the bases of the correct size. An army consists of all models specified and the respective army list, but also includes any models that are added during the game, e.g. through summoning. Alternative models, conversions and sculpts are allowed to be used at the event, as long as it is clear which model they represent. When in doubt, please contact the tournament organizers before the tournament to prevent any misunderstandings. The models in your army are not required to be fully painted. However, players can receive additional secondary points depending on how many models in their army are painted, as described in the scoring section. A model counts as fully painted if it is Battle Ready, which means that at least three different colors need to be applied to all surfaces of the miniature and its base needs to be fully covered by some form of basing material.

REFEREES

There will be multiple referees at the tournament to assist you if any rulings are unclear and help you with any other issues regarding the tournament. Players can request a referee at any time. However, the decision of a referee is final!

RULES VIOLATIONS

If you notice a rule violation or an attempt at deception please contact a referee. The first offense will receive a warning and any further violations may be punished at the referee's discretion via e.g. points deductions.

ARMY LISTS

Army lists need to abide by the rules of the "Battlepack: Pitched Battles" of the respective General's Handbook for a limit of 2000 points.

A submitted army list needs to include at least the following information:

- **Allegiance, Subfaction, Grand Strategy and Triumph**
- General, Command Trait and Artefacts
- **Spells, Prayers, Mount Traits, Aspects of the Champion, ...**
- Number of models in each unit (is often missing in the WH AoS App)
- **Weapon choices**
- Battalions and all units included therein
- **Allies, Endless Spells and Faction Terrain**
- All other faction specific options (e.g. Holy Commands for SCE, Honoured Retinue/General's Adjutant for CoS or Seasons of War for Sylvaneth)

Army lists are only accepted in PDF- or Microsoft Word-format.

Please use the Warscroll Builder (<https://www.warhammer-community.com/warscroll-builder/>) or the list building tool in the WH AoS App. All lists must be submitted until 18th June 2023 at 23:59 via email to alpinegtaos@gmail.com.

Players that hand in a correct list before this deadline will be awarded additional secondary points as described in the tournament scoring section.

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.

DEADLINES

Army Lists and the tournament fees need to be submitted until 18th June 2023 at 23:59. Please send the lists to the following e-mail address: alpinegtaos@gmail.com

Late army lists will be punished by point deductions.

TOURNAMENT SCORING

Players will be paired randomly in the first round, whereby pairings of players from the same team will be avoided, and then according to the Swiss tournament system. The current tournament placing of each player will be determined through primary, secondary and tertiary scoring. Additional points for painted miniatures and correct list submission will be added to the secondary points at the end of the tournament.

PRIMARY SCORING

Primary points will be awarded according to the battle result as described in the Glorious Victory section in the respective battle plan as follows:

Battle Result	Primary Points
Major Victory	5
Minor Victory	3
Draw	2
Minor Loss	1
Major Loss	0

A Major or Minor Victory for one player results in a respective Major or Minor Loss for their opponent.

SECONDARY POINTS

Points Difference	Secondary Points - Winner	Secondary Points - Loser
0	10	10
1-2	11	9
3-4	12	8
5-6	13	7
7-8	14	6
9-10	15	5
11-12	16	4
13-14	17	3
15-16	18	2
17-18	19	1
19+	20	0

ADDITIONAL SECONDARY POINTS

At the end of the tournament, additional secondary points for painted armies and correct list submission will be added. Each player can receive up to 20 additional secondary points as follows:

- 0-4 points if the army list was submitted in time and was correct (2 points each)
- 0-16 points for painted armies, 4 each per 25% of models in your army that are painted at least Battle Ready (see the Miniatures section above), which includes any models that you may add to your army during a game (i.e. 16 points for 100%, 12 points for $\geq 75\%$, 8 points for $\geq 50\%$ or 4 points for $\geq 25\%$)

TERTIARY POINTS

Total points scored in each game will be used as tertiary points. If there should still be a tie after tertiary points, the placements will be determined randomly via a dice roll.

TERRAIN

Terrain will be placed by the tournament organizers before the tournament and may not be moved. Scenery rules, such as mysterious terrain features, garrisons, wyldwoods and impassable terrain, will be specified with markers placed by the tournament organizers. If it is unclear where a marker belongs, please come to an agreement with your opponent or ask the tournament organizers.

TIME MANAGEMENT

Each game in the tournament will be played over the course of 3 hours and the remaining time will be announced periodically. 15 minutes before the end, players should determine if it is possible to finish the game in the remaining time. If not, both players should discuss the further progression of the game, whereby they can simulate priority rolls and any rolls that affect the outcome of battle tactics and grand strategies. The goal is to determine a final score for the game as if it was played over a full 5 battle rounds. If you cannot come to a resolution with your opponent, please contact a referee to aid you. Chess clocks are not mandatory, but can be used if both players agree. We advise you to determine beforehand what happens when a player runs out of time. A general approach would be that a player whose time has run out can only make priority, save and ward rolls, assign wounds and remove models, and make any other compulsory actions that are needed for the game to continue, but can still score points for contesting objectives.