



ALPINE CUP
LEOBEN
AOS

Team Event Pack
December 2-3
2023

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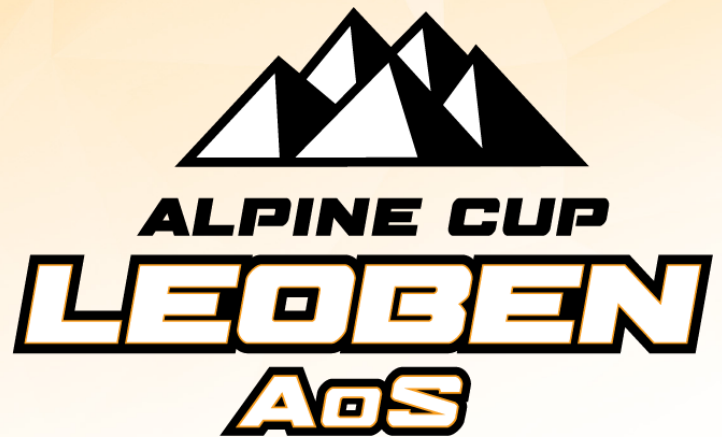
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About Alpine Cup - Leoben AoS Team Tournament

What is Alpine Cup - Leoben AoS?

Alpine Cup is a series of international tabletop gaming events. Leoben AoS is a team Age of Sigmar tournament.

First Leoben AoS will be hosted in December 2023 in *Leoben, Austria* and is planned to be an annual event that will be hosted every year.

Although primarily catered to German speaking hobbyists, thanks to its central location in Europe, **Leoben AoS** also caters to players across many other countries in and around the continent.

Our aim is to provide the **Alpine Cup** 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 **DECEMBER 2-3** and we are hosting the following event.

- AoS Team Championship

The Alpine Mission Statement

Our mission and value for Alpine Cup 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 and Attending Leoben AoS

If you are interested in attending to **Leoben AoS**, you can [purchase a ticket](#) or if you have any questions you can send a message to the [Alpine Cup FACEBOOK PAGE](#) or our [DISCORD SERVER](#). One of the TO's will then get in touch to answer your questions.

Registration for Leoben AoS can be done via [Alpine Cup Website](#). We will be using [BCP](#) to administrate our tournament. We will be contacting players with further details regarding list submissions before the registration deadline.

Team Composition

Teams consist of 5 active players, one of which will be the team captain. The captain represents their team to the tournament organizers and other captains and is primarily responsible for the player pairing and result submission in each round. Teams may include an additional sixth member as a coach, who needs to buy a separate ticket. Each player may call a time-out once in each game, during which they may speak with their team coach, but not any other teammates. Only the active player may call for a time-out. Active players are the team members playing the matches during each round of the event. Once players are at their tables after pairing, they are not allowed to communicate with their teammates or exchange information about matches or strategies through conversation, mobile devices, or any other communication devices.

The team coach may:

- Be the captain of the team
- Help with pairings at the start of a round
- Gather and submit game results
- Ask active players in English about how their game is going
- Inform active players about the current standings and if they need a win, draw or loss from the ongoing game
- Help with rule issues and call for the assistance of a referee
- Have discussions with active players during time-outs

The team coach may NOT:

- Call for a time-out themselves
- Interfere with an ongoing game in any way, including situations where rules or strategies are missed. If a non-optional rule is missed or ignored, then they may pause the game and call for a referee to rectify the situation.

General Information

Deadlines

- Release-cutoff: 22nd November 2023 at 23:59.
- Army list submission deadline: 24th November 2023 at 23:59

General Rules

The tournament will be played in teams of 5 players with 2000 point armies over 5 rounds of 3 hours and 30 minutes each, according to the rules of the General's Handbook 2023-24. The cut-off for all releases is the 22nd of November 2023 at 23:59 and only battletomes with at least one rules-FAQ are permitted. We will also be using the rulings of the [AoS Rules Panel FAQ](#). for any otherwise unclear rules

No allegiance can be included more than once per team. Warscrolls cannot be duplicated in more than one list of the same team (but one list can have multiple of the same warscroll), however, units that are added to an army during a game are exempt from this restriction. Each Grand Strategy, Command Trait, Artefact, Nullstone Adornment and spell from the Lore of Primal Frost can also only be selected once per team (Note: If a player selects the Shaman of the Chilled Lands Command Trait they do not select a spell from the Lore of Primal Frost, and therefore other lists can still include each of the spells from the lore once).The realm rules for the Region of War: Andtor, the Bitter Land will be used.Army of renown can be used.

The tournament will use the Swiss tournament pairing system to determine which teams will play against each other, whereby the first round will be paired randomly. At the start of each round, the team captains and up to one other player from each team will play a mini game to determine the individual player matchups (more about the pairing below). Two battleplans will be played each round, one twice and the other one three times.

All armies need to be fully painted, including any units that will be added to the army during the game. Chess clocks can be used if at least one of the two players wants to use one. They will not be provided by the tournament organizers and must be brought by the players.

List of Factions (Considered for Best In Faction. Subject to Update)

Beasts of Chaos	Blades of Khorne	Cities of Sigmar	Daughters of Khaine
Disciples of Tzeentch	Flesh-eater Courts	Fyreslayers	Gloomspite Gitz
Hedonites of Slaanesh	Idoneth Deepkin	Kharadron Overlords	Lumineth Realm-lords
Maggotkin of Nurgle	Nighthaunt	Ogor Mawtribes	Orruk Warclans
Ossiarch Bonereapers	Seraphon	Skaven	Slaves to Darkness
Sons of Behemat	Soulblight Gravelords	Stormcast Eternals	Sylvaneth

List Submission

Please send the lists of all team members together in text format to the following e-mail address (more about list submission below):

alpinegtaos@gmail.com

Terrain Outline

Terrain will be placed according to the map pack by both players at the start of a round. Please make sure that there is a more than 3" distance to all objectives and the battlefield edge, as well as 6" distance to other terrain features. Some terrain pieces will be marked as impassable, garrisons and wyldwoods by the organizers, and these tokens may not be moved. Mysterious terrain markers will be placed by the players (more in the pairings section below). If it is unclear where a marker belongs, please come to an agreement with your opponent before the game or ask the tournament organizers.

Defensible terrain features are always limited to 15 models. Impassable means that you cannot move a model over the terrain feature unless it can fly, and you cannot move a model onto the terrain feature or set up a model on the terrain feature (even if it can fly).Movable trees or similar objects on wyldwood terrain features may be rearranged to make space for models to be placed.

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

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.

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.

Army Lists

Army lists need to abide by the rules of the **“Battlepack: Pitched Battles” of the General’s Handbook 2023-24** for a limit of 2000 points.

A submitted army list needs to include the following information:

- Team and Player Name
- Allegiance, Subfaction, Grand Strategy and Triumph
- General, Command Trait and Artefacts
- Spells, Prayers, Mount Traits, Nullstone Adornments, ...
- 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
- All other faction specific options (e.g. Holy Commands for SCE or Seasons of War for Sylvaneth)

It is assumed that each army includes its respective faction terrain and each unit includes the maximum amount of command models, unless stated otherwise in the army list. Army lists are only accepted in text form, generated by the [Warscroll Builder](#) or the list building tool in the WH AoS App. All lists must be submitted until 24th November 2023 at 23:59 via email to alpinetaos@gmail.com. Late submissions or incorrect army lists will be punished by point deductions.

Event Schedule and Battleplans

Day 1 - December 2nd:

- **Registration: 08:00 - 08:45**
- **Captain's Meeting: 08:45 - 09:00**
- **Round 1: 09:00 - 12:30**
 - Battleplan A: No Reward Without Risk
 - Battleplan B: Lines of Communication
- **Lunch: 12:30 - 13:30**
- **Round 2: 13:30 - 17:00**
 - Battleplan A: Nexus Collapse
 - Battleplan B: Geomantic Pulse
- **Coffee Break: 17:00 - 17:30**
- **Round 3: 17:30 - 21:00**
 - Battleplan A: Power Flux
 - Battleplan B: Spring the Trap

Day 2:

- **Captain's Meeting: 08:30 - 09:00**
- **Round 4: 09:00 - 12:30**
 - Battleplan A: The Icefields
 - Battleplan B: Fountains of Frost
- **Lunch: 12:30 - 13:30**
- **Round 5: 13:30 - 17:00**
 - Battleplan A: Every Step is Forward
 - Battleplan B: Limited Resources
- **Prize Ceremony: 17:30**

Leoben AoS: At the Event

Venue

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

Address: [Rosseggerstrasse 6, Leoben, Austria](#)

Official Tournament Language

The official language of the tournament is English.

Players are allowed to speak other languages if both players at the gaming table speak that language. (Ex: If both players in a match can speak German, thats OK.)

Players must have their relevant rules available in English. 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 Battletome/FAQs is acceptable for instance.

Pairing Process

At the start of each round both captains and a maximum of one other player from each team meet to determine the pairings between the teams as follows (pairing cards will be provided by the tournament organizers):

1. The Spearhead phase: During this phase, both teams pick 1 army from their team and place the corresponding notecard face down on the table. This is the spearhead. Once both teams have done this, flip over and reveal both notecards simultaneously.
2. The Counter phase: Each team picks two other armies from their team in response to the opposing team's spearhead, placing the corresponding notecards face down on the table. These are the counter. Once both teams have done this, flip over and reveal all notecards simultaneously. After the counters have been revealed, each team picks 1 army from the opposing team's counter to play against their spearhead. These two matchups will play Battleplan A.
3. The Return phase: The armies in each counter that were not picked are returned to their respective teams.
4. Repeat the Spearhead and Counter phases (steps 1 and 2) with the remaining armies. The resulting two matchups will play Battleplan B.
5. The last remaining army of each team that was not picked from the counter will play against each other in Battleplan A.

To determine the tables the games will be played on, captains will roll off. The winner of the roll-off gets first choice which tables the player that was layed out as a spearhead in step 2 will play on. Then, the other team selects the tables for the other matchup in step 2 and their spearhead in step 4. Then, the roll-off-winner selects the battleplan for the other matchup from step 4. Finally, the last matchup will be played on the remaining table.

At the start of a game, the two players set up the terrain pieces as shown in the map pack. Afterwards, they roll off to determine who is the attacker and defender for the battleplan as normal. Then, the defender may distribute 6 mysterious terrain markers before the attacker chooses sides. Each terrain piece may only have one mysterious terrain marker (note that terrain pieces marked as impassable, defensible and wyldwood by the tournament organizers may still receive a mysterious terrain marker in addition to that rule).

Scoring

Captains will receive a scoring sheet at the start of each round where they must write down the victory points achieved by each player of their team in all 5 games, which they need to hand in to the tournament organizers. The primary points for each game will then be calculated from the victory point difference as shown in this table:

Points Difference	Game Points Player A	Game Points Player B
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

The primary points of all team members will then be added up to determine the tournament scoring. Each team may score a maximum of 75 points and a minimum of 25 points. If multiple teams have the same number of points, uncapped points will be used to determine the tournament placing. In case there is still a draw between teams, total victory points will be used as a tie breaker, and finally a coin flip if there is still no resolution.

Leoben AoS Conduct

Referees

There will be 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!

Players Forfeiting A Round

If a player/team gets to the point like they feel they want to concede a round at Leoben AoS, due to an issue, or a complement of issues arises, the referees and Leoben AoS TO's should be advised immediately.

Time Management

Each game in the tournament will be played over the course of 3 hours and 30 minutes, during which the remaining time will be announced periodically. The pairing process should not last longer than 15 minutes, and setup and deployment should be finished another 15 minutes later, so that the game starts with 3 hours left on the clock at the latest.

15 minutes before the end of a round, 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.

Chessclocks

Chess clocks are optional, but should be used if at least one of the two players wants to use one. 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.

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.