



ALPINE CUP

**SALZBURG
MAJOR**

**2024 Event Pack
June 29-30**

Want More Information about the Alpine Cup ?

[OFFICIAL ALPINE CUP WEBSITE](#)

Document History:

**2024/05/02 : V 1 -

Note: This document is a DRAFT version for the 2024 Event.

Table Of Contents

1 About The Alpine Cup

- 1.1 What is The Alpine Cup?
- 1.2 The Alpine Cup Mission Statement
- 1.3 Find Out More About ALPINE CUP

2 Attending **Salzburg Major**

- 2.1 Registering
- 2.2 Tournament Outline

3 Warhammer 40,000 Singles Championship Rules

- 3.1 Tournament Rules
- 3.2 Factions at **Salzburg Major 40K**:
- 3.3 Terrain Outline
- 3.4 Event Timeline
- 3.5 Challenges
- 3.6 WYSIWYG
- 3.7 Tournament Schedule and Missions Outline

4 Salzburg Major: At the Event

- 4.1 Getting to the Venue
- 4.2 Official Tournament Language
- 4.3 Round Scoring
- 4.4 Starting A Game (Leviathan)

5 Salzburg Major - **AC Conduct**

- 5.1 Judges
- 5.2 Penalties
- 5.3 Pre-Event Penalties
- 5.4 Event Penalties

About The Alpine Cup

What is The Alpine Cup?

The Alpine Events is a series of international tabletop gaming events. **Salzburg Major - Alpine Cup** is an event dedicated for to bring many systems together. First Salzburg Major (used to be named Alpine GT) event was hosted in **July 2022** in *Salzburg, Austria* and is planned to be an annual event that will be hosted every year.

For 2024 **Salzburg Major - AC** will be hosted on **June 29-30 2024** in *Salzburg, Austria*.

Although primarily catered to Austrian hobbyists, thanks to its central location in Europe, **Salzburg Major - AC** 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 2024 we are planning on the following events.

- Warhammer 40,000 Singles Championship
- Age of Sigmar Singles Championship
- The Old World Singles Championship
- The Ninth Age Team Championship
- Horus Heresy Narrative Event
- Star Wars Legion Singles Championship

The Alpine Cup Mission Statement

Our mission and value for TAC 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, thats 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 ALPINE CUP

If you are interested to find out more about the event, you can check out the [OFFICIAL ALPINE CUP WEBPAGE](#), [DISCORD SERVER](#) and [FACEBOOK PAGE](#) if you would like to interact with some of our player base.



ALPINE CUP

Our Partners and Rulespack Sources:



WORLD TEAM
CHAMPIONSHIP

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



[Weyland-Yutani](#): Terrain Partner & Supplier

Attending Salzburg Major

Registering

Registration for **Salzburg Major - AC** 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 Alpine Store and be signed up, before the registration deadline (see tournament scheduling below).

If you have any questions regarding **Salzburg Major - AC**, you should send a message to the [ALPINE CUP FACEBOOK PAGE](#) or the [DISCORD SERVER](#). One of the TO's will then get in touch to answer your questions.

Tournament Outline

Warhammer 40000 Singles Tournament

Warhammer 40000 Singles is a 2 day, 5 round event. First round pairings will be random except for challenges, for further rounds random pairing system will be used within players with same number of Wins. We will do our best to not pair two player that are from the same nation or group for the first round.

Depending on the number of attendees, after 5 rounds there will be a top cut of 1 round for players with 5 wins only.

Winner would be determined by ranking of **Win-Loss-Draw**, secondary ranking would be **Game Points (0-20)** accumulated by the individual players. Tertiary ranking would be **Strength of Schedule**. Final tiebreaker would be a coin toss.

Age of Sigmar Singles Tournament

Age of Sigmar Singles is a 2 day, 5 round event. More information can be found on the event [T3 page here](#).

The Old World Singles Tournament

The Old World Singles is a 2 day, 4 round event. More information can be found on the event [T3 page here](#).

The Ninth Age Teams Tournament

The Ninth Age Teams is a 2 day, 4 round event with team of 3 players. More information can be found on the event [T3 page here](#).

Horus Heresy Narrative Event

Alpine Grand Narrative is a community run narrative event. More information can be found on the event [T3 page here](#).

Star Wars Legion Singles Tournament

Star Wars Legion Singles is a 2 day, 5 round event. More information can be found on the event [T3 page here](#).

Warhammer 40,000 Singles Championship Rules

Tournament Rules

- 10th edition, index rules with Leviathan Missions (Will be updated if a new Mission Pack is released before document deadline)
- 2000 points Strikeforce armies, WYSIWYG
- Preset missions and terrain, played on a 60" by 44" table.
- 3 hour rounds
- ForgeWorld units are allowed
- Units of Legend may not be used
- [WTC FAQ](#) will be in use
- Event Specific Alpine FAQ may be used

List Submission

List submission will be done via [BCP](#). List Template will be forwarded to all players.

Terrain Outline

The dedicated terrain map for **Salzburg Major - AC** can be found on [our website here](#).

Event Timeline

- Registration Deadline: **February 16th 2024 - June 24th 2024**
- Document Deadline: June 17th 2024
- Pairing System Registration: June 24th
- Army List Submission: June 24th
- Army List Corrections: June 28th

Challenges

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

WYSIWYG

Salzburg Major 40K - AC armies have to be fully painted and based and be WYSIWYG (on most up to date bases, in case of doubt contact T0). Models that are not official, do not fit the WYSIWYG profile, or considerably deviate from the norm **MUST** be presented to the T0's (with pictures or links to pictures), at least two week **PRIOR** to the tournament and meet an approval from the **Judges** via [Discord Server](#) before they can be used at the tournament. Any models like this in use at Salzburg Major without prior consent may be up for disciplinary action.

Tournament Schedule and Missions Outline

For easier return journeys for our attendees, Sunday will be only 2 games.

Day 1 (June 29th):

- Opening: 09:00 - 09:30
- Round 1: 09:30 - 12:30 - **Search & Destroy + Take & Hold + Chilling Rain**
- Lunch: 12:30 - 13:30
- Round 2: 13:30 - 16:30 - **Crucible of Battle + Supply Drop + Hidden Supplies**
- Round 3: 17:00 - 20:00 - **Sweeping Engagement + Priority Targets + Chilling Rain**

Day 2 (June 30th):

- Round 4: 09:15 - 12:15 - **Hammer & Anvil + Vital Ground + Chilling Rain**
- Lunch: 12:15 - 13:15
- Round 5: 13:15 - 16:15 - **Search & Destroy + Scorched Earth + Chilling Rain**
- Prize Ceremony: 16:30
- Top Cut: 17:00 - 20:00 - **Crucible of Battle + Scorched Earth + Chilling Rain**

Salzburg Major: 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 our [WEBPAGE](#).

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

The location is Messe Salzburg. Salzburg Major is located within the larger event of "[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 unless both players can speak a different language fluently. Players must have their relevant rules available in English at **Salzburg Major - AC**. 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 **Reprimand**. 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 **Warning**, unless all parties involved can speak the other language fluently.

Round Scoring

Each game, players will score a number of points as described in the 10th 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).

To determine Game Points, each player counts their victory points, subtracts their opponent's victory points and consults the table below. If the score is negative, the player who has a negative difference counts his points from the 'opponent' table.

[Individual 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 (Leviathan)

Follow this procedure to start your games at Salzburg Major: (might be updated if a new mission pack is released before document deadline)

1. Muster forces: Go over your armylist with your opponent

2+3. Mission briefing. Go through Primary Mission, Deployment and Mission Rule cards with your opponent.

4+5. **Place Terrain according to the map and Objective Markers** (Objective markers can be under terrain.)

6. Determine Attacker and Defender

7. Select Secondary Missions

8. Declare Battle Formations

9. **Deploy Armies, starting with the Defender one unit at a time.**

10. Determine First Turn. Players roll off and the winner takes the First turn.

11. Resolve Pre-Battle Rules

12. Begin the Battle

14. After Turn 5 is over, submit the score on BCP.

15. Setup the table for the next round.

Salzburg Major - AC Conduct

Judges

The Tournament will be officiated by a group of Judges that are vetted by **Salzburg Major - AC** 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. Possible infractions and associated penalties are valid in the next round of **Salzburg Major - AC**.

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

Players Forfeiting A Round

If a player gets to the point like they feel they want to concede a round at **Salzburg Major - AC**, due to an issue, or a complement of issues arises, the judges and **Salzburg - AC** TO's should be notified immediately.

Penalties

Pre-Event Penalties

List Submission & Checking

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).

After the list submission deadline, each player will be assigned 2 to 3 other lists to check for errors. Players have several days to complete said list checking and three more days to correct their lists. Not fulfilling list submission or checking duties might result at a -100 secondary point penalty that would be applied post tournament.

The Judges will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the Judges.

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 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 Judge 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 Judge corps to make sure it is done quickly and the corrected list are final and compliant.

Signing Up To Tournament Management Software (Best Coast Pairings)

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.

Event Penalties

Individual Player Penalties

Depending on severity of a player's conduct on or off the table, **Salzburg Major - AC** Judge 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 players or club 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 in any of the penalties below.

Penalty List

Warning

Declaration of an action which 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. Judges 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 Judges / TO's believe this was done with intent and malice they might escalate 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. Judges / TO's have full discretion on this subject.

The expelled player will not attend another **Alpine** event for another year.

List of Infractions

Excessive Rules Questions

If a player is determined to be repeatedly calling Judges 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 Judge 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 counted 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 Alpine Cup 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

[Derived from WTC Clock Rules](#)

(Differences are listed below.)

Timekeeping Penalties

The event needs to run smoothly and to its timetable and because of this the players need to adhere to the round times. Players should have plenty of time to play due to the length of the round, and so there should be no reason that all games can't reach their natural conclusion.

To enforce this there will be penalties imposed on any player that is unable to finish their game within their allotted time. This is called a Timekeeping Foul. These penalties will be applied to the player, and will carry through the rounds to the end of the event.

Timekeeping fouls earned through running out of time in the round will not stack with any other penalty that has been applied to a player for any other reason unless the judges feel that this should be the case. This will be an extreme circumstance and not the usual way that this will be handled.

- First offence. A warning is given to the player, no penalty is applied to the player. You can consider this a friendly warning to advise your players to be more mindful of the time in the round.

- Second offence. An official warning is given to the player. No other penalty is applied at this time.

- Third offence. A penalty that is equivalent to a Sanction Minor is given to the player and they will lose 25 points from their round score.

- Fourth and subsequent offences. A penalty equivalent to a Sanction Major card will be issued to the player and they will lose 50 points from their round score.

Other Timekeeping Penalties

There are other ways that a player can commit a timekeeping foul not limited to the ones listed below. These will incur a penalty which can range from an official warning to a red card and everything in between. These penalties are mostly to do with the mismanagement of the clock in an unsportsmanlike way and will be treated as a sportsmanship foul, and can therefore stack with other penalties that the player has received.

- Failure to use the clock in a way that complies with our sportsmanship policies. Attempting to use the clock as a weapon, not switching the clock back to you or your opponent in a timely fashion, perceived malicious use of the clock and other situations can carry a penalty depending on the severity of the situation. This also covers any player that has run out of time, and is still not playing in a timely fashion.

- Players are not allowed to pause the clock at any time. Pausing the clock may only be done by a judge if they feel it is necessary during a game. If a player pauses the clock at any time this is a foul. As well as any penalty applied the judge may adjust the clock to establish what they feel is the correct game state.

- Nobody other than a judge can use the clock other than the players in that game without the explicit permission of BOTH players. If anyone other than the players at that table use the clock in any way, then this will incur a minimum penalty of a **Sanction Minor** and 25 points taken from that player's round score. Coaches, support staff and anyone that is not playing in the game should never touch the clock while it is running.

It is our aim to ensure that all games reach a natural conclusion, at the event, and that this document serves as a reference so our judges do not need to resort to assigning penalties to players.

Poor Sportsmanship or Negative/Aggressive Attitude

Any players deemed by a Judge to be acting in any manner not in-line with the expectations of friendly but competitive gaming at **Salzburg Major - AC** 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 judges 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, judges 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 3rd Parties

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 judge 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 judge 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.