



**ALPINE CUP**  
**LEOBEN**  
**40K**

**LEOBEN 40K SPRING  
SPRINT**

**Event Pack**  
**March 1-2 2025**

**Want More Information about the Alpine Cup ?**

[OFFICIAL ALPINE CUP WEBSITE](#)

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**Document History:**

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Note: This document is a DRAFT version for the 2025 Event.

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# About The Alpine Cup

## What is The Alpine Cup?

**The Alpine Events** is a series of international tabletop gaming events. **Leoben 40K Sprint - Alpine Cup** is an event dedicated for Warhammer 40,000 Singles and Team Play. .

For 2025 **Leoben 40K Sprint - AC** will be hosted on **March 1-2 2025** in *Leoben, Austria*.

For the year of 2025 we are hosting the following events.

- Warhammer 40,000 Singles Championship
- Age of Sigmar Teams Championship
- The Old World Teams Championship

Note:

## 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, 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 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.



Our Partners and Rulespack Sources:



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

## Attending Leoben 40K Spring Sprint

### Joining the Event

If you are interested in participating to **Leoben 40K Sprint - AC**, you should send a message to the [ALPINE CUP FACEBOOK PAGE](#) or the [DISCORD SERVER](#). One of the T0's will then get in touch to answer your questions.

## Registering

Registration for **Leoben 40K Sprint - 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). In case the number of registering players would be uneven, the tournament T0's will take it upon themselves to find players to make the numbers even.

## Tournament Outline

### Singles Tournament

**Leoben 40K Sprint Sprint - AC** Singles is a 2 day, 5 round event that takes place from Saturday to Sunday (March 1-2). 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 players that are from the same nation or group for the first round.

Singles Tournament 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.

### Tournament Rules

- 10th edition, Pariah Nexus Rules
- 2000 points Strikeforce armies, WYSIWYG
- Preset missions and terrain, played on a 60" by 44" table.
- 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.
- 3 hour rounds
- ForgeWorld units are allowed
- Units of Legend may not be used

### Event Timeline

- Registration Deadline: **February 25th 2025**
- Document Deadline: **February 14th 2025**

**(Note: If a codex has been released but hasn't received an FAQ it can not be used in The Alpine Cup without TO approval. This FAQ can be an Alpine Cup FAQ.)**

- Pairing System Registration: **February 25th 2025**
- Army List Submission: **February 25th 2025**
- Army List Corrections: **February 27th**
- First Round Draw: **February 28th**

### List Submission

List submission will be done via an online system. Registration Link and List Template will be forwarded to all players.

## Terrain Outline

The dedicated terrain map for **Leoben 40K Sprint Sprint - AC** can be found on [our website here](#). Leoben 40K Sprint Sprint will use the NRW Map Pack with equal shares of all 5 table types.

### WYSIWYG

**Leoben 40K Sprint Sprint - AC** 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.

### Tournament Schedule and Missions Outline

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

#### Day 1 (March 1st):

- Opening: 08:00 - 09:00
- Round 1: 09:00 - 12:00 - **Hammer an Anvil + Fog of War + Linchpin**
- Lunch: 12:00 - 13:00
- Round 2: 13:00 - 16:00 - **Search and Destroy + Swift Action + Scorched Earth**
- Round 3: 16:30 - 19:30 - **Crucible of Battle + Raise Banners + Purge the Foe**

#### Day 2 (March 2nd):

- Round 4: 09:00 - 12:00 - **Tipping Point + Inspired Leadership + Burden of Trust**
- Lunch: 12:00 - 13:00
- Round 5: 13:00 - 16:00 - **Sweeping Engagement + Smoke and Mirrors + Take and Hold**
- Singles Prize Ceremony: 16:15

# Leoben 40K Sprint Sprint: At the Event

## Venue

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

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

Contact: [admin@thealpinecup.com](mailto:admin@thealpinecup.com)

Schmallenberg, Germany\*\*

## 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 **Leoben 40K Sprint Sprint - 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**.

## Round Scoring

An individual player scores an amount of points for based on the VP differential outcome from the game with his opponent. 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

## Determining Winner

Singles Tournament 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.

# Leoben 40K Sprint Sprint - AC Conduct

## Referees

The Tournament will be officiated by a group of referees that are vetted by **Leoben 40K Sprint - AC** T0'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 captains and referees will participate. Possible infractions and associated penalties are valid in the next round of **Leoben 40K Sprint - AC**.

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

## Players Forfeiting A Round

If a player gets to the point like they feel they want to concede a round at **Leoben 40K Sprint - AC**, due to an issue, or a complement of issues arises, the referees and **Leoben 40K Sprint - AC** T0'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 players will be assigned up to 3 other players lists to check for errors. Players have three 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.

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.

All lists must have the following header.

Example:

- **Name:** Josh Roberts
- **Team:** England Lions (N/A if not within a team and only attending singles)
- **Factions used:** Necrons
- **Detachments used:** Canoptek Court
- **Enhancements:** Technomancer - Dimensional Sanctum (clarify which model has the enhancement within the list as well)

## 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 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 players conduct on or off the table, **Leoben 40K Sprint - AC** 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 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. 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 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. Referees / TO's have full discretion on this subject.

The expelled player 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, 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 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)

### Timekeeping Penalties

The event needs to run smoothly and adhere to its timetable. Players are expected to complete their games within the allotted round times. Sufficient time is provided for each round to allow games to reach their natural conclusion, so there should be no reason for delays.

To ensure this, penalties will be imposed on any player or team unable to finish their game within the allotted time. This is referred to as a Timekeeping Foul. Penalties will apply as follows:

#### Penalty Structure

- **First Offense**

- Singles: A warning is issued to the player. No points are deducted, but the player is advised to be more mindful of time.

- **Second Offense**

- Singles: An official warning is issued to the player. No points are deducted, but further delays will result in penalties.

- **Third Offense**

Singles: The player receives a penalty equivalent to a yellow card, and 25 points are deducted from their score for the round.

- **Fourth and Subsequent Offenses**

Singles: The player receives a penalty equivalent to a red card, and 50 points are deducted from their round score.

#### Additional Notes

Timekeeping fouls will not stack with penalties from other rule violations unless deemed necessary by the judges in extreme circumstances. This ensures fairness while maintaining a smooth event flow.

### 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 referee 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 referee may adjust the clock to establish what they feel is the correct game state.

- Nobody other than a referee 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 yellow card applied to that player and 25 points taken from that 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 referees do not need to resort to assigning penalties to players and teams. For your sake, please ensure that every player knows these rules. Make sure you have shared these rules with your teammates and that they have read and understand them.



## 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 **Leoben 40K Sprint - 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 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.