ALPINE CUP
LEOBEN
AoS

Team Event Pack
Mar 1 - 2
2025

Table Of Contents

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 was 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 2025 the dates are **MARCH 1ST - 2ND** 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, 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 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.

General Information

Deadlines

- Registration deadline: 16th Feb 2025
- Release-cutoff: 16th Feb 2025
- Army list submission deadline: 21st Feb 2025

After the registration deadline, teams that are registered late will be put on a waiting listand will only be admitted when another team registers until 21st Feb 2025, to ensure an even number of teams. Please send all army lists from your teamin one e-mail to the following address (more about list submission below): alpinegtaos@gmail.com

General Rules

The tournament will be played in teams of 5 players with 2000 point armies on 44" x 60" battlefields with 8 terrain features over 5 rounds of 3 hours each, according to the rules of the General's Handbook 2024-25. Three different battleplans will be played in each round. All factions from the faction packs and Armies of Renown, as well as Regiments of Renown, may be used, and any FAQs and errata released before the release-cutoff are applied. The Season Rules 2024-25 (Honour Guard) and Battle Tactics from the General's Handbook 2024-25 will be used, as well as all advanced rules mentioned therein.

All armies need to be fully painted in this team event.

On day one of the tournament (rounds 1-3), chess clocks are only 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. On day two (rounds 4-5), chess clocks are mandatory to be used by the teams at the twotoprows!

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. If a team has no additional coach, the captain may act as a coach as soon as their game is finished.

　　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 an call for a referee to rectify the situation.

List Submission

Players will submit their lists on BCP event before the deadline with the correct format found below

Terrain Outline

Impassable, obscuring and unstable terrain abilities will be specified with markers placed on the respective terrain features by the tournament organizers, and the markers may not be moved.If it is unclear where a marker belongs, please come to an agreement with your opponent before the game or ask the tournament organizers.

　　At the start of each round, players must arrange the terrain on their table according to the terrain maps in the map pack. Please note that terrain pieces must be set up more than 3" from the battlefield edges and objectives, and more than 6" from all other terrain pieces.

All terrain features gain the cover rule. Places of Power are indicated as "PoP" in the Map Pack and need to be marked by the players accordingly. If available,forests and/or terrain features marked as **obscuring** need to be placed in the positions marked as "3/F" and "4/F" in the Map pack. Movable trees or similar objects on forest terrain features may be rearranged to make space for models to be placed.

　　After setup is complete, players roll off to determine who is the attacker and defender for the battleplan as normal.

Miniatures

All models in an army need to be fully built and fixed to the bases of the correct size(we are aware that there are some mistakes regarding base sizes in the official Battle Profiles document, if you plan to play any affected models please contact us to clear the mistake beforehand). 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 rules in Army Composition (Advanced Rules) of the official Rules document, for a limit of 2000 points.

A submitted army list needs to include the following information:

- **Team and Player Name**
- Regiments with heroes and included units
- **Point costs**
- Reinforced units
- **The army's general**
- Weapon choices
- **Any enhancements (heroic traits, artefacts, …)**
- Selected spell lore and manifestation lore

It is assumed that each army includes its respective faction terrain and each unit includes the maximum amount of command models (champion, standard bearers and musicians), unless stated otherwise in the army list. Army lists are only accepted in text form, generated bylist building tool in the new WH AoS App and or the [Listbot 4.0](#). All lists must be submitted before the list submission deadline via email. Late or incorrect submissions of army lists will be punished by point deductions.

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 Enhancement, Spell Lore and Manifestation Lore may also only be selected once per team.

Event Schedule and Battleplans

Day 1 - March 1st:

- **Registration: 08:00 - 08:45**
- **Captain's Meeting: 08:45 - 09:00**

- **Round 1: 09:00 - 12:30**
- Battleplan A: The Vice
- Battleplan B: Border War
- Battleplan C: Close to the Chest

- **Lunch: 12:30 - 13:30**

- **Round 2: 13:30 - 17:00**
- Battleplan A: The Better Part of Valour
- Battleplan B: Starstrike
- Battleplan C: Focal Points

- **Coffee Break: 17:00 - 17:30**

- **Round 3: 17:30 - 21:00**
- Battleplan A: Scorched Earth
- Battleplan B: Battle for the Pass
- Battleplan C: Shifting Objectives

Day 2 - March 2nd:

- **Captain's Meeting: 08:45 - 09:00**

- **Round 4: 09:00 - 12:30**
- Battleplan A: Feral Foray
- Battleplan B: Close to the Chest
- Battleplan C: The Jaws of Gallet

- **Lunch: 12:30 - 13:30**

- **Round 5: 13:30 - 17:00**
- Battleplan A: Shifting Objectives
- Battleplan B: Limited Resources
- Battleplan C: Battle for the Pass

- **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
Contact: admin@thealpinecup.com

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 two other players 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 2 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 counters will play against each other in Battleplan C.

To determine the tables the games will be played on, captains will then roll off. The winner of the roll-off gets first choice which tables the two matchups determined in step 2 will be played on. Then, the other team selects the tables for the two matchups determined in step 4. Finally, the last matchup will be played on the remaining table.

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.

Tournament Scoring

Teams will be paired randomly in the first round and then according to the Swiss tournament system. The current tournament placing of each team will be determined through primary and secondary scoring, and then through tiebreakers.

Primary Scoring

Primary points will be awarded to each team as follows:

Battle Point	Primary Points
Win	3
Draw	1
Loss	0

Secondary Scoring

To determine the secondary points, players need to calculate the victory points difference at the end of the game. The following table will then tell you how many secondary points each player receives after the game:

Points Difference	Game Points Player A	Game Points Player B
0	10	10
1-3	11	9
4-6	12	8
7-9	13	7
10-12	14	6
13-15	15	5
16-18	16	4
19-21	17	3
22-24	18	2
25-27	19	1
28+	20	0

The secondary 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 in each round.

Tiebreakers

If multiple teams are tied, Strength of Schedule (SoS) will be used for primary and then secondary points as a tiebreaker.

Terrain Maps

At the start of each round, players must arrange the terrain on their table according to the terrain maps in this pack. The terrain pieces in this document are numbered in size from 1 to 8, with 1 being the largest terrain piece and 8 being the smallest (when in doubt take the longest diagonal at the base of the terrain piece).

   Impassable, obscuring and unstable terrain abilities will be specified with markers placed on the respective terrain features by the tournament organizers, and the markers may not be moved.If it is unclear where a marker belongs, please come to an agreement with your opponent before the game or ask the tournament organizers.

   All terrain features gain the cover rule.

   If available, forests and/or terrain features marked as **obscuring** need to be placed in the positions marked as "3/F" and "4/F" in the terrain maps (F for Forest). Movable trees or similar objects on forest terrain features may be rearranged to make space for models to be placed.

   Places of Power are indicated as "PoP" and need to be marked by the players accordingly.

   Please note that terrain pieces must be set up 3" from the battlefield edges and objectives, and 6" from all other terrain pieces.

   After setup is complete, players roll off to determine who is the attacker and defender for the battleplan as normal.

Terrain Rules

- **Cover:** Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit charged this turn or has the **FLY** keyword.

- **Impassable:** Models cannot move across, be set up on or end moves on any part of this terrain feature.

- **Obscuring:** A unit **cannot be targeted by shooting attacks** if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

- **Place of Power: HEROES** within 3" of this terrain feature can use the 'Activate Place of Power' ability (see below).

- **Unstable:** Models **can** move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.
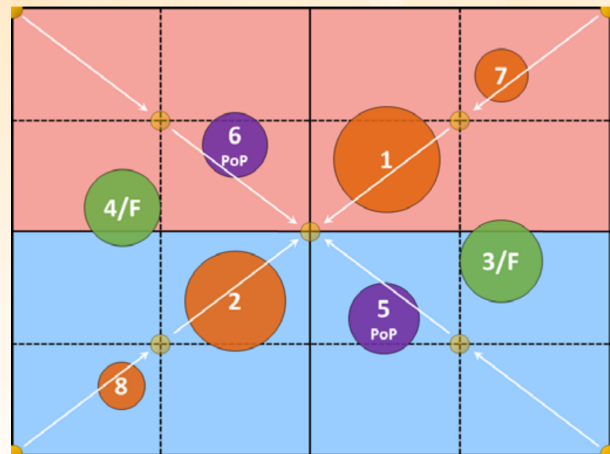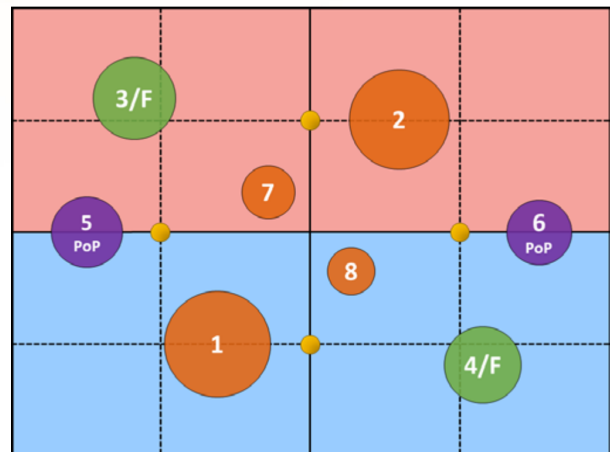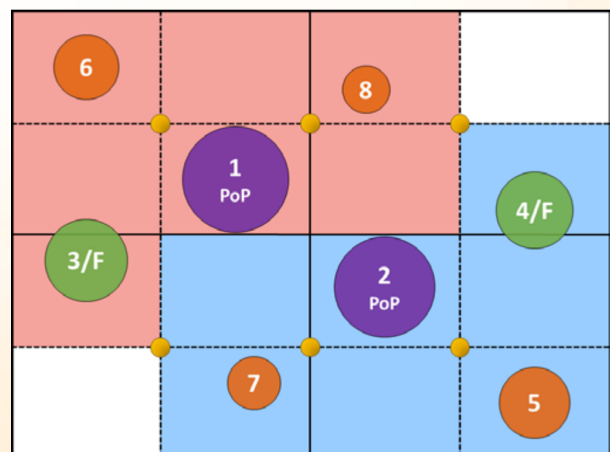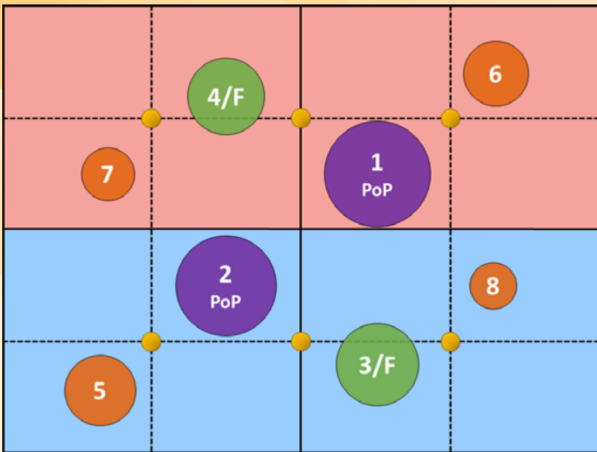
Battleplan A: The Vice

Battleplan B: Border War
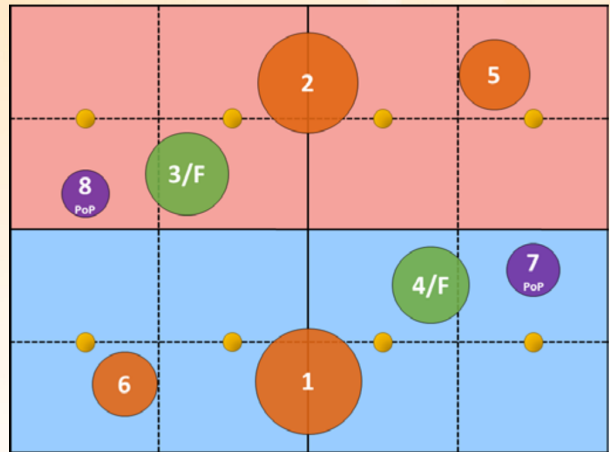

Battleplan C: Close to the Chest

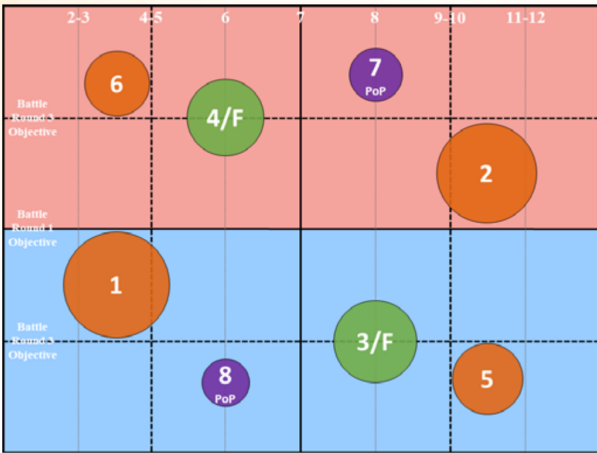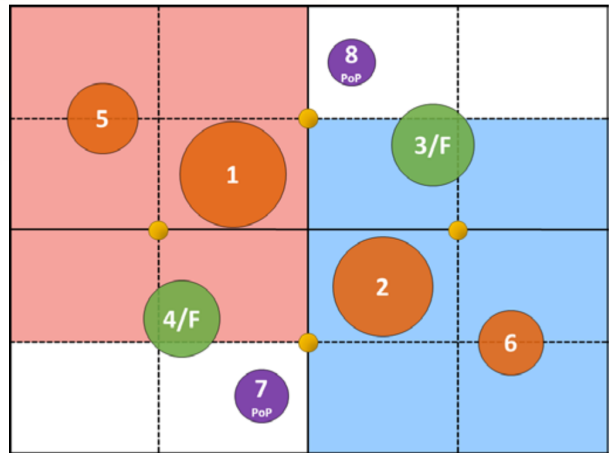## Battleplan A: The Better Part of Valour

Battleplan A: Scorched Earth
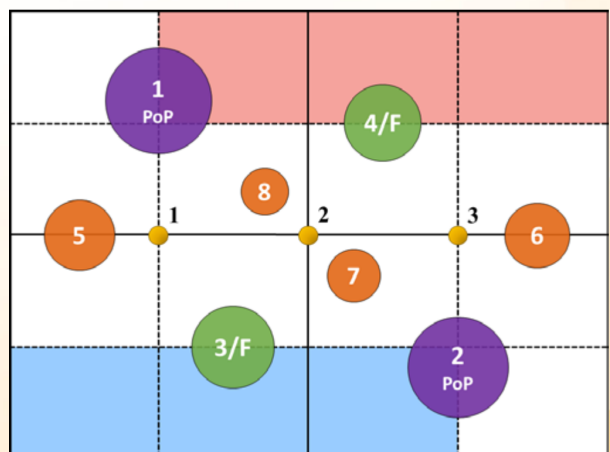

Battleplan B: Starstrike

Battleplan B: Battle for the Pass

Battleplan C: Focal Points

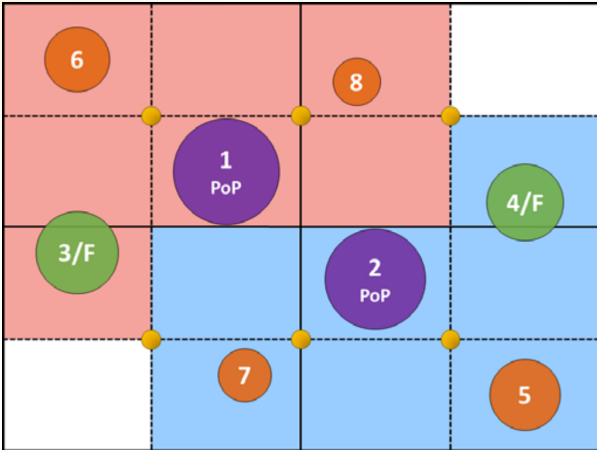## Battleplan C: Shifting Objectives
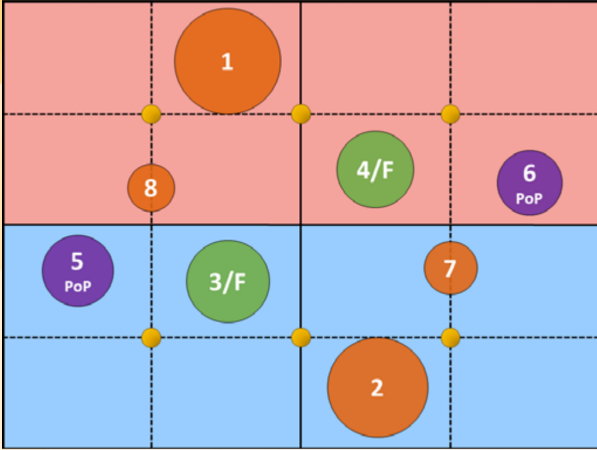
Battleplan A: Feral Foray

Battleplan A: Shifting Objectives

Battleplan B: Close to the Chest

Battleplan B: Limited Resources

Battleplan C: The Jaws of Gallet
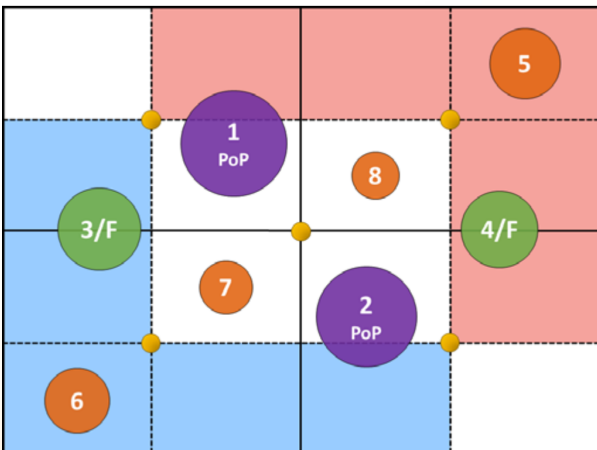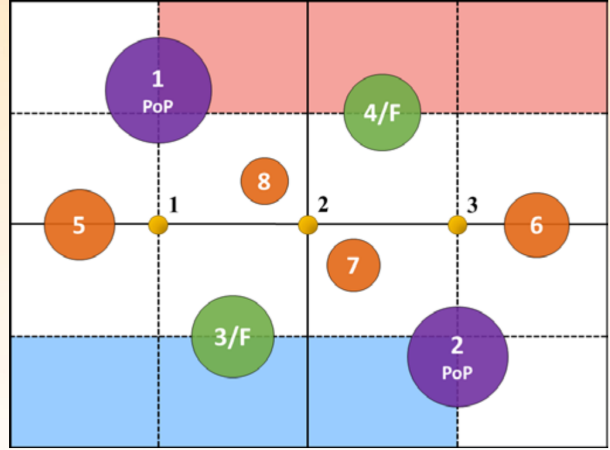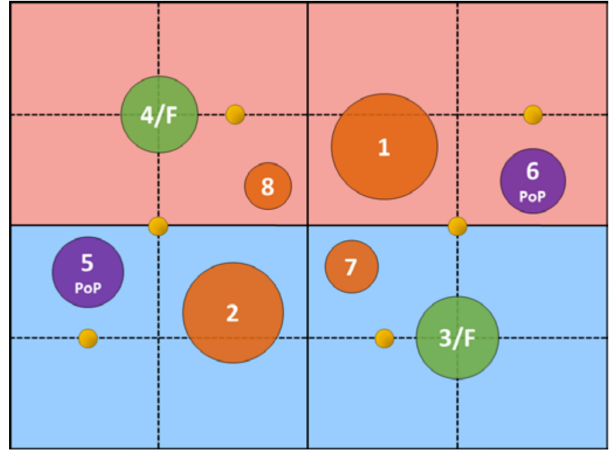
Battleplan C: Battle for the Pass
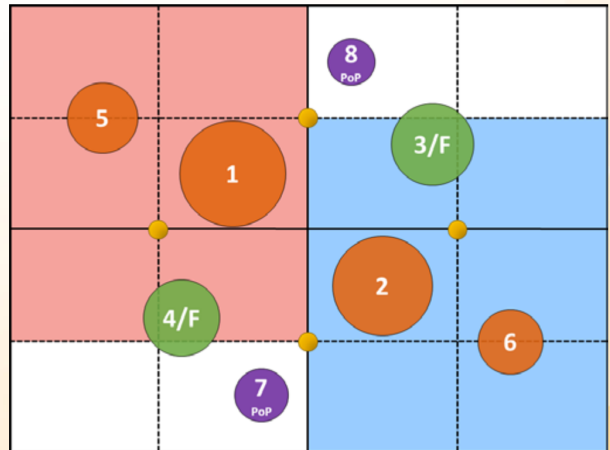
Leoben AoS Conduct

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, during which the remaining time will be announced periodically. 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. 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.

In rare cases where the third battle round is not finished after time runs out, both players receive a loss with 0 secondary points. This is to ensure that all games are played to a satisfactory conclusion and to prevent any skewing of the tournament results through unfinished games. If you suspect stalling on your opponents side, please contact a referee to resolve the situation.

Chessclocks

Chess clocks are optional butshould be used if at least one of the two players wants to use one. **On day two (rounds 4-5), chess clocks are mandatory at the three top tables!**
   We advise you to determine beforehand what happens when a player runs out of time. If no other agreements were made, 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 controlling 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 or disqualification.

The Player's Code

Please follow the following Player's Code to ensure that both players have a fair and fun game:

- **Always be polite and respectful.**
- Always tell the truth and never cheat.
- **Arrive on time with all of the things you need to play the game.**
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- **Avoid using language your opponent might find offensive.**
- Offer your opponent a chance to examine your army roster before the battle starts.
- **Answer any questions your opponent has about your army and the rules that apply to your army.**
- Measure moves and distances carefully and accurately.
- **Give you opponent a chance to examine your dice rolls before picking up the dice.**
- Ask permission before touching any of your opponent's miniatures.
- **Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.**
- Never deliberately waste time during a game.
- **Avoid distracting your opponent when they are trying to concentrate, and be careful to respect their personal space.**
- Never complain about your bad luck or your opponent's good luck.
- **Never fix the outcome of a game.**