



ALPINE CUP

**SALZBURG
MAJOR**

**2025 Age of Sigmar
Event Pack
June 28-29**

Want More Information about the Alpine Cup ?

[OFFICIAL ALPINE CUP WEBSITE](#)

Document History:

**2025/05/02 : V 1 -

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 Cup** is a series of international tabletop gaming events. **Salzburg Major - Alpine Cup** is an event dedicated 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.

For 2025 **Salzburg Major - AC** will be hosted on **June 28-29 2025** 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.

For the year of 2025 we are planning on the following events.

- Warhammer 40,000 Singles Championship
- Age of Sigmar Singles Championship
- The Old World Singles Championship
- Horus Heresy Narrative Event

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 the same way 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](#): Mat 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 Summary

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](#).

Other Events

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.

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.

[T3 page here](#)

The Old World Singles 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](#).

Age of Sigmar Singles Championship Rules

Tournament Rules

The tournament will be played with

- 2000 point armies
- 5 rounds of 3 hours
- Matches will take place on a standard 60"x 44" table using pre-generated terrain maps provided by Games Workshop in the General's Handbook in play.
- Only battletomes and other books that received at least one rules-FAQ before the release-cutoff date are permitted.
- We will also be using the rulings of the AoS Rules Panel FAQ for any otherwise unclear rules (<https://www.aosfaq.com/rulings.html>) .
- Chess clocks must 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.

Event Timeline / Deadlines

- Release-cutoff: 20th June 2024 23:59
 - Army list submission deadline: 22nd June 2024 23:59

List Submission

Instructions will be provided to all ticket purchasers at the start of June.

Please be aware to send your list in before the deadline.

Terrain Outline

GW Maps will be used.

Painting and Modelling Requirements

Painting

Salzburg Major AoS - AC army models in are not required to be fully painted.

However, players can be selected by the Judges to participate for the Best Painted Award – For talking Part in that, the whole Army, including the Summoning Pool has to be painted to a Battle Ready Standard and has to be selected as one of the five participating armies by the Judges. A model counts as 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.

Miniatures

All models in an army need to be fully built and fixed to their 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.

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 - **Battle for the Pass**
- Lunch: 12:30 - 13:30
- Round 2: 13:30 - 16:30 - **The Better Part of Valour**
- Round 3: 17:00 - 20:00 - **Shifting Objectives**

Day 2 (June 30th):

- Round 4: 09:15 - 12:15 - **Scorched Earth**
- Lunch: 12:15 - 13:15
- Round 5: 13:15 - 16:15 - **Focal Points**
- Prize Ceremony: 16:30

Army Lists

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

A submitted army list needs to include the following information:

- 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, Seasons of War for Sylvaneth)
- Total points and number of drops

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 (<https://www.warhammer-community.com/warscroll-builder/>) or the list building tool in the WH AoS App. All lists must be submitted before the list submission deadline via email.

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 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.

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!

Rule 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 such as points deductions.

Tournament Scoring

Players will be paired randomly in the first round, whereby pairings of players from the same club will be avoided, and then according to the Swiss tournament system. The current tournament placing of each player will be determined through primary and secondary scoring.

Strength of Schedule will be used as a tiebreaker for pairing and the tournament result.

Round Scoring

For the Final Points per Round, the Primary Points and the Secondary Points will be added up for the Round. For example, the Winner in the Round Scores 1000 Points and gets the Secondary Points added to that, e.g. for a Points Difference of 5 victory Points it would be another 13 Points. So the Winner would get 1013 Points and the other Player 7 Points. In Case of a Draw its 110 for both Players.

Primary Scoring

Battle Result	Primary Points
Win	1000
Draw	100
Loss	0

Secondary Scoring

To determine the secondary points, players need to calculate the victory point 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	Secondary Points Winner	Secondary Points Loser
Draw	10	10
Tide Victort	11	9
1-4	12	8
5-8	13	7
9-12	14	6
13-16	15	5
17-20	16	4
21-24	17	3
25-28	18	2
29-32	19	1
33+	20	0