



ALPINE CUP

SALZBURG
MAJOR

The Old World
Event Pack
June 28-29
2025

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About Alpine Cup - Salzburg Major The Old World Tournament

What is Alpine Cup - Salzburg Major TOW?

Alpine Cup is a series of international tabletop gaming events. Salzburg Major TOW is a singles The Old World tournament.

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.

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 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 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 Salzburg Major TOW

If you are interested in attending to **Salzburg Major TOW**, 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 Salzburg Major TOW can be done via [Alpine Cup Website](#).

General Information

Each player must ensure that he has the following items with him on tournament day:

- Army, as noted on the submitted army list
- Dice and tape measure
- All rules relevant to your own army (e.g.: Rulebook, e.g.: Radiant Armies, Guess, Arcane Journals, FAQ, etc.)

Participants who bring their rules in digital form must guarantee that the device will be functional for the entire tournament.

Registration and Deadlines

- Only those participants who have purchased a ticket for the event and have sent a correct army list to the email address below by the deadline will receive a fixed starting place. DEADLINE: Sunday June 15th 11:59 p.m
- Lunch is not included in the entry fee.
- Furthermore, a BCP link will be sent out to which the lists should then be uploaded.

Contact E-mail: theoldworld@thealpinecup.com

Army Lists

Each player has a point quota of 2000 points, not a single one more, which he can use freely according to the current army composition rules.

The following restrictions apply:

- Rule of Three = Each selection can only appear three times in the army list. Furthermore, each spell can only be chosen 3 times. Ethereal units, units with the Wailing Dirge special rule
- Rule of Three = Each selection can only appear three times in the army list.
- No unit larger than 40 Models or 450 points expensive (excluding characterModels)
- No Allies
- A maximum of 3 Units with the special rule Flying (x) in total
- A maximum of 3 Units with the special rule Wailing Dirge
- Maximum of 8 magic levels in the entire army (excluding spellcasting units and bound spells)

Please pay attention to the correct percentage distribution for hero, core, elite and rare units. These can always be found in the factions' respective army lists with a list of which unit falls into which category and the maximum number of points that can be invested in a category, or the minimum number that can be invested in a category.

Furthermore, every army list must contain the following:

- Clear listing of individual selections and their model sizes
- Clear mention of the equipment options and command options
- Clear listing of magic items for heroes and units
- Clear identification of the army general
- Clear identification of the army standard bearer
- Indication of the magic theory used by magicians, if any

Salzburg Major: At the Event

Venue

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

Address: [Am Messezentrum 1, 5020, Salzburg Austria](#)

Contact: theoldworld@thealpinecup.com

Design & Miniatures

- The models from GW are used. If you have alternative models, please contact the organization in advance. When building your own, etc., please pay attention to the correct base size. The specified base sizes are used. Old bases are not accepted.
- Base modulations, rebuilt models, etc. are accepted as normal, as are "basetrays".
- All Modells have to be painted

Game Preparation

1. Read and discuss the mission
2. Army introduction with all magical items revealed
3. Discussion of the site.
4. Roll the dice who gets to choose the side.
5. The selector places the first unit
6. Alternate formation according to the rule book
7. The player whose army was first to be fully placed gets +1 to the roll for the first turn
8. Dice roll for the 1st move. The winner gets to decide who has the first turn

Scoring

The victory points of a game are NOT calculated as in the rulebook, but in the following way. What is taken into account is not the strength of the units and models, but rather their **LIFE POINTS**.

- If a unit falls below 50% of its initial life points, that unit gives up 25% of its point cost to the opponent.
- If a unit falls below 25% of its initial life points, that unit gives up 50% of its point cost as victory points.
- If a unit is on the run at the end of the game, that unit gives up 50% of its point cost.
- For the general killed, the opponent gets 100 extra points
- Each standard killed is worth 50 victory points.
- If the opposing army standard is destroyed in close combat (killed or overrun), it gives up another 50 victory points

At the end of the game you compare the victory points achieved (according to the rule book) and calculate the difference. Then consult the following table:

Points Difference	Game Points Player A	Game Points Player B
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

The overall ranking is divided into primary ranking and secondary ranking. First, the primary scoring is based on Win/Draw/Loss (according to the matrix). The points earned according to the matrix are then used for the secondary scoring.

Event Schedule and Mission

Day 1 - June 28th:

- **Registration: 08:30 - 09:00**
- **Round 1: 09:00 - 12:00**
 - Open Battle (page 288)
- **Lunch: 12:00 - 13:00**
- **Round 2: 13:00 - 16:00**
 - Command & Control (page 298)
- **Coffee Break: 16:00 - 16:30**
- **Round 3: 16:30 - 19:30**
 - Open Battle (page 288)

Day 2 - June 29th:

- **Round 4: 09:00 - 12:00**
 - Break Point (page 290)
- **Lunch: 12:00 - 13:00**
- **Round 5: 13:00 - 16:00**
 - Open Battle (page 288)
- **Prize Ceremony: 16:30**