ALPINE CUP

ALPINE-CON

CONQUEST TLAoK Event Pack Apr 18-19 2026

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About Alpine Con - Conquest TLAoK Tournament

What is Alpine Cup?

Alpine Cup is a series of international tabletop gaming events. Nations Cup is an invite only Warhammer 40,000 tournament with national teams.

First Alpine Cup event was hosted in August 2021 in *Leoben*, *Austria*.

Our aim is to provide the **Alpine Cup** experience to our guests.

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.

ALPINE-CON

Alpine Con is a 4 day multi-system event that will be held in Graz Austria during April 16-19 2026.

Conquest TLAoK Singles championship will be held over the weekend in Messe Graz. Additional Information can be consulted on the main ALPINE-CON Website.

Deadlines

- Registration deadline: April 12th April 2026
- List submission deadline: April 12th April 2026 - EVENT LINK

Registration

- Only those participants who submit a correct army list by Sunday April 12th to LONGSHANKS by 11:59 pm and pay the tournament participation fee before the tournament starts will secure a fixed starting place. The tournament fee is € 55 if you register by November 30th. After that the price goes up to € 65. You can purchase your tickets directly through The Alpine Cup Webstore.
- Lunch is not included in the tournament fee.
- **IMPORTANT**: Make sure to have your list as scannable QR code (generated in Conquest Companion app) on tournament day available! To have receive Aghm points you need to have a active user account in the Conquest Companion app. The Tournament participation fee goes entirely toward covering event-related costs, including venue support, goodie bags, and prizes.

General Rules

- 2.000-point armies on 6'x4' tables in this Conquest TLAoK World Event.
- Scenarios will be drawn from the official Tournament Scenario Pack and shared one week before the event, aftert list submission closes.
- Each round lasts 2 hours and 30 minutes, with a 10-minute setup and army discussion period before the game begins.
- Each player must have an army list prepared and constructed via the official Conquest Companion app.
- Lists should be submitted by Sunday April 12th 2026 to https://longshanks.org/events/29352
- One printed copy of the list should be brought on the day, to be shown to opponents if requested.
- No proxies of unreleased regiments/characters/officer models are permitted; only released models and available in the Companion app are allowed. Conversions are permitted, as long as the majority (70%) of the model uses Para Bellum Games components.
- Unit upgrades/officer models must be marked on army lists. Regiment's Command Stand must include all Officers/Command Models included in the Army List.

General Rules - Continued

- **IMPORTANT**: Armies do not need to be painted to play but only fully painted armies can take part in the Best Painted Army competition. Each Stand in an Army must come with the appropriate amount of Mondels on it as described in the Regiment's Army List entry.
- Games are expected to reach a natural conclusion. You will receive a **15-minute warning** before the end of the round. After this point, no new game rounds may begin unless both players agree they can complete the round within the remaining time. If you are unsure or unable to reach an agreement, please call over a judge. The judge's decision is final and not open to discussion. When time is called, the game ends immediately. Do not talk through or simulate future turns. Final scores will be based on the current game state.
- At the end of each game, the winner receives **2 Tournament Points (TP)**, the loser receives **0 TP**, and in the case of a draw, both players receive **1 TP**. Tournament Organizer (TO) will record each player's **TP** and **Victory Points (VP)** after every round. Players will be ranked according to their total TP. In the event of a tie, **Strength of Schedule** will serve as the first tiebreaker, followed by total VP as the second tiebreaker. This ranking system is referred to as the Standings.

Tournament Schedule and Missions Outline

Day 1 (Saturday April 18th):

- Player registration & Welcome: 08:30 - 09:20
- Game 1 setup and army talk: 09:20 - 09:30
- Game 1: 09:30 - 12:00
- Lunch: 12:00 - 13:00
- Game 2 setup and army talk: 13:00 - 13:10
- Game 2: 13:10 - 15:40
- Game 3 setup and army talk: 15:40 - 15:50
- Game 3: 15:50 - 18:20

Day 2 (Sunday April 19th):

- Welcome: 08:40 - 08:50
- Game 4 setup and army talk: 08:50 - 09:00
- Game 4: 09:00 - 11:30
- Lunch: 11:30 - 12:30
- Game 5 setup and army talk: 12:30 - 12:40
- Game 5: 12:40 - 15:10
- Game 6 setup and army talk: 15:10 - 15:20
- Game 6": 15:20 - 17:50
- **": Game 6 will only be played if more than 32 players register and purchase a ticket**

Prizes

- 1st Place
- 2nd Place
- 3rd Place
- Best Painted Army
- Last Place
- Participation gifts for all other participants

Types of Terrain

Terrain Rules

Obscuring terrain

A Stand drawing Line of Sight through this piece of Zonal Terrain as part of a Volley Action and/ or Targets a Regiment with all of its Stands in a piece of Obscuring Zonal Terrain, halves the X value in its Barrage (X) Special Rule (rounding up) to a minimum of 1. Should a Regiment have all of its Stands within this piece of Zonal Terrain, then its Stands suffer no penalty to their Barrage (X) Special Rule as a result of drawing Line of Sight through the same piece of Zonal Terrain the entire Regiment is in. If a Stand within this piece of Zonal Terrain is drawing Line of Sight through another piece of Obscuring Zonal Terrain it suffers the penalty to its Barrage (x) Special Rule as normal.

Dangerous Terrain

When a Regiment moves onto, or through, this piece of Zonal Terrain, Roll a die for each Stand that moves onto or through it. On a roll of "6", the Regiment suffers 1 Wound. Cavalry and Chariot Regiments will suffer 2 Wounds for each roll of "6". You may not take Defense Rolls against a Wound caused by Dangerous Terrain. You do not need to Test Morale against Wounds caused by Dangerous Terrain.

Hindering

When at least half of a Regiment's Stands (rounding up) Charge through this piece of Zonal Terrain, the Regiment does not inflict any Impact Attacks during that Charge Action. In addition, Medium and Heavy Regiments do not benefit from the Inspired Special Rule during a Round in which at least half of their Stands (rounding up) Charged through this piece of Zonal Terrain.

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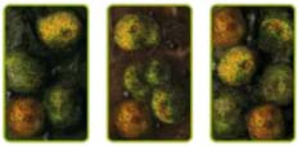
Traversable
This rule is commonly used for pieces of Terrain a Regiment would often find itself traversing through rather than over, such as a Forest or Thicket. This piece of Zonal Terrain does not add its Size or Elevation to the total Size of a Regiment. For example, an Infantry Regiment (Size 1) traversing a piece of Forest

Impassable Terrain
If there are any Terrain features on the battlefield that you and your opponent agree are unsuitable for Regiments to traverse, simply agree that they are Impassable Terrain. Regiments cannot move through Impassable Terrain.

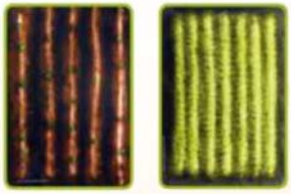
Obstructing Terrain
Zonal Terrain with this Special Rule does not allow Line of Sight to be drawn through it. Stands that are on a piece of Obstructing Zonal Terrain can draw Line of Sight to Enemy Regiments and vice versa.

Water
If a Regiment has at least half its total Stands (rounding up) within this piece of Zonal Terrain, it suffers a -1 penalty to its Clash Characteristic, to a minimum of 1.

Examples
Forest
Size 3, Obscuring, Hintering, Traversable

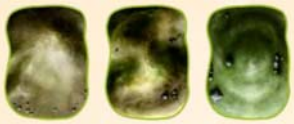


Field
Size 1, Obscuring*, Dangerous Terrain, Traversable
*: Obscuring only applies to size 1 units with this terrain.



Pond
Elevation 0, Hindering, Water

Hill
Size 2, Elevation 2, Obstructing



Buildings / Rocks Formation
Size 3 (Buildings) / Size 2 (Rocks Formations), Impassable, Obstructing

Example Tables