



**ALPINE CUP**  
**SALZBURG**  
**MAJOR**

**40K**  
**Event Pack**  
**May 23-24**  
**2026**



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

[OFFICIAL ALPINE CUP WEBSITE](#)

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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 2026 **Salzburg Major - AC** will be hosted on **May 23-24 2026** 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 2026 we are planning on the following events.

- Warhammer 40,000 Singles Championship
- Age of Sigmar Singles Championship
- Exhibition Games

## 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 in BCP, 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

### 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 players 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.

## Other Events

### Age of Sigmar Singles Tournament

**Age of Sigmar** Singles is a 2 day, 5 round event. More information can be found on the event

### Exhibition Games

Local clubs will be hosting exhibition games for various games.

## Terrain Outline

The dedicated terrain map for **Salzburg Major - AC** can be found on [our website here](#).

## WYSIWYG

**Salzburg Major - 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 Referee'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 Outline

### Singles Tournament

**Salzburg Major 40K - AC** Singles is a 2 day, 5 round event that takes place from Saturday to Sunday (June 28-29). 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, 2025 Chapter Approved Rules
- 2000 points Strikeforce armies, WYSIWYG
- Preset missions and terrain, played on a 60" by 44" table.
- 3 hour rounds
- Forgeworld units are allowed
- Units of Legend may not be used
- Fortifications may not be used

## Event Timeline

- Registration Deadline: **May 21st**
- Document Deadline: May 18th

**(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: May 21st
- Army List Submission: May 21st
- Army List Corrections: May 22nd
- First Round Draw: On-site

## List Submission

List submission will be done via BCP. List Header Template can be found in the document later.

## Tournament Schedule and Missions Outline

Saturday will be 3 games, Sunday will be only 2 games.

**Start times are subject to change depending on final opening times of "Level UP - Salzburg"**

### Day 1 (May 23rd):

- Opening: 08:00 - 09:00
- Round 1: 09:00 - 12:00 - **Hammer a Anvil + Purge the Foe**
- Lunch: 12:00 - 13:00
- Round 2: 13:00 - 16:00 - **Crucible of Battle + Terraform**
- Round 3: 16:30 - 19:30 - **Crucible of Battle + Scorched Earth**

### Day 2 (May 24th):

- Round 4: 09:00 - 12:00 - **Tipping Point + Linchpin**
- Lunch: 12:00 - 13:00
- Round 5: 13:00 - 16:00 - **Search and Destroy + Take and Hold**
- Prize Ceremony: 16:15

# Salzburg Major: The Event

## Getting to the Venue

\* Everything related to getting to the venue, and parking opportunities/bus rides and whatnot, can be found on our [WEBPAGE](#) in detail.

## 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 **Salzburg Major- 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

Each game, players will score a number of points as described in the 10th edition GT Tournament Pack, namely games are scored individually on a scale of 100 pts (90 points available from in-game scores and 10 points if the player in question had a correct armylist that was sent in on time). -

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's'.

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

NOTE: A player conceding a game does not immediately end it. All games should be played to their full conclusion. If that cannot be done for some reason, contact a referee to intervene immediately.

# Salzburg Major - AC Conduct

## Referees

The Tournament will be officiated by a group of referees that are vetted by **Salzburg Major - AC** TO'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 players and referees will participate. Possible infractions and associated penalties are valid in the next round of **Salzburg Major - AC**.

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

## Players Forfeiting A Round

If a team/player gets to the point like they feel they want to concede a round at **Salzburg Major - AC**, due to an issue, or a complement of issues arises, the referees and **Salzburg Major - AC** TO'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 player will be assigned 2-3 other player lists to check for errors. Players have until List Check Deadline 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 lists are final and compliant.

## Signing Up To Tournament Management Software

Any 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 player's conduct on or off the table, **Salzburg Major - 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.

If a player receives an expulsion their team can petition a substitute player to take their place. The expelled player can not attend another **Alpine** event for a full 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 counted 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:

- the Singles Tournament: Penalties are applied to the individual player.
- In the Team Tournament: Penalties are applied to the team as a whole. Multiple players on a team committing fouls in a single round can result in cumulative penalties for the team.

### 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.
- Teams: A warning is issued to the team, and the captain is informed to address the issue with the team.

#### • Second Offense

- Singles: An official warning is issued to the player. No points are deducted, but further delays will result in penalties.
- Teams: An official warning is issued to the team, with the captain informed of the seriousness of further offenses.

#### • Third Offense

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

Teams: The team receives a yellow card penalty, resulting in a 25-point deduction from their round score. The captain is informed.

#### • Fourth and Subsequent Offenses

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

Teams: The team receives a red card penalty, resulting in a 50-point deduction from their round score. The captain is informed that further penalties could jeopardize their standing. 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 team 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 their team and 25 points taken from that teams 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 team's 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 - 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.