



ALPINE CUP

**SALZBURG
MAJOR**

**2026 Age of Sigmar
Event Pack
May 23-24**



Want More Information about the Alpine Cup ?

[OFFICIAL ALPINE CUP WEBSITE](#)

Document History:

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Note: This document is a DRAFT version for the 2026 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 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, 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, 4-5 round event. More information can be found on the event **

Age of Sigmar Singles Championship Rules

Tournament Rules

- Both events will be played 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 2025-26.
- All Faction Packs and Battletomes, as well as Armies of Renown, Regiments of Renown and Scourge of Ghyran Rules may be used. Any rules updates, FAQs and errata in the form of Battlescrolls released before the release-cutoff are applied.
- **Chess clocks are mandatory**, each player is required to bring one.

Event Timeline / Deadlines

- Release-cutoff: 18th May 2026 23:59
 - Army list submission deadline: 20th May 2026 23:59

List Submission

Please be aware to upload your list to BCP before the list submission deadline.

Painting and Modelling Requirements

Painting

For Salzburg Major AoS - AC the models in your army 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 Manifestations, 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. Manifestations. 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

Starting time on each may change because of LEVEL-UP Convention opening times.

Day 1 (May 23rd):

- Opening: 09:00 - 09:15
- Round 1: 09:15 - 12:15 - **Passins Seasons**
- Lunch: 12:15 - 13:15
- Round 2: 13:15 - 16:15 - **Cyclic Shifts**
- Round 3: 16:45 - 19:15 - **Linked Leylines**

Day 2 (May 24th):

- Round 4: 09:15 - 12:15 - **Creeping Corruption**
- Lunch: 12:15 - 13:15
- Round 5: 13:15 - 16:15 - **Bountiful Equinox**
- Prize Ceremony: 16:30

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
- Faction and Battle Formation
- Spell, Prayer and Manifestation Lores
- Battle Tactics
- Regiments with heroes and included units
- Army General
- Reinforced units
- Enhancements (command traits, artefacts, ...)
- Weapon choices
- Faction terrain (if there are multiple options)
- Total points and number of drops

It is assumed that each army includes its respective faction terrain (as long as they don't cost any points) 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 by the list building tool in the WH AoS App. All lists must be submitted before the list submission deadline via BCP.

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.

Chess Clocks

Chess clocks are optional, but should 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 or completing battle tactics (if not active participation is required).

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. Placings will be wins first, with "Opponent Win%" as the tiebreaker.