

ALPINE CUP

LEOBEN

KEV'S BIRTHDAY SPECIAL SINGLES EVENT PACK NOVEMBER 28-29 2026

AoS

Want More Information about the Alpine Cup ?

OFFICIAL ALPINE CUP WEBSITE

Document version: 1.1 06.11.2026

(Army List Submission Deadline Updated)

About Alpine Cup - Leoben AoS Kev’s Birthday Special

What is Alpine Cup - Leoben AoS Kev’s Birthday Special?

Alpine Cup is a series of international tabletop gaming events.

The event will be held in Leoben, Austria, at The Sportshalle Innerstadt.

It aims to be an international event, our aim is to provide the **Alpine Cup** experience to our guests while still providing a great gaming tournament.

For the year of 2026 the dates are **November 28-29 2026** and we will be hosting a singles event.

The Alpine Mission Statement

Our mission and value for the 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.

Find Out More and Attending Leoben AoS Kev’s Birthday Special

If you are interested in attending to **Leoben AoS Kev’s Birthday Spcial**, 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

Registration for Leoben AoS Kev's Birthday Special can be done via **Alpine Cup Website**.

We will be using Best Coast Pairings to administer our tournament.

General Information

Deadlines

** Registration deadline: 23rd Nov 2026 20:00 CET*
* Release-cutoff: 16th Nov 2026
*** Army list submission deadline: 23rd Nov 2026**

After the registration deadline, players that are registered late will be put on a waiting list and will only be admitted when another players registers until 23th Nov 2026, to ensure an even number of players.

All army lists have to be sent using the BCP website or app.

General Rules

The tournament 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 2026-27. Three different battleplans will be played in each round. All Faction Packs and Battletomes, as well as Armies of Renown, Regiments of Renown and Scourge of Aqshy 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!
Please make sure each to bring a chessclock!!!

List Submission

Players will submit their lists on BCP event before the deadline with the correct format found below. **BCP EVENT LINK**

Terrain Outline

At the start of each round, players must arrange the terrain on their table according to the official terrain maps from the GHB 2026-2027.

Miniatures

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

If you have any doubts send an email to caroluscitra@gmail.com

A model counts as fully 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 painted fully covered by some form of basing material.

Painted models are not required for this special event

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:

- Player Name
- Faction and Battle Formation
- Spell, Prayer and Manifestation Lores
- Battle Tactic Cards
- 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 or there is a choice) and each unit includes the maximum number 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.

Event Schedule and Battleplans

Day 1 :

- **Registration: 08:00 - 08:45**
- **Round 1: 9:00 - 12:00** - Battleplan: Into the fire
- **Lunch: 12:00 - 13:00**
- **Round 2: 13:00 - 16:00** - Battleplan: Curse of the gnaw
- **Round 3: 16:30 - 19:30** - Battleplan: Power of the realms

Day 2:

- **Round 4: 09:00 - 12:00** - Battleplan: Warped ruins
- **Lunch: 12:00 - 13:00**
- **Round 5: 13:00 - 16:00** - Battleplan: Bloodstained coast
- ** Prize Ceremony: 16:30**
-

Leoben AoS Kev’s Birthday Special: At the Event

Venue

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

Address: **Rosseggerstrasse 6, Leoben, Austria**

Contact: admin@thealpinecup.com

Official Tournament Language

The official language of the tournament is English.

Players are allowed to speak other languages if both players at the gaming table speak that language. (*Eg: If both players in a match can speak German, thats OK.*)

Players must have their relevant rules available in English. 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 Battletome/FAQs is acceptable for instance.

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.

Leoben AoS Kev’s Birthday Special Conduct

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**

Players Forfeiting A Round

If a player/team gets to the point like they feel they want to concede a round due to an issue or a complement of issues, the referees and AoS TOs should be advised immediately.

The Player's Code

Please follow the following Player’s Code to ensure that both players have a fair and fun game:

- Always be polite and respectful.

- Always tell the truth and never cheat.
- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give you opponent a chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting your opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never fix the outcome of a game.

Chess Clock Rules

Chess clocks are mandatory at this event!

General Rules

- The responsibility is on both players to ensure time is used correctly.
- The position of the chess clock cannot be moved without the consent of both players.
- Players in the game and referees are the only people allowed to switch the use of time
- The active player is the player who is currently taking their turn and has the clock running on their time.
- The inactive Player is the player who is not currently taking their turn.

Pausing or Changing Time

Time may only be paused/added/subtracted on a clock in two instances:
- By a TO / referee
- To reset the time at the start of the round. Each player receives 1 hour and 30 minutes of time.

Time Usage - Setup

- The chess clock is activated once the roll for first deployment or deployment zones is made. The player who wins the roll begins the clock on their time. Only the active player can deploy their units. You are allowed to "make ready" your units for deployment on the side of the board or start measuring distances.

- After armies are deployed, the player who deployed first becomes the active Player and can decide who goes first or second.
- Any interruption caused by an ability can be carried out, and the Player, whose ability is triggered, becomes the active Player. Time then resumes with the player who is taking their turn (see below).

Time Usage - During Game

Time will always be used by the active player with the following exceptions where an inactive player becomes active:
- The inactive player asks the active player to look up a rule.
- The inactive player must roll saves/damage/wards/attacks or make a dice roll during the active player's time.
- The inactive player must remove/replace/move models.
- The inactive player is unbinding prayers/spells.
- The active player cannot continue to play until the inactive player takes an action.
- A special rule that requires any action during the active player's turn (Blood Tithe movement, Mighty Destroyers etc.).

Time Expiration

Should one player run out of time, they are not allowed to take any action in the game, and they immediately become the inactive player.
They cannot interact with the game except by performing the following actions:
- To assign wounds and remove models.
- To roll saves and wards.
- To finish the attacks of a unit that was in the midst of attacking while the clock ran out.
- Other mandatory rules and abilities that are not attacks.

During these exceptions the active player may pause their time only during these actions. Should both players run out of time they will become inactive players with the exceptions mentioned above. If the players cannot agree on the outcome, a referee that will assess the situation is to be called. Inactive players can still score points for controlling objectives and battle tactics, as long as they don't need to actively interact with the game to complete them. In case a chess clock is broken, stop the game, take note of the time spent and call a referee. It is the referee's job to guide you to a solution.

Penalties & Disciplines

Referees

The event will be overseen by 2 or 3 main referees and a number of tournament organizers and assistants. To avoid unnecessary calls of the referees, players, captains and coaches are asked to follow this procedure:

- Always search for the answer through the publications, like the rulebook, the Battletomes or the FAQs.
- As a general rule, a referee may never decide on rules at a table where their local team is competing; unless both players at the table agree that it is OK to do so. **A referee's call is final**, but if a player/captain does not agree with a decision, they can appeal for a second opinion. The active referee will approach a colleague for a second opinion. Under no accord is the player/captain allowed to look for a second referee themselves. Abuse of this right will not be tolerated. Warnings will be implemented to handle any disputes/issues.
- However, if you and your opponent are in doubt regarding a forgotten or misplayed rule or unsure how to proceed in any given situation, call a referee. We repeat: **call a referee. Do not make up a solution on the spot or have your opponent think of a solution that you do not agree with without consulting a referee.**

Pre-Event Penalties

After the submission deadline, the referee team will check the army lists for validity. They will then return to the players/captains with possible invalid army lists and penalties. The captain may then take a couple of days to inform the concerning player and provide the necessary correction (in case of a Team Event). The referees will be in charge of overseeing this process. Glaring errors might result in a reduction in points, under the purview of the referees.

Illegal lists should not be submitted in the first place, but in the rare case that an illegal list should be submitted, adequate penalties will be applied. Changes made to an illegal list will always have to be as minimal as possible (to be judged by the referee team). Penalties are assigned according to the magnitude of the mistake.

Event Penalties

Players who do not follow the rules or behave inappropriately will be warned for the first infraction. Each subsequent warning will transform into a penalty without negotiation. All in-event penalties are cumulative across a team.

- 1st infraction - Official warning
- 2nd infraction – 10PTS penalty

- 3rd infraction – 15PTS penalty
- 4th infraction – 20PTS penalty

The referee crew has the right to escalate any infraction to an immediate expulsion or even a life-time ban from the tournament depending on the gravity of the infraction and the situation surrounding the infraction.

A list of offenses follows below. Take note that the referee's main concern should always be that games are completed and played. This of course depends on the transgression, but the focus always lies on games to be played even if certain penalties will apply.

Time Issues

This is to ensure that the time is used correctly and not to give an advantage to a specific player and skew the results due to poor time management. Should a player, or game, time out then the appropriate actions and penalties will be applied. Penalties will be applied at the discretion of the referees if they feel clocks are not managed properly or if players try to abuse time management. For instance, it will be standard practice to give a warning to players for not bringing games to their natural conclusion.

Excessive Rules Questions

If a player is found to be repeatedly calling referees over for rules questions which are clearly answered in any of the relevant game literature including Battlescroll updates, they will receive a warning. The number of rules calls required to gain such a penalty is determined at the discretion of the referees on a case by case basis - this prevents people being penalized for trivial issues resulting in such questions and also stops a player from cheating the system by stopping before the threshold for a penalty is attained.

Dice, Movement and Rules Cheating

Any instances of the following, or anything deemed as cheating within similar confines, witnessed by a referee and/or an impartial bystander (i.e. a person not associated in any way with either player or team):
- Dice cheating (loaded dice, incorrectly counting the number of passed or failed rolls, changing the value of dice rolled, etc.)
- Movement cheating (moving too far, pushing models outside of their regular movement allowance, etc.)
- Rules cheating (deliberately or consistently forgetting core rules for your OWN army and models, etc.), will all result in an instant infraction and penalty.

At this tournament, it is to be considered common practice to let your opponent roll ANY dice you also use during the game without the need for consent.

In regards to dice policy, players need to discuss how they will handle cocked dice, dice that land on top of each other or in terrain and such before the start of the game. If this does not happen, dice rolls will only count when the bottom of the die's surface is entirely touching the

table or game mat surface. If a referee witnesses clear cheating (for example loaded dice, woefully miscounting or misrepresenting dice), the clock can be stopped and in consultation with the head referee a direct red card (thus ban) can be given.

Illegal List

In case a player is discovered to be playing a list that is illegal or deviates from the list submitted by the player/captain, the referee team will be forced to take action against this player. This will be done on a case-by-case action. If a list is completely different, the player and list might be banned from the rest of the event. If a list has models (for example the player forgot to list their Manifestation Lore) that are not on the initial army list, the model is to be taken off, a penalty will be applied (taking into consideration if the illegal model/unit has already impacted the game or not) and the model cannot be used for the remainder of the event.

Poor Sportsmanship or Negative/Aggressive Attitude

Any player or team member seen to be acting in any manner not in line with the expectation of friendly but competitive gaming at the tournament, as to be deemed by any referee in conference with at least 1 other referee, will be immediately penalized with an infraction and a penalty. This is a civilized game played in a friendly but competitive manner. **Aggressive or intimidating behavior towards the referee team or any of the tournament organizers will be met with severe penalties.**

Examples of poor Sportsmanship are:
- It is both players' responsibility to ensure mandatory things that happen in the game take place. If a player purposely fails to remind their opponent about certain obligatory rules to gain an advantage, this can result in a warning.
- Utilizing the “no take-back” rule to actively gain an advantage during games by purposely not reminding your opponent about rules or actively trying to “gotcha” them on it.
- Using a possible language barrier to your distinct advantage.

Illegal Alternative Models

If a player uses alternative models that have not gained prior approval by the referees, then at the discretion of the referees those models will be removed from the board if an unfair advantage is gained in-game, or the models simply aren’t up to event standards. The player will have the opportunity to replace them with the official GW models. If no models are immediately available they will continue the event without the use of said models. If a player subsequently is caught reusing said ‘banned’ models they will incur an immediate eviction from the tournament, counting all their scores (even retroactively) as 0-120.

Illegal Communication

During rounds any communicationwith spectators **should always be in English** and have no relation to strategic or tactical advice regarding any games in progress. Failure to do so will result in an infraction when reported. In some cases communication may not be possible in English, in such cases players should seek the assistance, where possible, of a referee who understands their language to clear up any confusion. If such a referee is not available, then it is up to the remaining referees to determine if illegal tactical or strategic advice has been given or not.

Players can of course seek the approval of their opponents to speak with a spectator or team member in their native tongue prior to starting a conversation. This does not apply to an active player - coach timeout, during which the native language is allowed.
Using mobile phones or other devices to discuss tactics and game situations once the pairing process has finished and matches have been assigned is not allowed. **Players caught doing this will immediately receive a penalty or risk being disqualified.**