



**ALPINE CUP**  
**LEOBBEN**  
**AOS**

**Map Pack**  
**December 2-3**  
**2023**

# Leoben AoS - Alpine Cup Terrain Maps

At the start of each round, players must arrange the terrain on their table according to the terrain maps in this pack. The terrain pieces in this document are numbered in size from 1 to 8, with 1 being the largest terrain piece and 8 being the smallest (when in doubt take the longest diagonal at the base of the terrain piece). If the table has two wyldwood terrain features, they need to be set up in the position of the terrain piece marked as 3/F and 4/F (F for Forest). Please note that terrain pieces must be set up 3" from the battlefield edges and objectives, and 6" from all other terrain pieces.

After setup, players roll off to determine who is the attacker and defender for the battleplan as normal. Then, the defender may distribute 6 different mysterious terrain markers before the attacker chooses sides. Each terrain piece may only have one mysterious terrain marker (note that terrain pieces marked as impassable, defensible and wyldwood by the tournament organizers may still receive a mysterious terrain marker in addition to that rule). Impassable, defensible and wyldwood markers may not be moved. If it is unclear where a marker belongs, please come to an agreement with your opponent before the game or ask the tournament organizers.



## General Terrain Rules

- **Wyldwood:** Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across more than 3" of a wyldwood terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by wyldwood terrain features.
- **Impassable:** You cannot move a model over this terrain feature unless it can fly, and you cannot move a model onto this terrain feature or set up a model on this terrain feature (even if it can fly). Note that if an impassable terrain piece has a base, that base is also impassable.
- **Defensible:** Defensible terrain features can be garrisoned by up to 15 models (see 17.1.2). Models with a Wounds characteristic of 10 or more cannot garrison terrain features. You cannot move models over a defensible terrain feature unless the model can fly, and you cannot move a model onto a defensible terrain feature (even if it can fly) unless it is garrisoning the terrain feature.

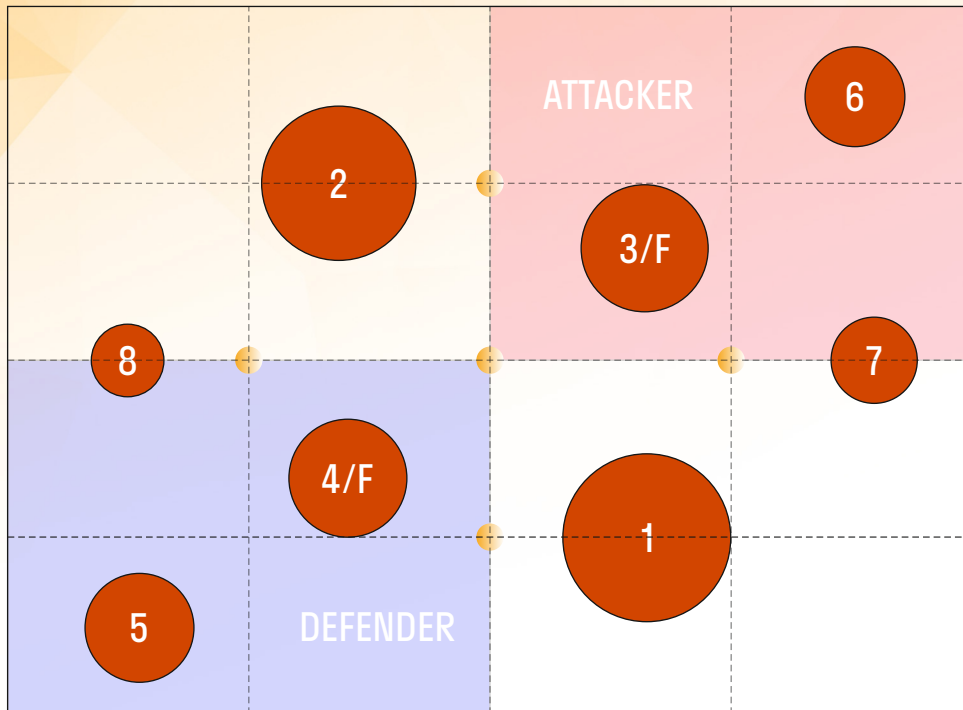
## Mysterious Terrain Rules

- **Damned:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule. That unit suffers D3 mortal wounds but you can add 1 to hit rolls for attacks made by that unit until your next hero phase.
  - **Arcane:** Add 1 to casting, dispelling and unbinding rolls for models while they are within 1" of any terrain features with this rule.
  - **Inspiring:** Add 1 to the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.
  - **Deadly:** Each time a unit is set up or finishes a normal move, run, retreat or charge move within 1" of any terrain features with this rule, roll a dice. On a 1, that unit suffers D3 mortal wounds.
  - **Mystical:** Add 1 to chanting and banishment rolls for models while they are within 1" of any terrain features with this rule. In addition, models have a 6+ ward while they are within 1" of any terrain features with this rule.
- Sinister: Subtract 1 from the Bravery characteristic of units while they are wholly within 1" of any terrain features with this rule.

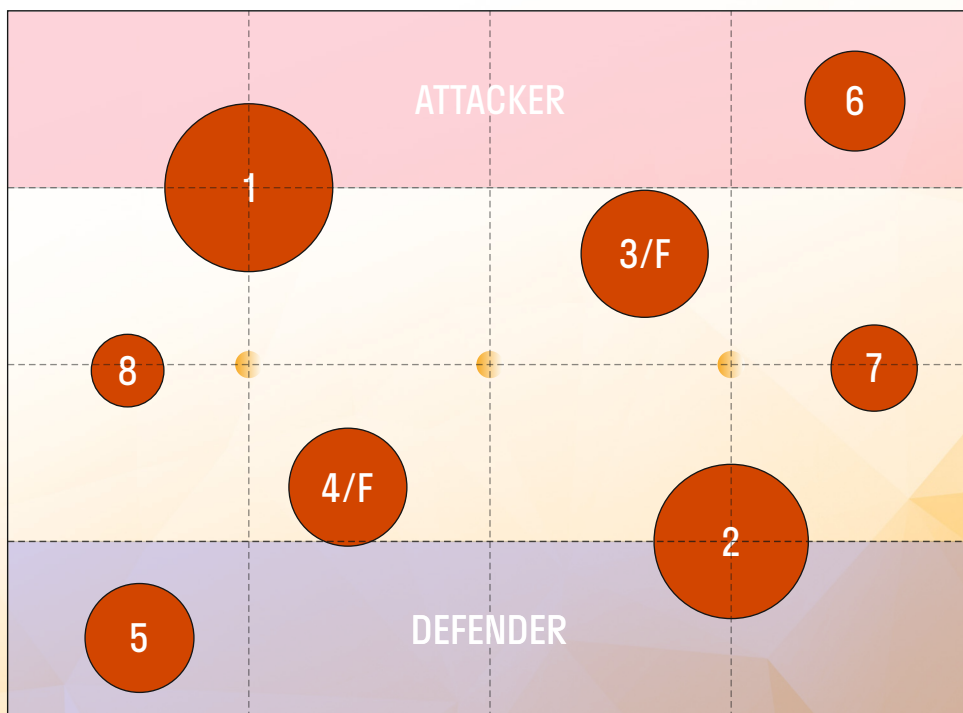


# ROUND 1

## Battleplan A: No Reward without Risk (p42)

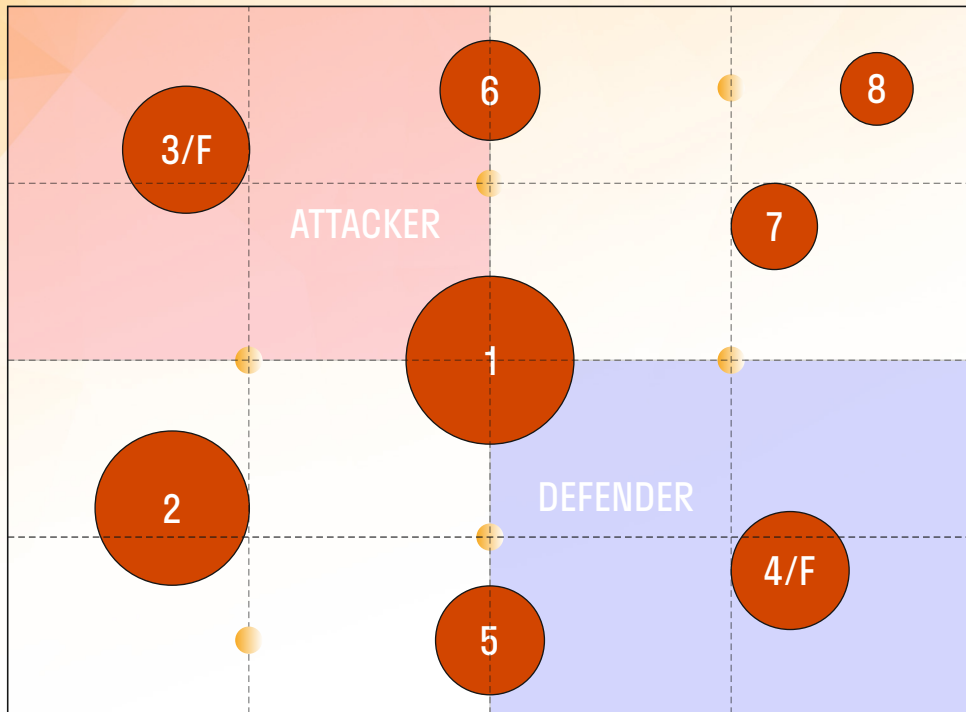


## Battleplan B: Lines of Communication (p26)

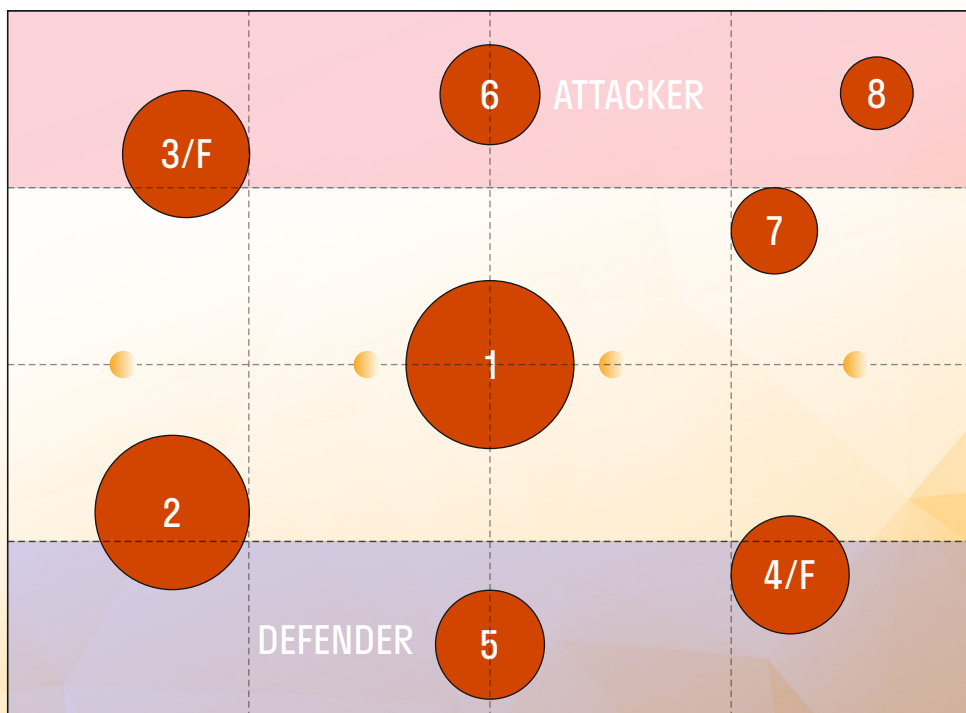


# ROUND 2

## Battleplan A: Nexus Collapse (p24)

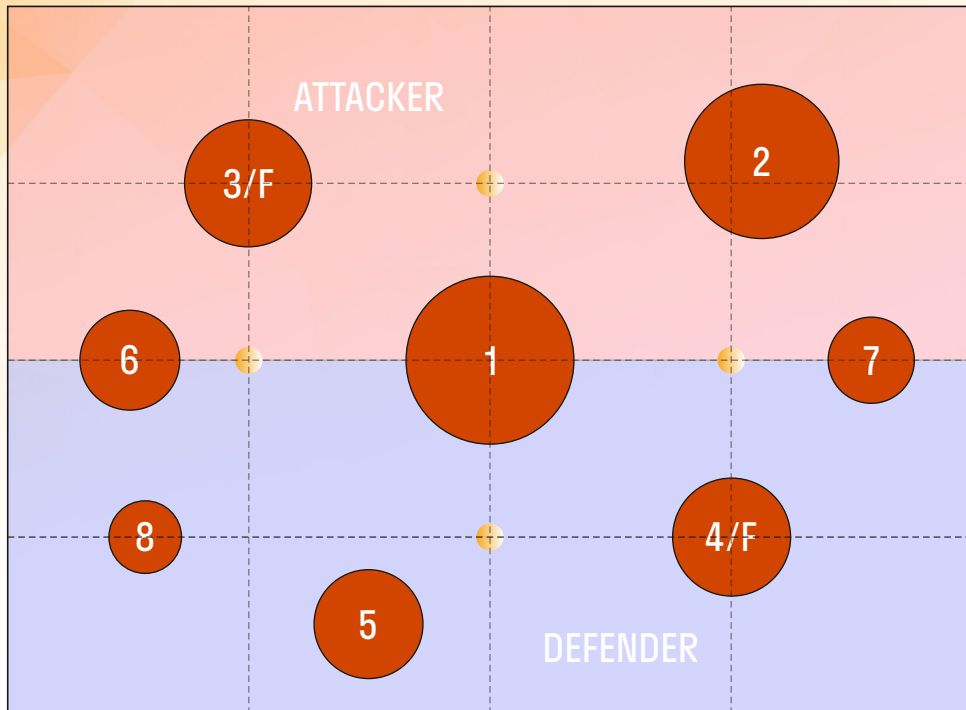


## Battleplan B: Geromantic Pulse (p22)

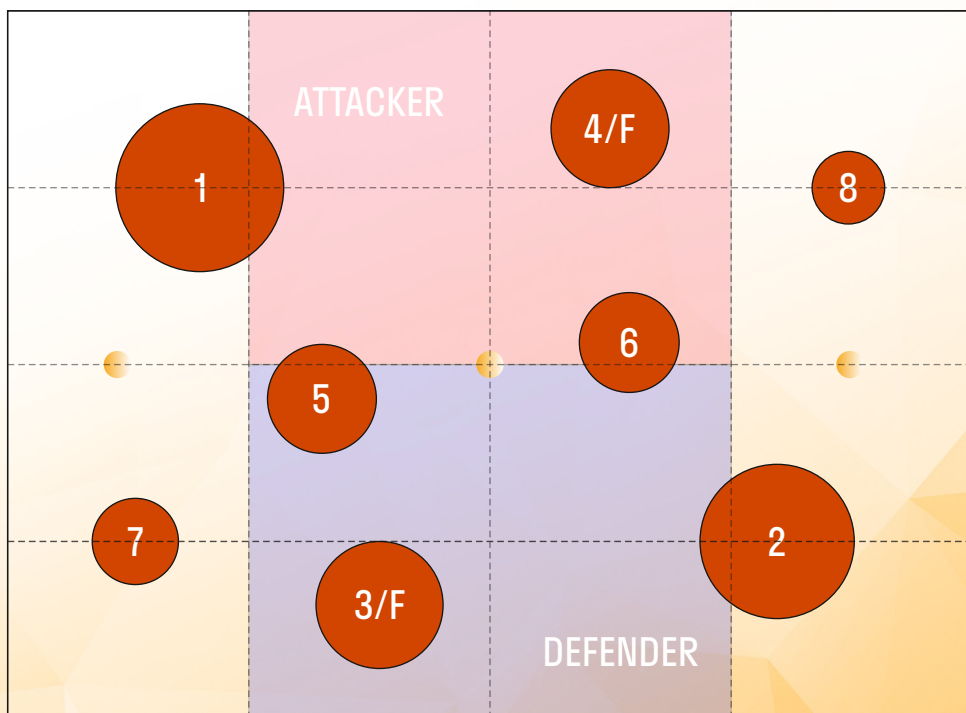


# ROUND 3

## Battleplan A: Power Flux (p38)

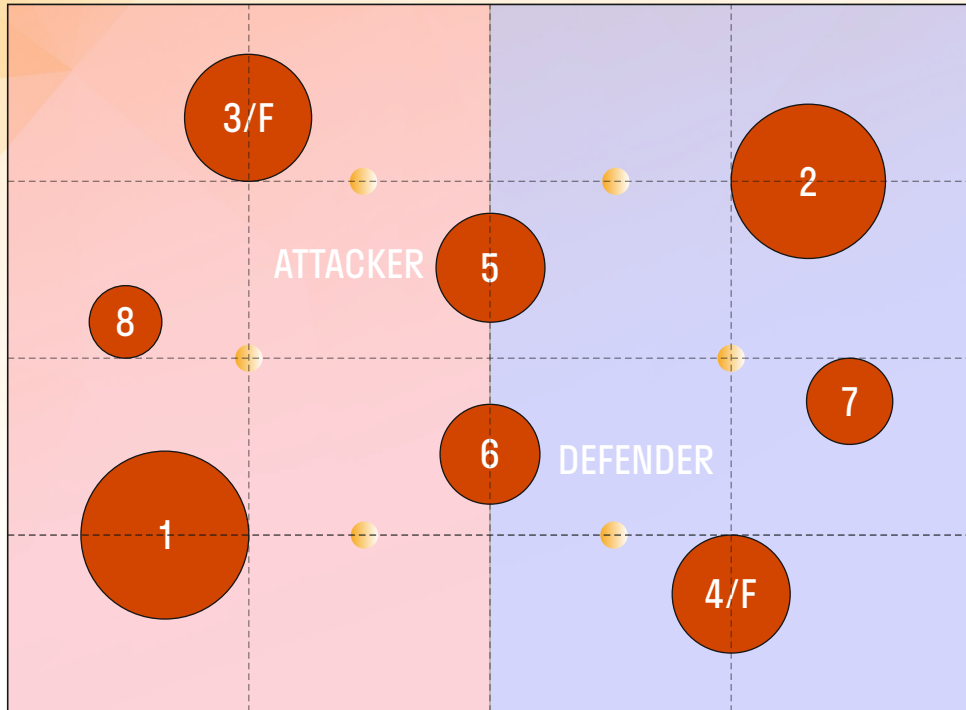


## Battleplan B: Spring the Trap (p32)

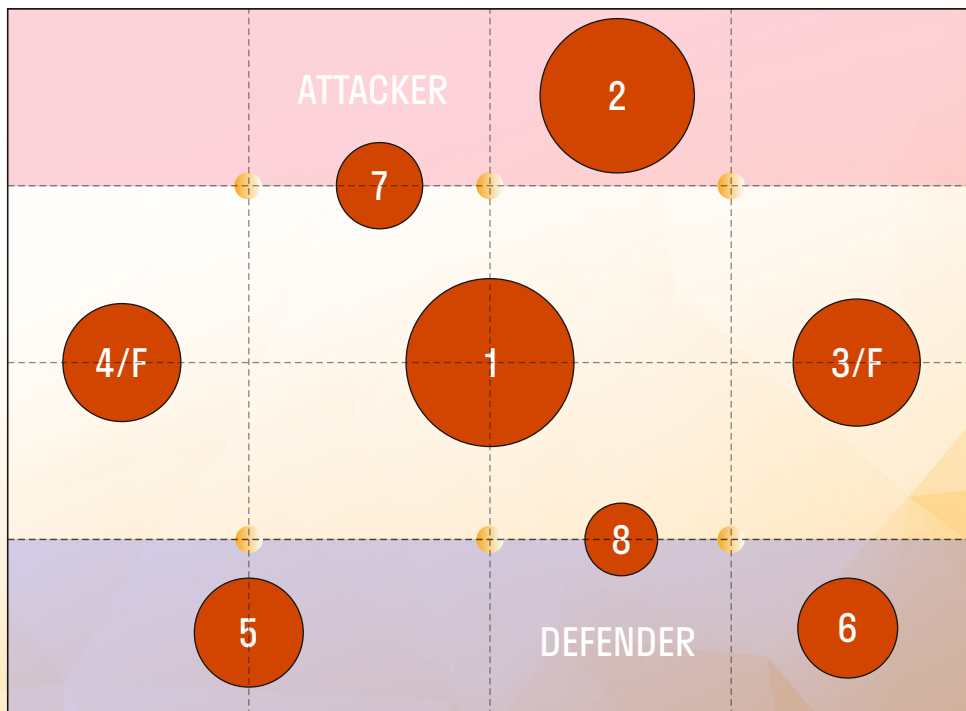


# ROUND 4

## Battleplan A: The Icefields (p36)



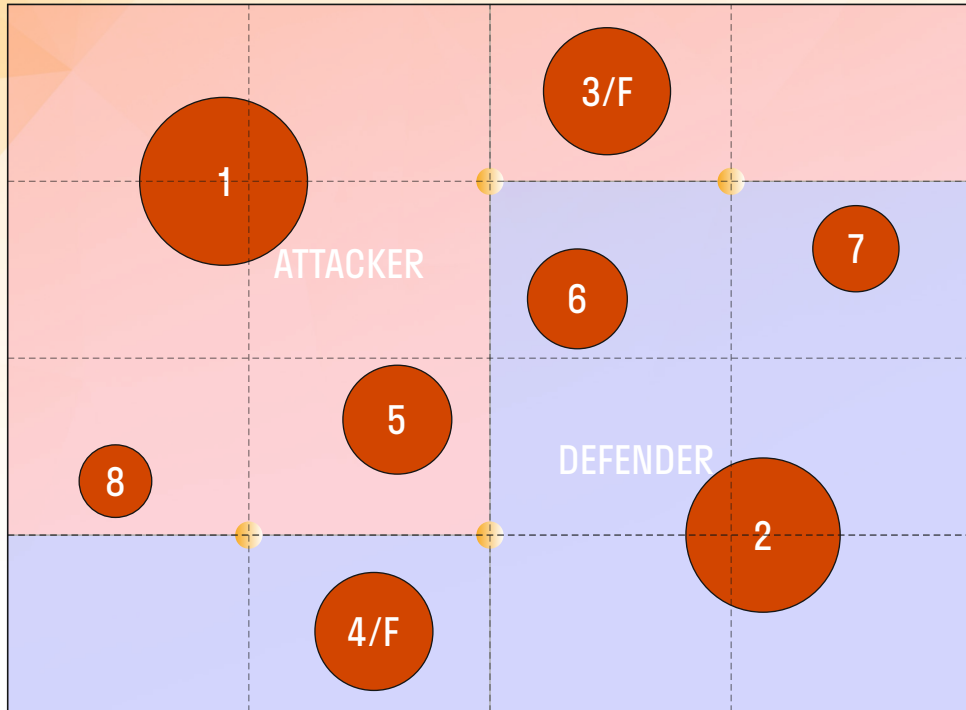
## Battleplan B: Fountains of Frost (p34)





# ROUND 5

## Battleplan A: Every Step is Forward (p28)



## Battleplan B: Limited Resources (p30)

