



**ALPINE CUP**  
**LEOBEN**  
**OLD WORLD**

**Event Pack**  
**March 1-2**  
**2025**

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# About Alpine Cup - Leoben The Old World Tournament

## What is Alpine Cup - Leoben TOW?

**Alpine Cup** is a series of international tabletop gaming events. Leoben TOW is a teams The Old World tournament.

Although primarily catered to German speaking hobbyists, thanks to its central location in Europe, **Leoben TOW** also caters to players across many other countries in and around the continent.

Our aim is to provide the **Alpine Cup** experience to our guests under the sight of the mountains while still providing a great gaming tournament.

For the year of 2025 the dates are **MARCH 1ST - 2ND** and we are hosting the following event.

- **The Old World Teams Championship**

## 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, 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 and Attending Leoben TOW

If you are interested in attending to **Leoben TOW**, 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 for Leoben TOW can be done via [Alpine Cup Website](#).

## General Information

This tournament is a two-day, 3-man team tournament in Warhammer The Old World, which will be held in Leoben from March 1st to March 2nd, 2025. The rules of the current edition are used.

Each player must ensure that he has the following items with him on tournament day:

- Army, as noted on the submitted army list
- Dice and tape measure
- All rules relevant to your own army (e.g.: Rulebook, e.g.: Radiant Armies, Guess, Arcane Journals, FAQ, etc.)

Participants who bring their rules in digital form must guarantee that the device will be functional for the entire tournament.

## Registration and Deadlines

- For the sake of simplicity, the tickets should be purchased by the captain of each 3-man team.
- Only those teams/participants who have purchased a ticket for the event and have sent a correct army list to the email address below by the deadline will receive a fixed starting place. DEADLINE: Sunday February 16th 11:59 p.m
- Lunch is not included in the entry fee. There will be a barbecue on site or you can purchase a menu on site.
- Furthermore, a BCP link will be sent out to which the lists should then be uploaded.

Contact E-mail: [theoldworld@thealpinecup.com](mailto:theoldworld@thealpinecup.com)

## Army Lists

Each player has a point quota of 2000 points, not a single one more, which he can use freely according to the current army composition rules.

### Each army/faction may only be chosen once per team

The following restrictions apply:

- Rule of Three = Each selection can only appear three times in the army list. Furthermore, each spell can only be chosen 3 times. Ethereal units, units with the Wailing Dirge special rule
- No allies
- Max 8 Magic Levels, Casting units count as 1, bound spells FROM MAGIC ITEMS do not count
- No units larger than 40 models or 400 points expensive (excluding character models)
- A maximum of 1 character with the unit type Behemoth and the special rule Flying (X).
- A maximum of 1 character with the special rule Flying (X).
- A maximum of 3 Units with the special rule Flying (X) in total.
- The *Green Knight* from the Bretonians can NOT charge in the same turn as he appears.

Please pay attention to the correct percentage distribution for hero, core, elite and rare units. These can always be found in the factions' respective army lists with a list of which unit falls into which category and the maximum number of points that can be invested in a category, or the minimum number that can be invested in a category.

Furthermore, every army list must contain the following:

- Clear listing of individual selections and their model sizes
- Clear mention of the equipment options and command options
- Clear listing of magic items for heroes and units
- Clear identification of the army general
- Clear identification of the army standard bearer
- Indication of the magic theory used by magicians, if any

# Leoben TOW: At the Event

## Venue

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

Address: [Rosseggerstrasse 6, Leoben, Austria](#)

Contact: [theoldworld@thealpinecup.com](mailto:theoldworld@thealpinecup.com)

## Design & Miniatures

- The models from GW are used. If you have alternative models, please contact the organization in advance. When building your own, etc., please pay attention to the correct base size. The specified base sizes are used.
- Old bases are not accepted!!! Base modulations, rebuilt models, etc. are accepted as normal, as are "basetrays".
- There is no obligation to paint
- If a complete team has painted their army, each player on that team can add 150 points to their victory points.

## Game Preparation

1. Read and discuss the mission
2. Army introduction with all magical items revealed
3. Discussion of the site.
4. Roll the dice who gets to choose the side.
5. The selector places the first unit
6. Alternate formation according to the rule book
7. The player whose army was first to be fully placed gets +1 to the roll for the first turn
8. Dice roll for the 1st move. The winner gets to decide who has the first turn

## Scoring

The victory points of a game are NOT calculated as in the rulebook, but in the following way. What is taken into account is not the strength of the units and models, but rather their **LIFE POINTS**.

- If a unit falls below 50% of its initial life points, that unit gives up 25% of its point cost to the opponent.
- If a unit falls below 25% of its initial life points, that unit gives up 50% of its point cost as victory points.
- If a unit is on the run at the end of the game, that unit gives up 50% of its point cost.
- For the general killed, the opponent gets 100 extra points
- Each standard killed is worth 50 victory points.
- If the opposing army standard is destroyed in close combat (killed or overrun), it gives up another 50 victory points

At the end of the game you compare the victory points achieved (according to the rule book) and calculate the difference. Then consult the following table:

Points Difference	Game Points Player A	Game Points Player B
0-149	10	10
150-299	11	9
300-449	12	8
450-599	13	7
600-749	14	6
750-899	15	5
900-1049	16	4
1050-1199	17	3
1200-1349	18	2
1350-1499	19	1
1500+	20	0

The overall ranking is divided into primary ranking and secondary ranking. First, the primary scoring is based on Win/Draw/Loss (according to the matrix). The points earned according to the matrix are then used for the secondary scoring.

## Pairing

At the beginning, the dice are rolled to see which team can choose a table first.

First, a dice is rolled to decide which team can choose the table first during pairing. The winning side gets to choose the table for their first draw. The loser for the second pairing and the third game will be played on the last free table.

The following pairing method is used to draw who from one team plays against someone from the opposing team. Each team simultaneously sets one of their armies as defenders. These will be revealed at the same time. The opposing teams then place their two remaining armies as attackers. At the same time, the defender can choose one of the attackers placed against him as an opponent.

The team that won the throw to choose a table is the first to choose a table. Then the other team. The two armies that are left also play against each other on the table that is still free.

## Team Scoring

A maximum of 60 victory points can be achieved for a team in one round. Depending on the difference in points scored, it is determined whether a team has achieved a win, a draw or a defeat:

- 60 – 36 = victory
- 35 – 26 = draw
- 25 – 0 = defeat

## Event Schedule and Mission

### Day 1 - March 1st:

- **Registration: 08:00 - 08:90**
- **Round 1: 09:00 - 12:30**
  - Open Battle (page 288)
- **Lunch: 12:30 - 13:30**
- **Round 2: 13:30 - 17:00**
  - Break Point (page 290)
- **Coffee Break: 17:00 - 17:30**
- **Round 3: 17:30 - 21:00**
  - Open Battle (page 288)

### Day 2 - March 2nd:

- **Round 4: 09:00 - 13:30**
  - Command & Control (page 298)
- **Lunch: 12:30 - 12:30**
- **Round 5: 13:30 - 17:00**
  - Open Battle (page 288)
- **Prize Ceremony: 17:30**