# ALPINE CUP

## 2025 TERRAIN MAPS

(v2.0 10.03.2025)

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# ALPINE CUP 2025
# TERRAIN MAPS

\* We have prepared 15 terrain maps for Alpine Cup 2024. During the tournament 2/5 of the terrain will be Alpine-WY Style, with the 3/5 being WTC style.

\* Each deployment type has 3 maps.

\* We are not abiding by the rule of "do not place terrain or models on 40mm center part of objective markers".

\* All terrain footprints have marking on them to position the ruins accordingly.
Pay attention to which way the ruin is positioned and use the marker that replicates the position of the terrain piece on the map. Use the corner with RED ARROW from the short table edge and GREY ARROW from the long table edge to place the base of the ruin.

Some clarifications that are also mentioned in the indexes of each terrain type

- All first floor windows will be counted as closed.

- You can NOT draw line of sight between the small gaps between a container and another container, ruin wall or the table floor when there is this symbol.
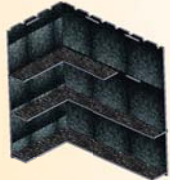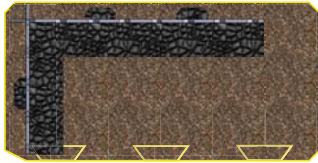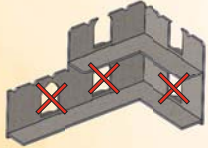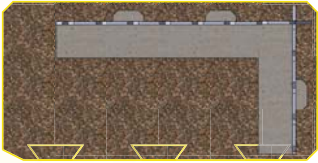
- The gaps between most terrain elements and table edges has been calibrated so a knight CAN move through without rolling for Battle-shock. If you see a GREEN Knight Symbol than the gap is wide enough, with RED Knight Symbol than the gap is NOT wide enough.
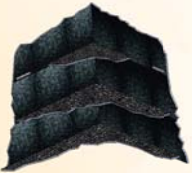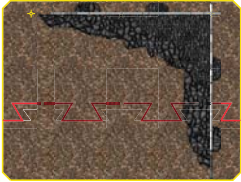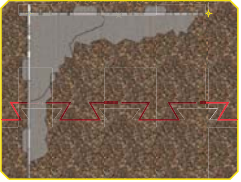
- If you see this symbol next to a ruin, it means the objective within the vicinity can NOT be controlled from beyond the wall.

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# TERRAIN INDEX - WTC Style Terrain

| THREE STOREY RUIN 3D View | THREE STOREY RUIN Map View | Dimensions | Rules |
|---|---|---|---|
|  |  | Length: 9"<br>Width: 5"<br>Height: 9,5"<br><br>Footprint Size: 12"x6" | *Terrain Category:* Ruins |
| TWO STOREY RUIN 3D View<br> | TWO STOREY RUIN Map View<br> | Dimensions<br><br>Length: 9"<br>Width 5"<br>Height: 5.01"<br><br>Footprint Size: 12"x6" | Rules<br><br>*Terrain Category:* Ruins<br><br>Clarification:<br>Treat all first floor windows as closed. |
| CONTAINER 3D View<br> | CONTAINER Map View<br><br>Two Containers | Dimensions<br><br>Length: 5"<br>Width: 2,5"<br>Height: 2,5"<br><br>Footprint size: NO additional footprint | Rules<br><br>*Terrain Category:* Armoured Containers<br><br>Clarification: You can NOT draw line of sight between the gaps between a container and another container, ruin or the table floor. |

ALPINE CUP

# TERRAIN INDEX - Alpine Style Terrain

| THREE STOREY RUIN 3D View | THREE STOREY RUIN Map View | Dimensions | Rules |
|---|---|---|---|
|  |  | Length: 9"<br>Width: 9"<br>Height: 9"<br><br>Footprint Size: 12"x9" | Terrain Category: Ruins<br><br>Clarification:<br>Treat all windows as closed. |
| CORNER RUIN 3D View | CORNER RUIN Map View | Dimensions | Rules |
|  |  | Length: 9"<br>Width: 9"<br>Height: 5"<br><br>Footprint Size: 12"x9" | Terrain Category: Ruins<br><br>Clarification:<br>Treat all first floor windows as closed. |
| CONTAINER 3D View | CONTAINER Map View | Dimensions | Rules |
|  | <br><br>Two Containers | Length: 6"<br>Width: 2,5"<br>Height: 2,5"<br><br>Footprint size: NO additional footprint | Terrain Category: Armoured Containers<br><br>Clarification: You can NOT draw line of sight between the gaps between a container and another container, ruin or the table floor. |

For Alpine Style terrain, ignore any walls that go out of the base/footprint except **for ending movement** on them.
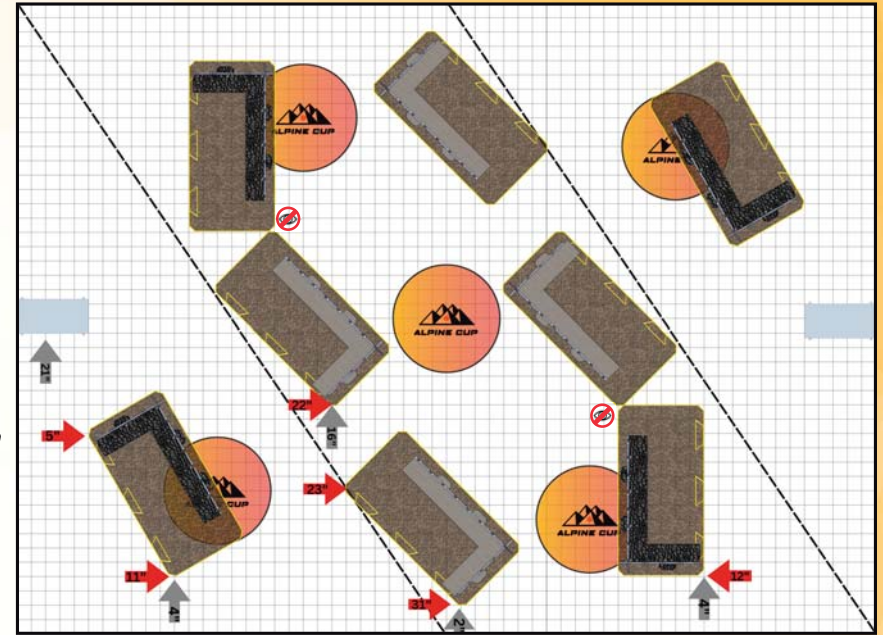They do do not block line of sight or considered for movement.

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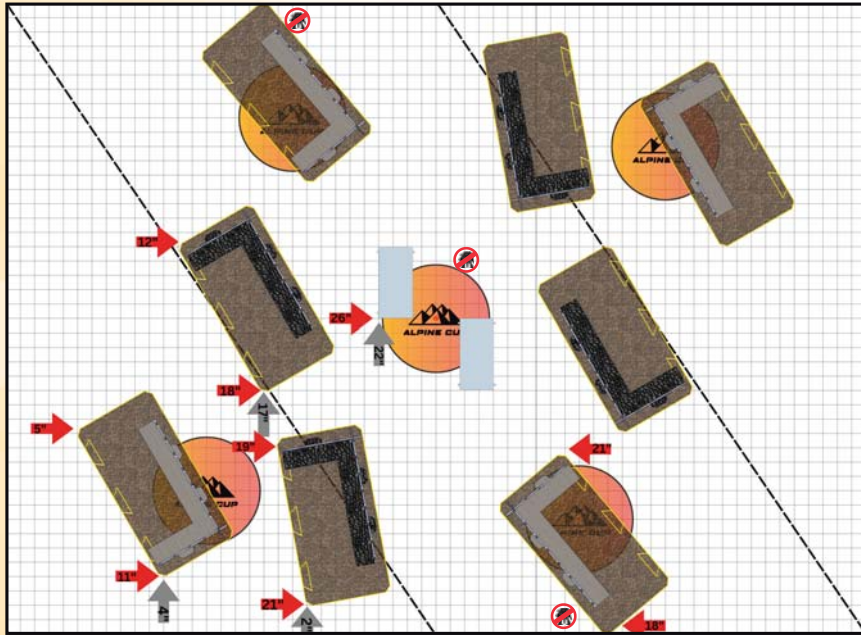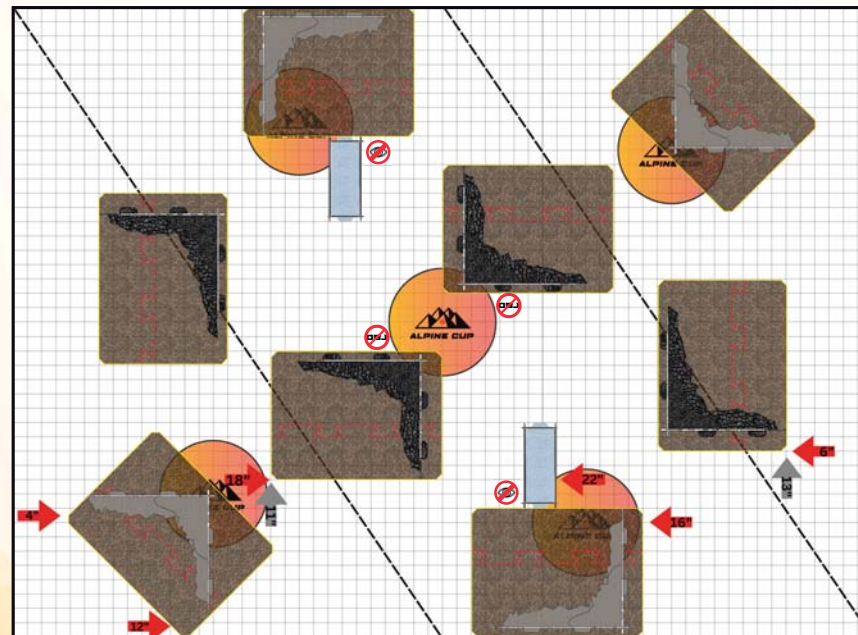
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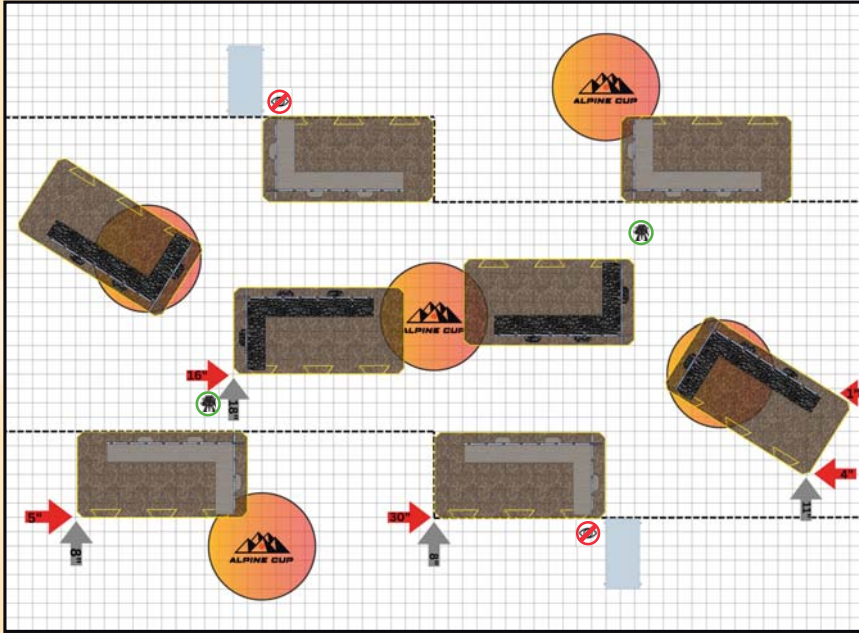


**CRUCIBLE OF BATTLE**

# TABLE 2-3



**ALPINE CUP**

**CRUCIBLE OF BATTLE**

# TABLE 4-5



**CRUCIBLE OF BATTLE**

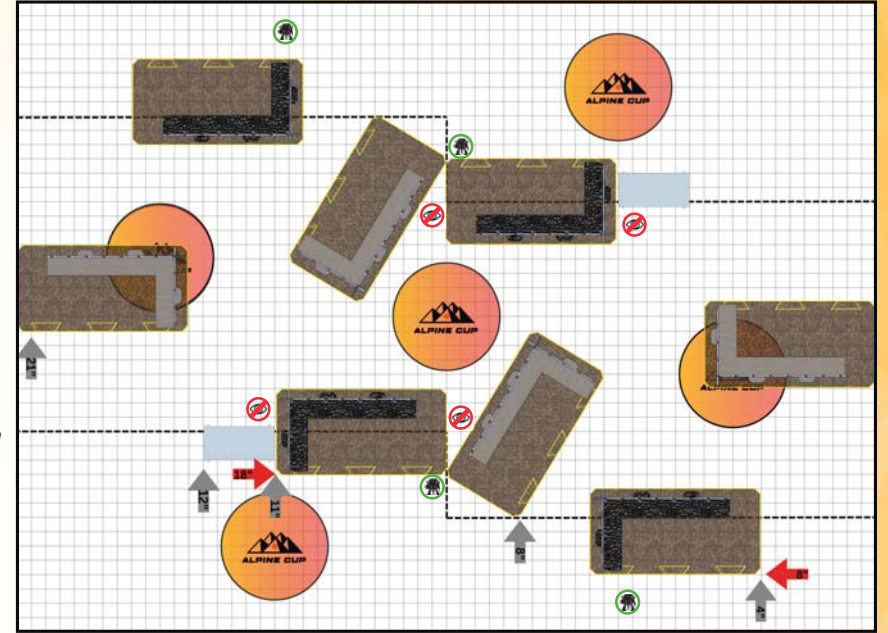# TABLE 1



SWEEPING ENGAGEMENT
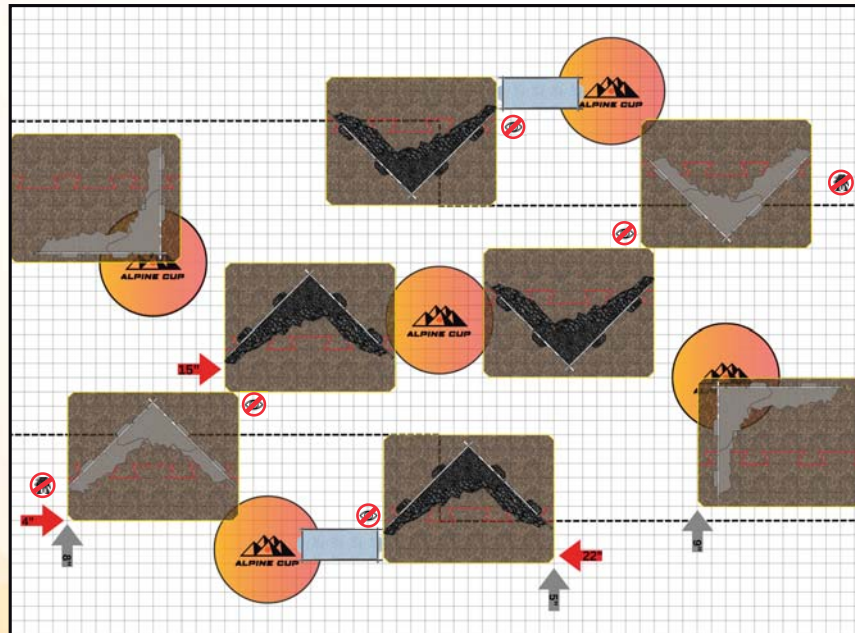
# TABLE 2-3



SWEEPING ENGAGEMENT

# TABLE 4-5



SWEEPING ENGAGEMENT

ALPINE CUP

# TABLE 1



**TIPPING POINT**

# TABLE 2-3



**TIPPING POINT**

## ALPINE CUP
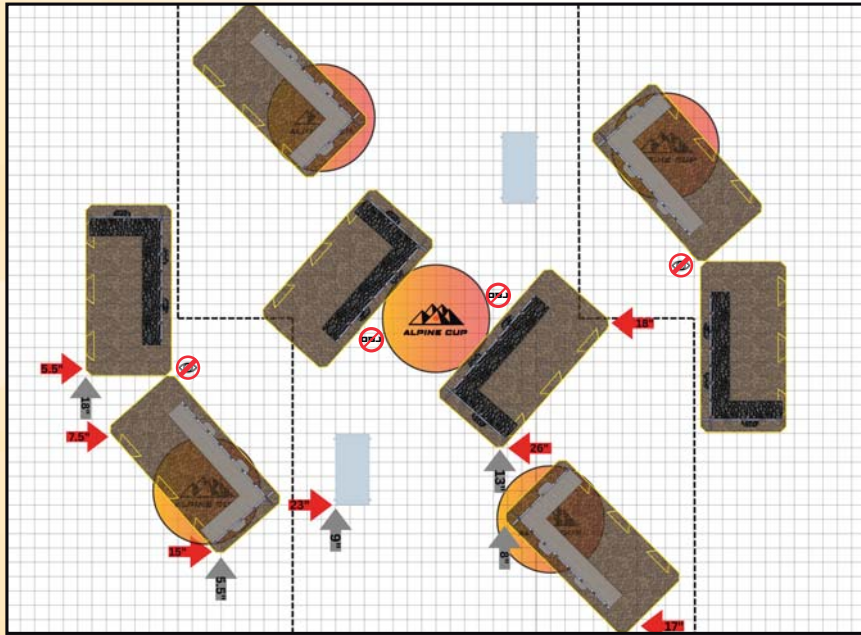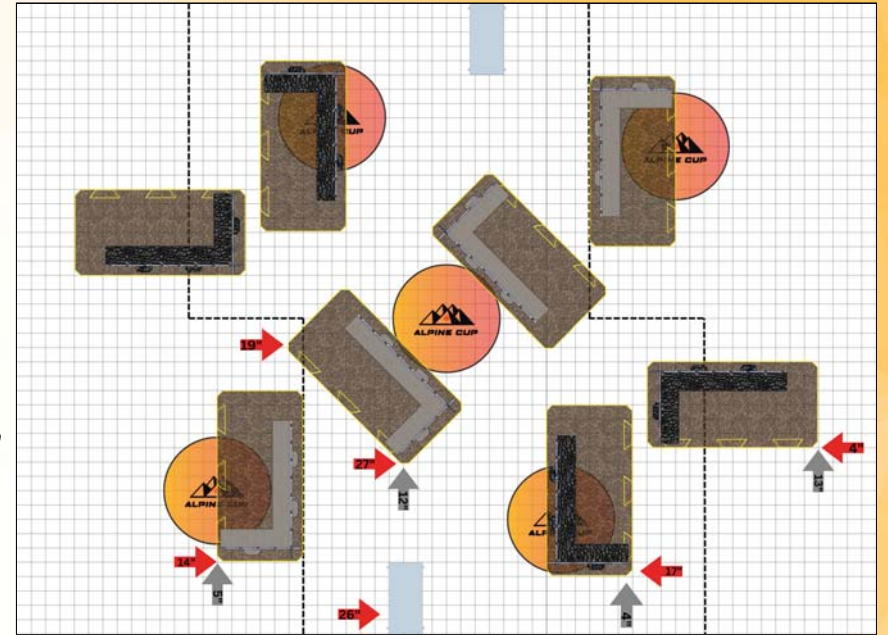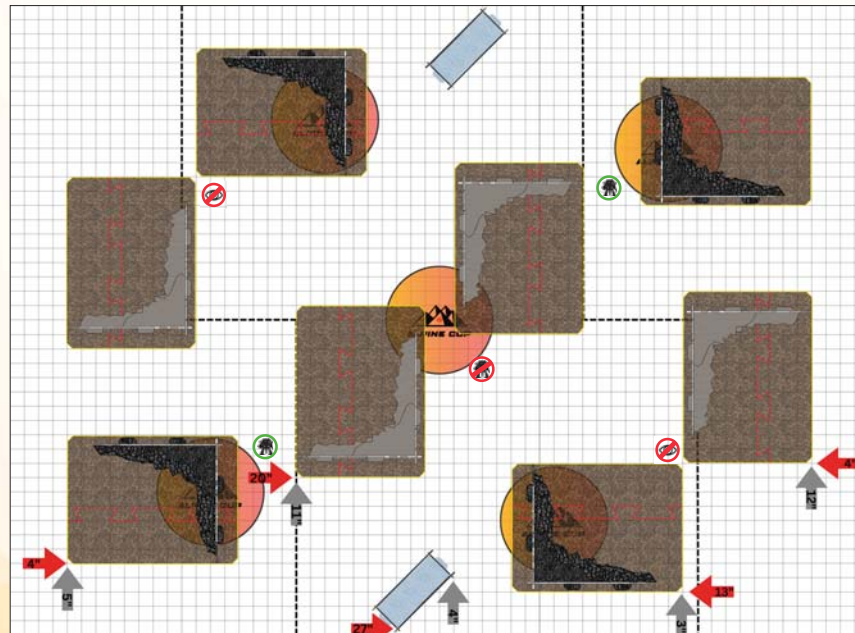
# TABLE 4-5



**TIPPING POINT**
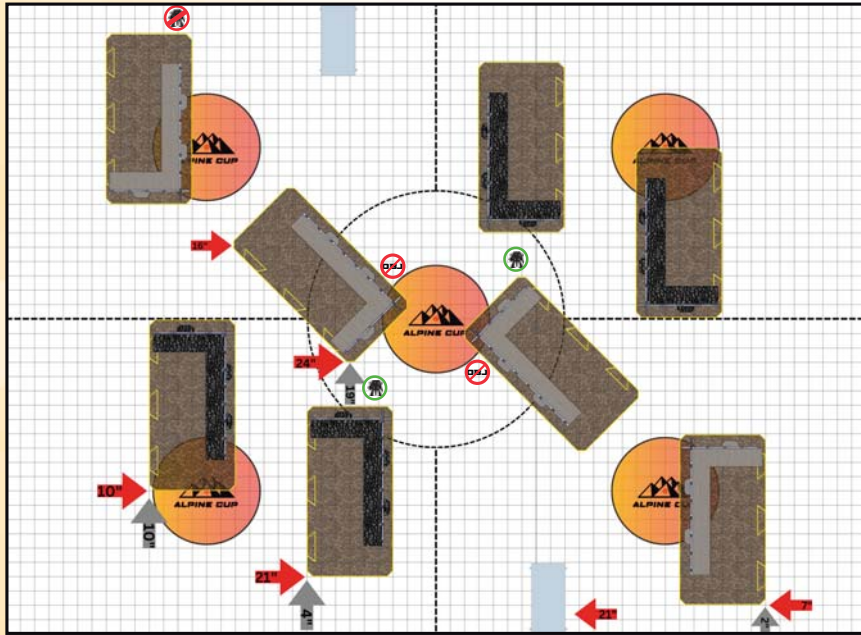
# TABLE 1

SEARCH & DESTROY

# TABLE 2-3

SEARCH & DESTROY

# ALPINE CUP

# TABLE 4-5

SEARCH & DESTROY

# TABLE 1



**HAMMER & ANVIL**

# TABLE 2-3



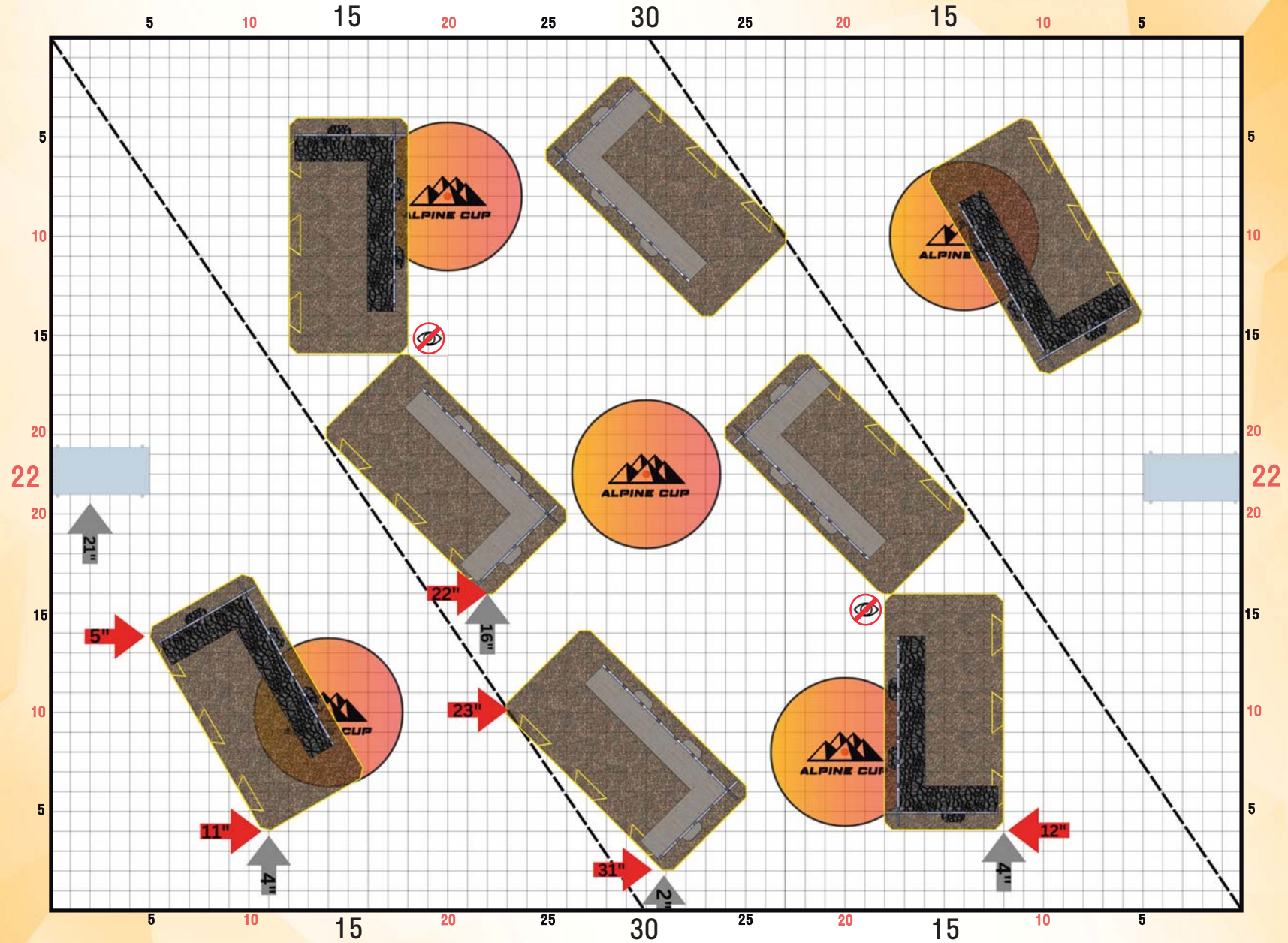**HAMMER & ANVIL**

# ALPINE CUP

# TABLE 4-5



**HAMMER & ANVIL**

# TABLE 1



# CRUCIBLE OF BATTLE
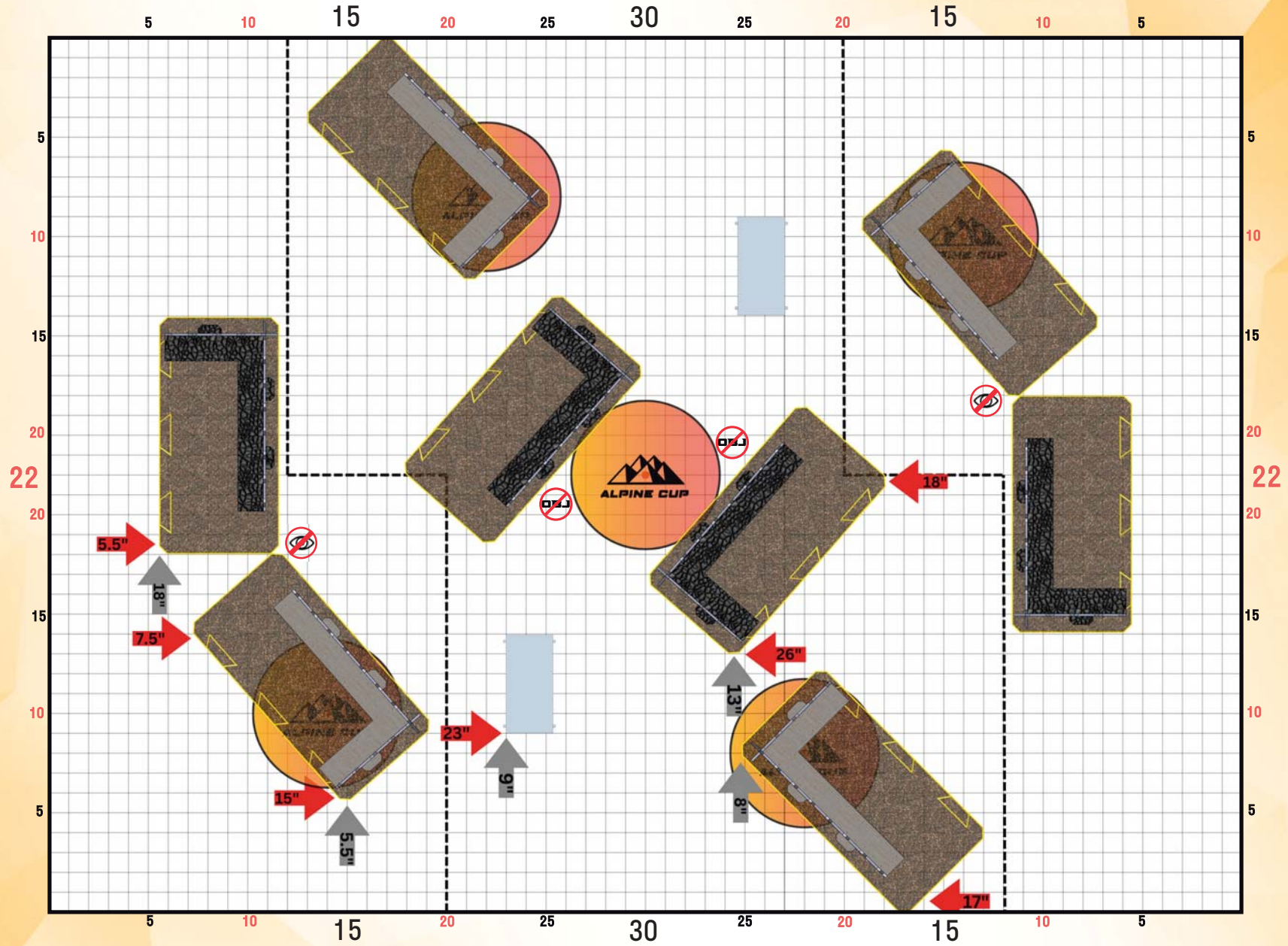
ALPINE CUP

# TABLE 2-3



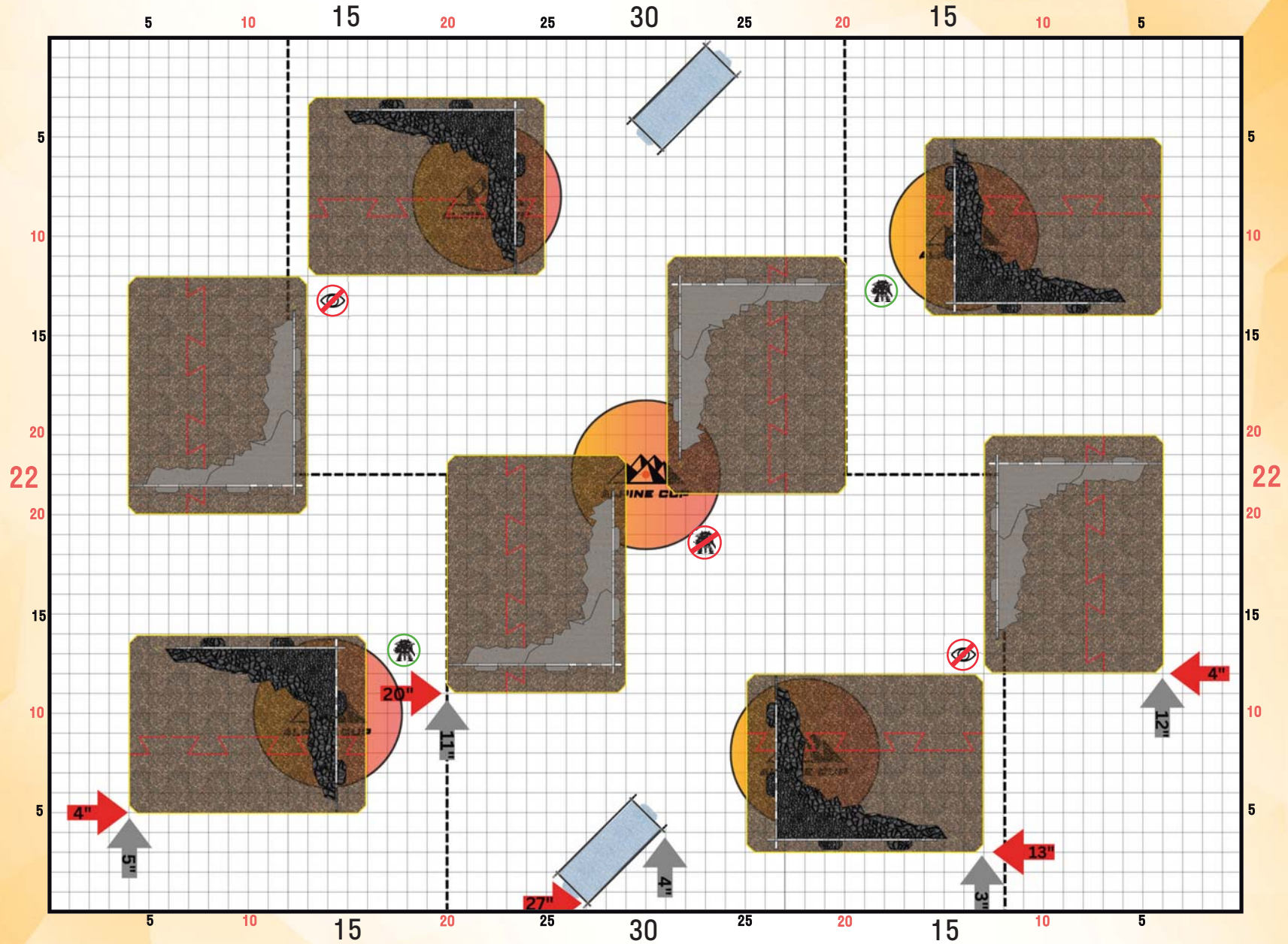# CRUCIBLE OF BATTLE
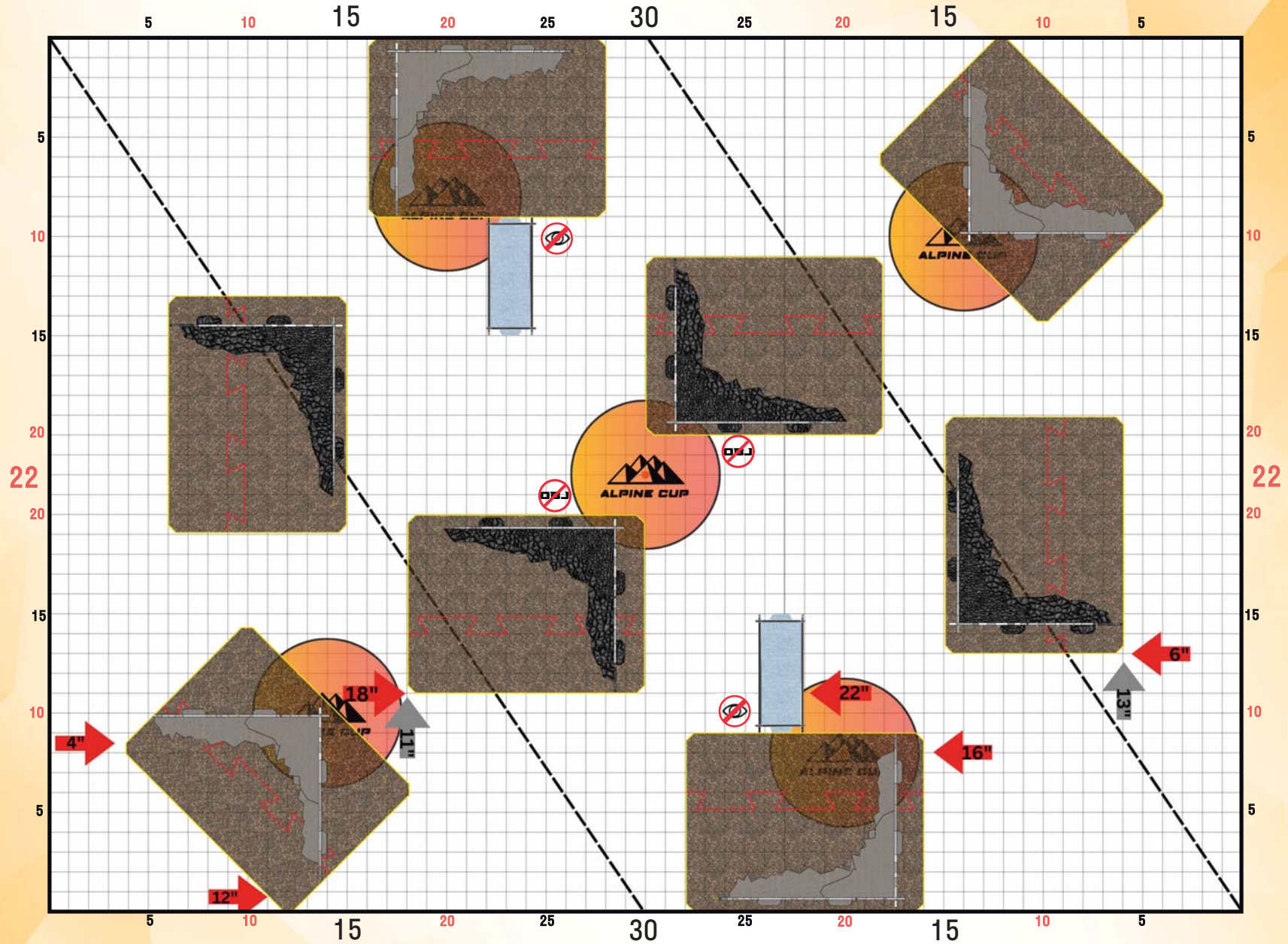
# TABLE 4-5

## CRUCIBLE OF BATTLE

# TABLE 1

## TIPPING POINT

# TABLE 2-3



# TIPPING POINT

ALPINE CUP

# TABLE 4-5
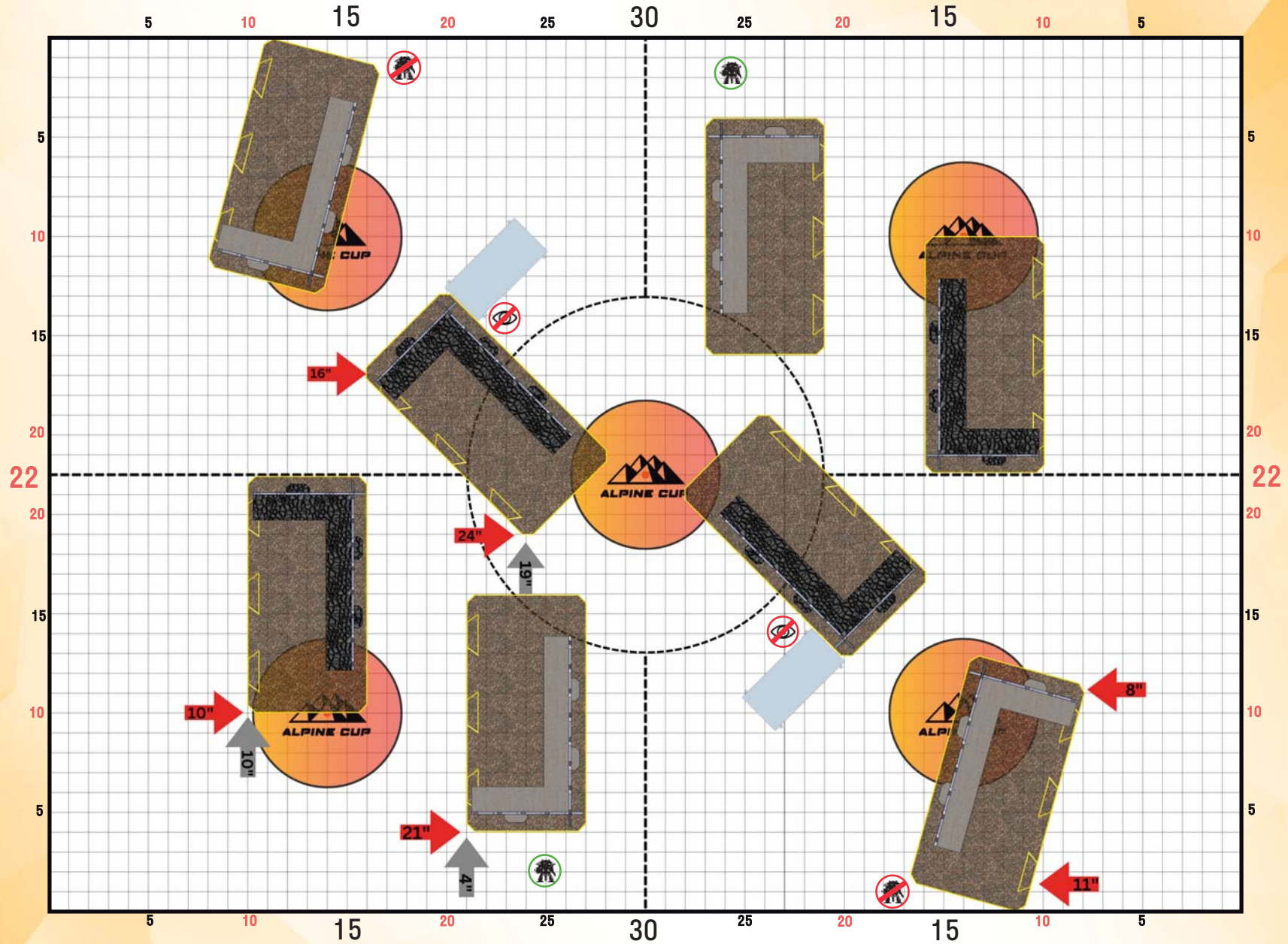


## TIPPING POINT
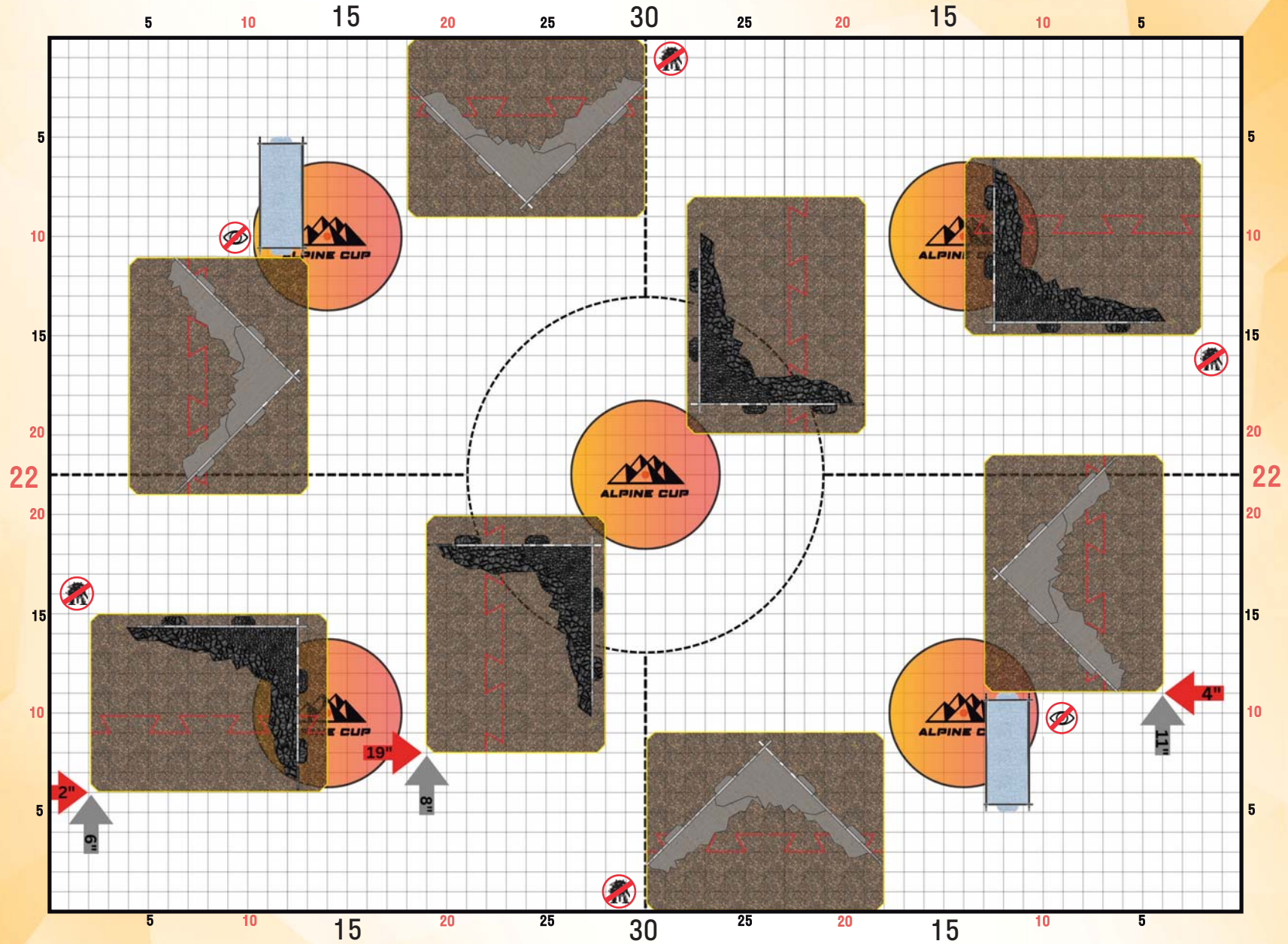
# TABLE 1



## SEARCH & DESTROY

ALPINE CUP

# TABLE 2-3



# SEARCH & DESTROY

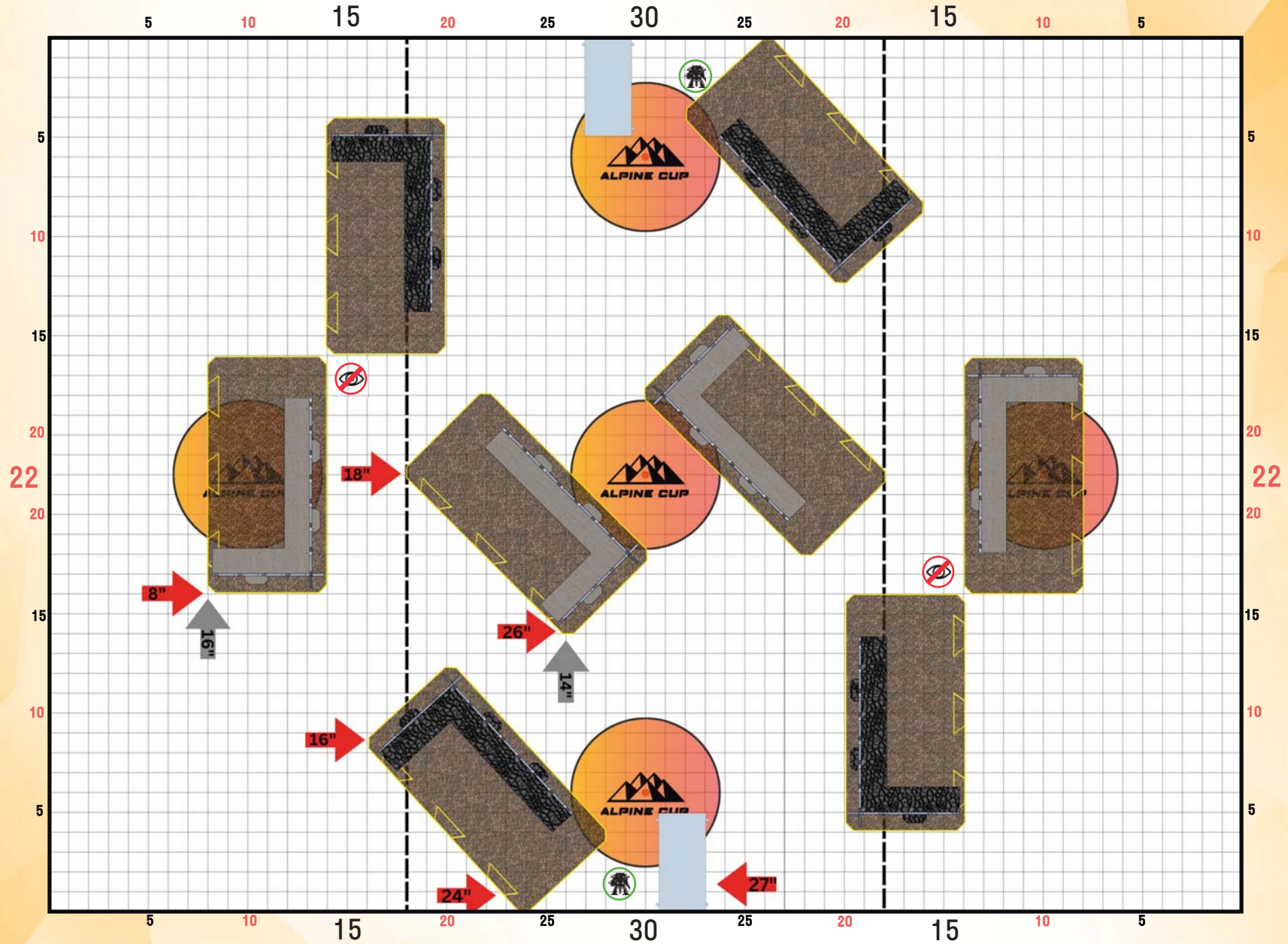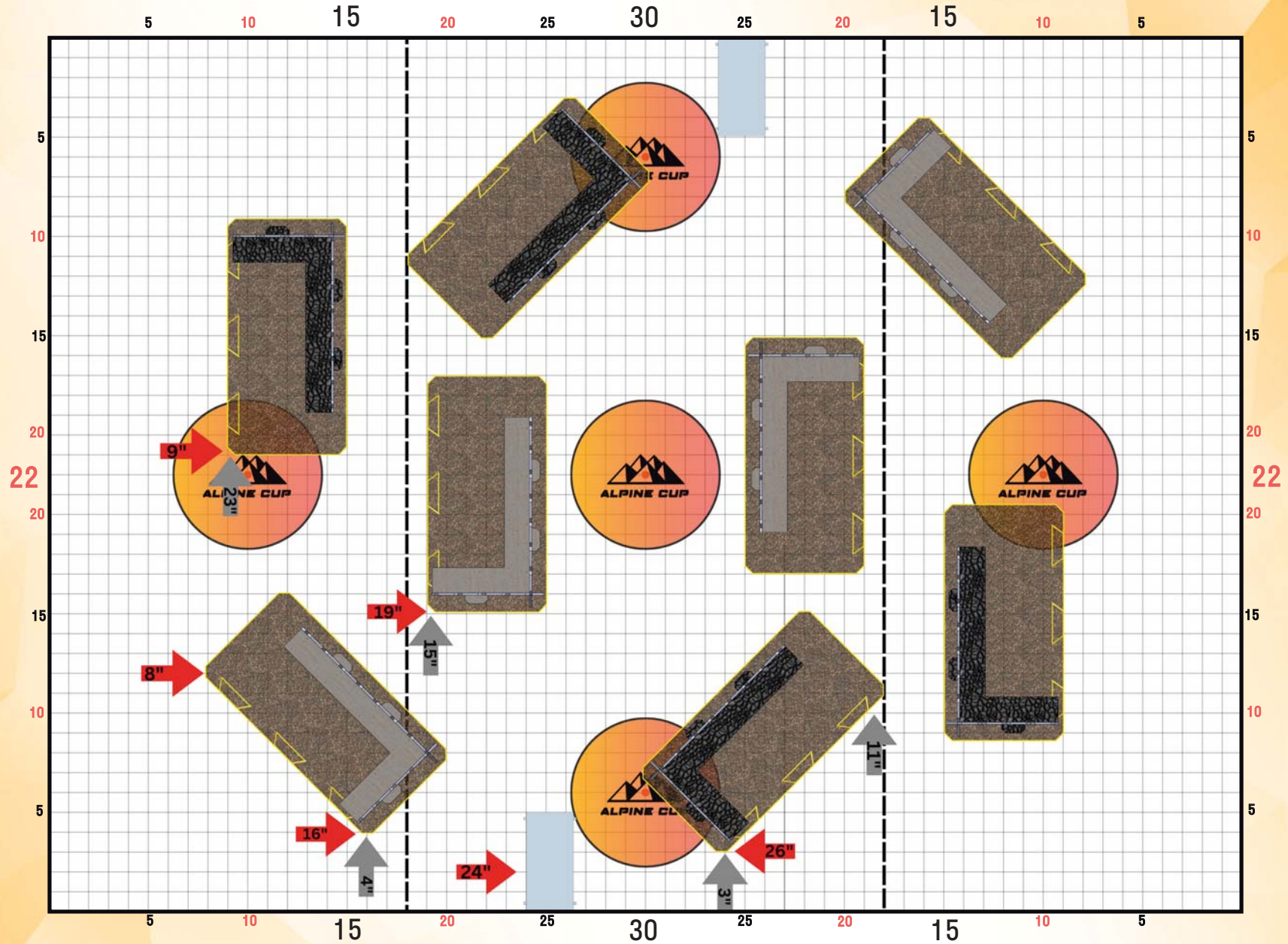# TABLE 4-5



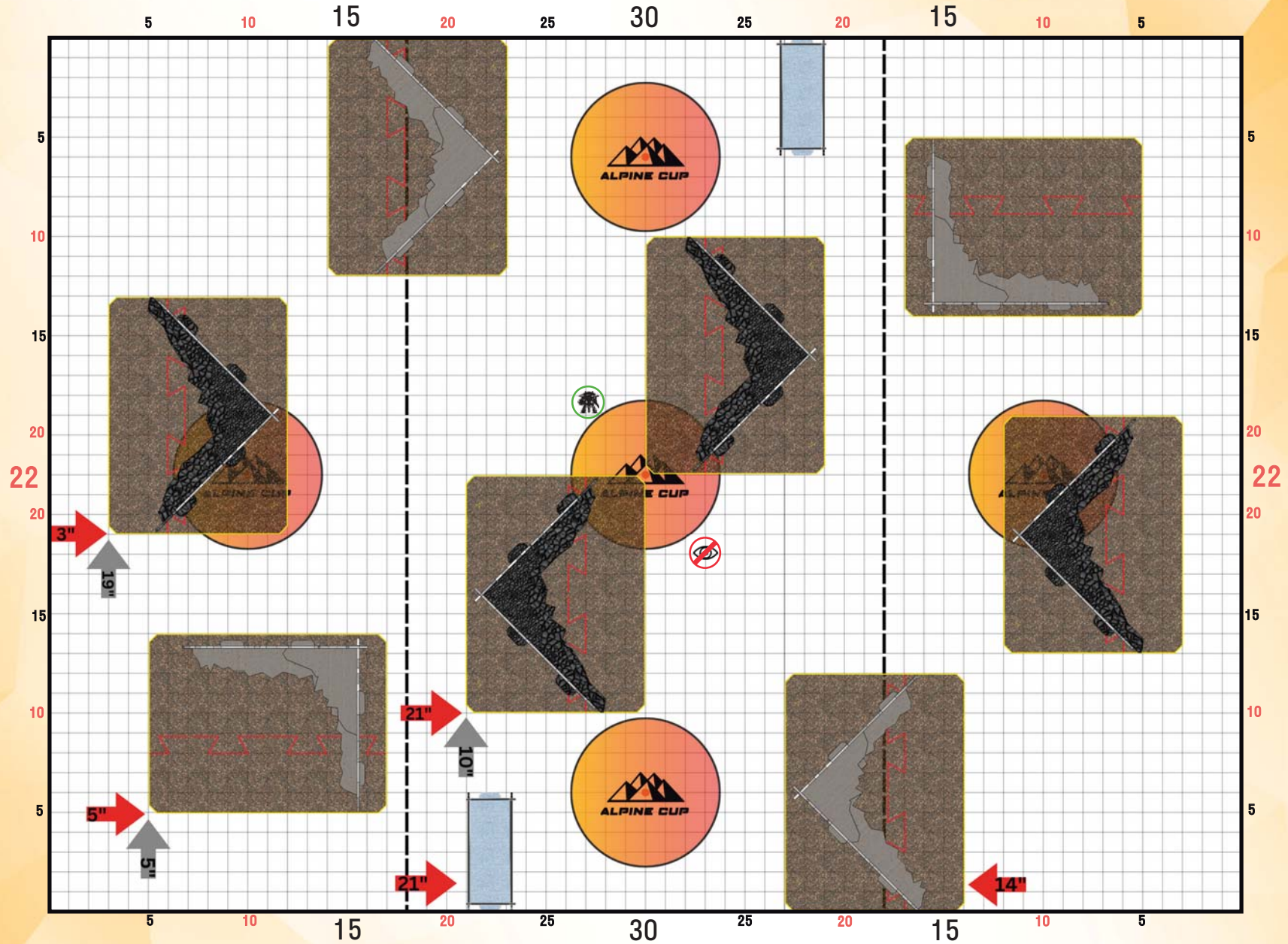## SEARCH & DESTROY

# TABLE 1



# HAMMER & ANVIL

# TABLE 2-3
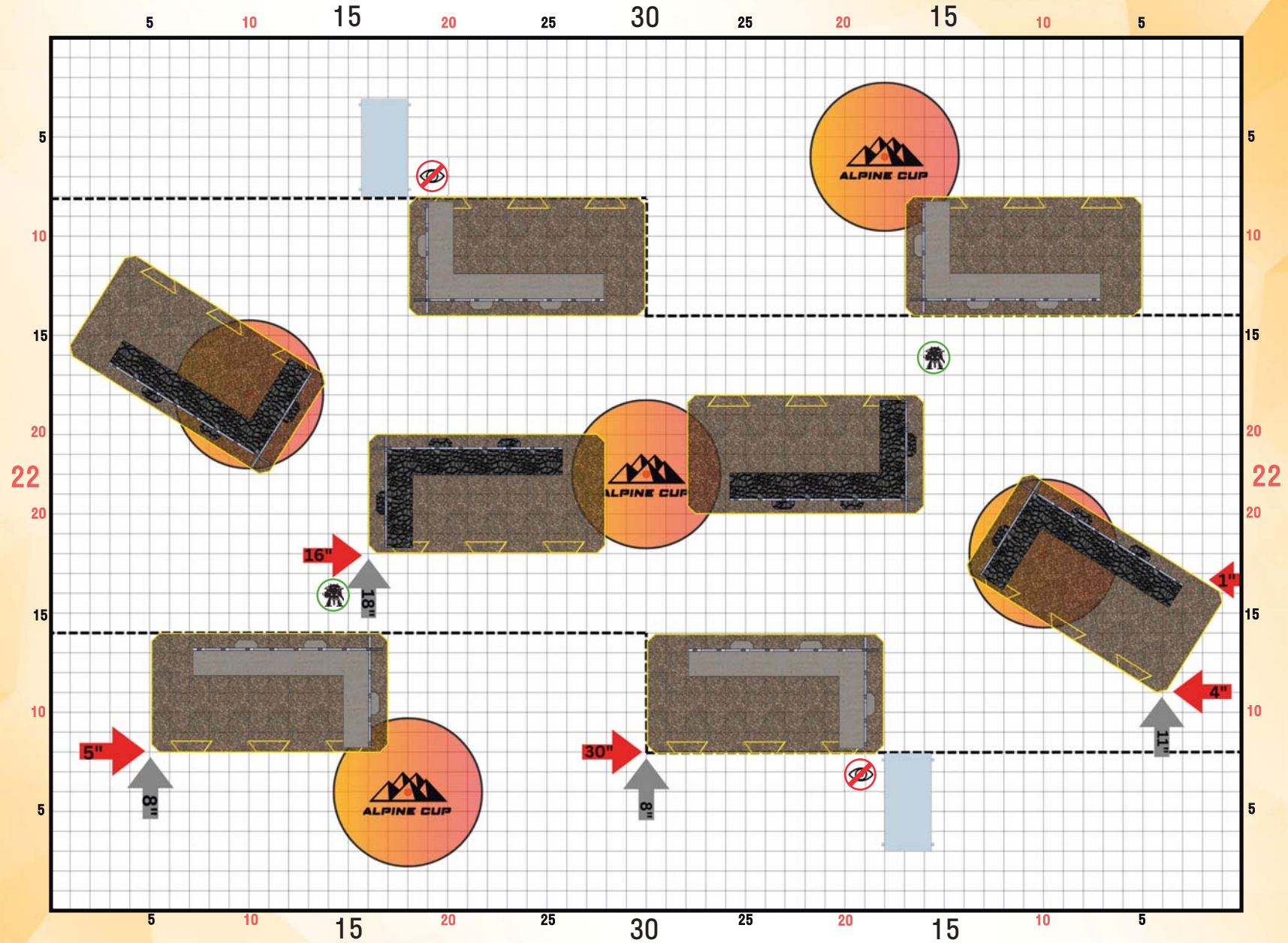
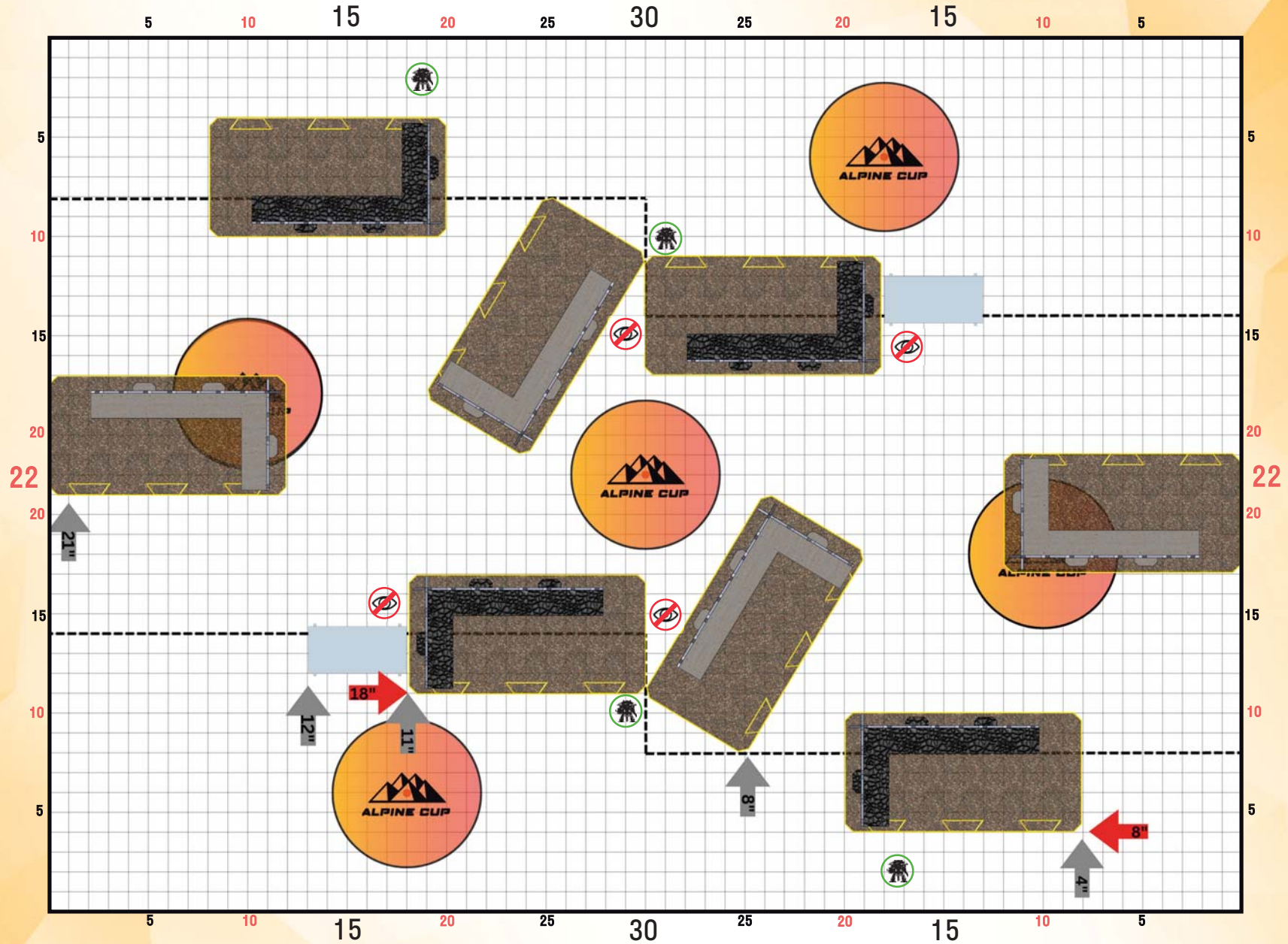## HAMMER & ANVIL

# TABLE 4-5



# HAMMER & ANVIL
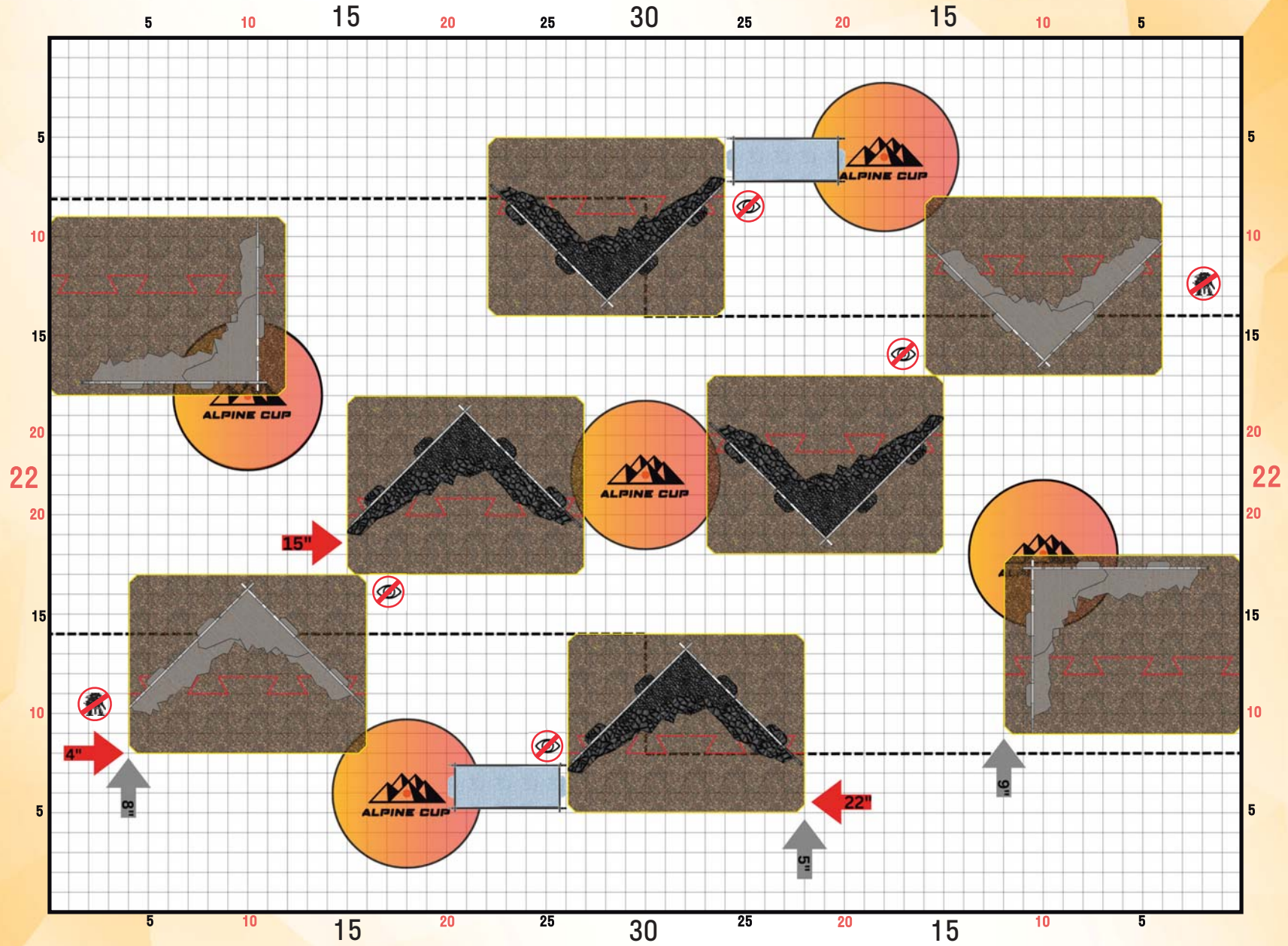
# TABLE 1



# SWEEPING ENGAGEMENT

# TABLE 2-3

## SWEEPING ENGAGEMENT

# TABLE 4-5

## SWEEPING ENGAGEMENT