

ALPINE CUP - NRW

THE OLD WORLD

EVENT PACK

September 19-20, 2026
Stadthalle Schmallenberg, Germany
32 Players

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TOW

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1 About Alpine Cup - NRW The Old World Tournament

1.1 What is Alpine Cup - NRW TOW?

Alpine Cup is a series of international tabletop gaming events.

NRW TOW is a singles The Old World tournament. Although primarily catered to German speaking hobbyists, thanks to its central location in Europe, NRW 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 while still providing a great gaming tournament.

For the year of 2026 the dates are SEPTEMBER 19-20 and we are hosting the following event: The Old World Singles Championship for 32 Players.

1.2 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.

1.3 Find Out More and Attending NRW TOW

If you are interested in attending to NRW 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.

1.4 General Information

This tournament is a two-day, singles tournament in Warhammer The Old World, which will be held in Schmallenberg, Germany from September 19-20, 2026. 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, Radiant Armies, Arcane Journals, FAQ, etc.)

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

Registration and Deadlines:

Only those 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 September 13th 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

1.5 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.

The following restrictions apply from the Match Play Guide:

- Grand Melee
- Combined Arms
- Mounts that can be selected by characters, such as the Sky Cutter or Sky Lantern, etc., count toward the maximum number of times a model/unit can be included in an army. If options are available in multiple slots, the one with the lowest number always counts.

We use the Errata from GW, the Community FaQ, and the **Renegades Rulespack**.

Event-specific rules:

- Every infantry / Monstrous infantry model is scoring regarding missions and final scoring.
- Core infantry models are worth 2x their relative unit strength regarding scoring.

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:

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- 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

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2 NRW TOW: At the Event

2.1 Venue

The event will be taking place in Schmallenberg, Germany.

Address: "Stadthalle Schmallenberg", Paul-Falke-Platz 6, 57392 Schmallenberg, Germany

Contact: theoldworld@thealpinecup.com

2.2 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 player has painted their army, they can add 150 points to their victory points for the final ranking score.

2.3 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

2.4 Scoring

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
0-249	10	10
250-399	11	9
400-549	12	8
550-699	13	7

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700-849	14	6
850-999	15	5
1000-1149	16	4
1150-1299	17	3
1300-1449	18	2
1450-1599	19	1
1600+	20	0

Tournament ranking will be determined by the player with the highest 20-0 points, secondary scoring will be done by victory points achieved, tertiary scoring will be done by opponents 20-0 points.

2.5 Event Schedule

Day 1 - September 19th:

- Registration: 08:00-08:30
- Round 1: 08:30-12:00
- Lunch: 12:00-13:00
- Round 2: 13:00-16:30
- Round 3: 17:00-20:30

Day 2 - September 20th:

- Round 4: 09:00-12:30
- Lunch: 12:30-13:30
- Round 5: 13:30-17:00
- Prize Ceremony: 17:30

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3 Missions

The following 5 missions from the Warhammer: The Old World Matched Play Guide will be played during the tournament.

3.1 Mission 1: Upon the Field of Glory

- **Deployment Zone:** Classic deployment. Players deploy along their entire long board edge, with a minimum of 24 inches separating the two armies (12 inches from the center line).
- **Map Layout:** Standard rectangular deployment zones spanning the long table edges.
- **Special Rules:** This scenario represents a classic pitched battle and features no special rules.
- **Secondary Objectives:** Baggage Trains, Special Features, and Strategic Locations (3).

3.2 Mission 2: King of the Hill

- **Deployment Zone:** Classic deployment, keeping armies 12 inches from the center line.
- **Map Layout:** A prominent terrain piece (the 'hill') must be placed directly in the center of the battlefield.
- **Special Rules:** The central hill is the primary focal point of the battle. Unlike standard objectives which are controlled within 6 inches, a player controls this hill if they have scoring units within 9 inches of the center of the hill (and therefore the center of the table). Because of the control radius, units generally need to be physically on the hill to claim it.
- **Secondary Objectives:** Baggage Trains and Special Feature.

3.3 Mission 3: Drawn Battlelines

- **Deployment Zone:** Diagonal deployment. Players deploy their forces from one short board edge extending to the opposite corner.
- **Map Layout:** The battlefield is divided diagonally, creating triangular deployment zones.
- **Special Rules:** This scenario utilizes a reserve mechanic. Before deployment begins, both players roll a D6. If either player rolls a 1 (a 33% chance), both players must select one of their infantry or cavalry units to be placed in reserve. Players are permitted to attach characters to this unit, sending them into reserve as well. These reserved units automatically enter the battlefield starting on turn 2, moving in via the controlling player's deployment zone (the long edge and half of the short edge).
- **Secondary Objectives:** Strategic Locations (3) and Baggage Trains.

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3.4 Mission 4: A Chance Encounter

- **Deployment Zone:** Quadrant deployment. The player who wins the roll-off chooses a specific quadrant to deploy their army in. Their opponent must then deploy in the diagonally opposite quadrant.
- **Map Layout:** The table is divided evenly into four quadrants, creating very tight deployment zones.
- **Special Rules:** Due to the constrained deployment areas, the center terrain matters significantly. Players should expect early aggression and immediate clashes as forces are funneled toward the middle of the board.
- **Secondary Objectives:** Special Feature and Domination.

3.5 Mission 5: Encirclement

- **Deployment Zone:** Classic deployment (12 inches from the center line), but with a significant restriction: neither player is allowed to deploy any units within 12 inches of their left flank.
- **Map Layout:** Standard long-edge deployment zones, but the leftmost 12 inches of each player's zone are treated as illegal deployment areas.
- **Special Rules:** The game plays like a standard pitched battle, but the restricted flank rules heavily alter movement, terrain interaction, and flanking strategies, creating tactical chaos.
- **Secondary Objectives:** Strategic Locations (4), Baggage Trains, and Special Feature.