

The Alpine Cup 2021 Terrain Maps

v2.0 - (13.06.021)

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The Alpine Cup 2021 Terrain Maps

- * We have prepared 8 terrain maps for The Alpine Cup 2021. There are 4 tables with two layouts for each of them. They are grouped so each only one layout will be played on a single day on one specific table. No need for arranging table midday!
- * They are created in two overarching groups
 - Weyland-Yutani Type. Table 1 and Table 2
 - WTC Type. Table 3 and Table 4
- * Each Group has four different maps within itself,
 - Missions 12-21-31 : Long Board Edge Deployments - Two tables each
 - Missions 13-33-11 : Corner and Short Board Edge Deployments - Two tables each
- *The singles event will use the same terrain layout as the team event.
- * We are not abiding by the rule of “do not place terrain on objective markers”. We have taken this decision so we can have a more diverse range of tables.



TERRAIN INDEX - WY Type Terrain
Tables 1 and 2

<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 9" Height: 9"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Scaleable, Breachable, Light Cover, Defensible, Obscuring</p>
<p>CORNER RUIN 3D View</p> 	<p>CORNER RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 9" Height: 4,9"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Scaleable, Breachable, Light Cover, Defensible</p>
<p>CONTAINER 3D View</p> 	<p>CONTAINER Map View</p>  <p>One Container Two Containers</p>	<p>Dimensions</p> <p>Length: 6" Width: 2,5" Height: 2,5"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Obstacle</p> <p><i>Terrain Traits:</i> Light Cover, Scaleable, Exposed Position</p>

* WY Type Terrain differentiates from WTC in the following ways;

- The corner ruins are shorter than 5" hence not *"Obscuring"*, for that reason we suggest to not remove the ground floor windows on the corner ruins.

- The Containers are considerably larger and block more line of sight



TERRAIN INDEX - WTC Type Terrain
Tables 3 and 4

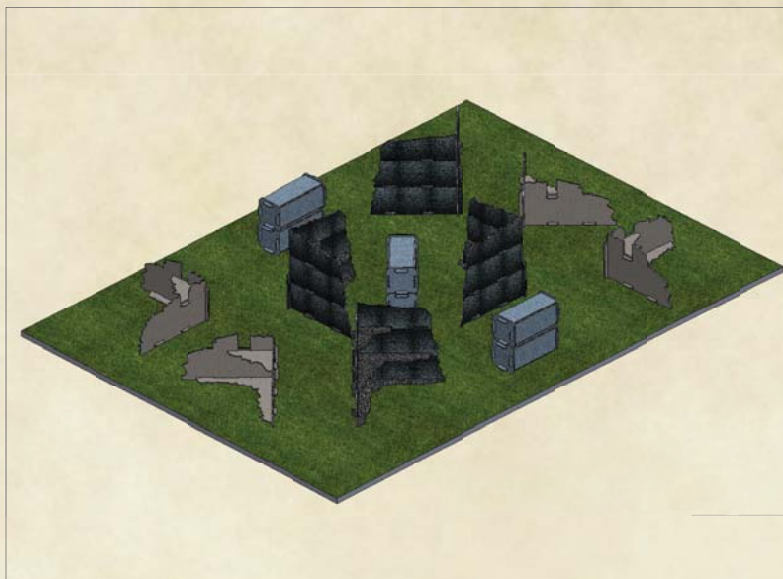
<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 9,5"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Scaleable, Breachable, Light Cover, Defensible, Obscuring</p>
<p>TWO STOREY RUIN 3D View</p> 	<p>TWO STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width 5" Height: 5.01"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Scaleable, Breachable, Light Cover, Defensible, Obscuring</p>
<p>FOREST 3D View</p> 	<p>FOREST Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 4,5"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Dense Cover, Breachable, Defensible, Difficult Ground</p>
<p>INDUSTRIAL VENT 3D View</p> 	<p>INDUSTRIAL VENT Map View</p> 	<p>Dimensions</p> <p>Length: 7 to 9" Width: 7 to 9" Height: 0,2"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Light Cover, Difficult Ground</p>

* WTC Type Terrain differentiates from WY in the following ways;

- The corner ruins are taller than 5" with the "Obscuring" rule in full effect, however ground floor windows have been removed unlike WY Type Corner Ruins.

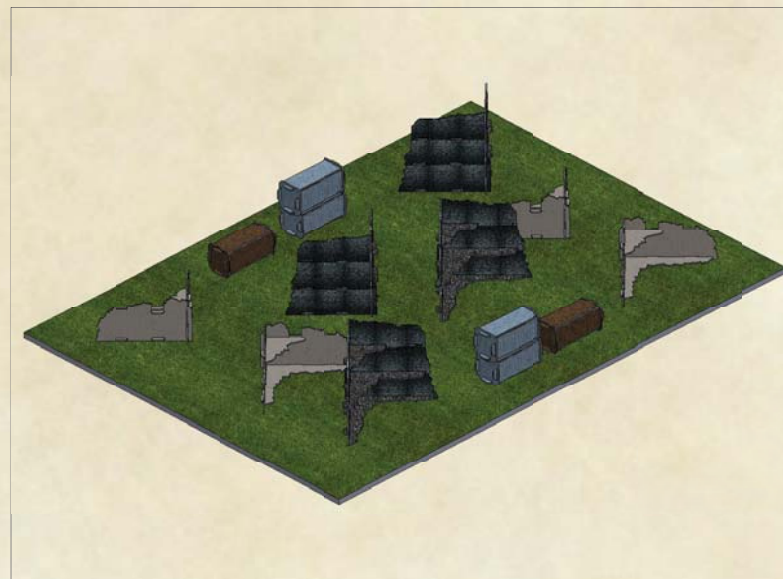


TABLE 1



MISSION 12 - 21 - 31

TABLE 2



MISSION 12 - 21 - 31

TABLE 3



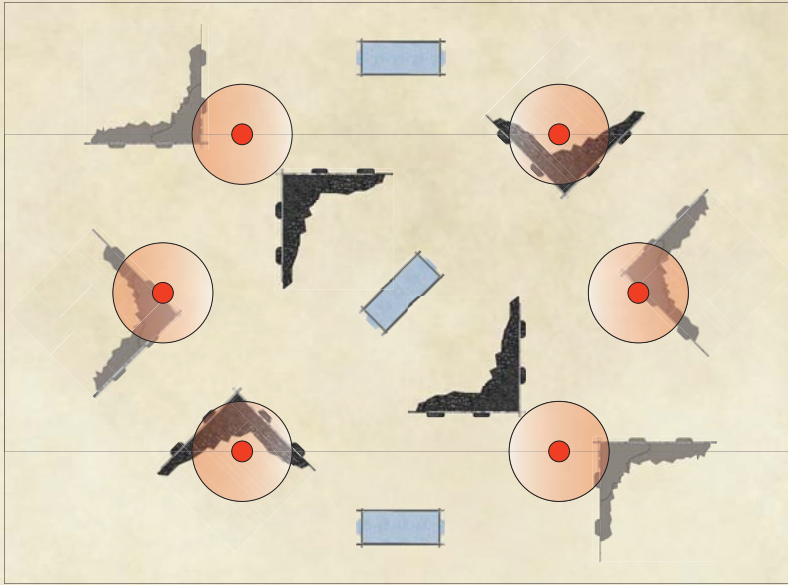
MISSION 12 - 21 - 31

TABLE 4



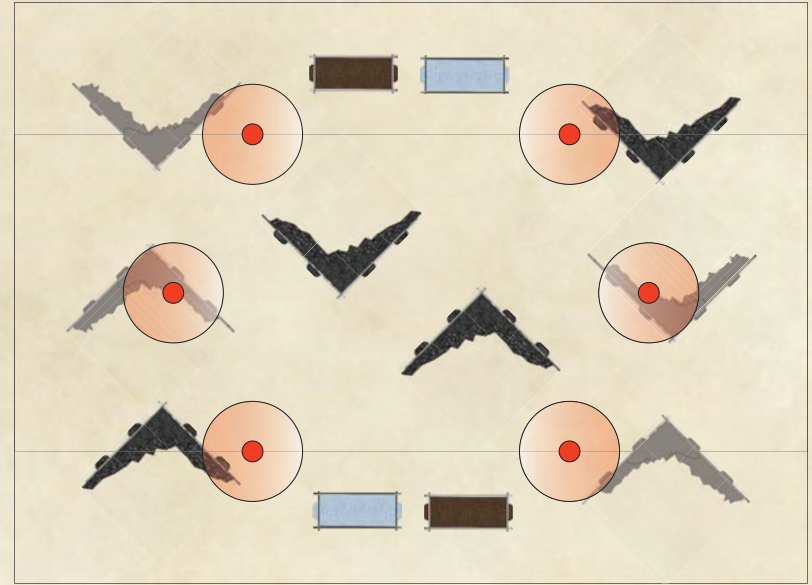
MISSION 12 - 21 - 31

WY-TABLE 1



MISSION 12 - SCORCHED EARTH

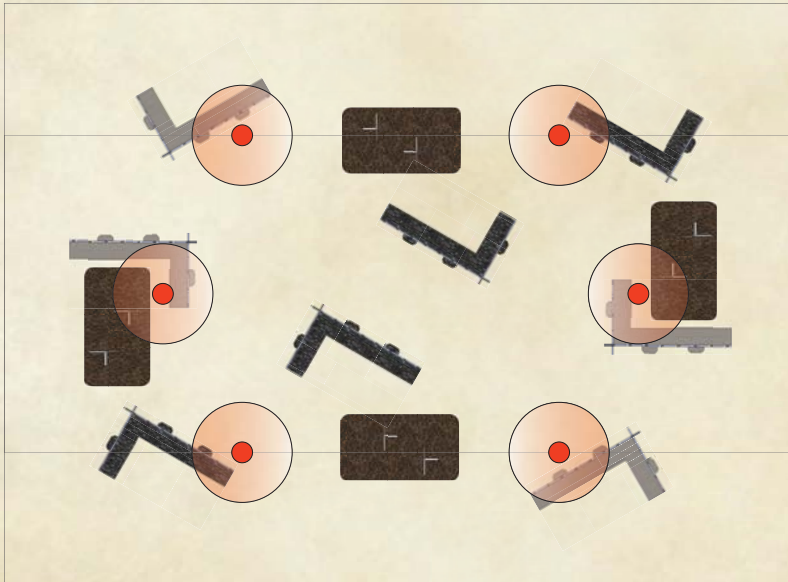
WY-TABLE 2



MISSION 12 - SCORCHED EARTH

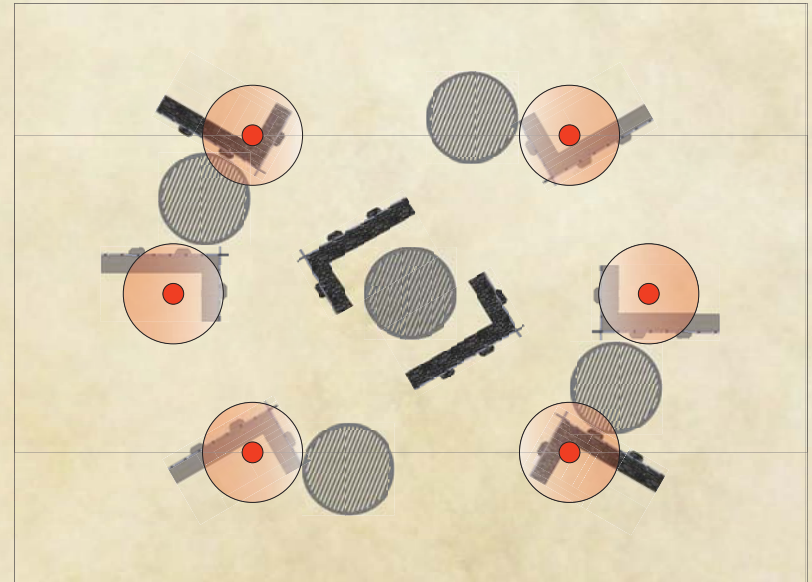


WTC-TABLE 1



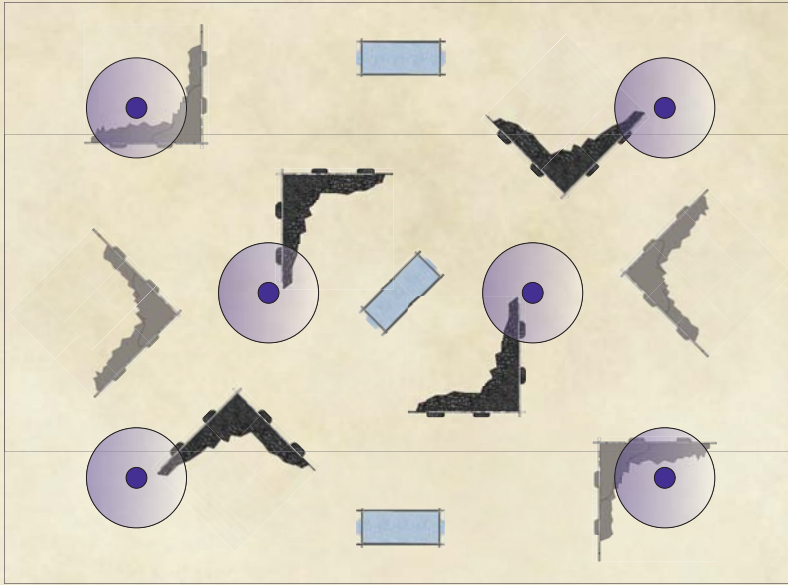
MISSION 12 - SCORCHED EARTH

WTC-TABLE 2

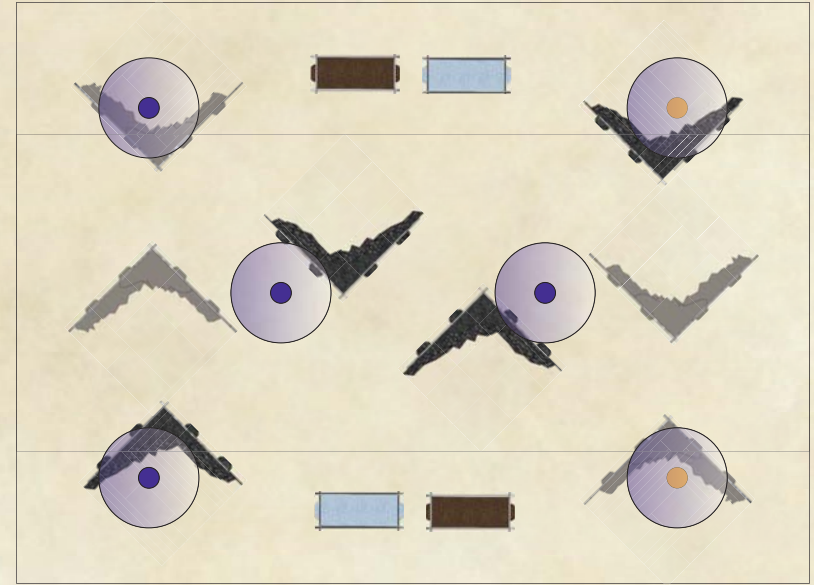


MISSION 12 - SCORCHED EARTH

WY-TABLE 1



WY-TABLE 2

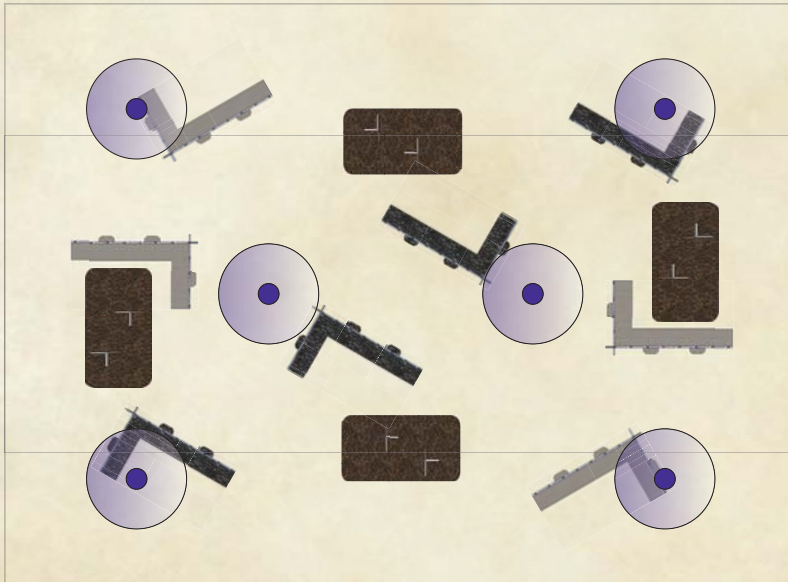


MISSION 21 - SURROUND&DESTROY

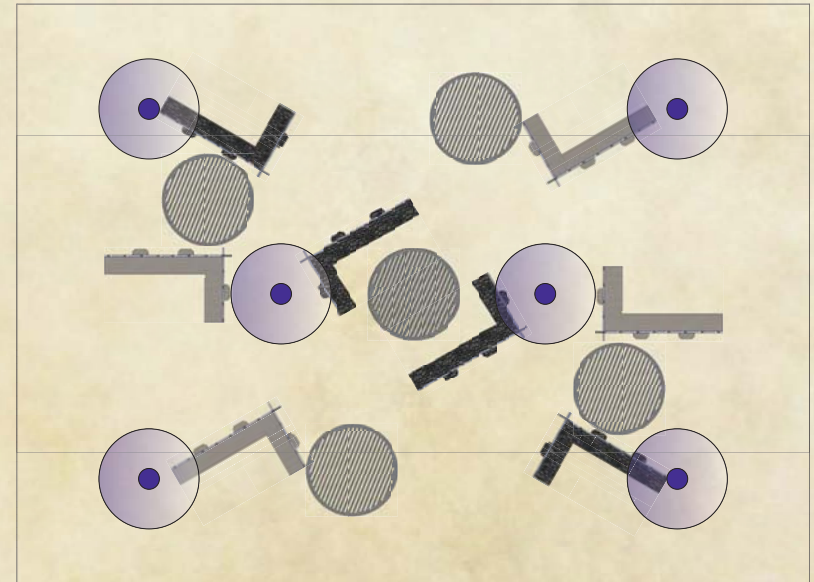
MISSION 21 - SURROUND&DESTROY

The Alpine Cup

WTC-TABLE 1



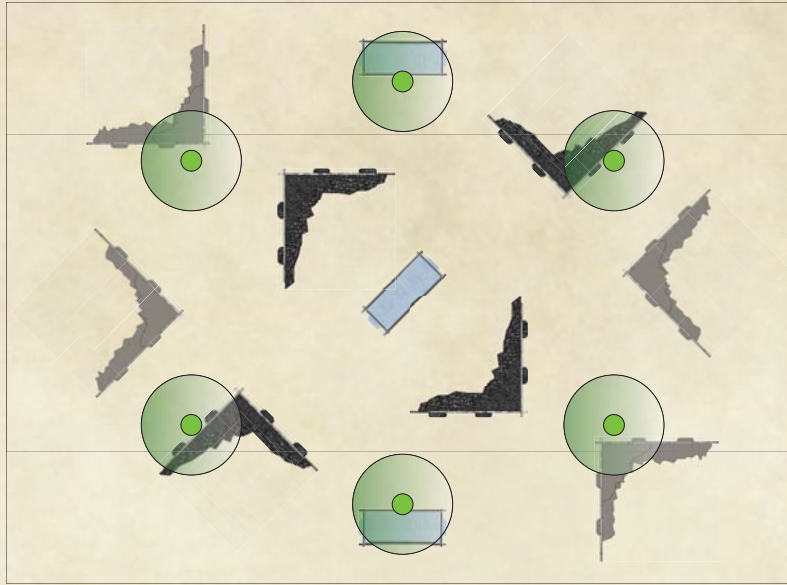
WTC-TABLE 2



MISSION 21 - SURROUND&DESTROY

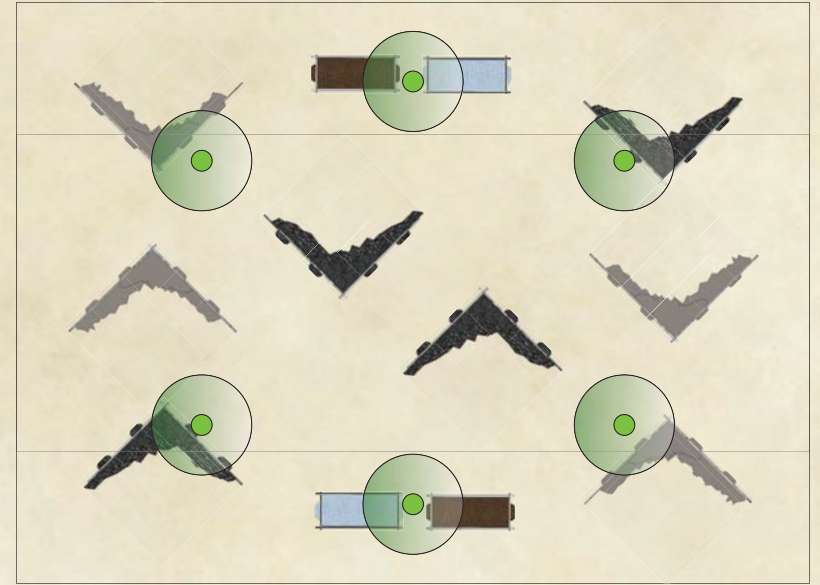
MISSION 21 - SURROUND&DESTROY

WY-TABLE 1



MISSION 31 - OVERRUN

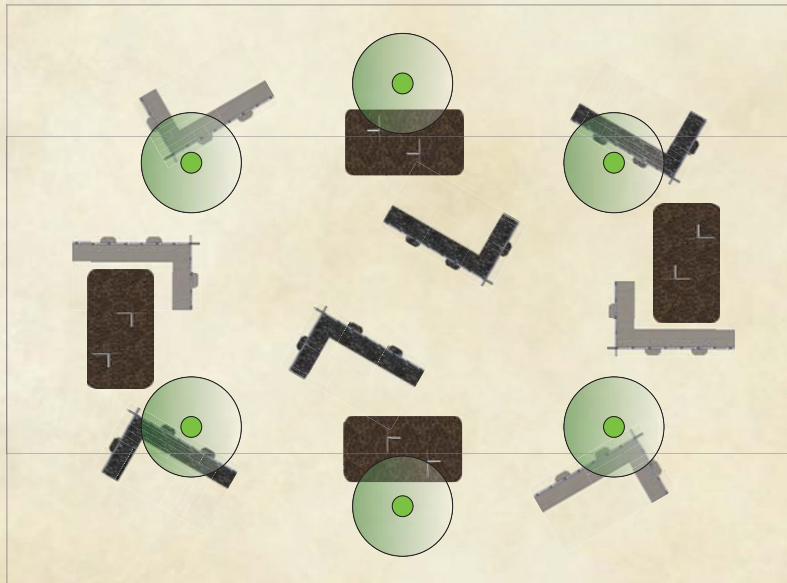
WY-TABLE 2



MISSION 31 - OVERRUN

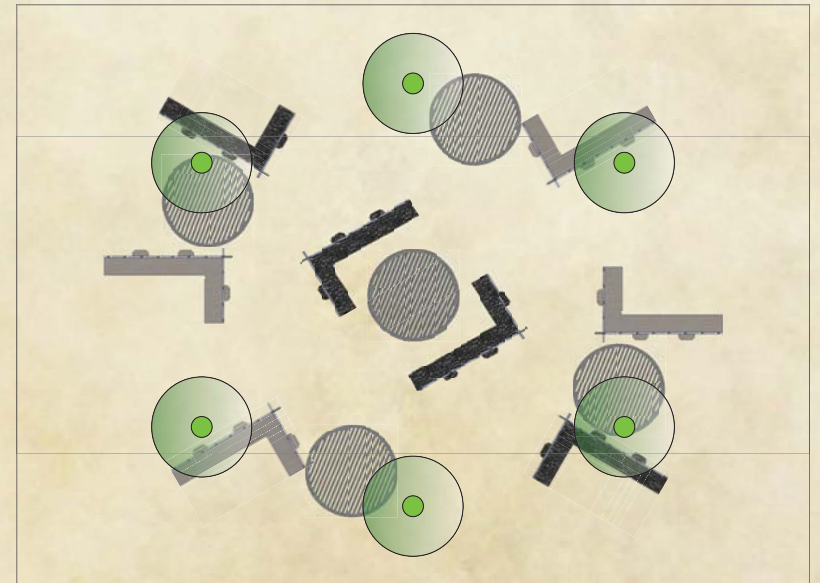


WTC-TABLE 1



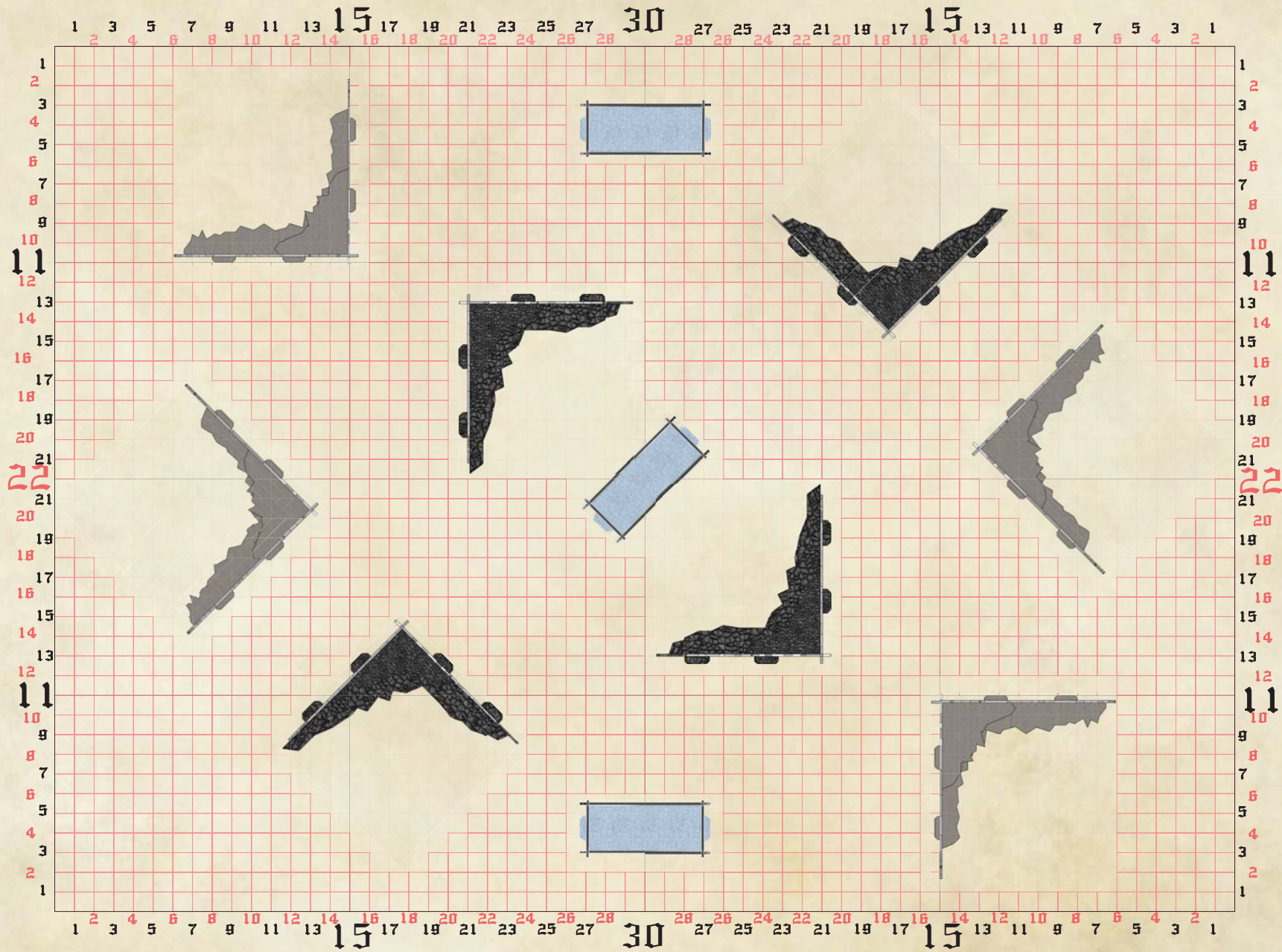
MISSION 31 - OVERRUN

WTC-TABLE 2



MISSION 31 - OVERRUN

TABLE 1

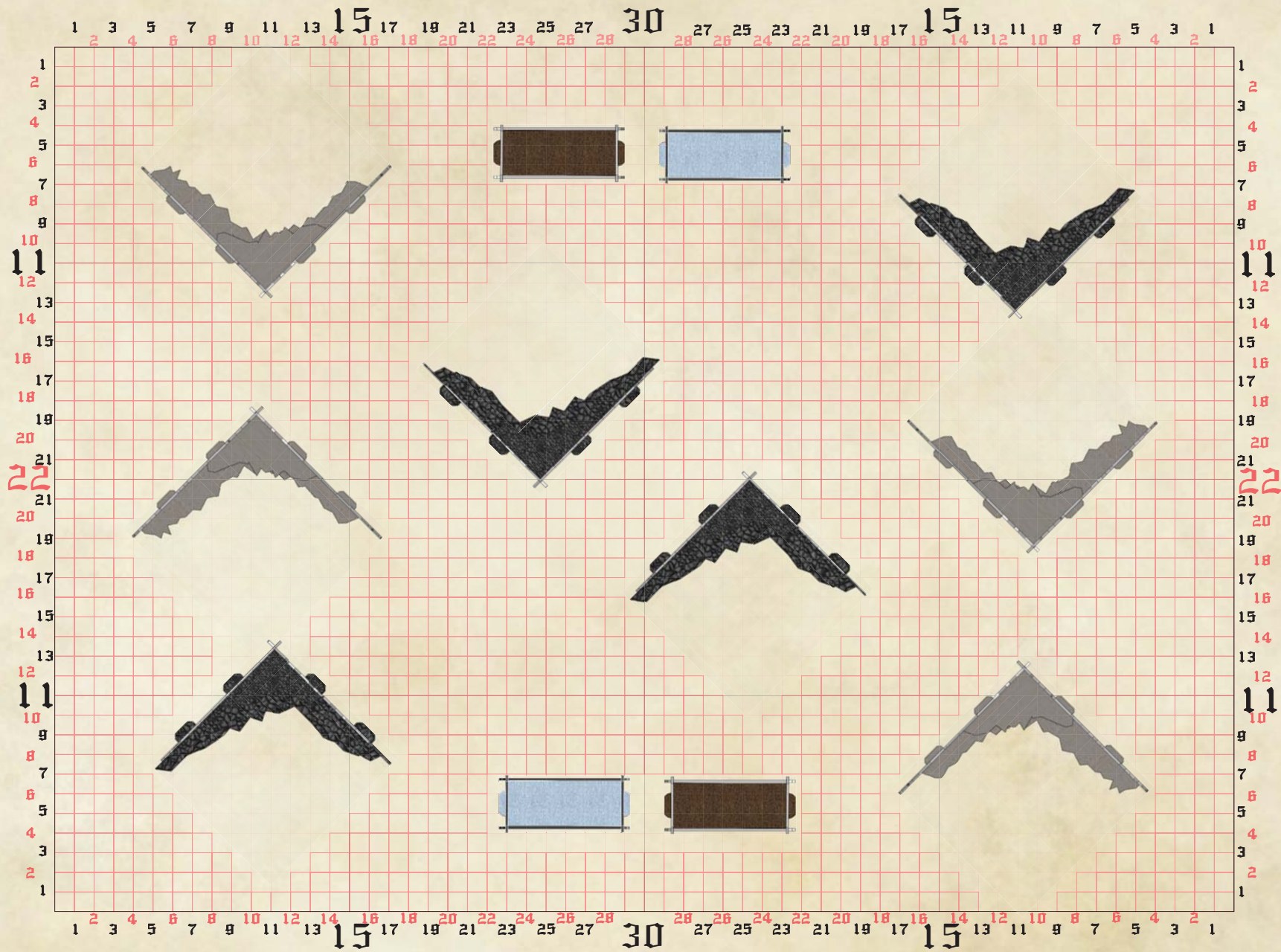


MISSION 12 - 21 - 31



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TABLE 2

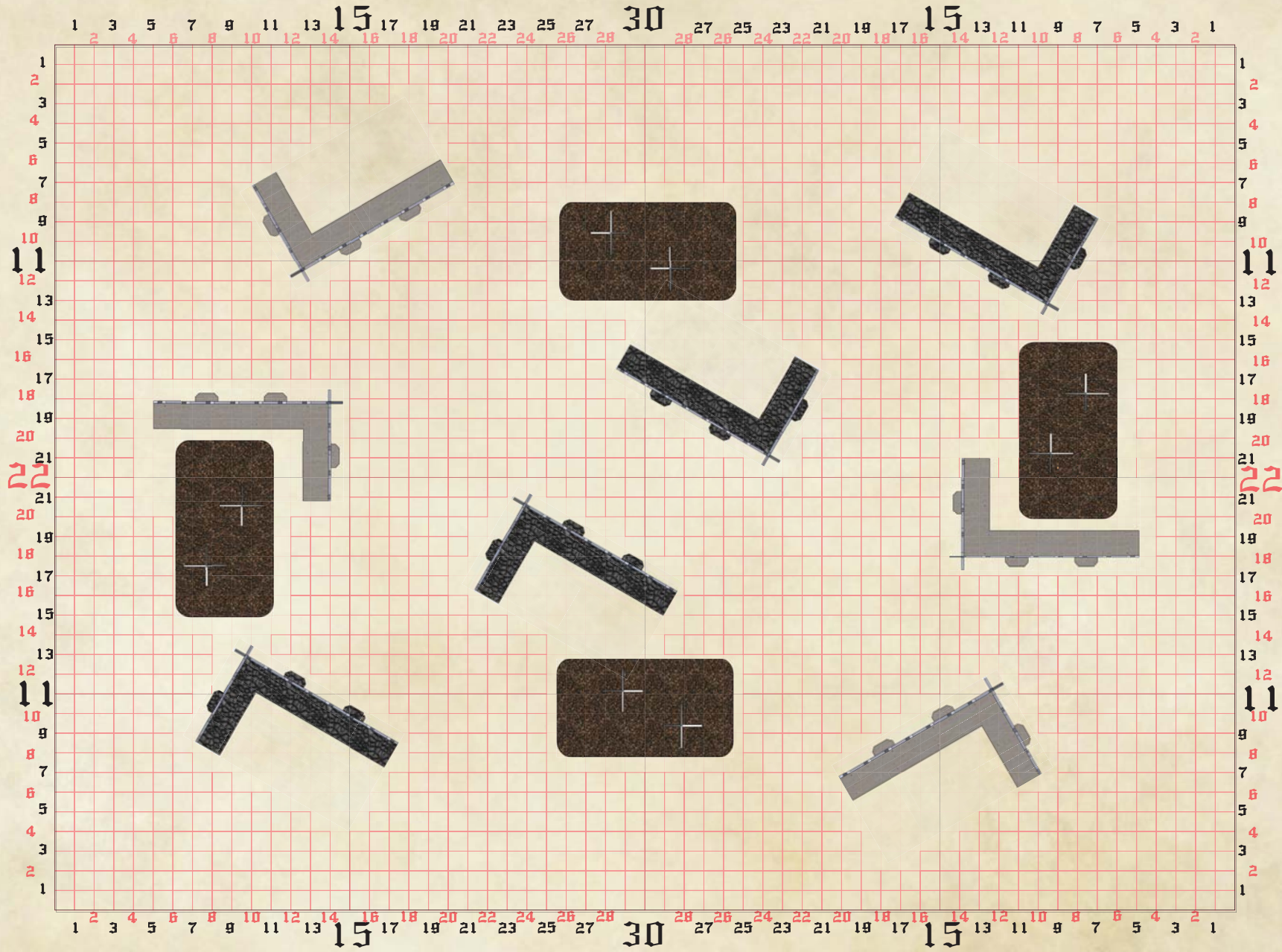


MISSION 12 - 21 - 31



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TABLE 3

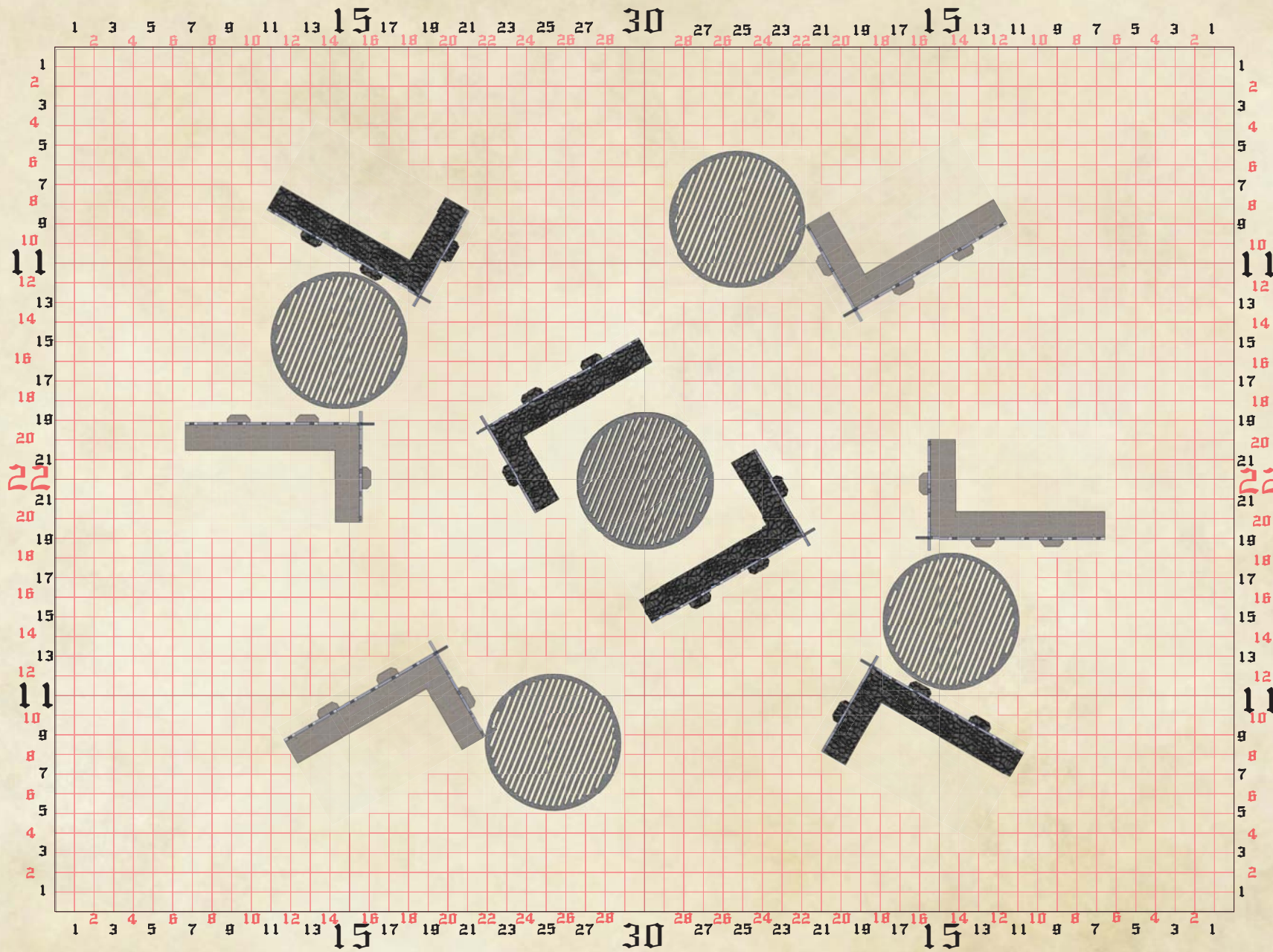


MISSION 12 - 21 - 31



The Alpine Cup

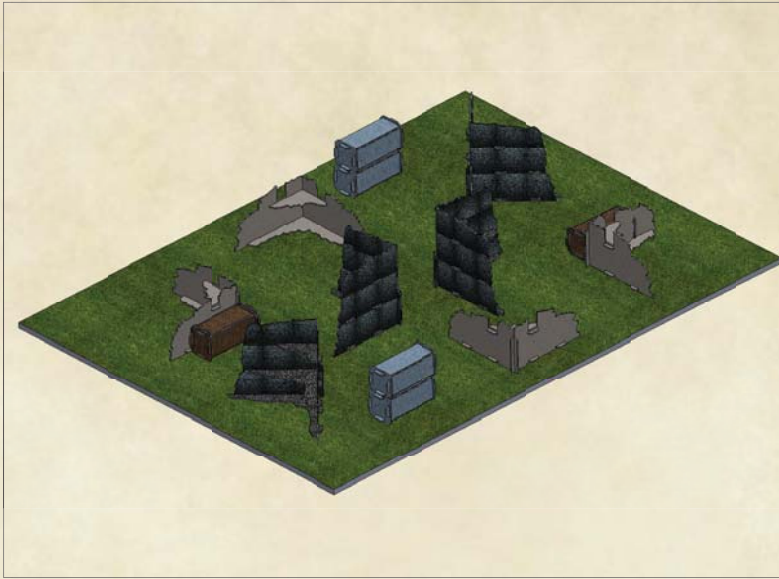
TABLE 4



MISSION 12 - 21 - 31

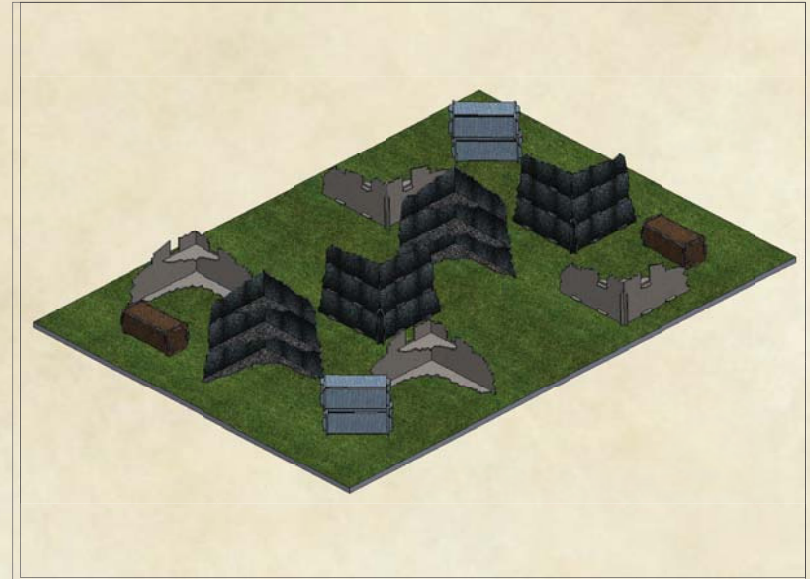


TABLE 1



MISSION 11 - 13 - 33

TABLE 2

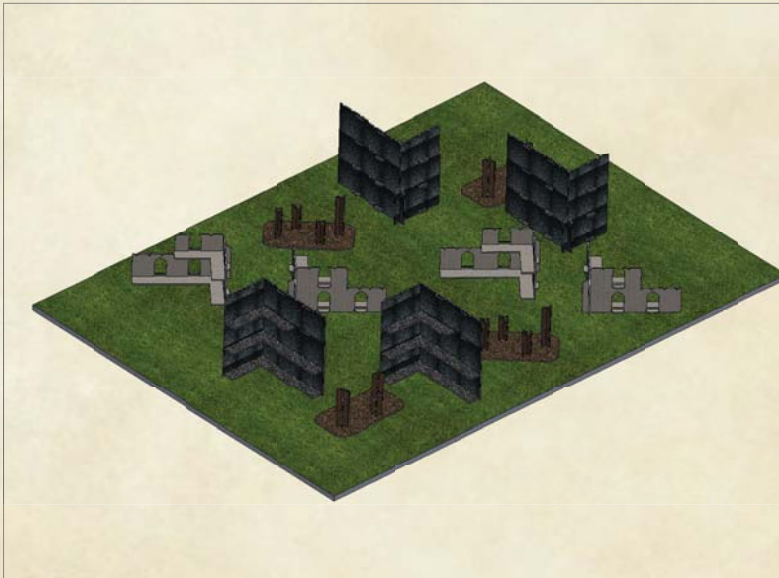


MISSION 11 - 13 - 33



The Alpine Cup

TABLE 3



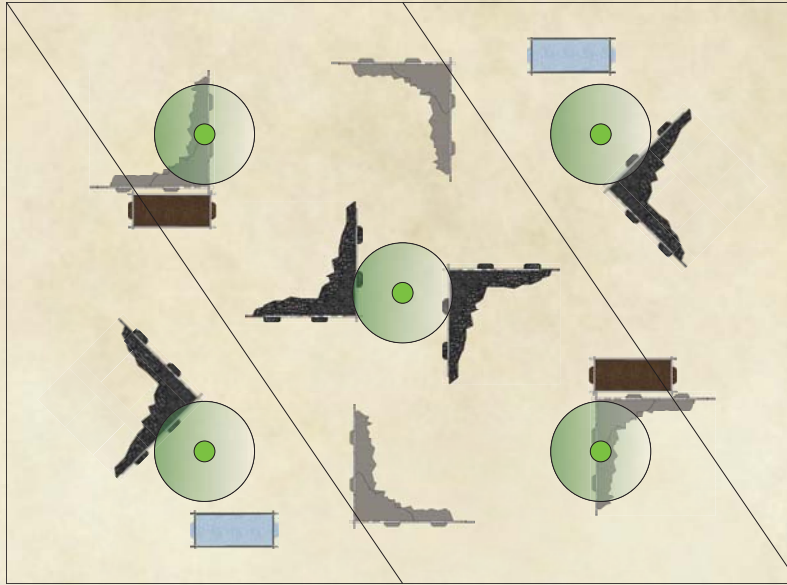
MISSION 11 - 13 - 33

TABLE 4



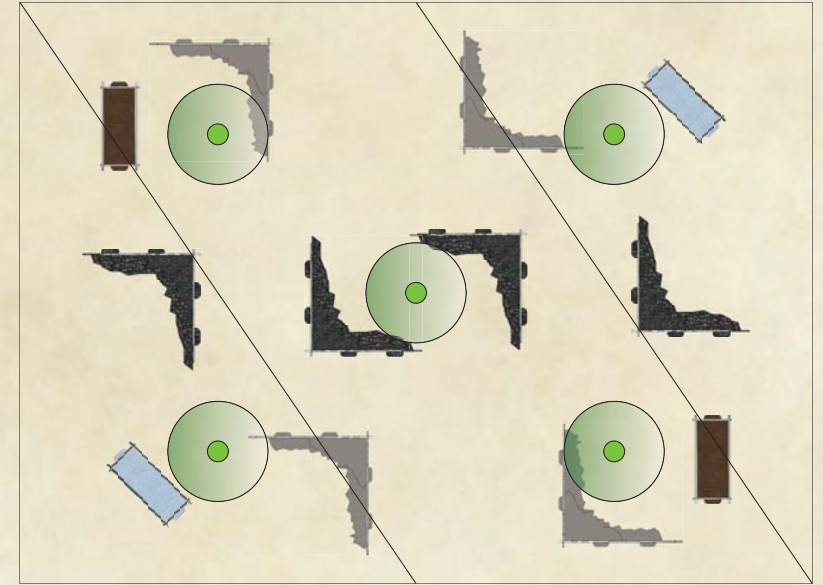
MISSION 11 - 13 - 33

WY-TABLE 1



MISSION 33 - PRIORITY TARGET

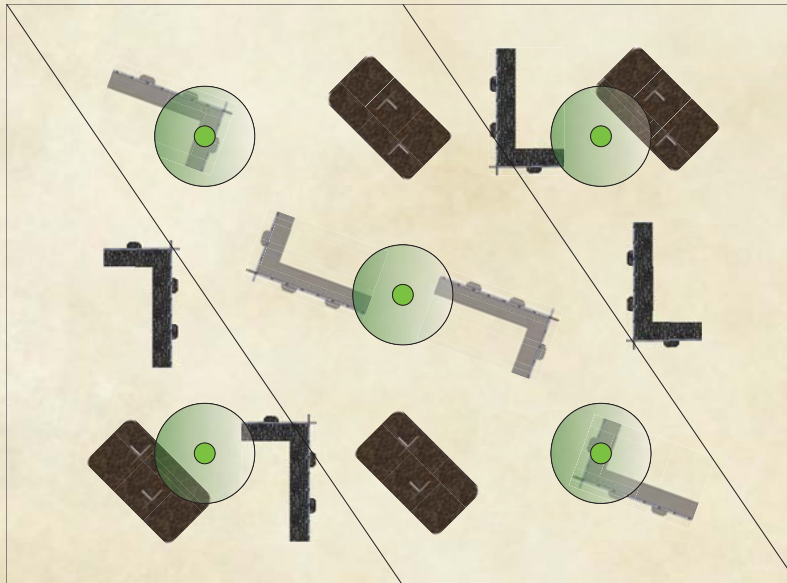
WY-TABLE 2



MISSION 33 - PRIORITY TARGET

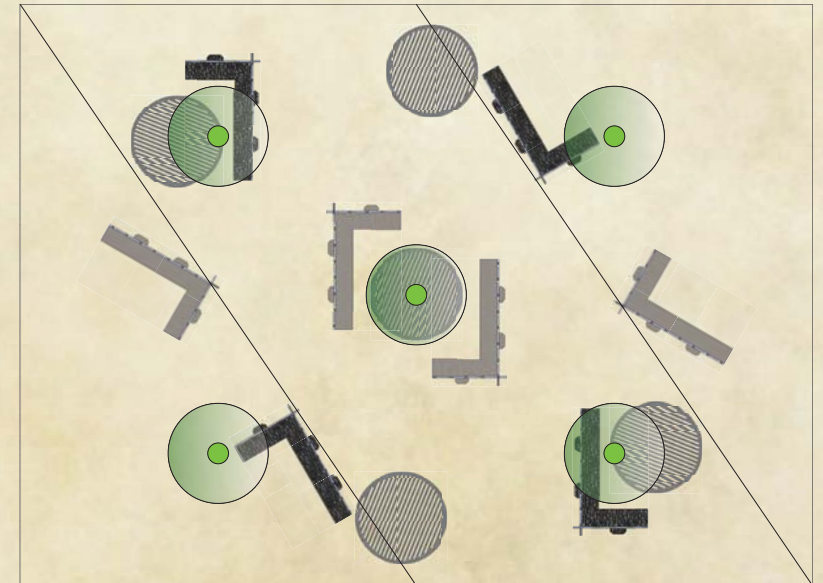


WTC-TABLE 1



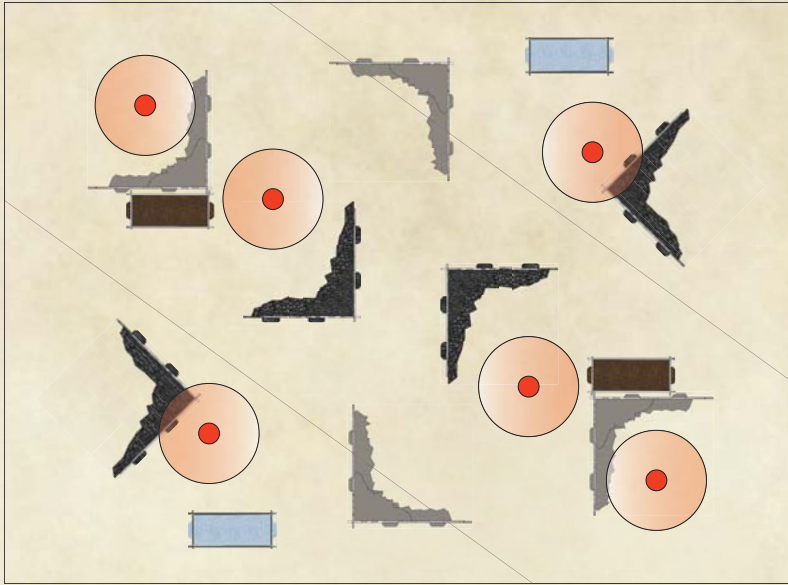
MISSION 33 - PRIORITY TARGET

WTC-TABLE 2



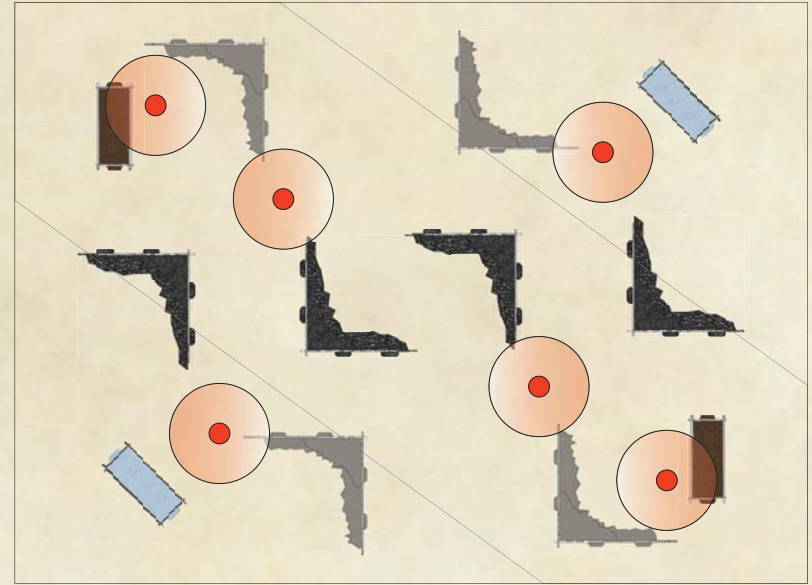
MISSION 33 - PRIORITY TARGET

WY-TABLE 1



MISSION 13 - VITAL INTELLIGENCE

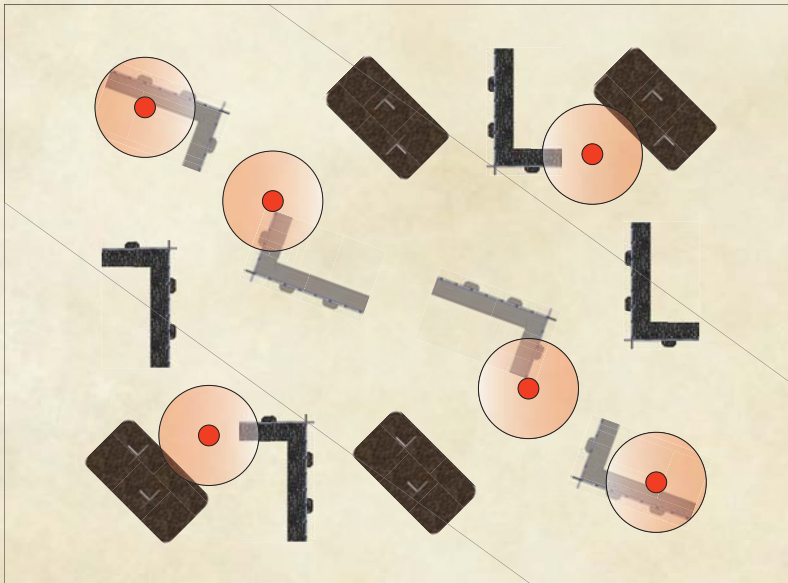
WY-TABLE 2



MISSION 13 - VITAL INTELLIGENCE

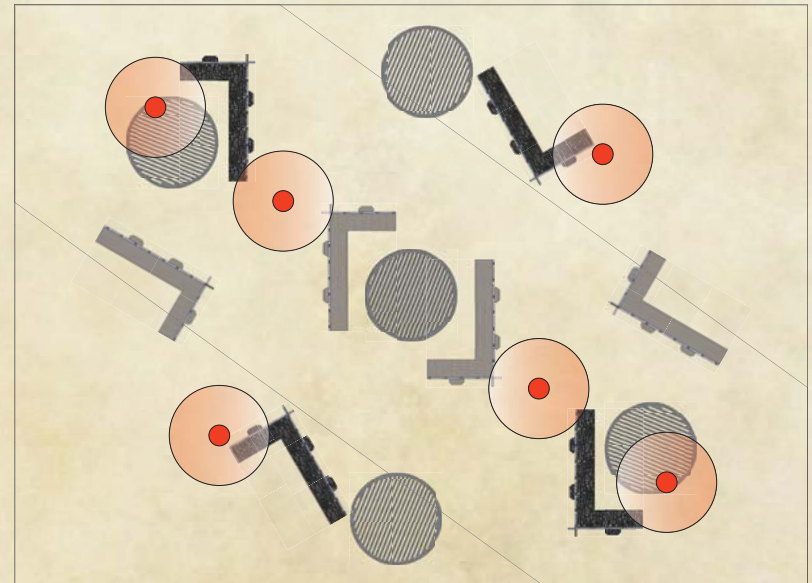


WTC-TABLE 1



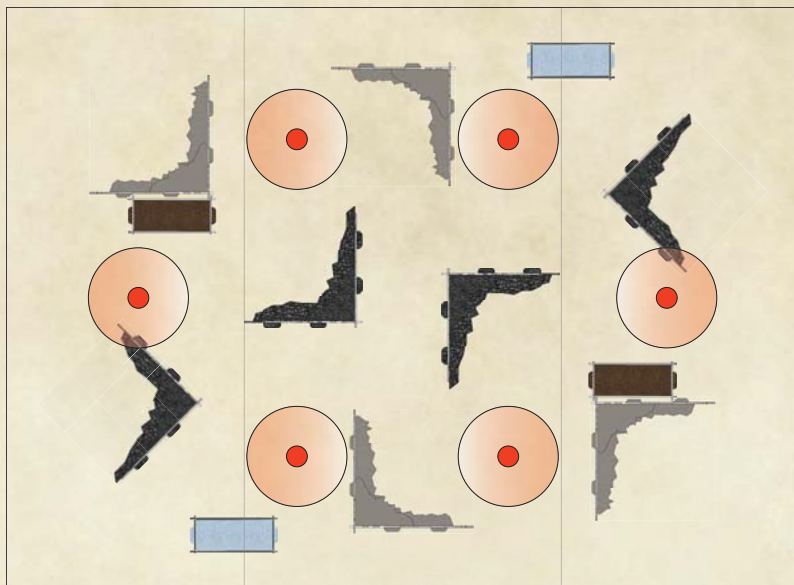
MISSION 13 - VITAL INTELLIGENCE

WTC-TABLE 2



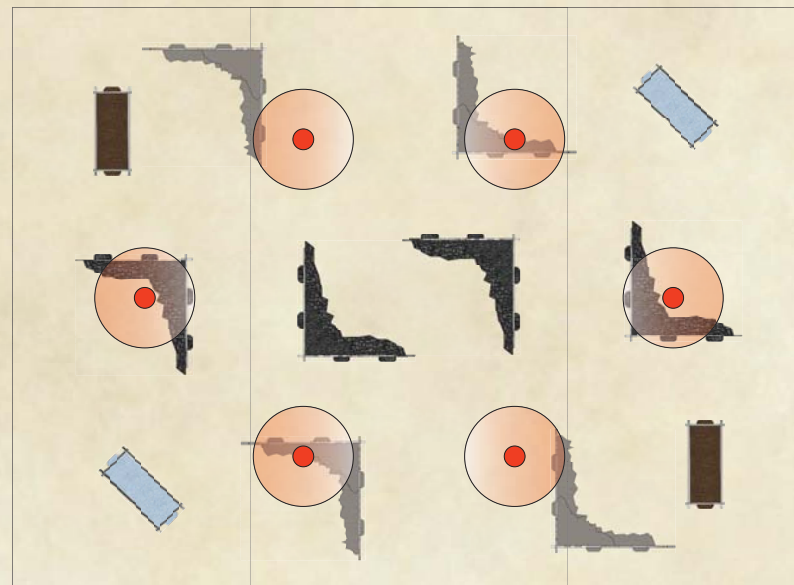
MISSION 13 - VITAL INTELLIGENCE

WY-TABLE 1



MISSION 11 - RETRIEVAL

WY-TABLE 2

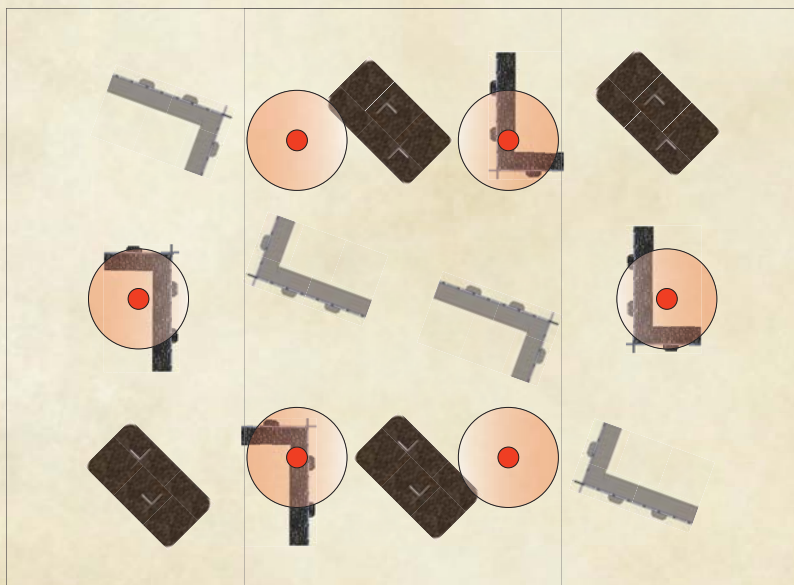


MISSION 11 - RETRIEVAL



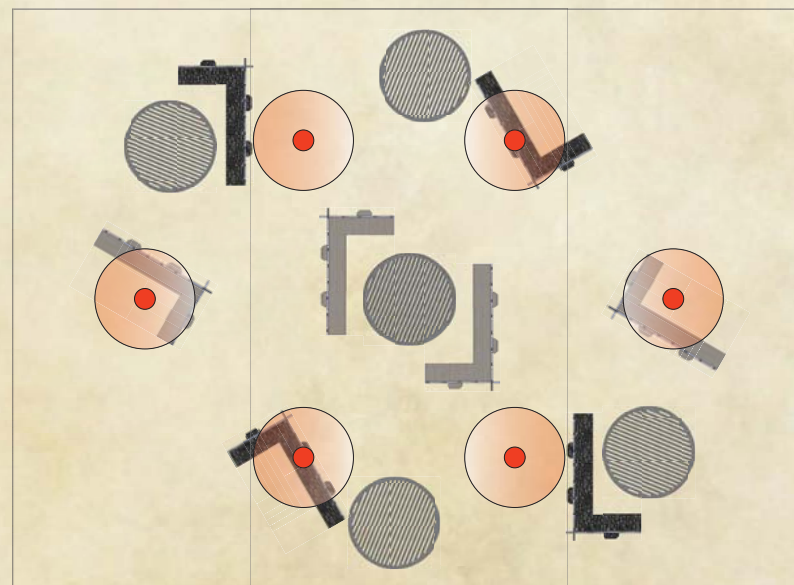
The Alpine Cup

WTC-TABLE 1



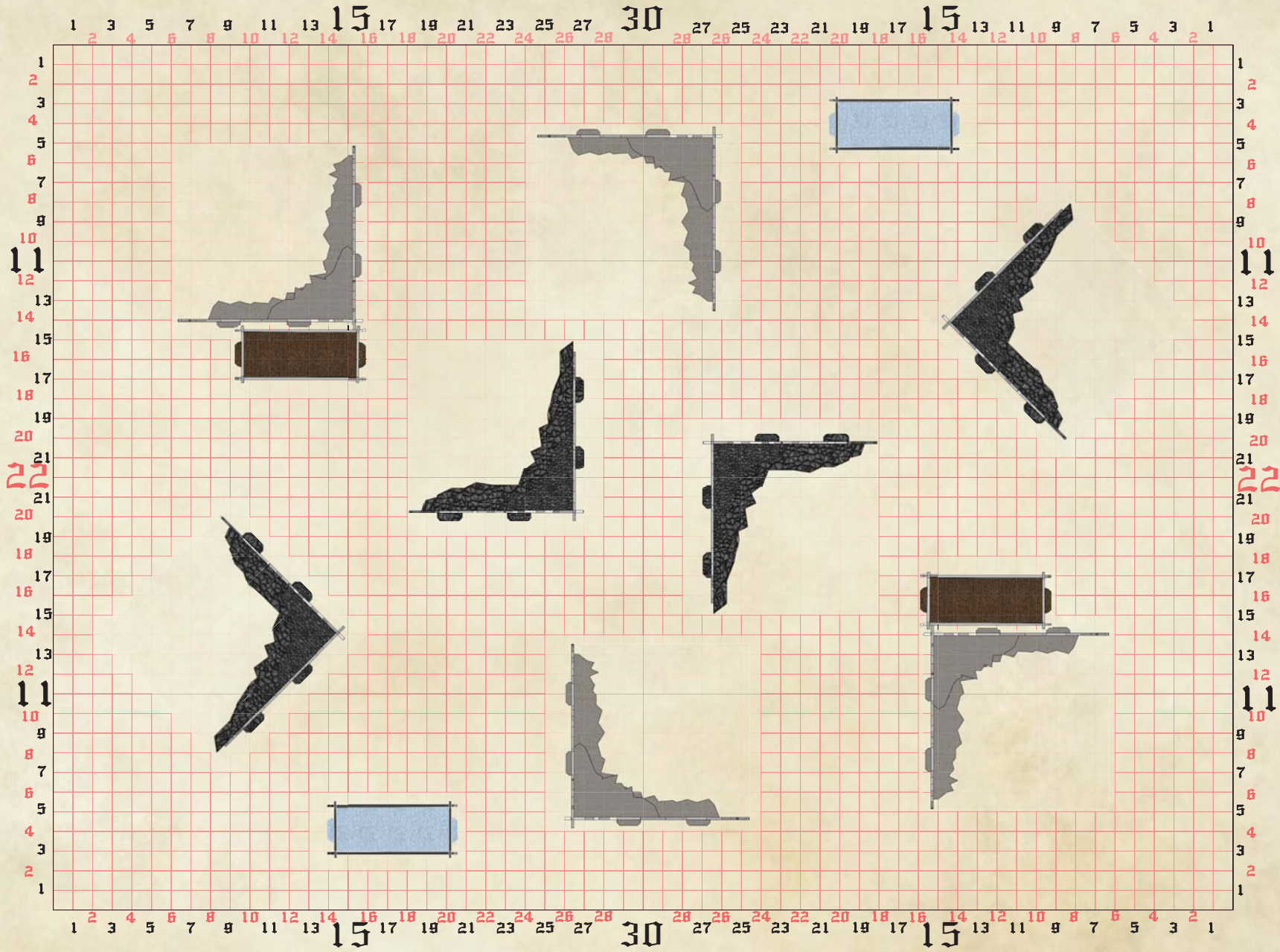
MISSION 11 - RETRIEVAL

WTC-TABLE 2



MISSION 11 - RETRIEVAL

TABLE 1

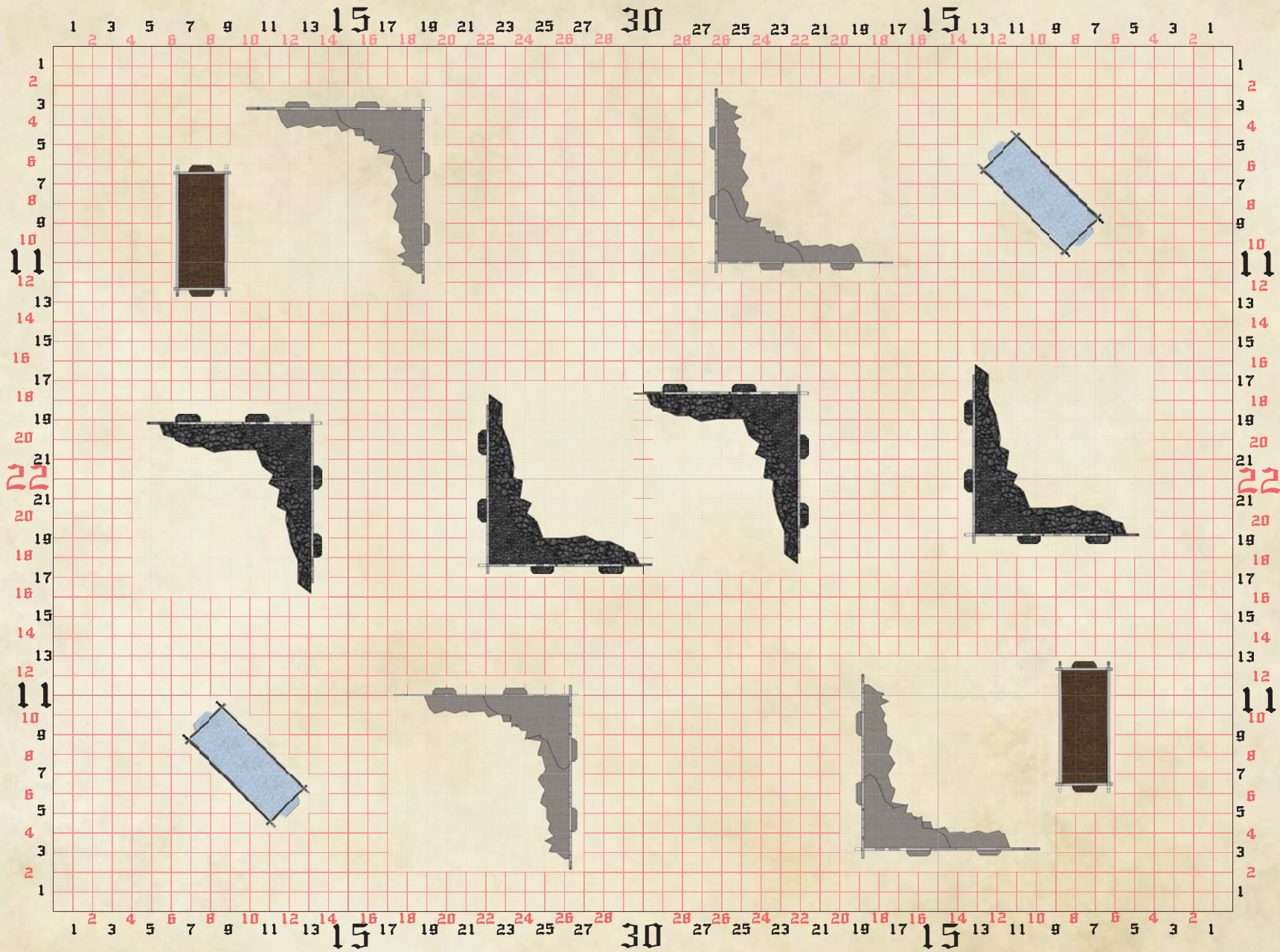


MISSION 11 - 13 - 33



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TABLE 2

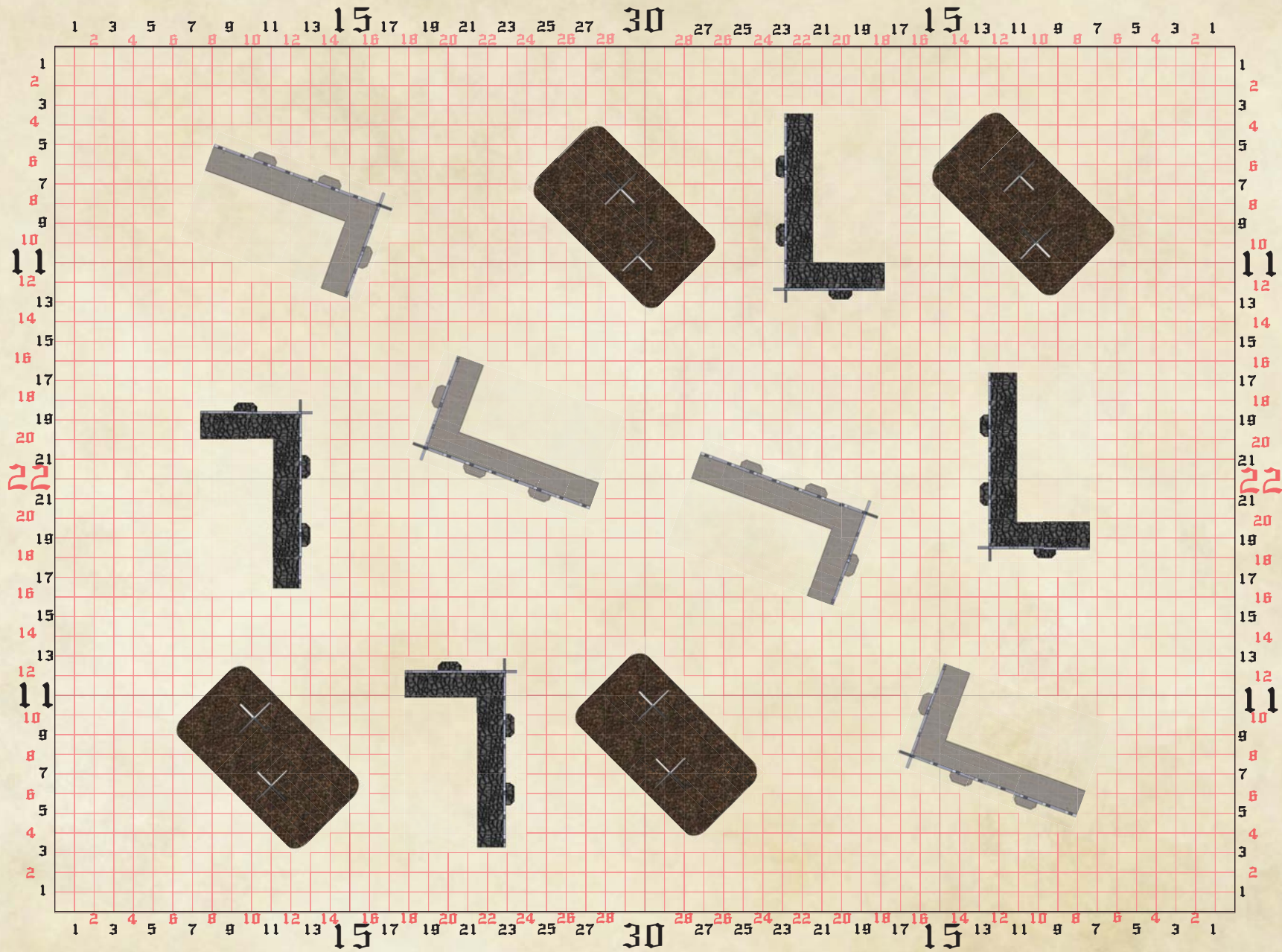


MISSION 11 - 13 - 33



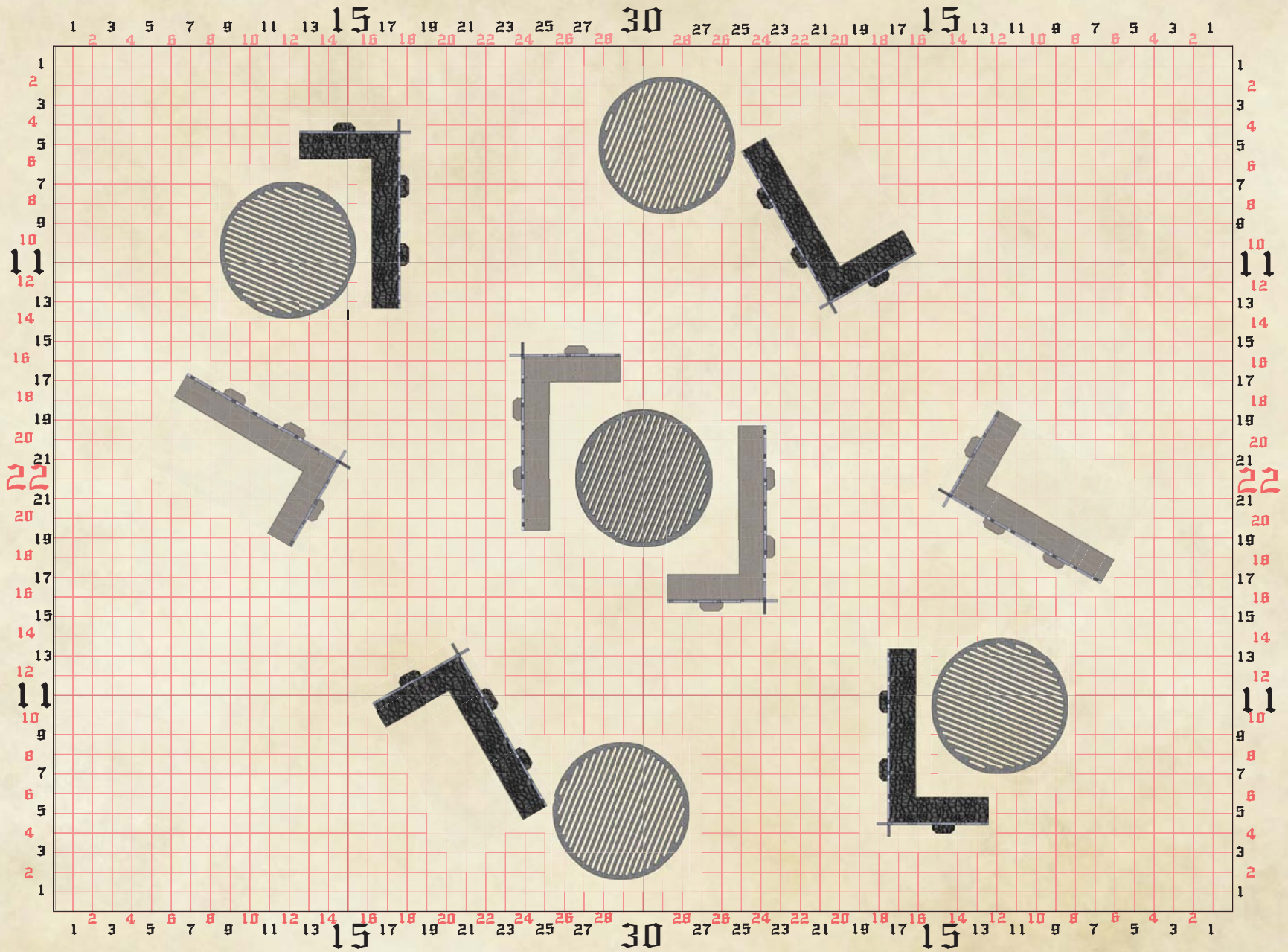
The Alpine Cup

TABLE 3



MISSION 11 - 13 - 33

TABLE 4



MISSION 11 - 13 - 33



The Alpine Cup