

The Alpine Cup 2022 Terrain Maps

(26.01.2022)

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The Alpine Cup 2022 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
 - Missions 11-13-33
 - Missions 22-31

- *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

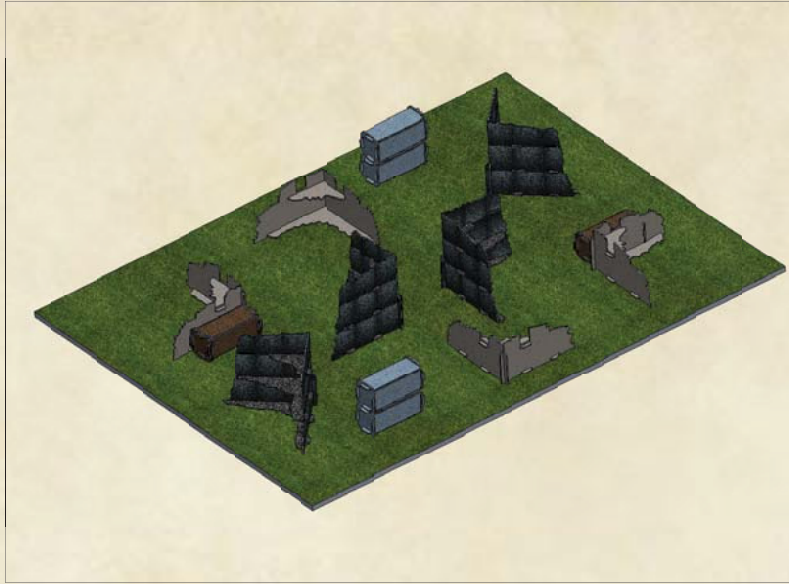
<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 9,5"</p>	<p>Rules</p> <p><i>Terrain Category:</i> Area Terrain</p> <p><i>Terrain Traits:</i> Scaleable, Breachable, Light Cover, Defensible, Obscuring</p>
<p>TWO STOREY RUIN 3D View</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, Dense Cover (Treat height as 3"+ for Dense Cover)</p>

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

- TWO STOREY RUIN's are taller than 5" with the "Obscuring" rule in full effect, however ground floor windows have been removed unlike WY Type Corner Ruins.

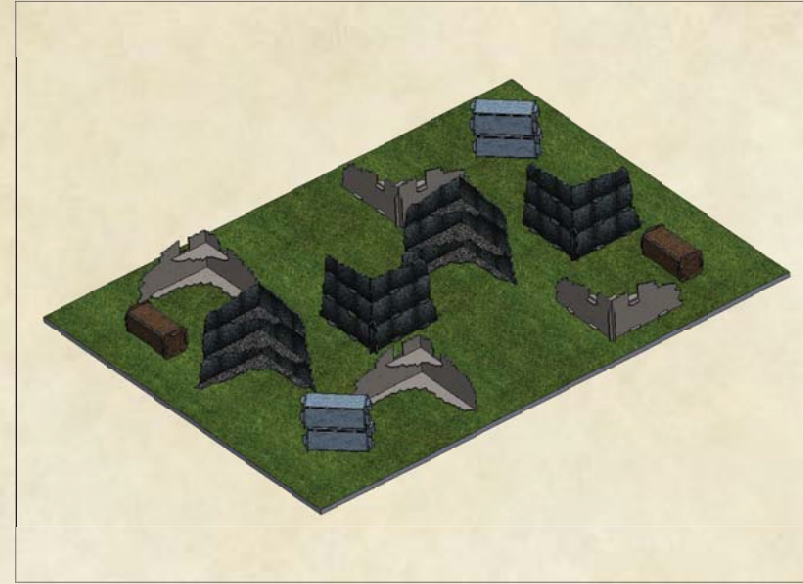
* INDUSTRIAL VENT's have the dense cover rule and count as their height being more than 3.

WY-TABLE 1



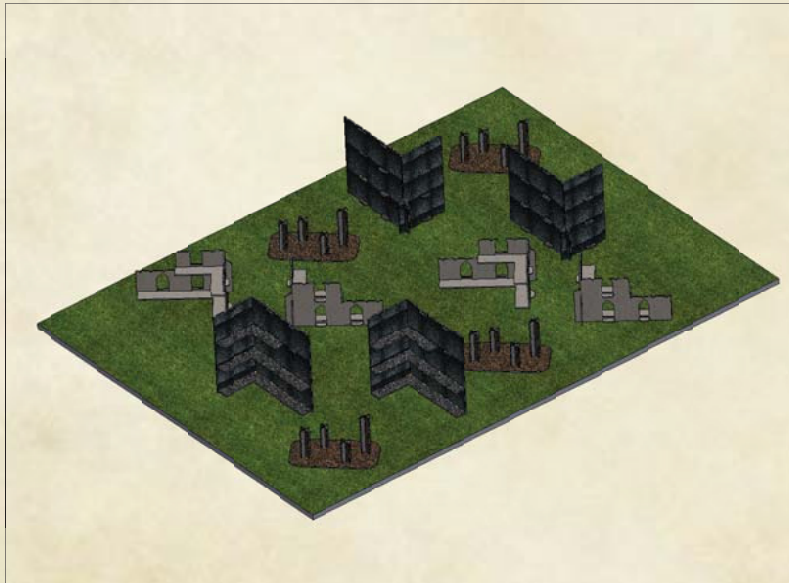
MISSION 11-13-33

WY-TABLE 2



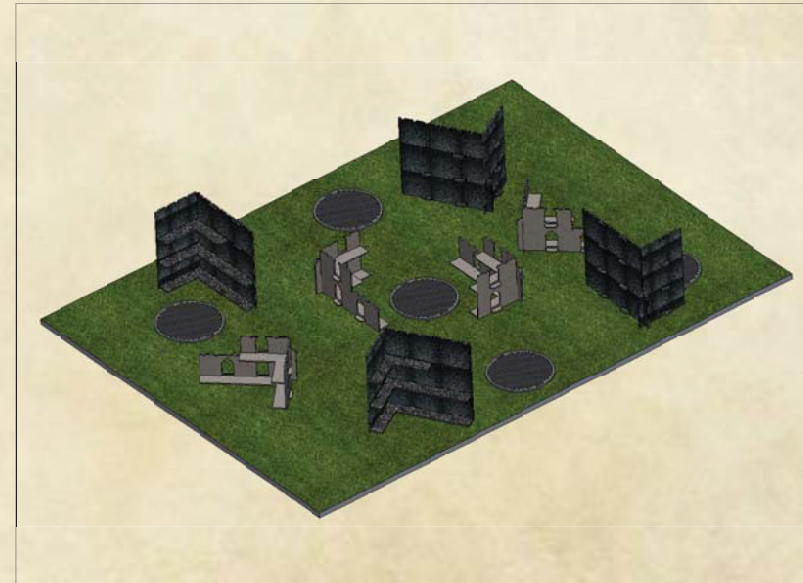
MISSION 11-13-33

WTC-TABLE 1



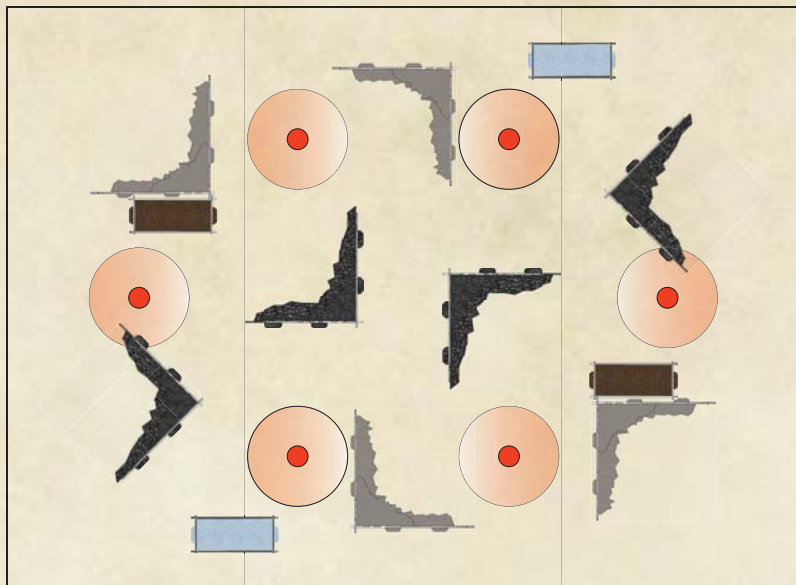
MISSION 11-13-33

WTC-TABLE 2



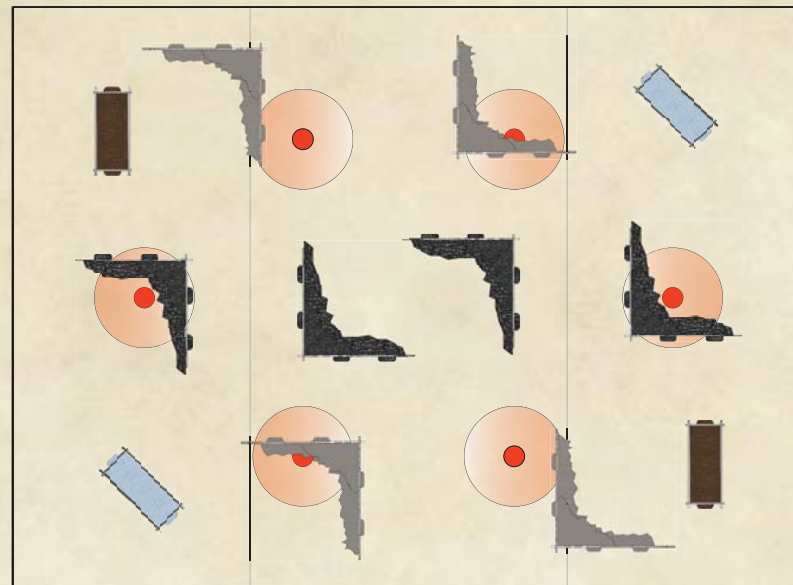
MISSION 11-13-33

WY-TABLE 1



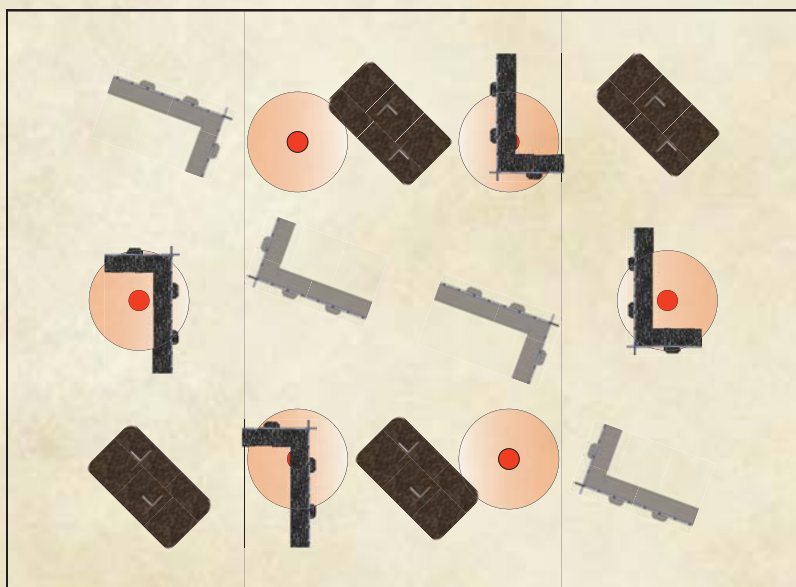
MISSION 11 - Recover the Relics

WY-TABLE 2



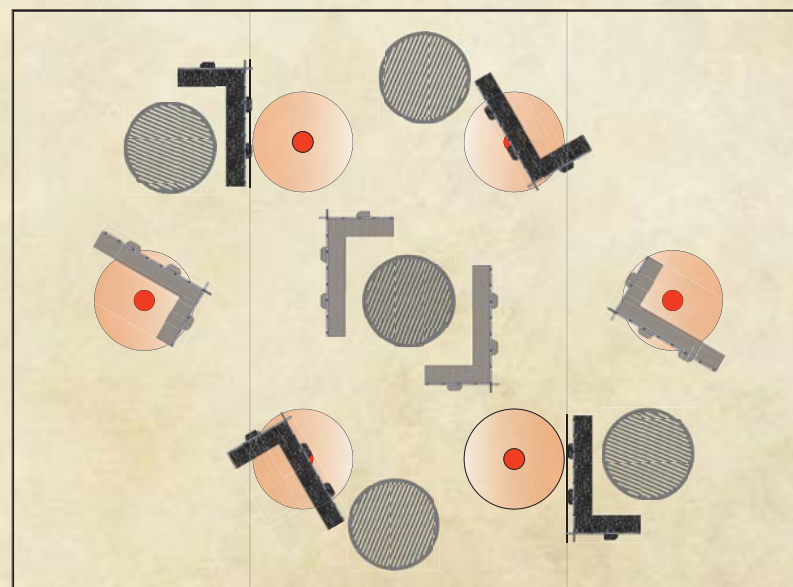
MISSION 11 - Recover the Relics

WTC-TABLE 1



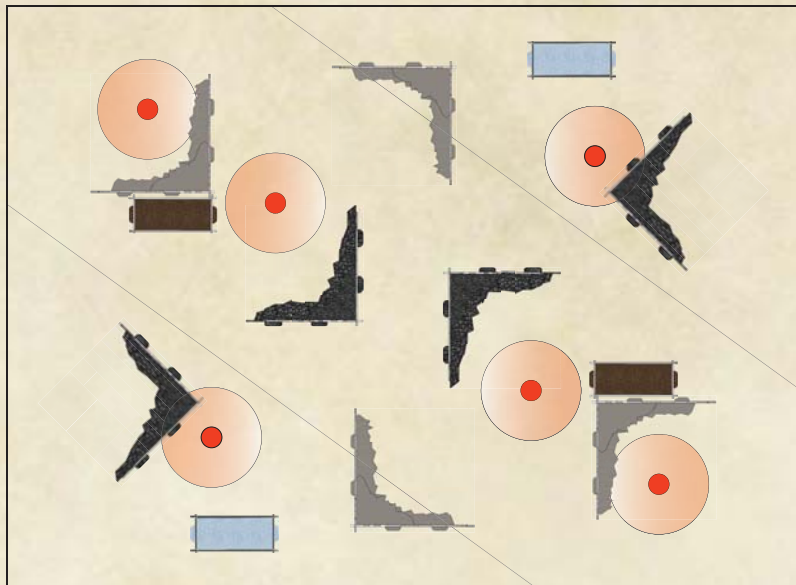
MISSION 11 - Recover the Relics

WTC-TABLE 2



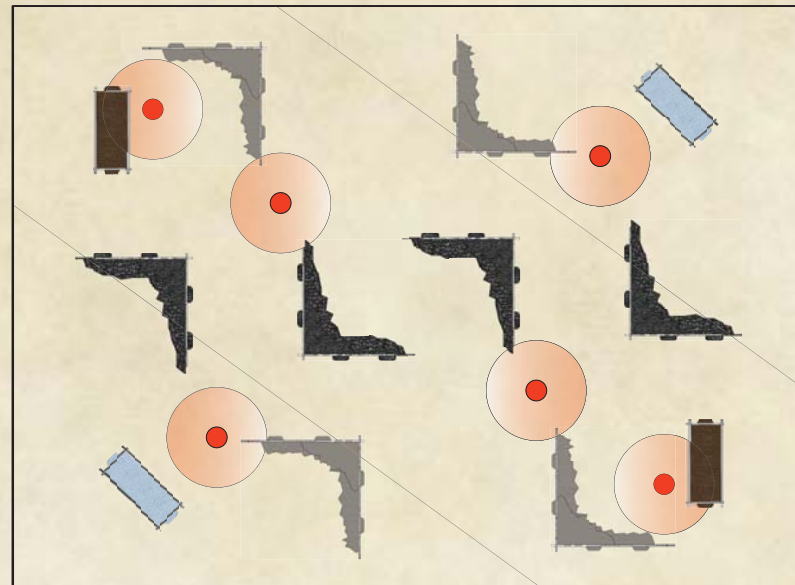
MISSION 11 - Recover the Relics

WY-TABLE 1



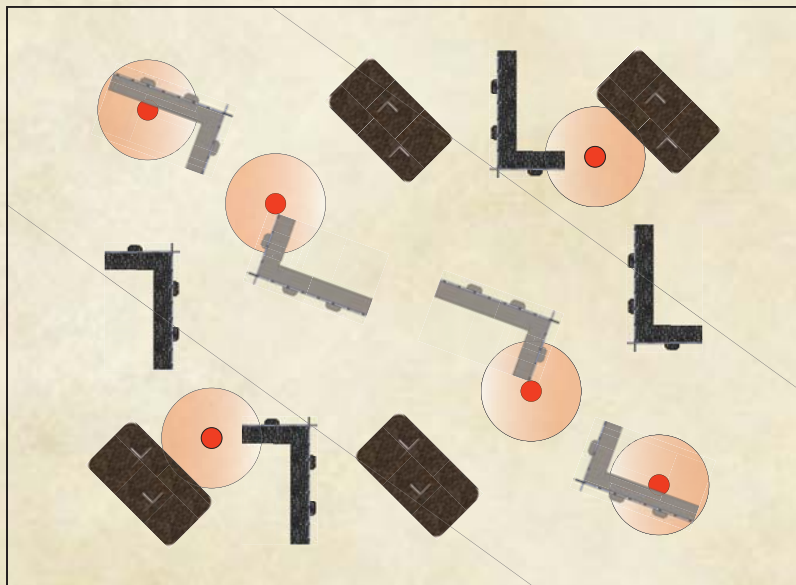
MISSION 13 - Data Scry-Salvage

WY-TABLE 2



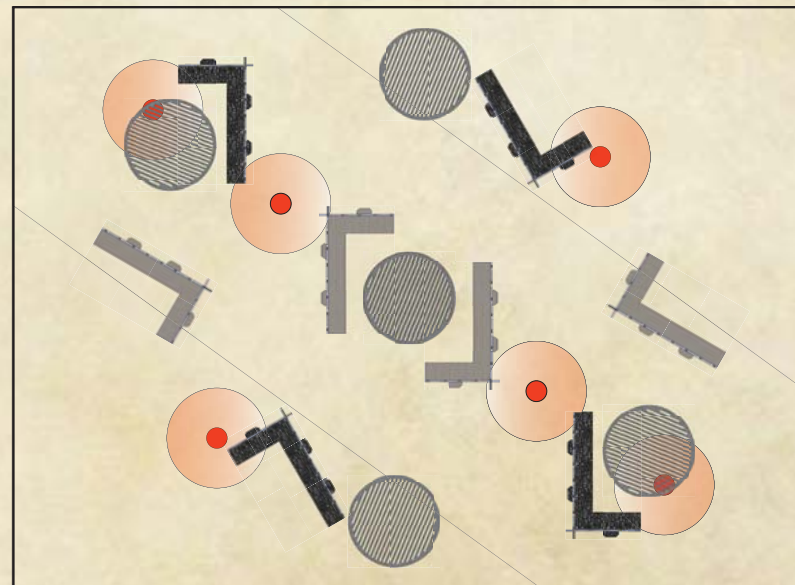
MISSION 13 - Data Scry-Salvage

WTC-TABLE 1



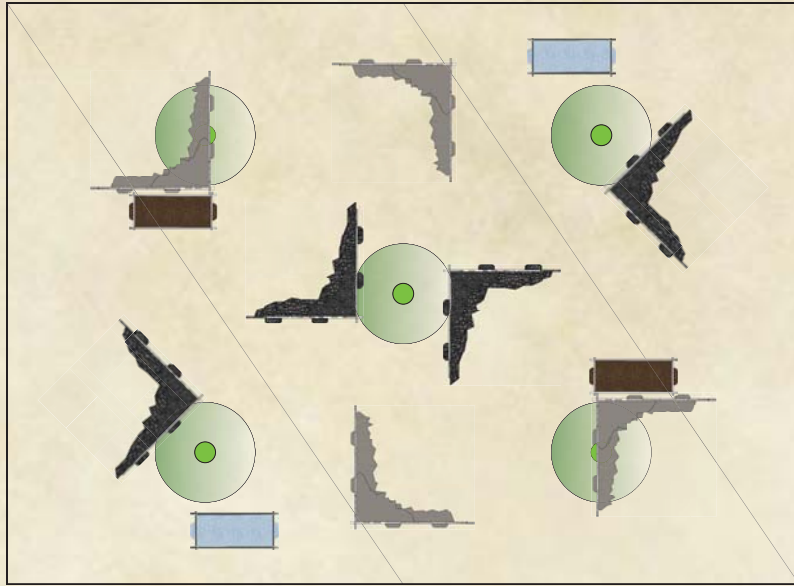
MISSION 13 - Data Scry-Salvage

WTC-TABLE 2



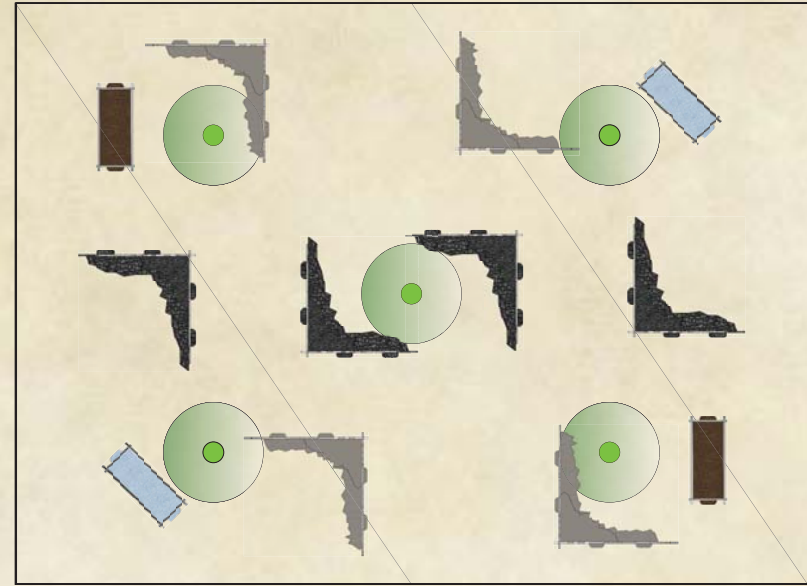
MISSION 13 - Data Scry-Salvage

WY-TABLE 1



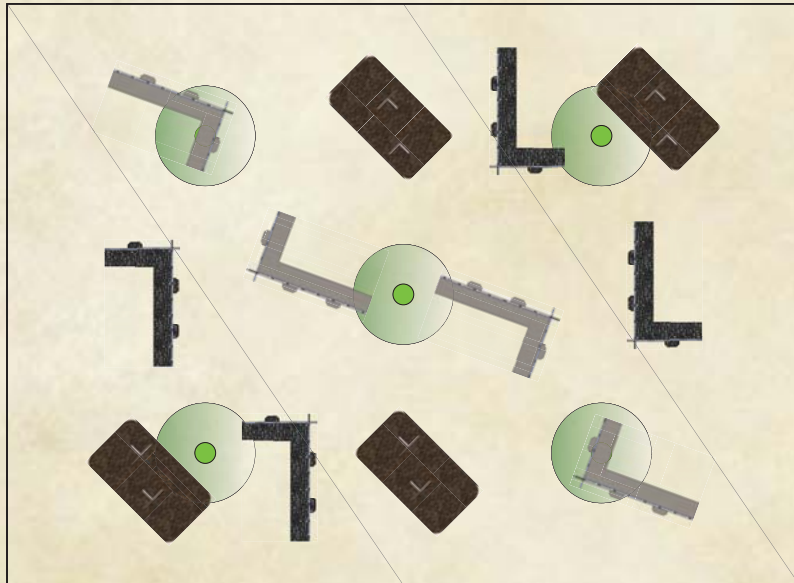
MISSION 33 - Secure Missing Artefacts

WY-TABLE 2



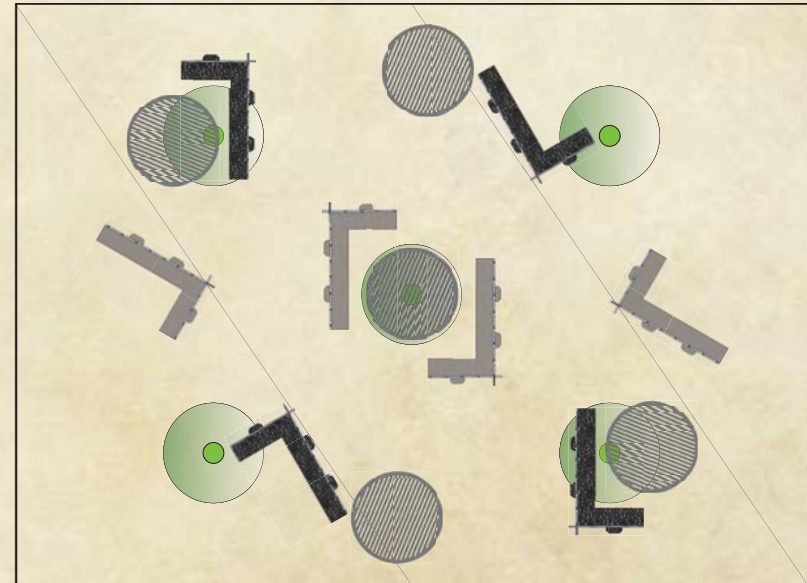
MISSION 33 - Secure Missing Artefacts

WTC-TABLE 1



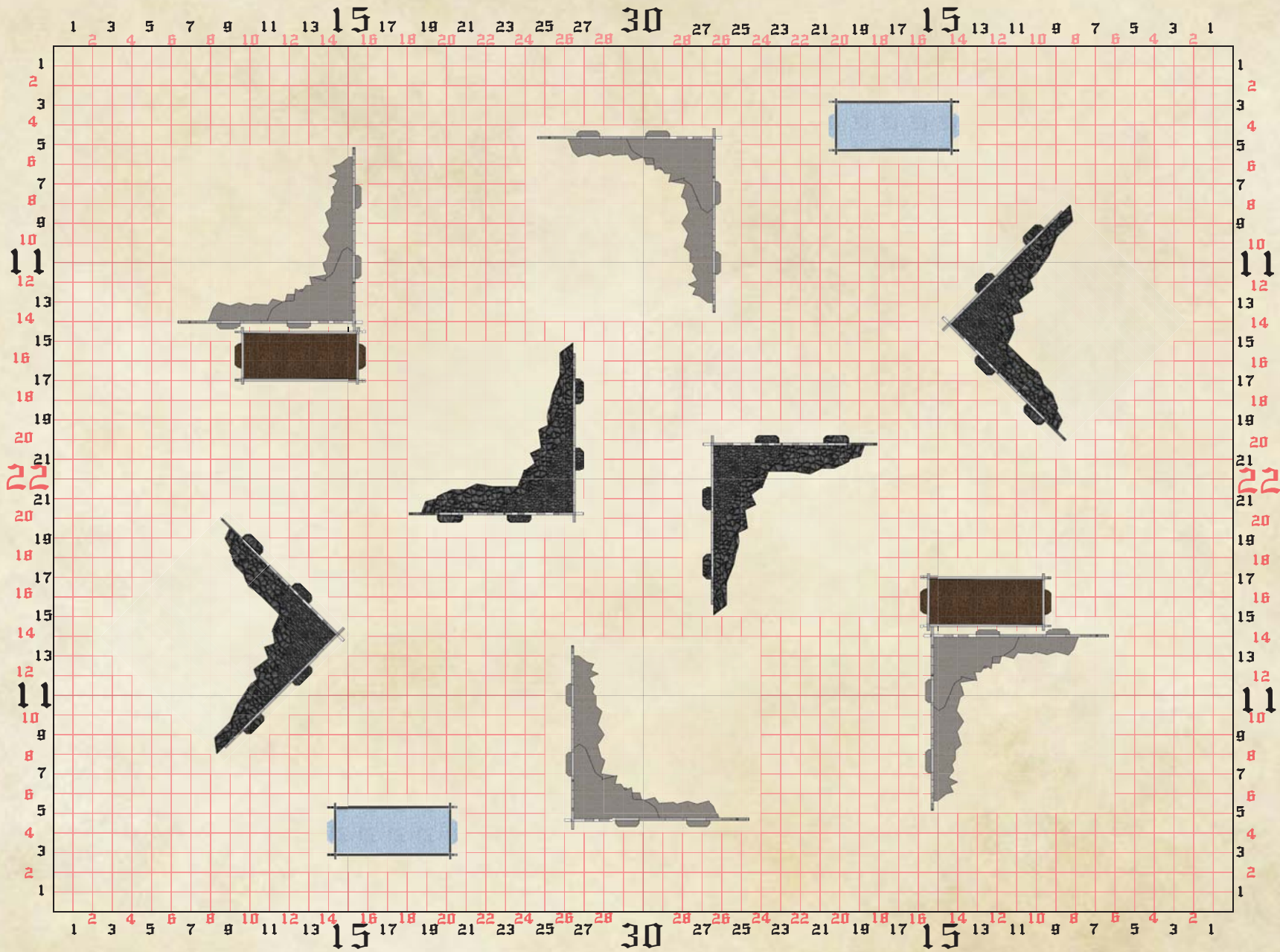
MISSION 33 - Secure Missing Artefacts

WTC-TABLE 2



MISSION 33 - Secure Missing Artefacts

WY TABLE 1

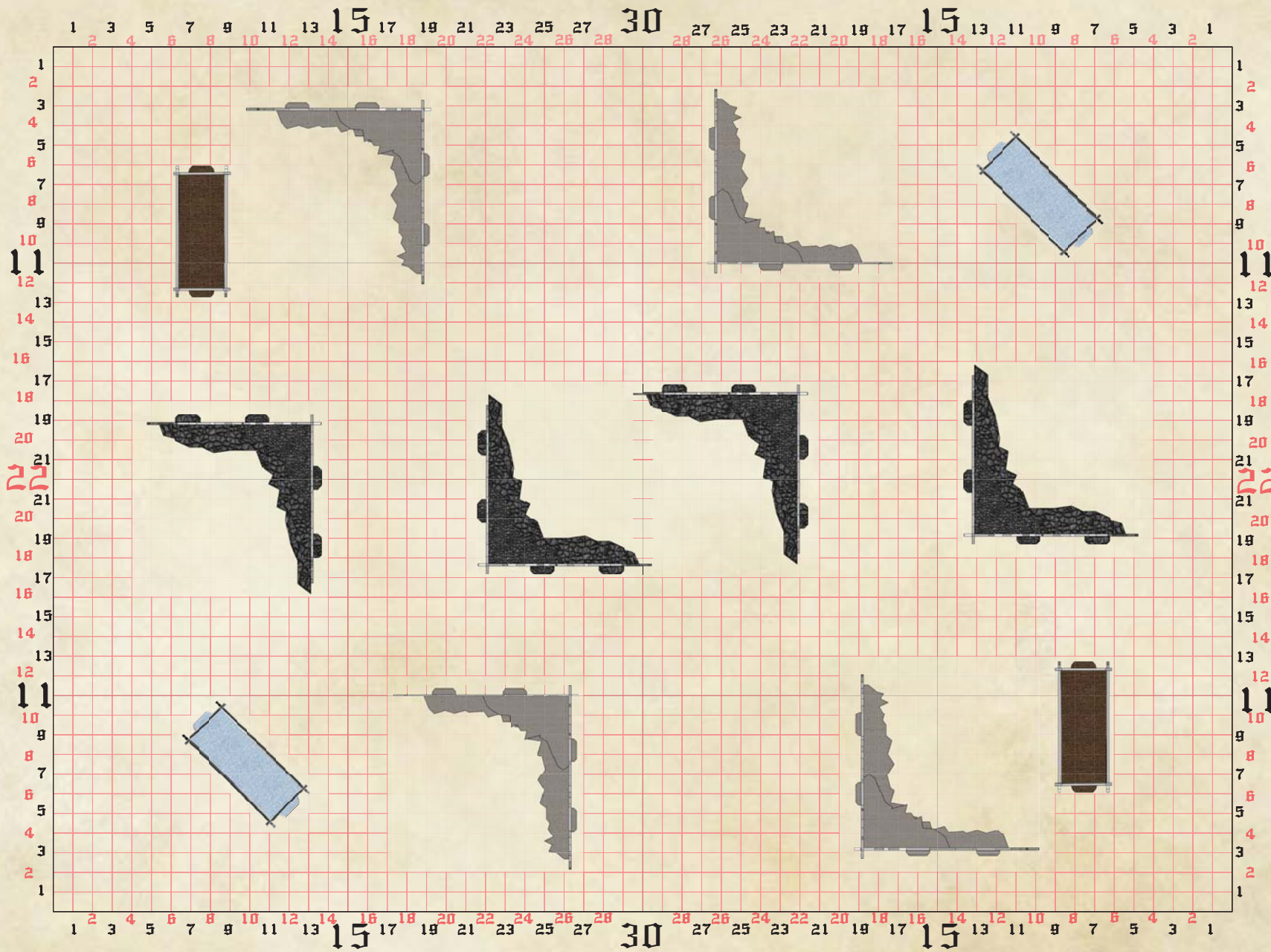


MISSION 11-13-31



The Alpine Cup

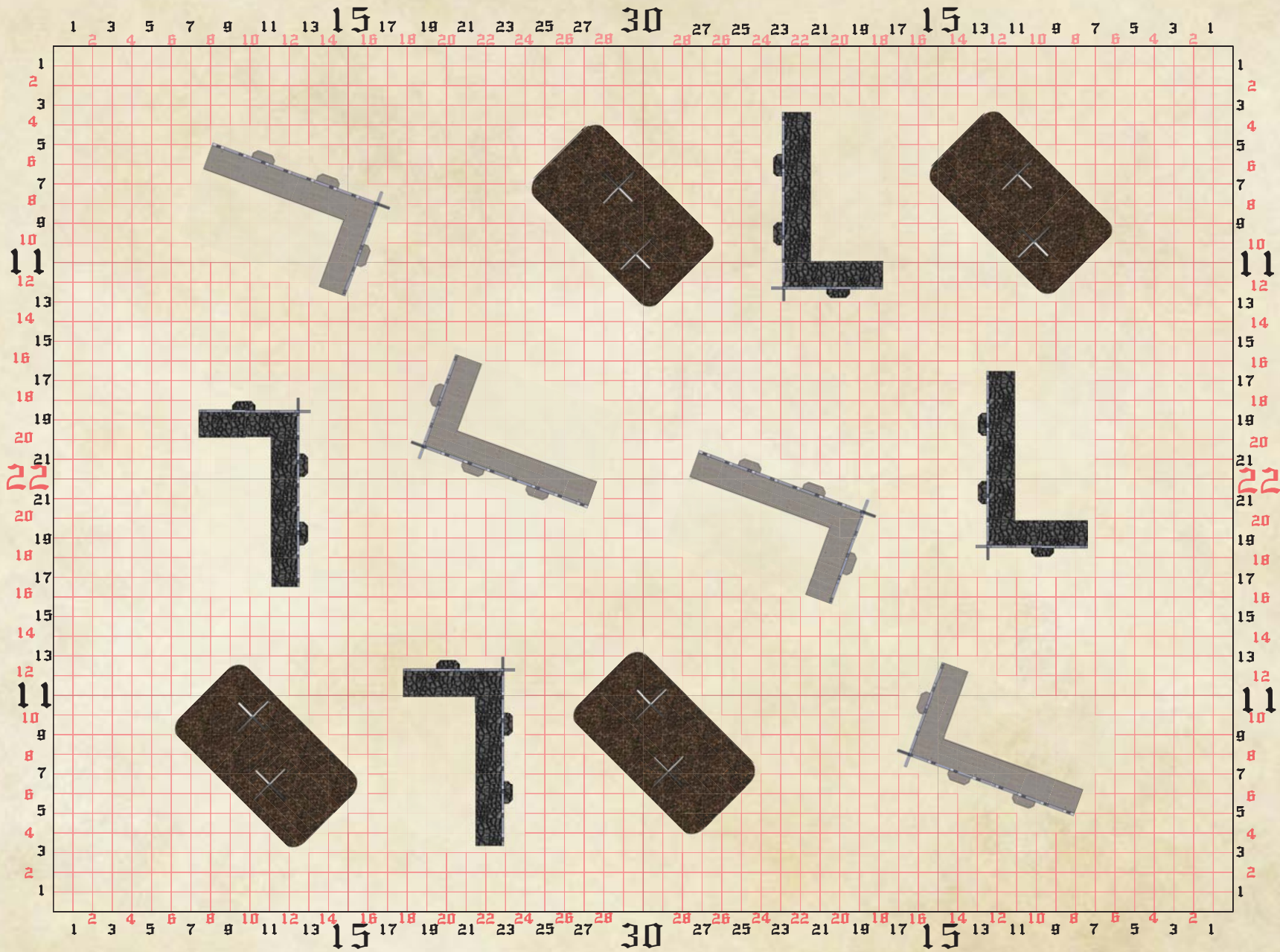
WY Table 2



MISSION 11-13-33



WTC Table 1

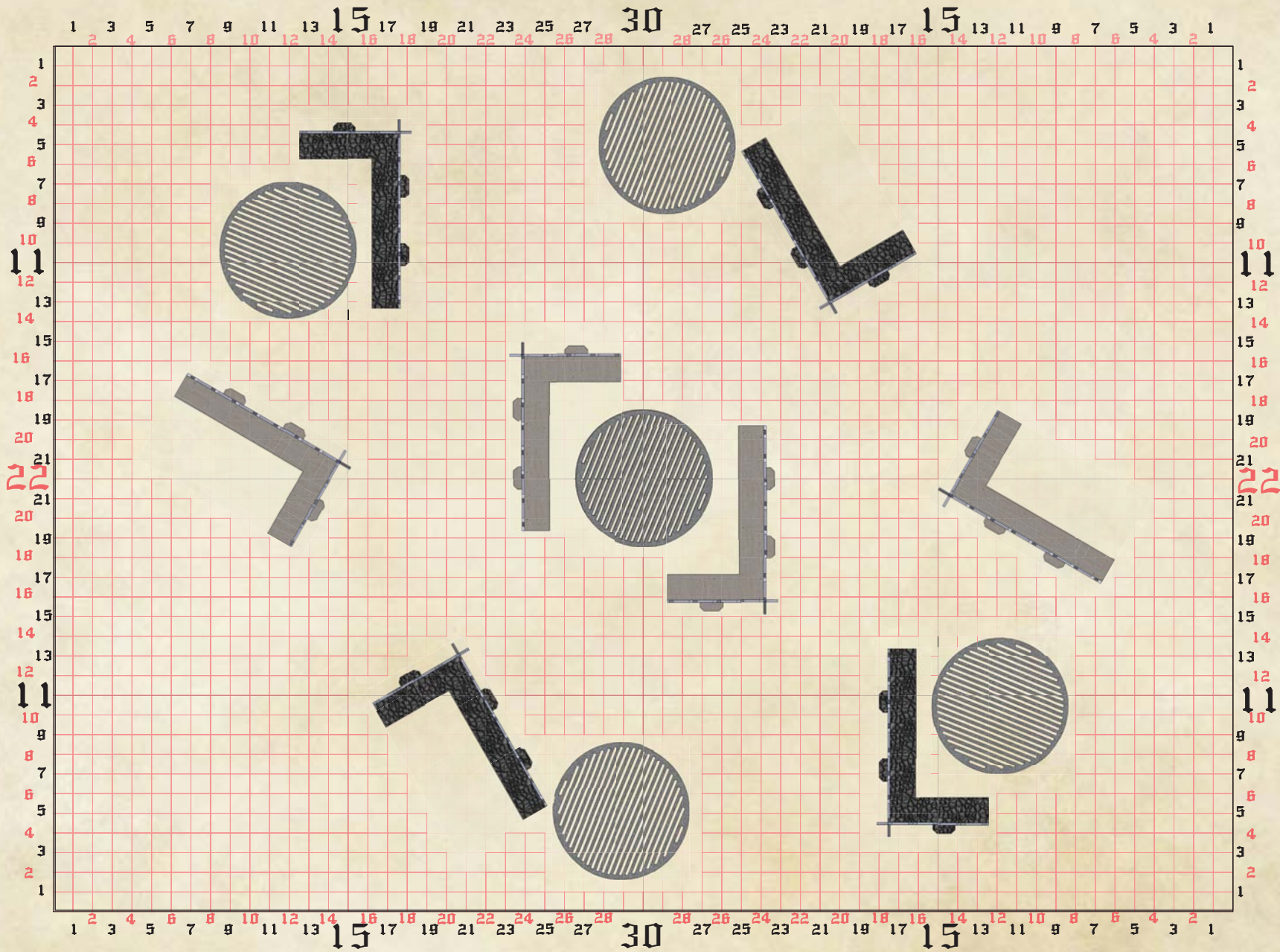


MISSION 11-13-33



The Alpine Cup

WTC Table 2

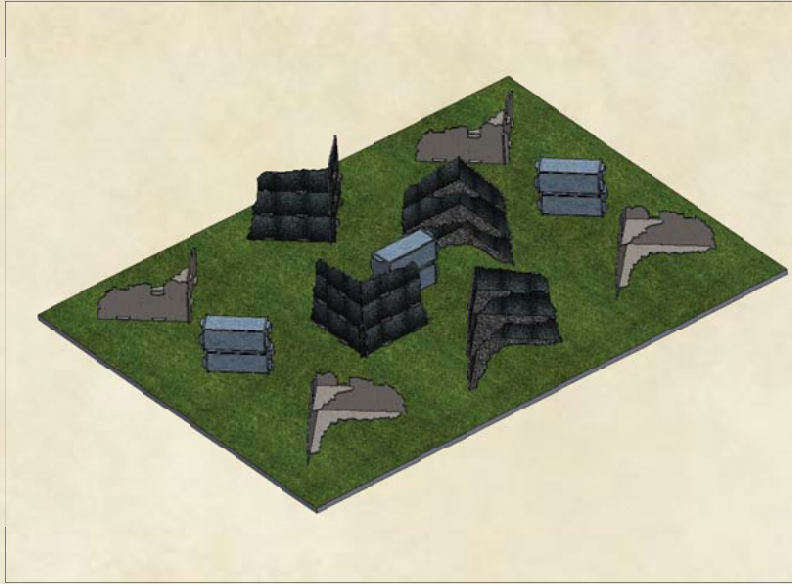


MISSION 11-13-33



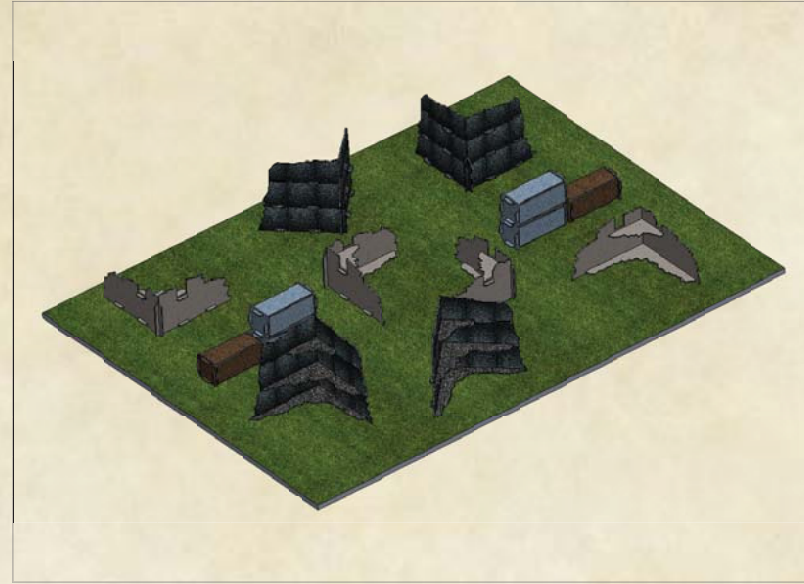
The Alpine Cup

WY-TABLE 1



MISSION 22 - 31

WY-TABLE 2



MISSION 22 - 31

WTC-TABLE 1



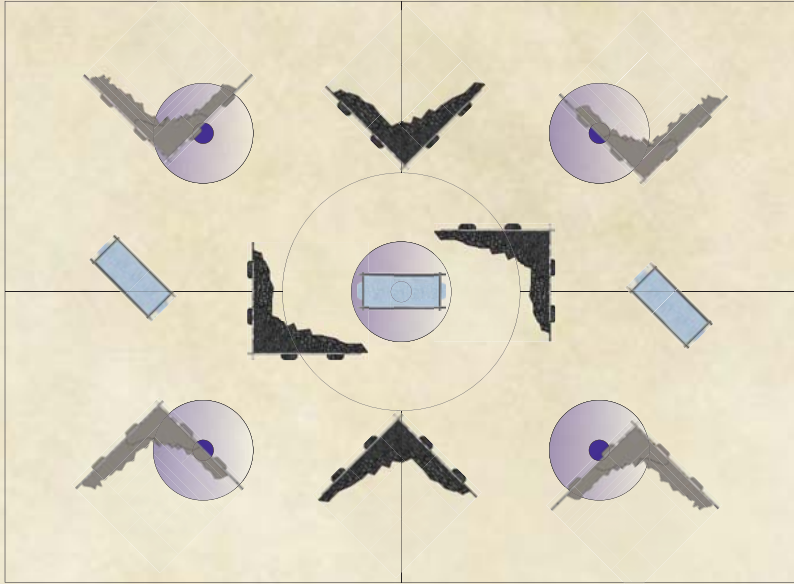
MISSION 22 - 31

WTC-TABLE 2



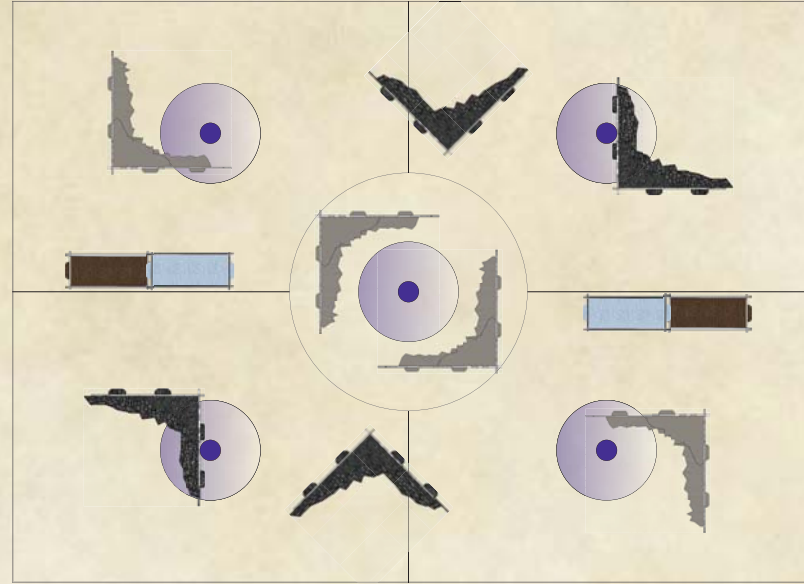
MISSION 22 - 31

WY-TABLE 1



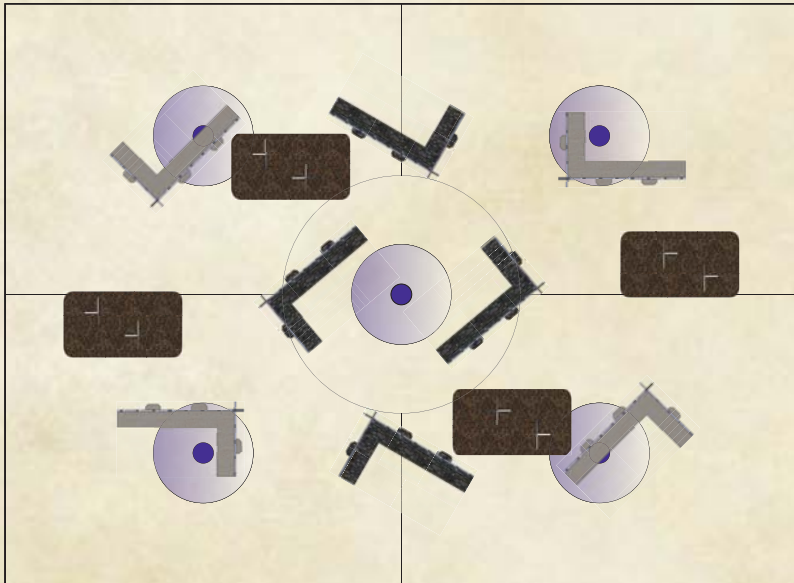
MISSION 22 - Conversion

WY-TABLE 2



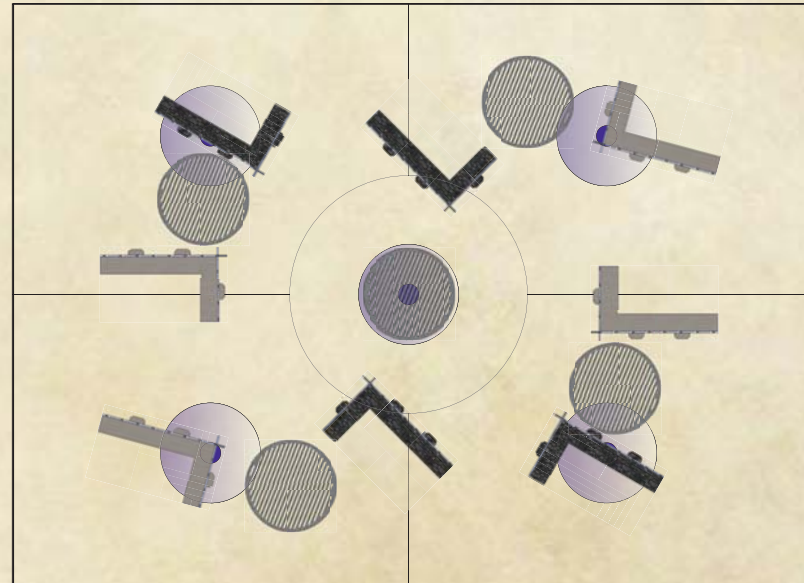
MISSION 22 - Conversion

WTC-TABLE 1



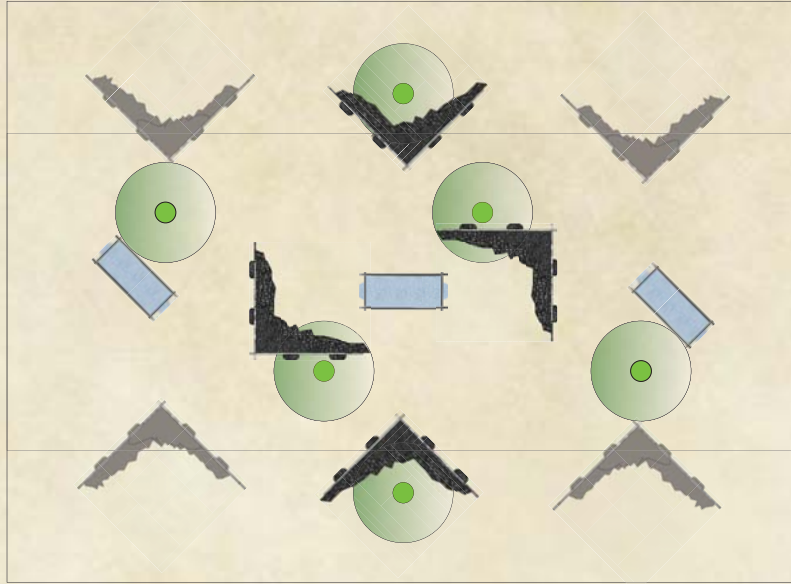
MISSION 22 - Conversion

WTC-TABLE 2



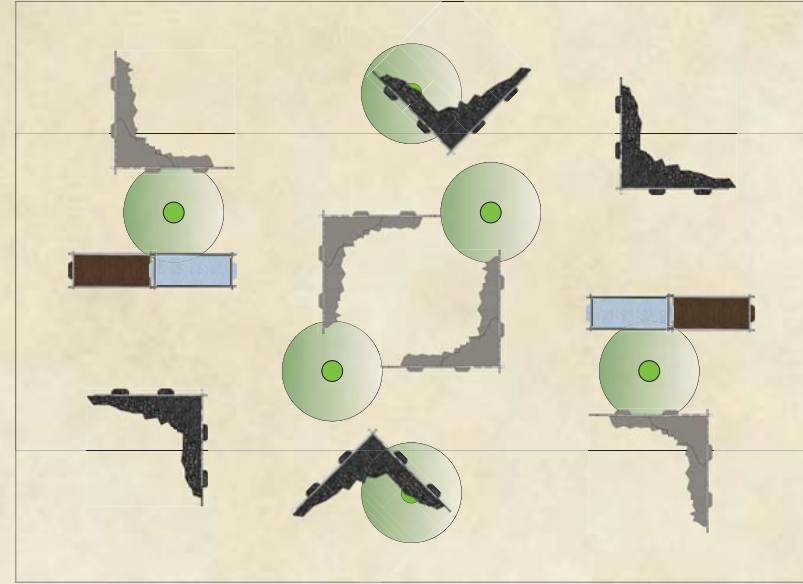
MISSION 22 - Conversion

WY-TABLE 1



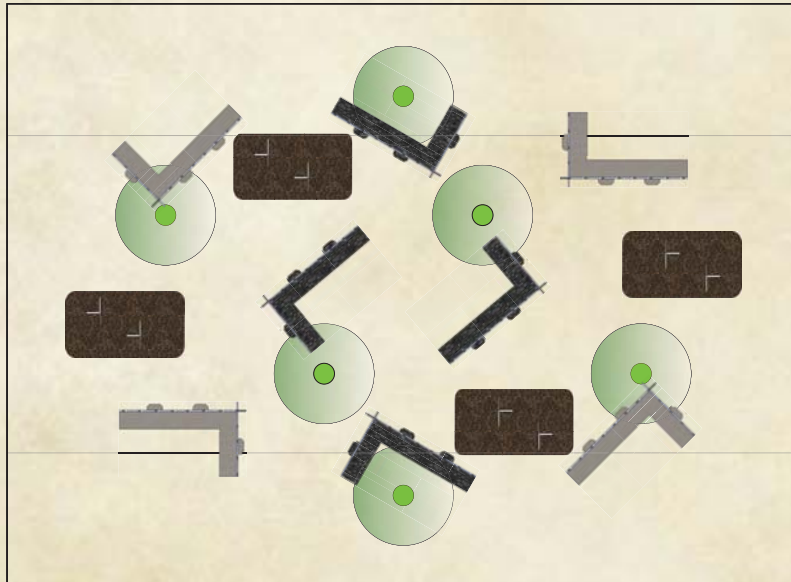
MISSION 31 - Tide of Conviction

WY-TABLE 2



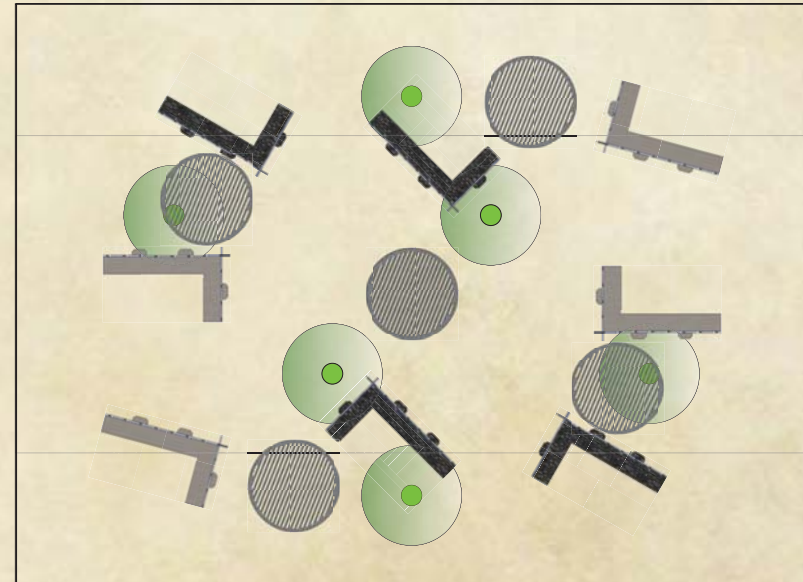
MISSION 31 - Tide of Conviction

WTC-TABLE 1



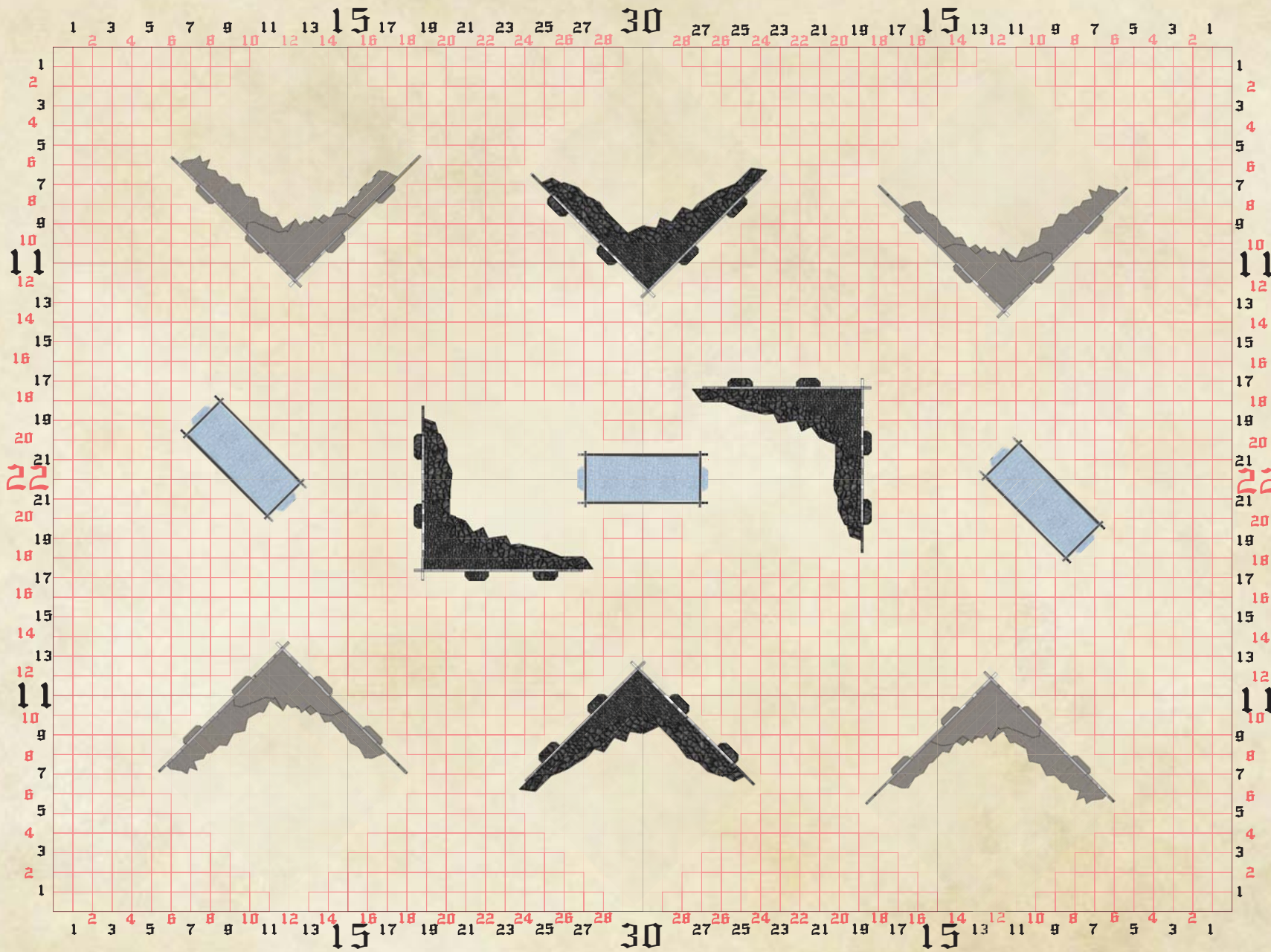
MISSION 31 - Tide of Conviction

WTC-TABLE 2



MISSION 31 - Tide of Conviction

WY Table 1

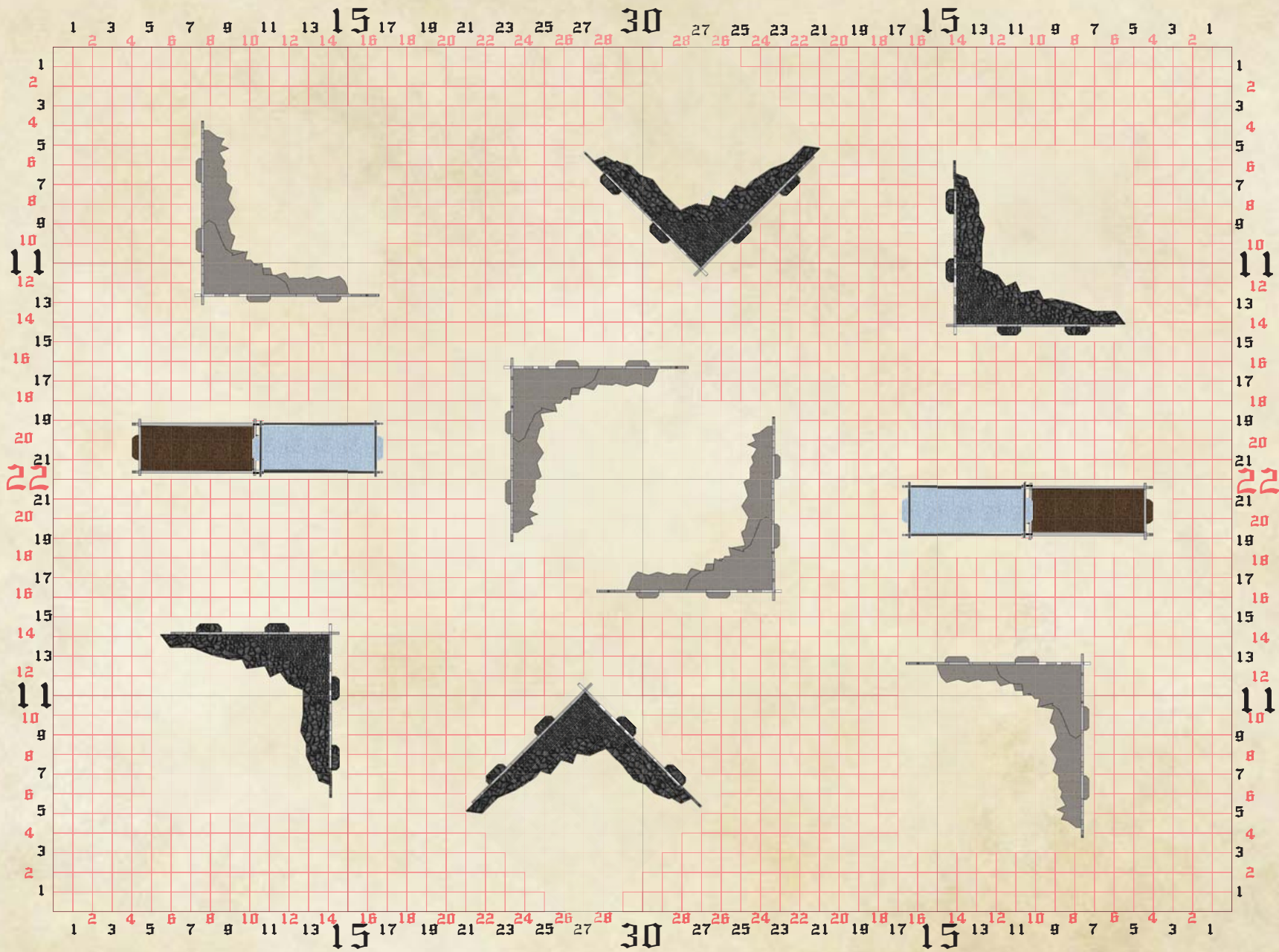


MISSION 22-31



The Alpine Cup

WY Table 2

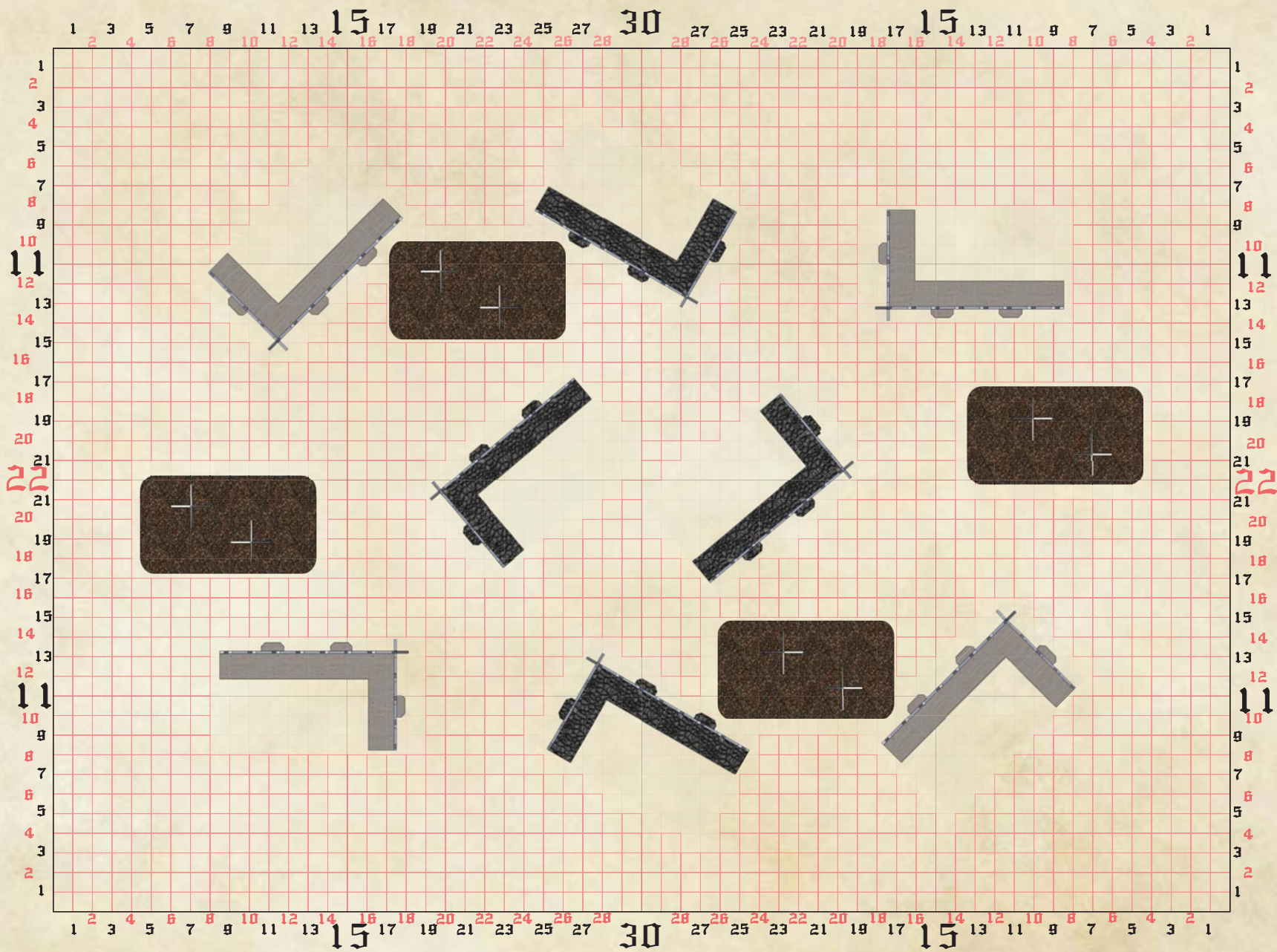


MISSION 22-31



The Alpine Cup

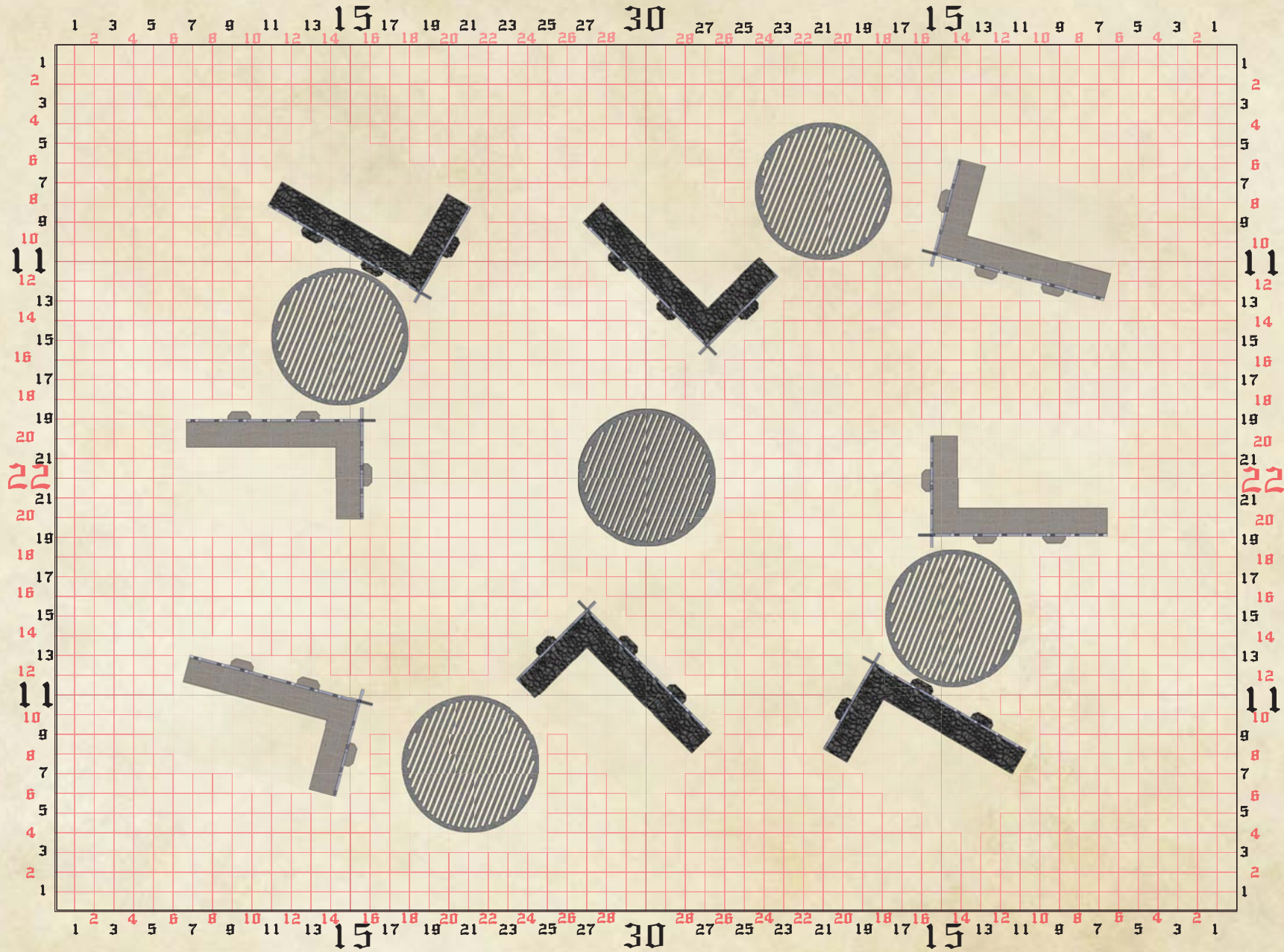
WTC Table 1



MISSION 22-31



WTC Table 2



MISSION 22-31



The Alpine Cup