

**The Alpine  
Grand Tournament  
2023 10th Edition Terrain Maps**

(v3 26.06.2023)

Powered by:



# Alpine GT 2023 Terrain Maps 10th Edition

- \* We have prepared 8 terrain maps for Alpine GT 2023. During the tournament half of the terrain will be WY Style, with the other half being WTC style. (Note: WTC Style tables are not the same maps as the ones that will be used in WTC)
- \* Each deployment type has 2 maps, one of each type.
- \* We are not abiding by the rule of “do not place terrain or models on 40mm 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.

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

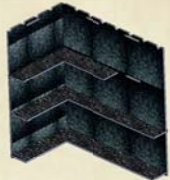
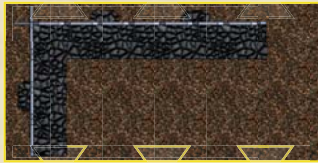
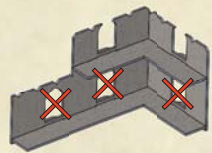
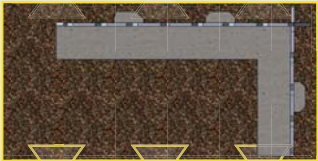


- All first floor windows will be counted as closed.
- You can NOT draw line of sight between the small gaps between a container and another container, ruin wall or the table floor. (Except for WTC - Hammer and Anvil No mans land Ruin + Container Couplinig)

V4 Updates: Slight adjustments done to terrain positions.

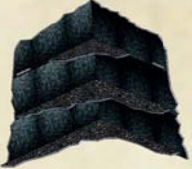


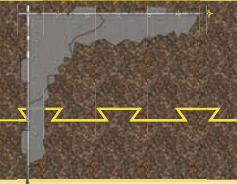




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Grand Tournament

## TERRAIN INDEX - WTC Style Terrain

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

TERRAIN INDEX - WY Style Terrain

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

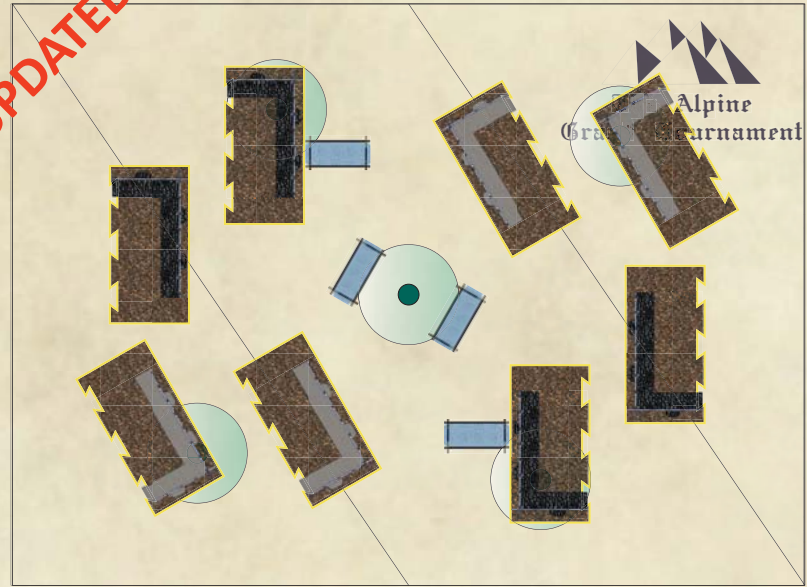
For WY Style terrain, ignore any walls that go out of the footprint except for ending movement on them. They do not block line of sight or movement.

UPDATED



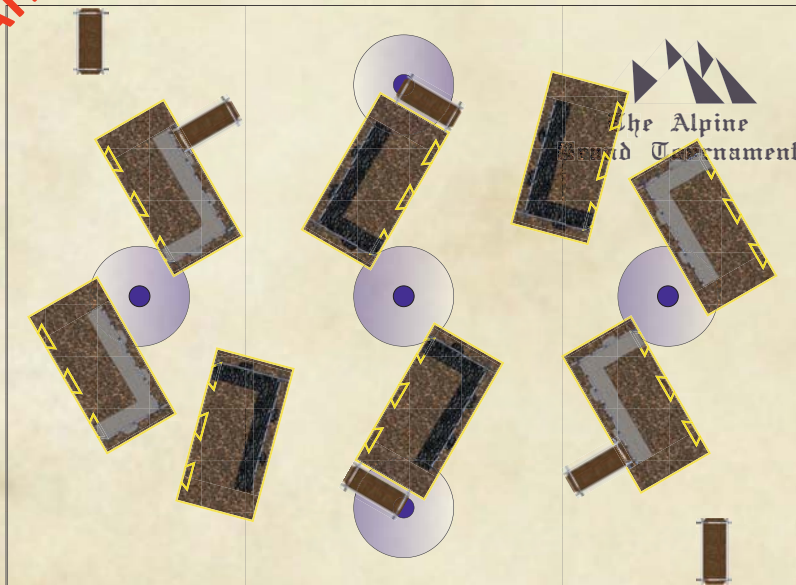
SEARCH AND DESTROY

UPDATED



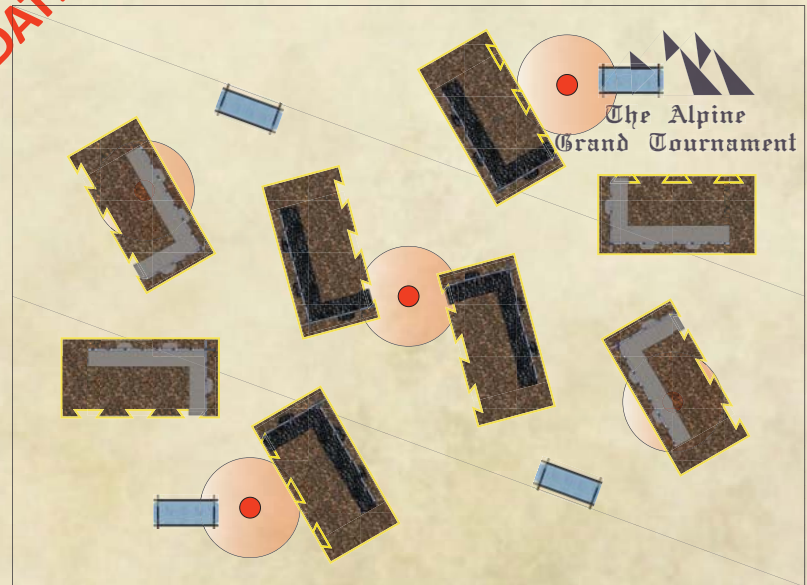
CRUCIBLE OF BATTLE

UPDATED



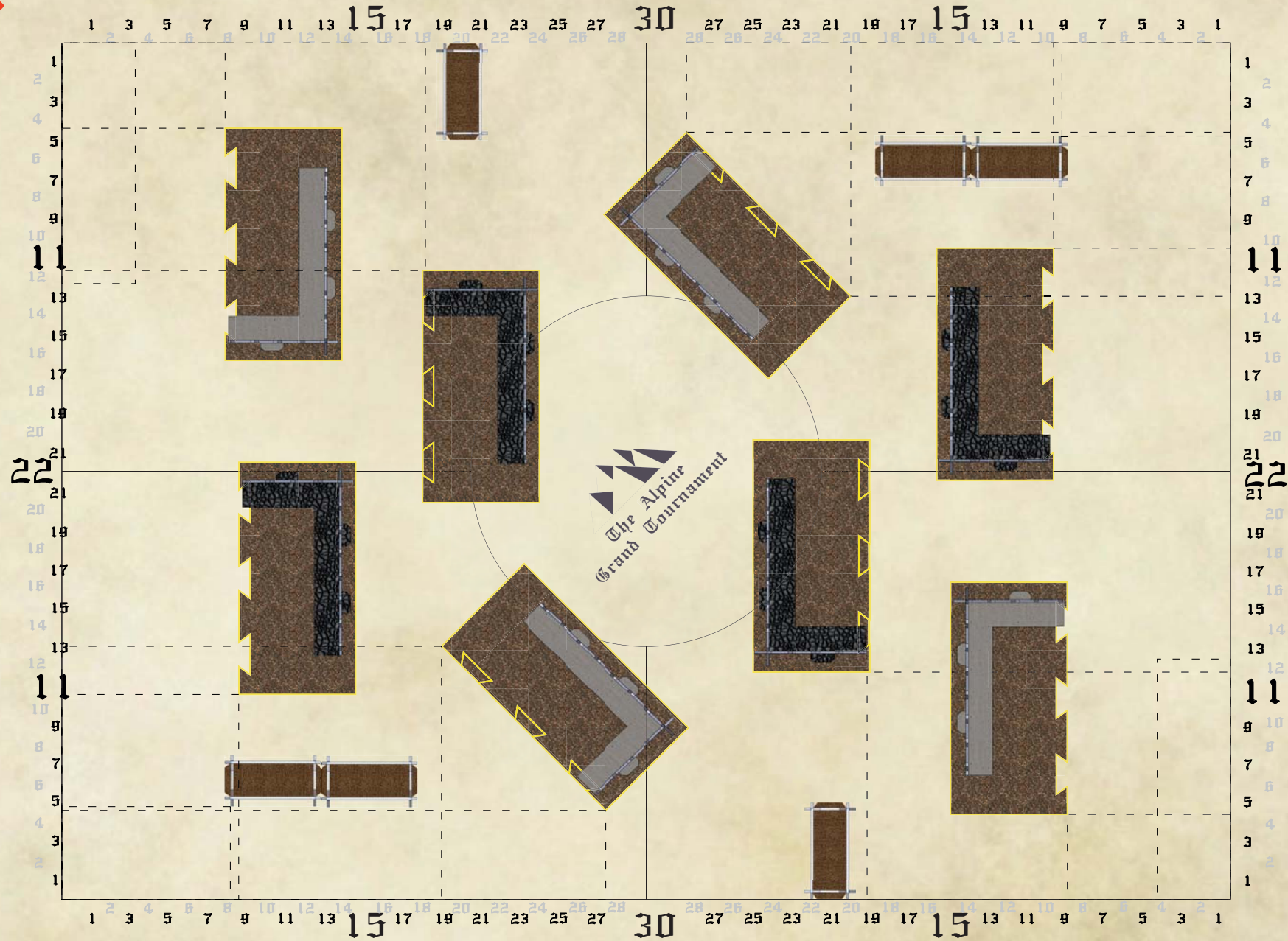
HAMMER AND ANVIL

UPDATED



SWEEPING ENGAGEMENT

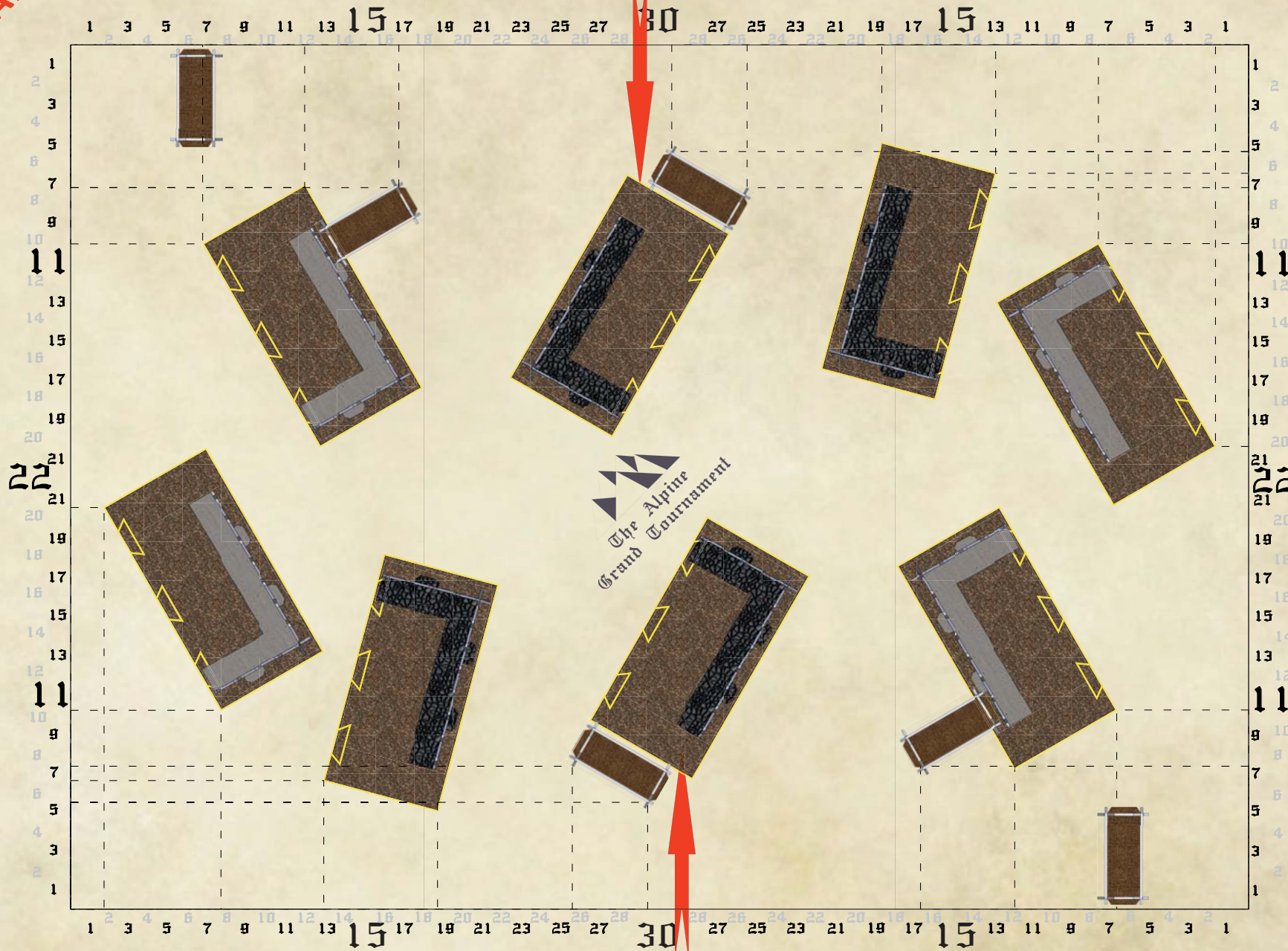
**UPDATED**



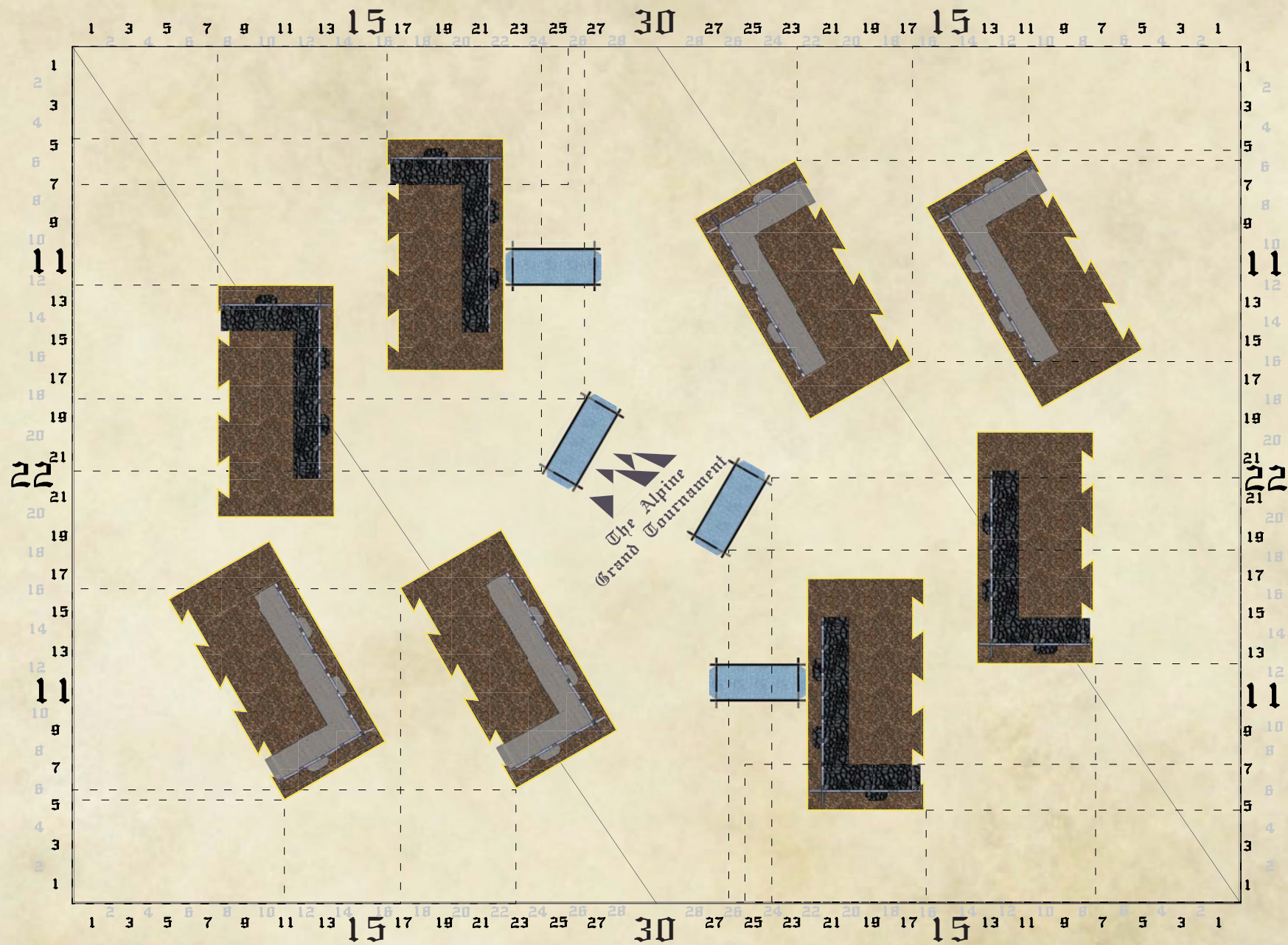
# SEARCH AND DESTROY

Note: You can draw line of sight from this gap.  
Normal Ruins rules apply.

UPDATED



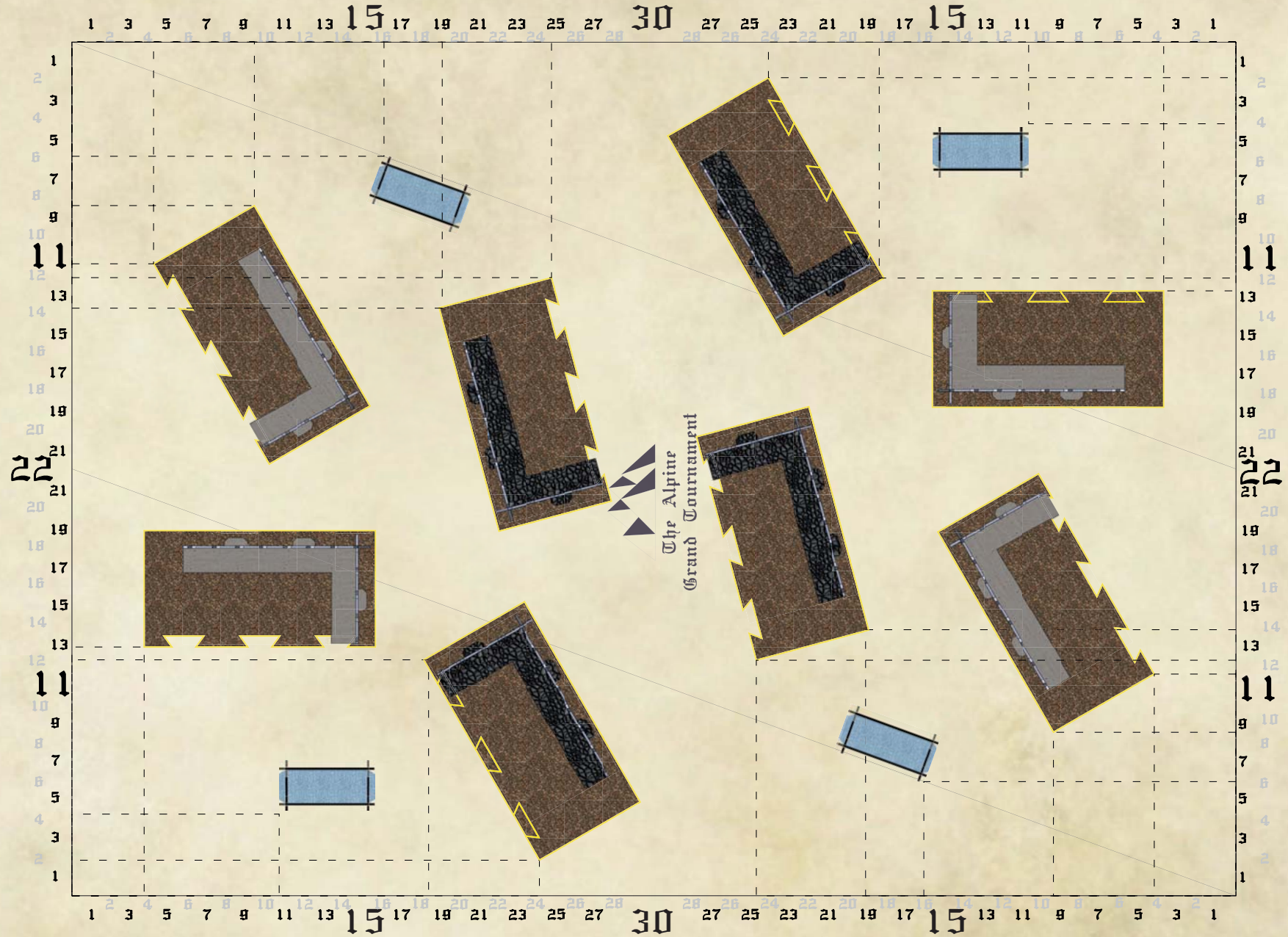
# HAMMER AND ANVIL



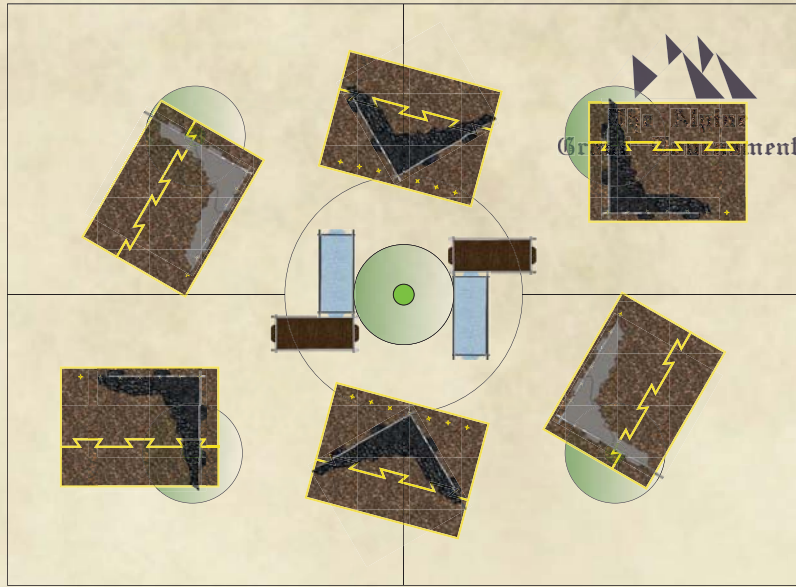
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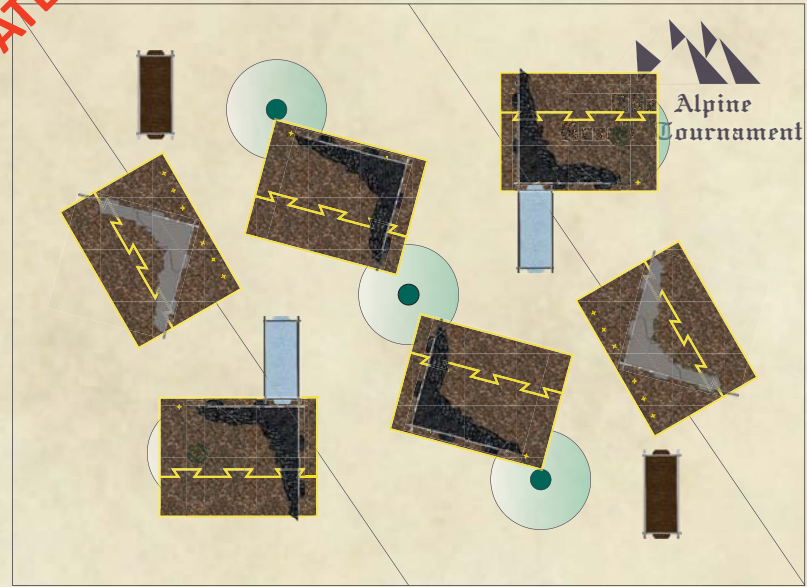


# SWEEPING ENGAGEMENT



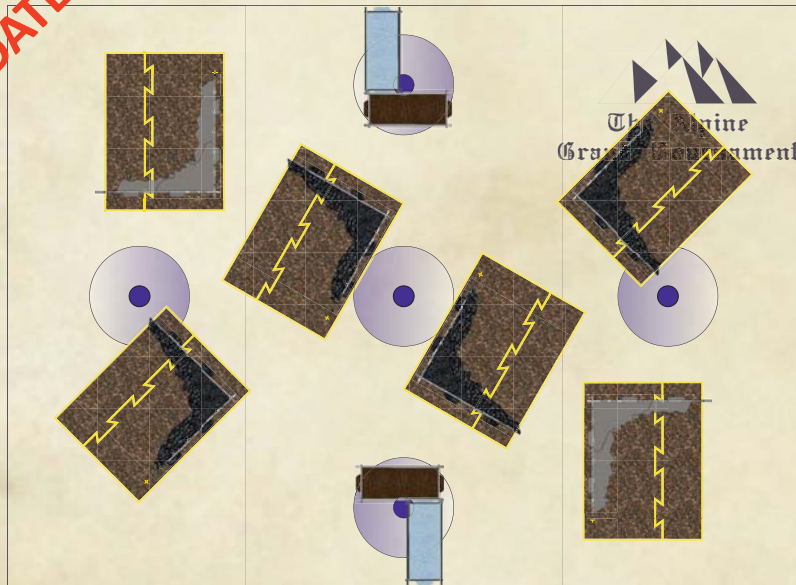
**SEARCH AND DESTROY**

**UPDATED**

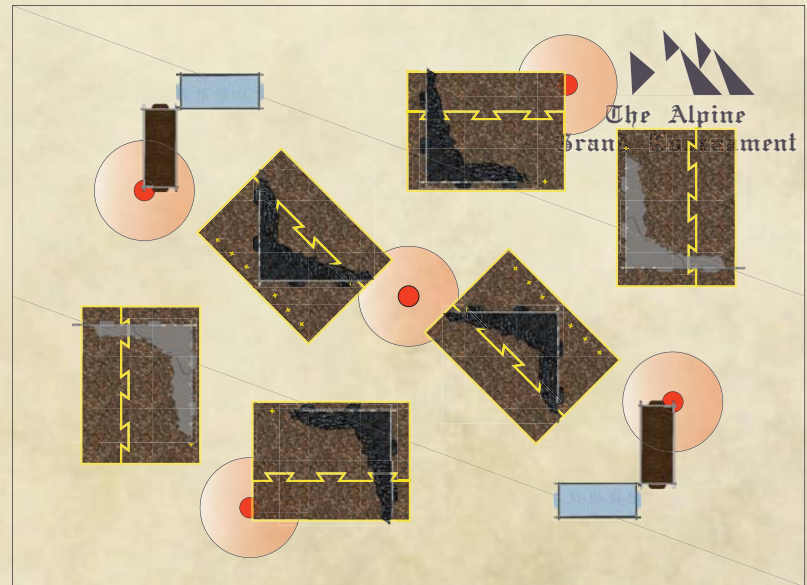


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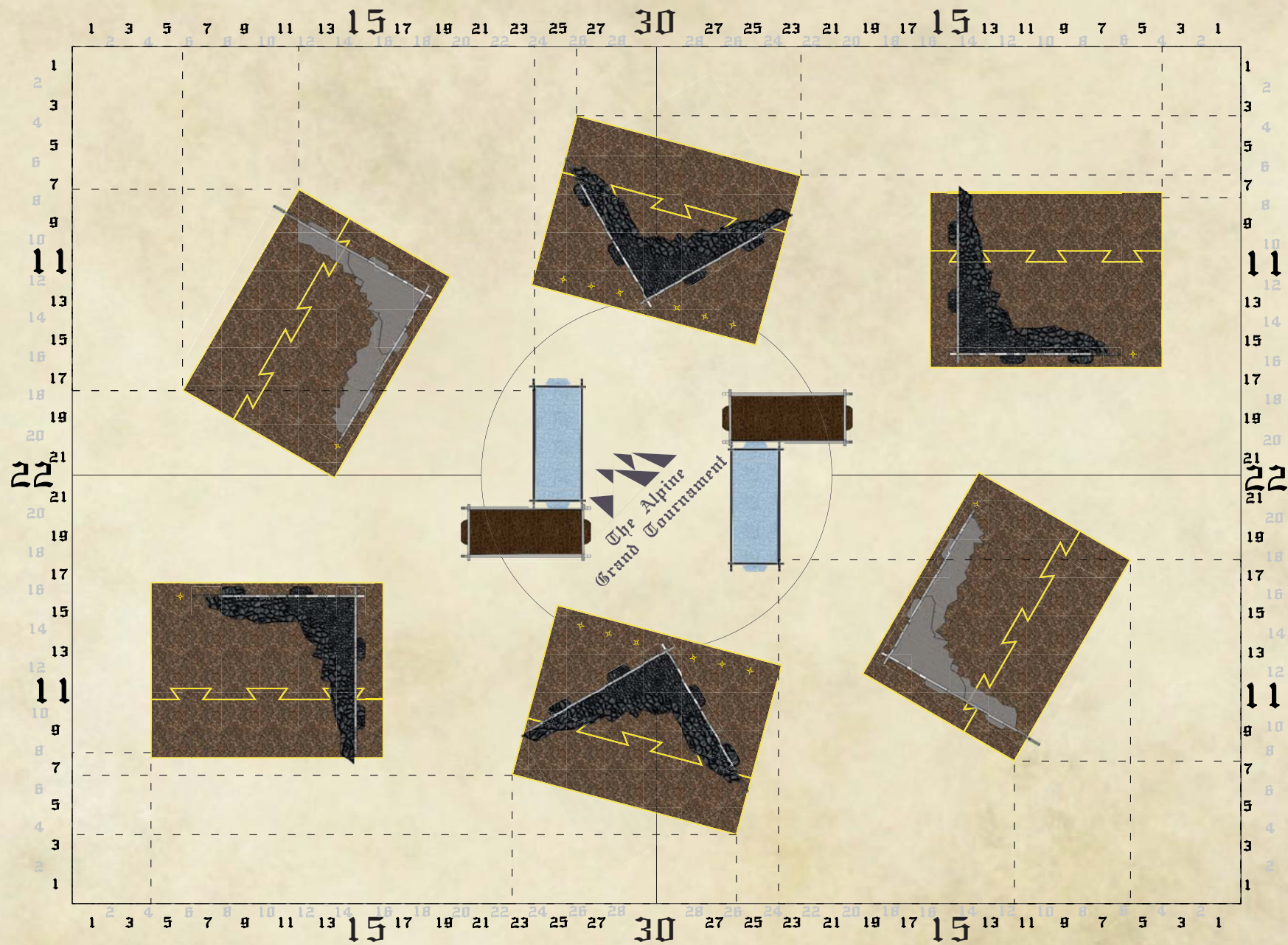
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**HAMMER AND ANVIL**

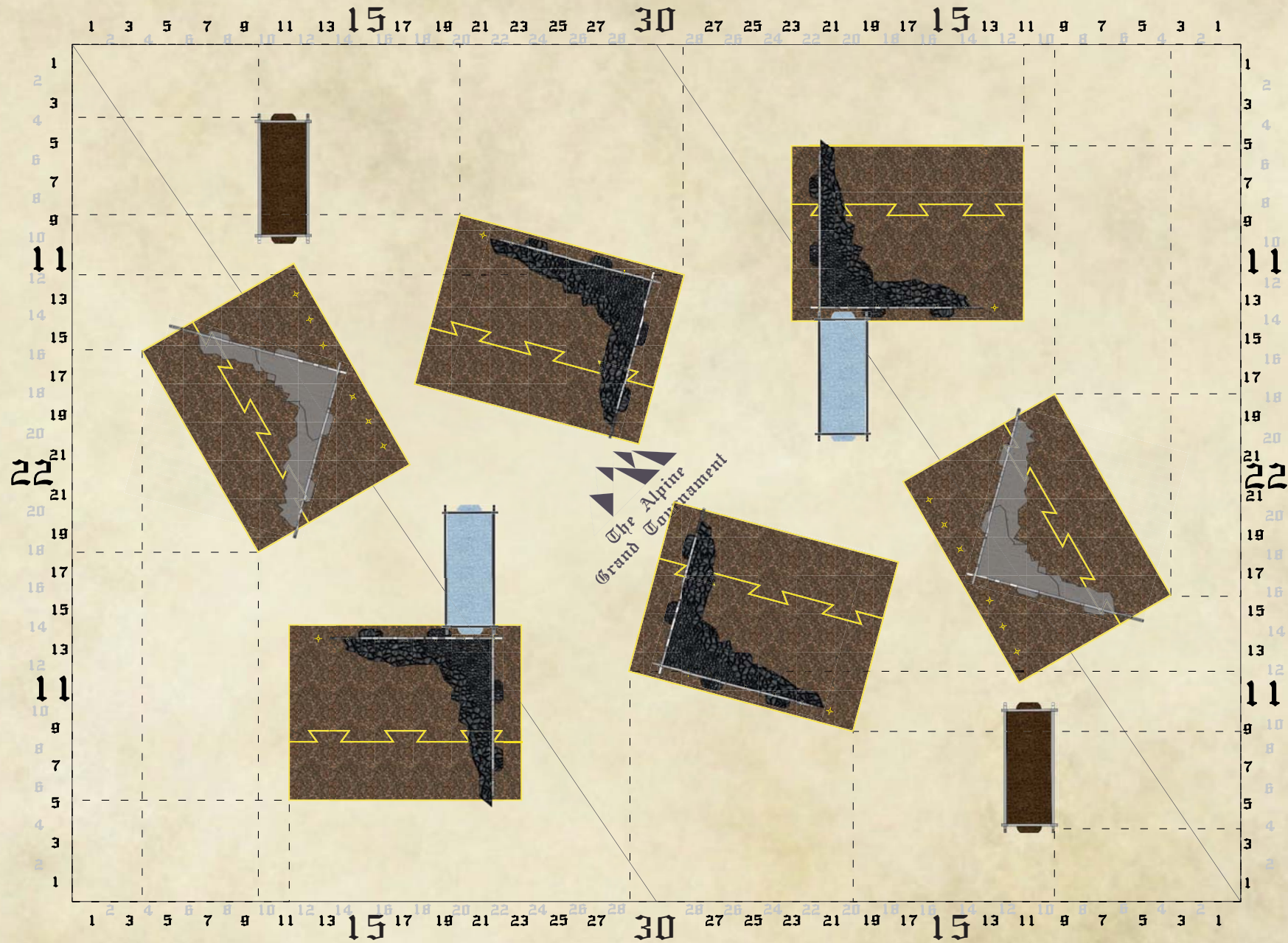


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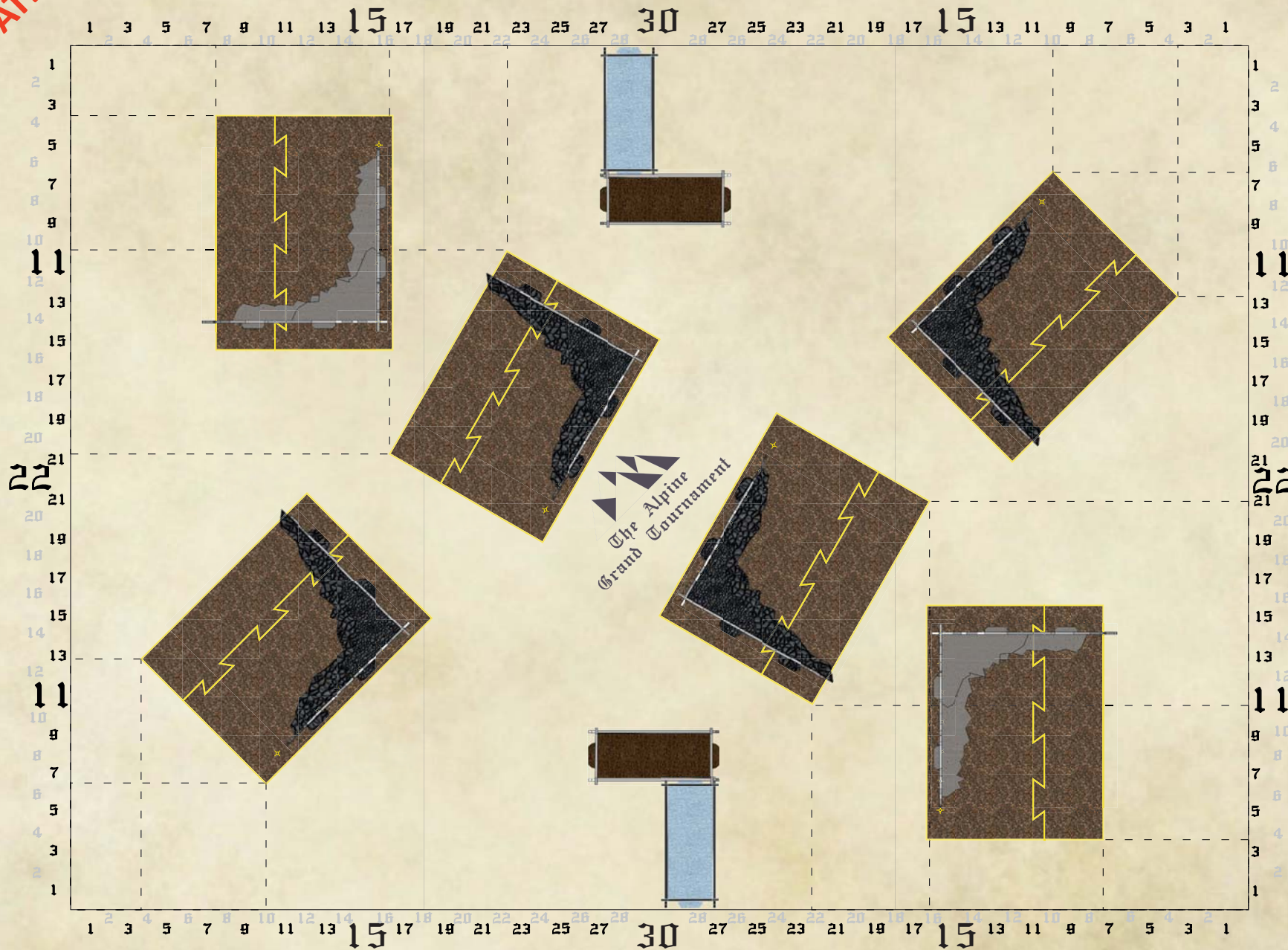
# SEARCH AND DESTROY

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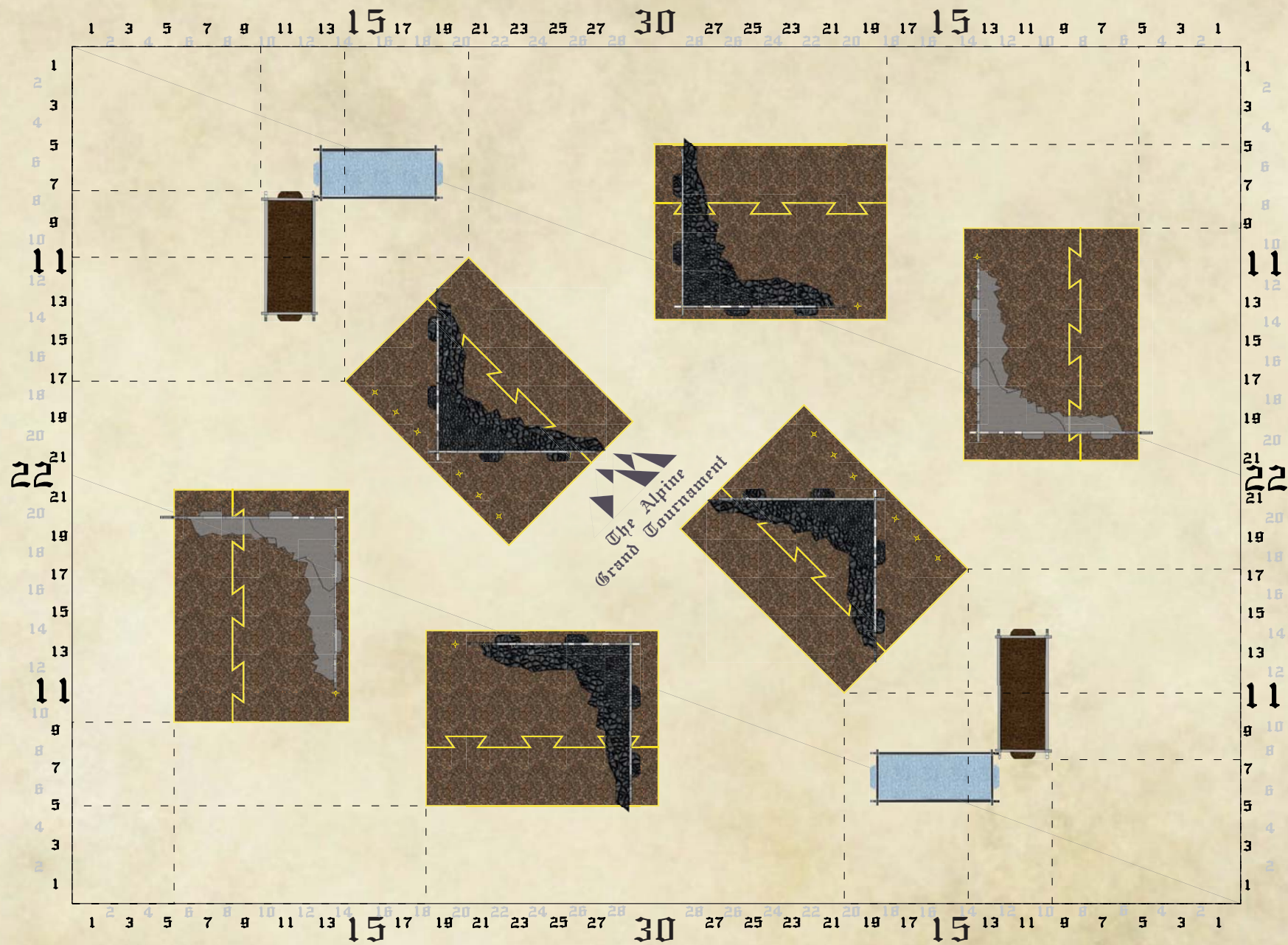


# CRUCIBLE OF BATTLE

UPDATED



# HAMMER AND ANVIL



# SWEEPING ENGAGEMENT