



ALPINE CUP

KASSEL GT

2024 TERRAIN MAPS

(v1.1 hotpatch)

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KASSEL GT ALPINE CUP 2024 TERRAIN MAPS

We have prepared 24 terrain maps for Kassel GT 2024. During the tournament 1/3 of the terrain will be WY Style, with the 2/3 being WTC style.

(Note WTC Style tables for Table 1 and Table 2 are the same maps as the ones that were used in WTC)

Each deployment type has 6 maps.

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


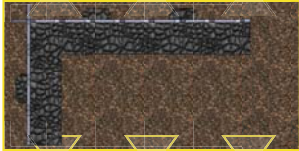
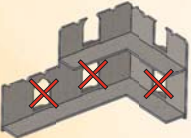
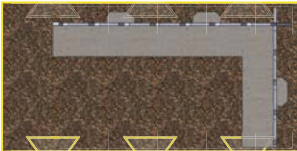



All terrain footprints have marking on them to position the ruins accordingly.
Pay attention to which way the ruin is positioned and use the marker that replicates the position of the terrain piece on the map.

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




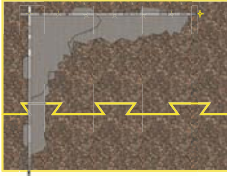


- All first floor windows will be counted as closed.
- You can NOT draw line of sight between the small gaps between a container and another container, ruin wall or the table floor when there is this symbol.



TERRAIN INDEX - WTC Style Terrain

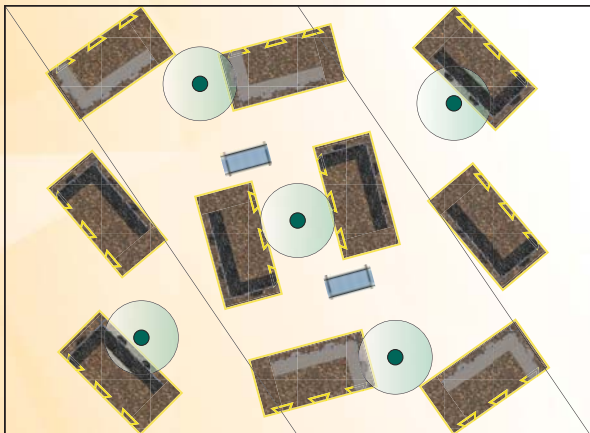
<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 9,5"</p> <p>Footprint Size: 12"x6"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p>
<p>TWO STOREY RUIN 3D View</p> 	<p>TWO STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width 5" Height: 5.01"</p> <p>Footprint Size: 12"x6"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p> <p>Clarification: Treat all first floor windows as closed.</p>
<p>CONTAINER 3D View</p> 	<p>CONTAINER Map View</p>  <p>Two Containers</p>	<p>Dimensions</p> <p>Length: 5" Width: 2,5" Height: 2,5"</p> <p>Footprint size: NO additional footprint</p>	<p>Rules</p> <p><i>Terrain Category: Armoured Containers</i></p> <p>Clarification: 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>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>Footprint Size: 12"x9"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p> <p>Clarification: Treat all windows as closed.</p>
<p>CORNER RUIN 3D View</p> 	<p>CORNER RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 9" Height: 5"</p> <p>Footprint Size: 12"x9"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p> <p>Clarification: Treat all first floor windows as closed.</p>
<p>CONTAINER 3D View</p> 	<p>CONTAINER Map View</p>  <p>Two Containers</p>	<p>Dimensions</p> <p>Length: 6" Width: 2,5" Height: 2,5"</p> <p>Footprint size: NO additional footprint</p>	<p>Rules</p> <p><i>Terrain Category: Armoured Containers</i></p> <p>Clarification: You can NOT draw line of sight between the gaps between a container and another container, ruin or the table floor.</p>

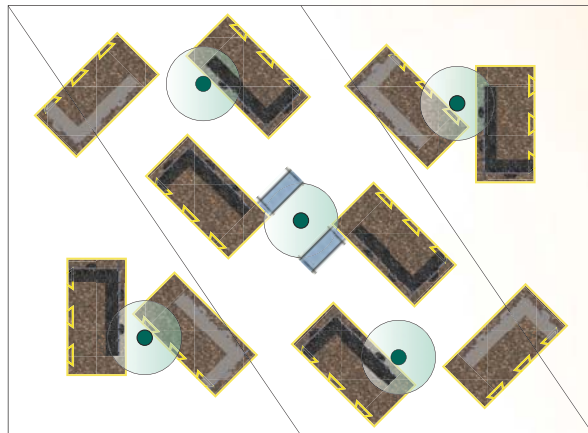
For WY Style terrain, ignore any walls that go out of the footing except for **ending movement** on them. They do not block line of sight or movement.

TABLE 1



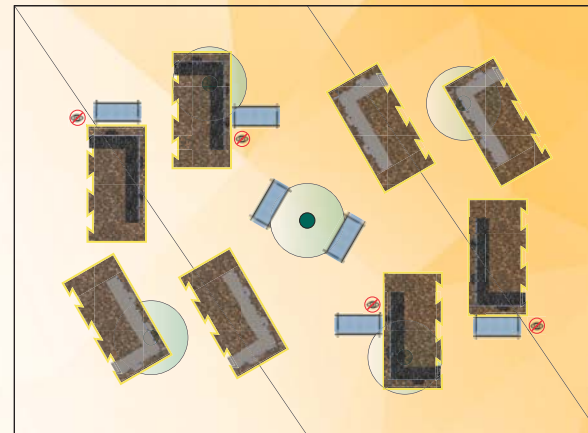
CRUCIBLE OF BATTLE

TABLE 2



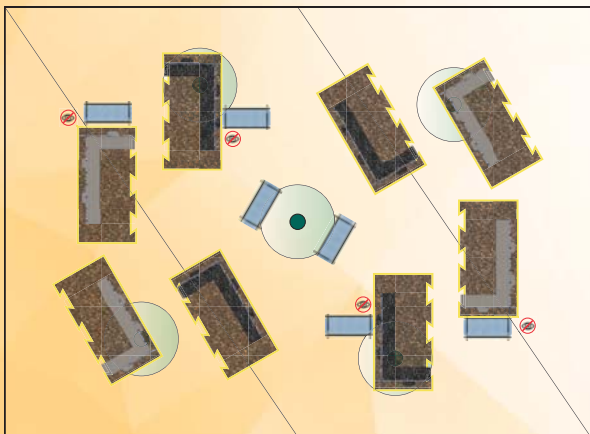
CRUCIBLE OF BATTLE

TABLE 3



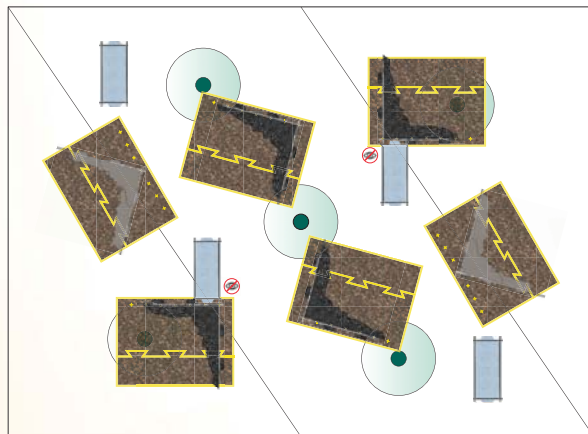
CRUCIBLE OF BATTLE

TABLE 4



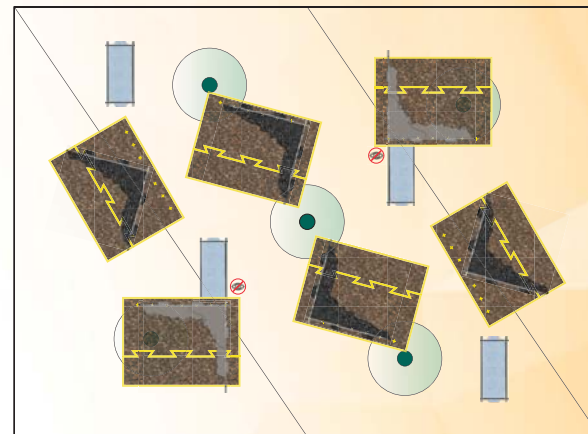
CRUCIBLE OF BATTLE

TABLE 5



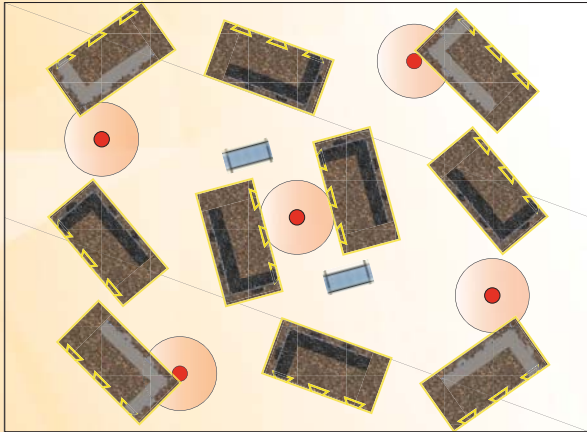
CRUCIBLE OF BATTLE

TABLE 6



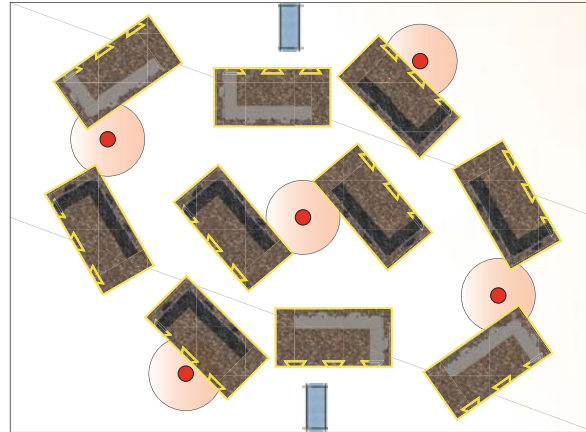
CRUCIBLE OF BATTLE

TABLE 1



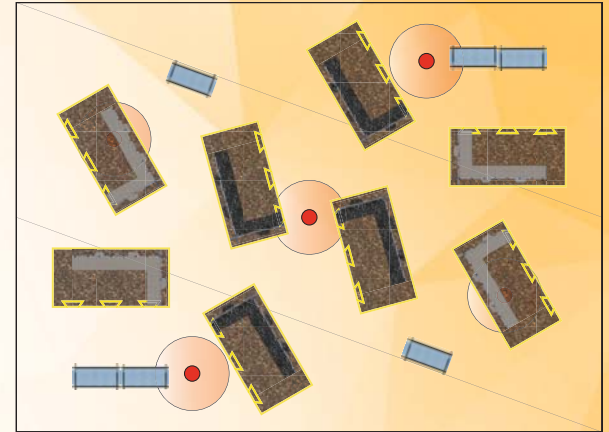
SWEEPING ENGAGEMENT

TABLE 2



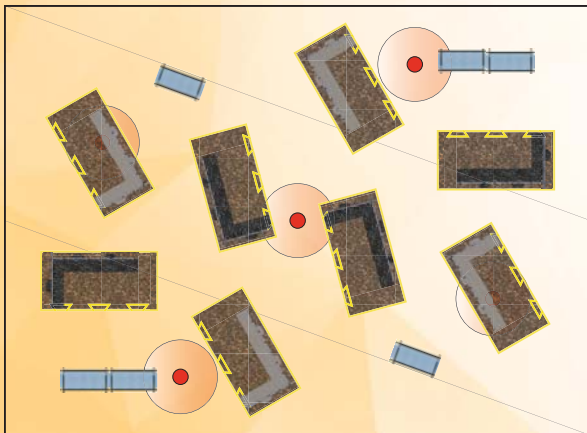
SWEEPING ENGAGEMENT

TABLE 3



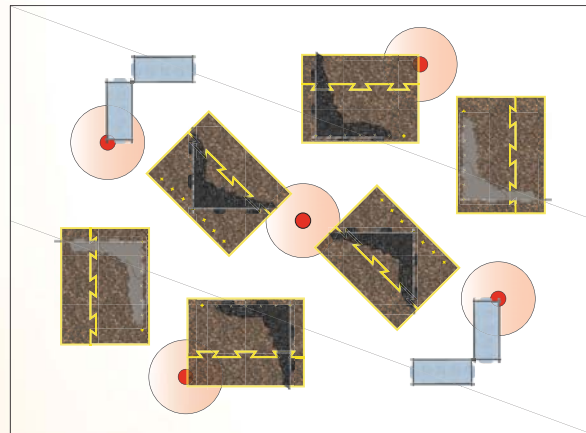
SWEEPING ENGAGEMENT

TABLE 4



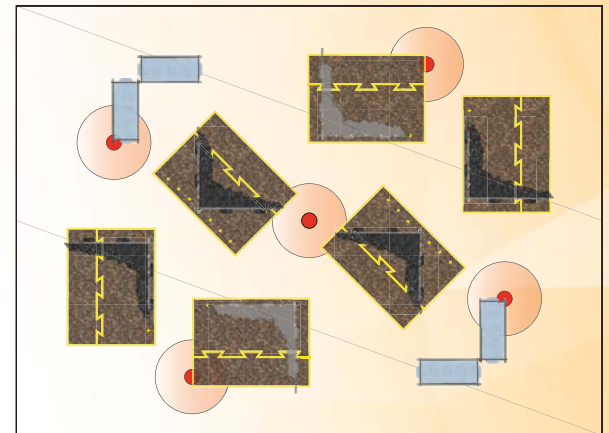
SWEEPING ENGAGEMENT

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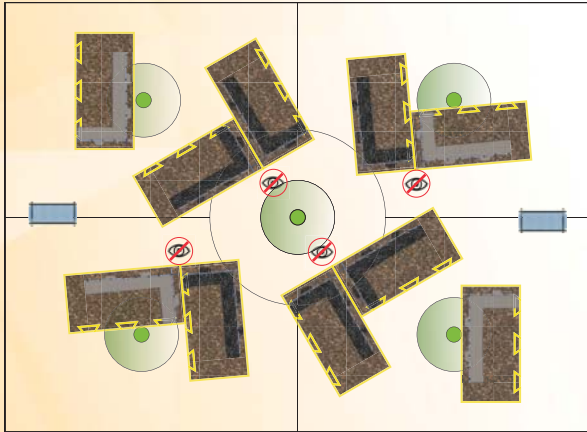
SWEEPING ENGAGEMENT

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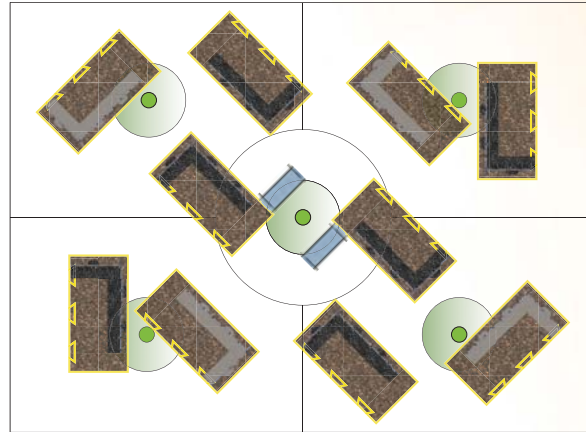
SWEEPING ENGAGEMENT

TABLE 1



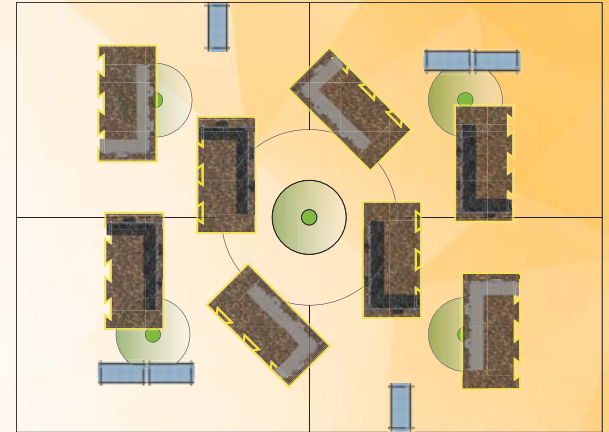
SEARCH AND DESTROY

TABLE 2



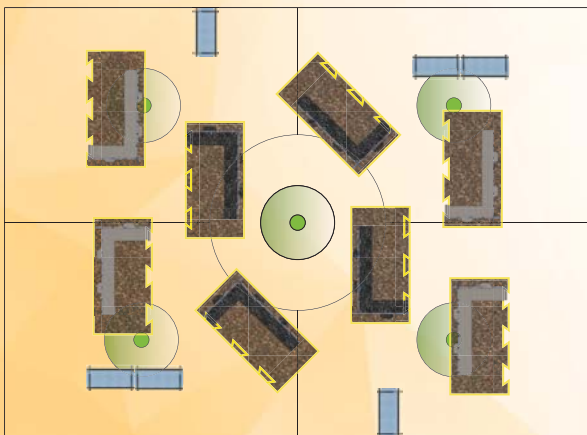
SEARCH AND DESTROY

TABLE 3



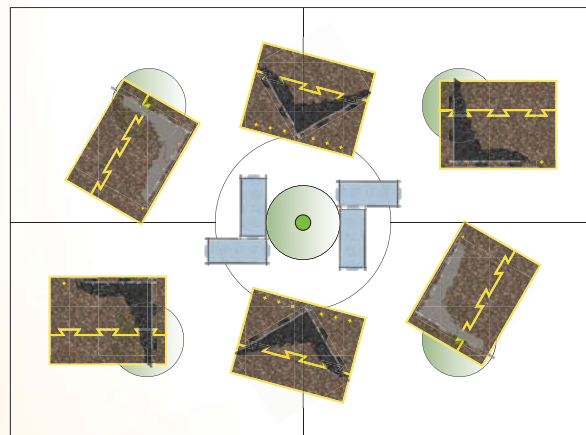
SEARCH AND DESTROY

TABLE 4



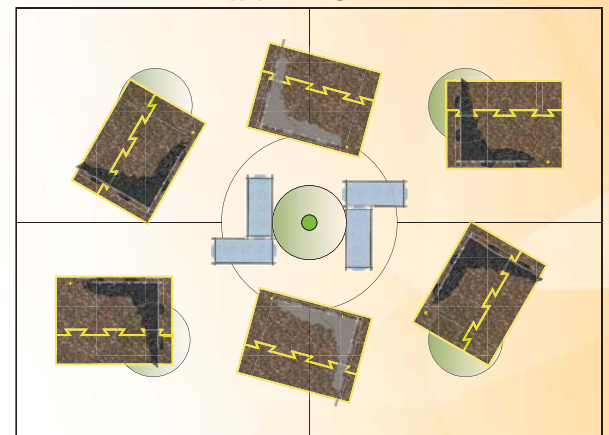
SEARCH AND DESTROY

TABLE 5



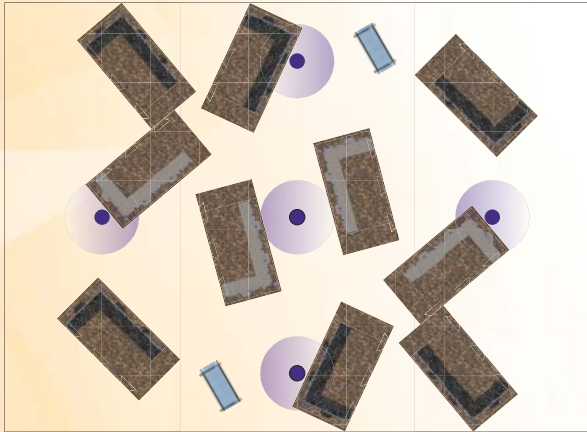
SEARCH AND DESTROY

TABLE 6



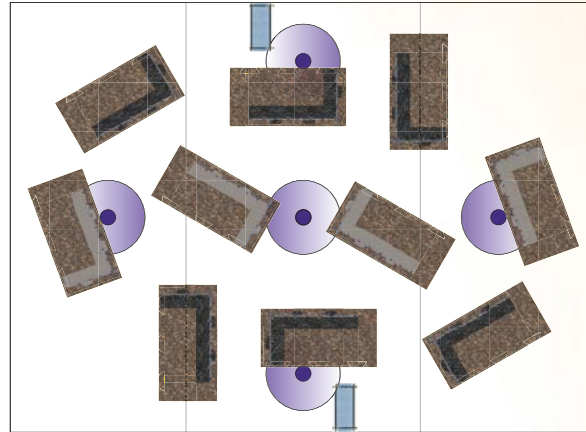
SEARCH AND DESTROY

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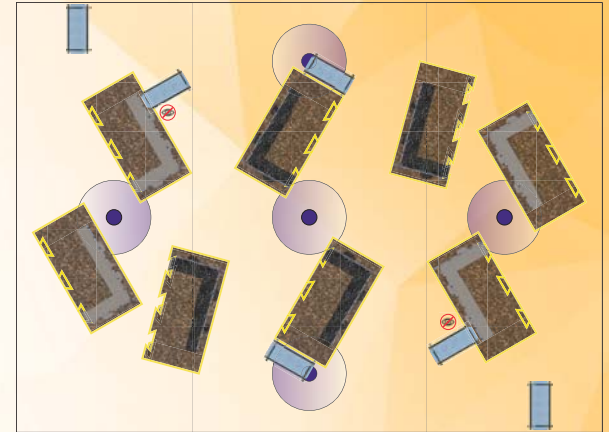
HAMMER AND ANVIL

TABLE 2



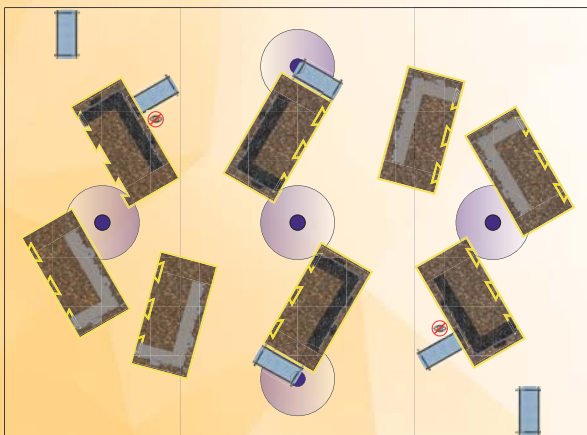
HAMMER AND ANVIL

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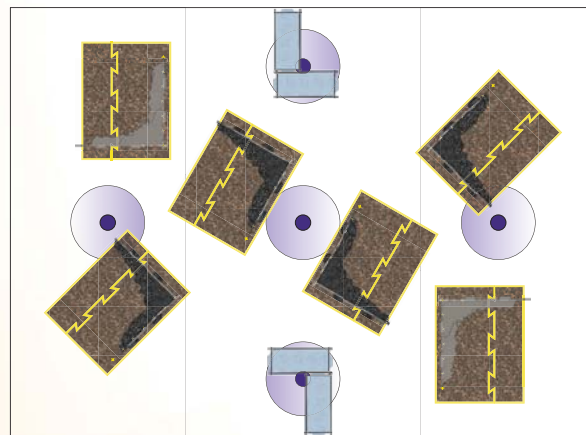
HAMMER AND ANVIL

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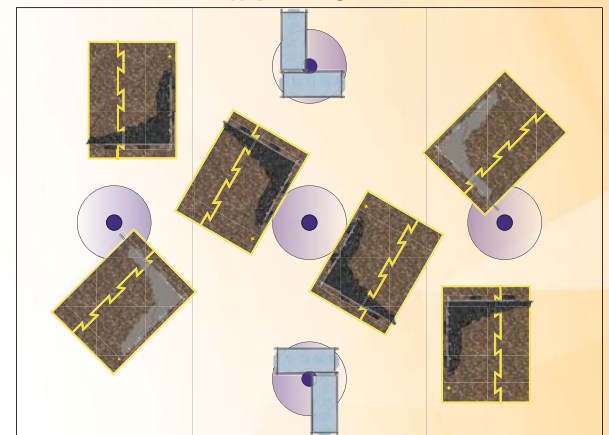
HAMMER AND ANVIL

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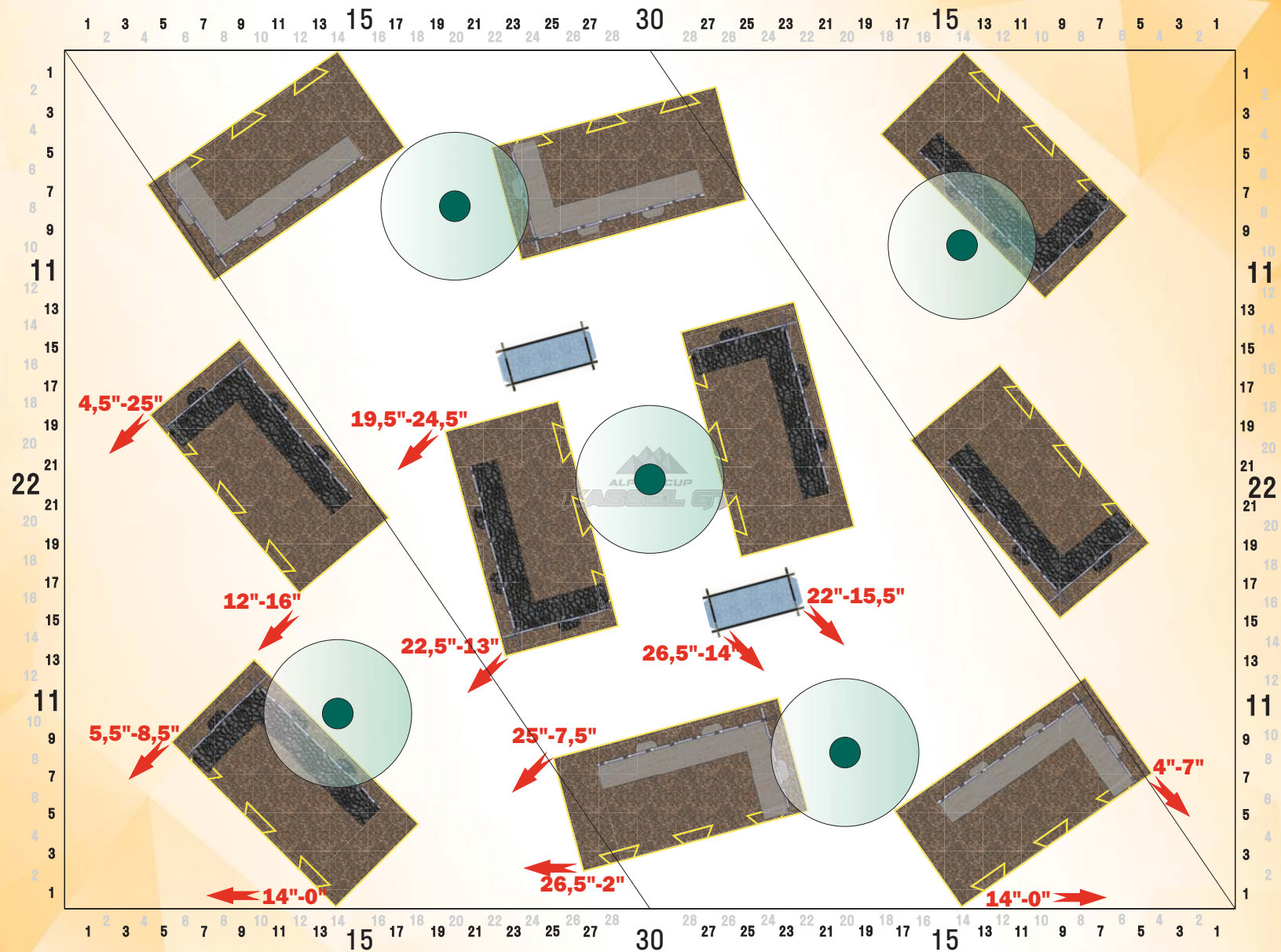
HAMMER AND ANVIL

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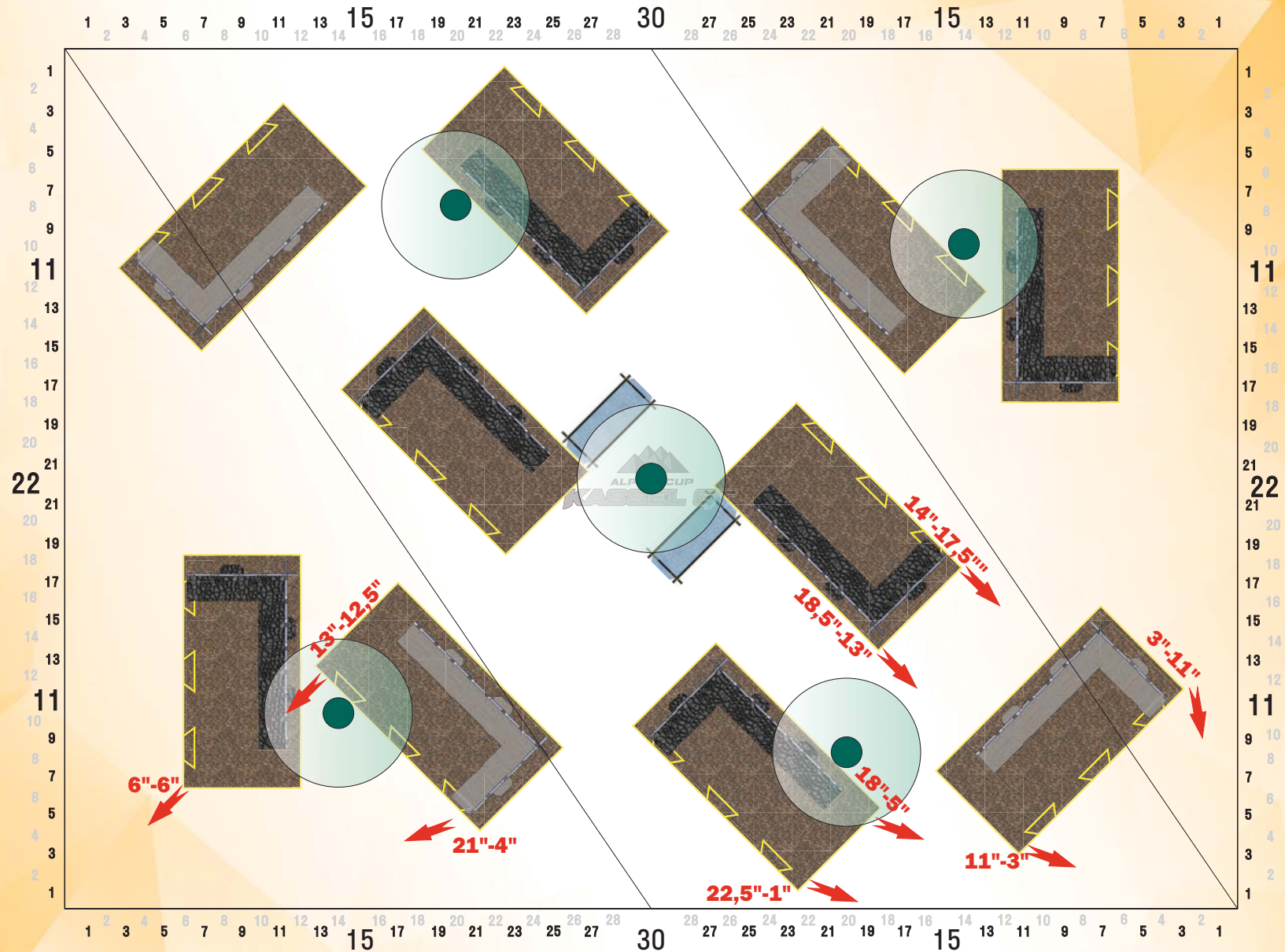
HAMMER AND ANVIL

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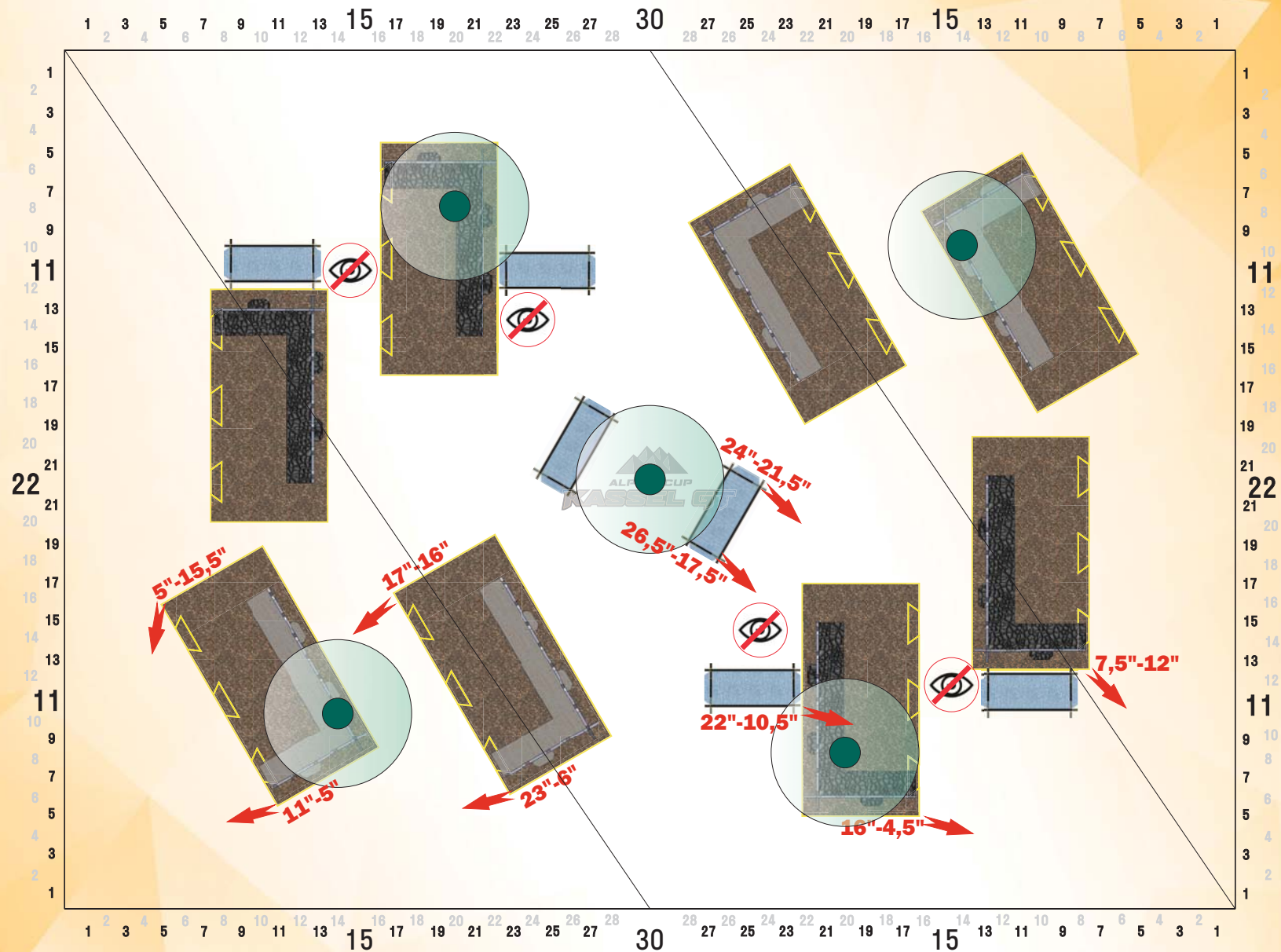
CRUCIBLE OF BATTLE

TABLE 2



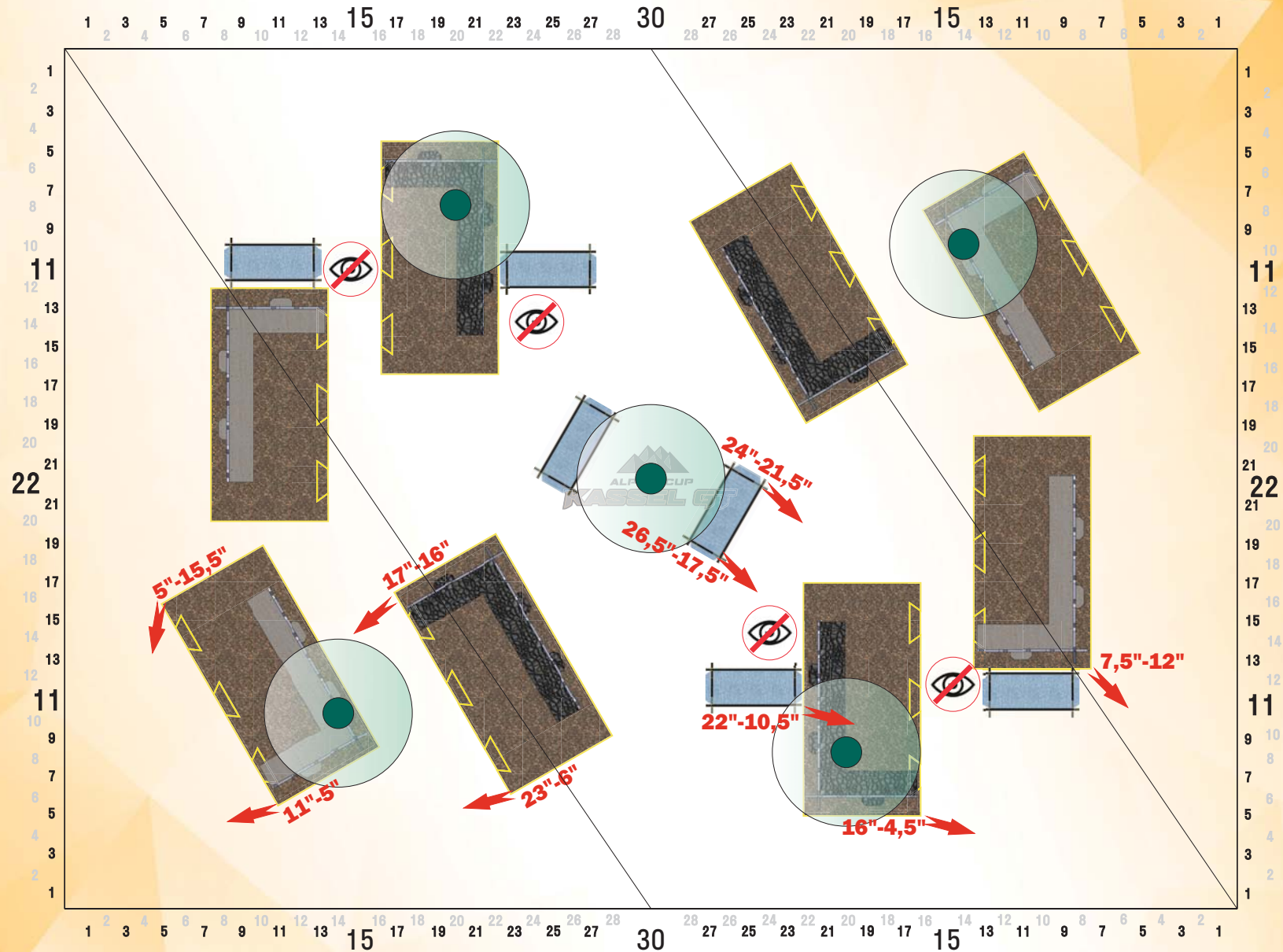
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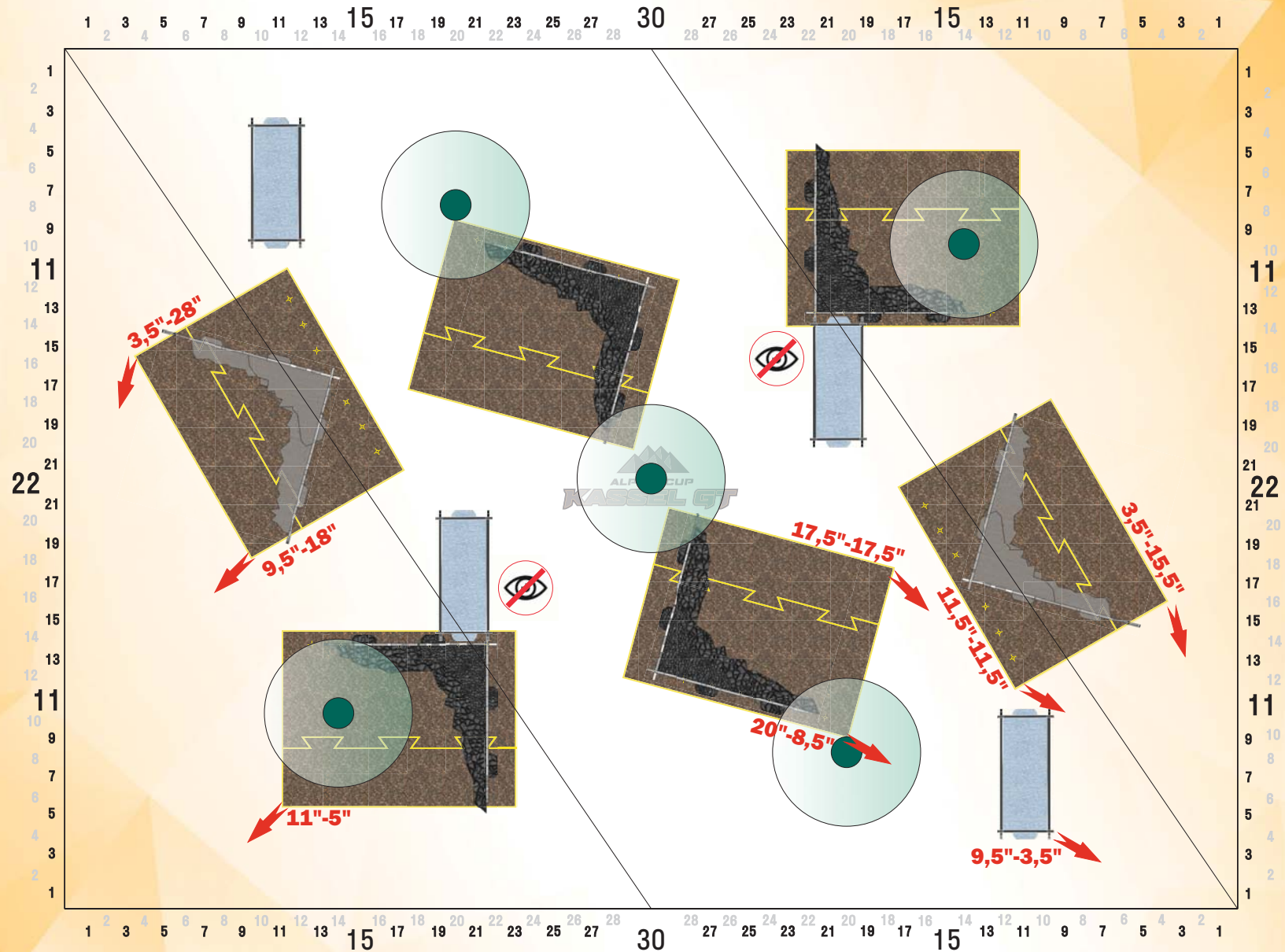
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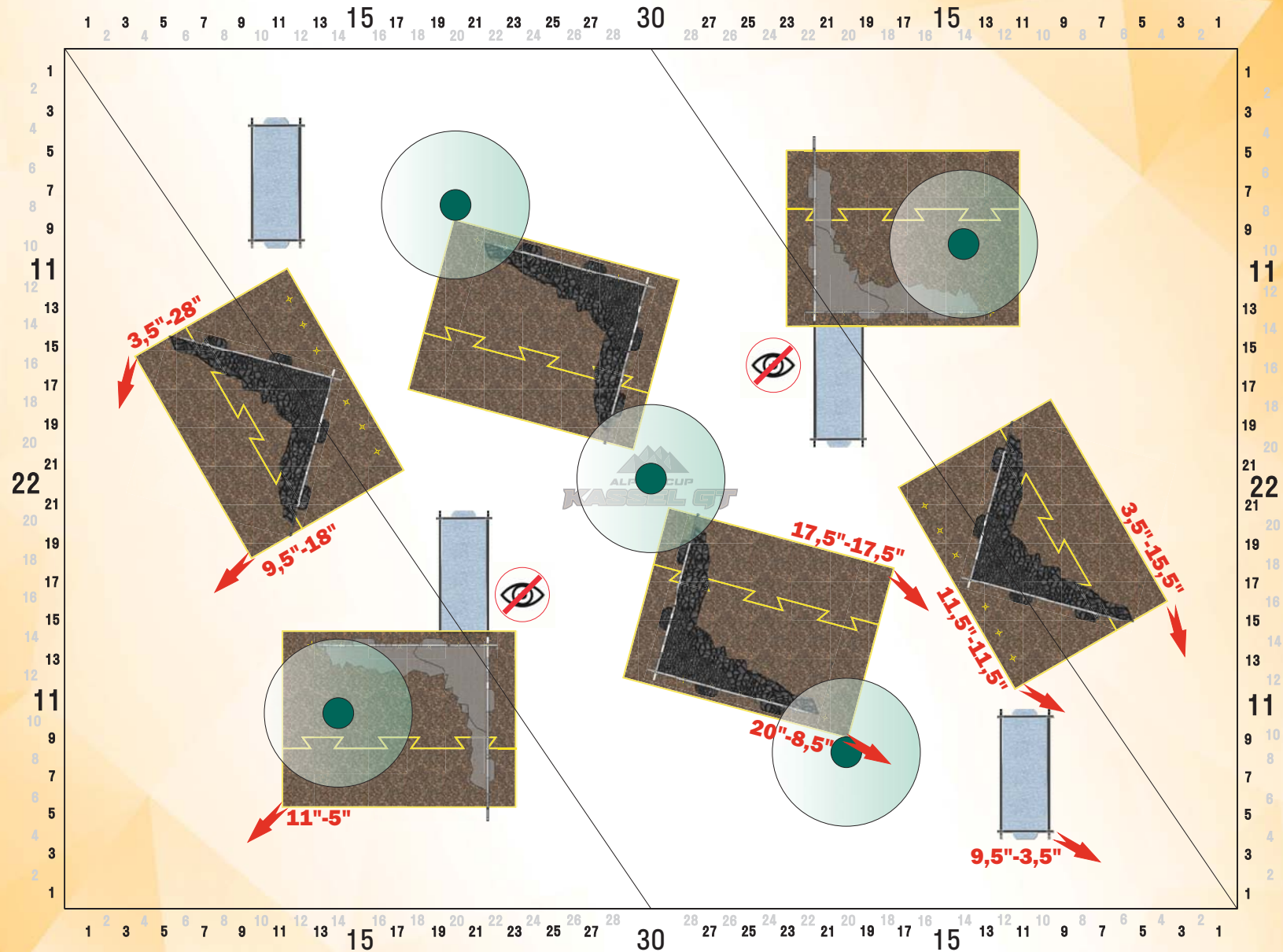
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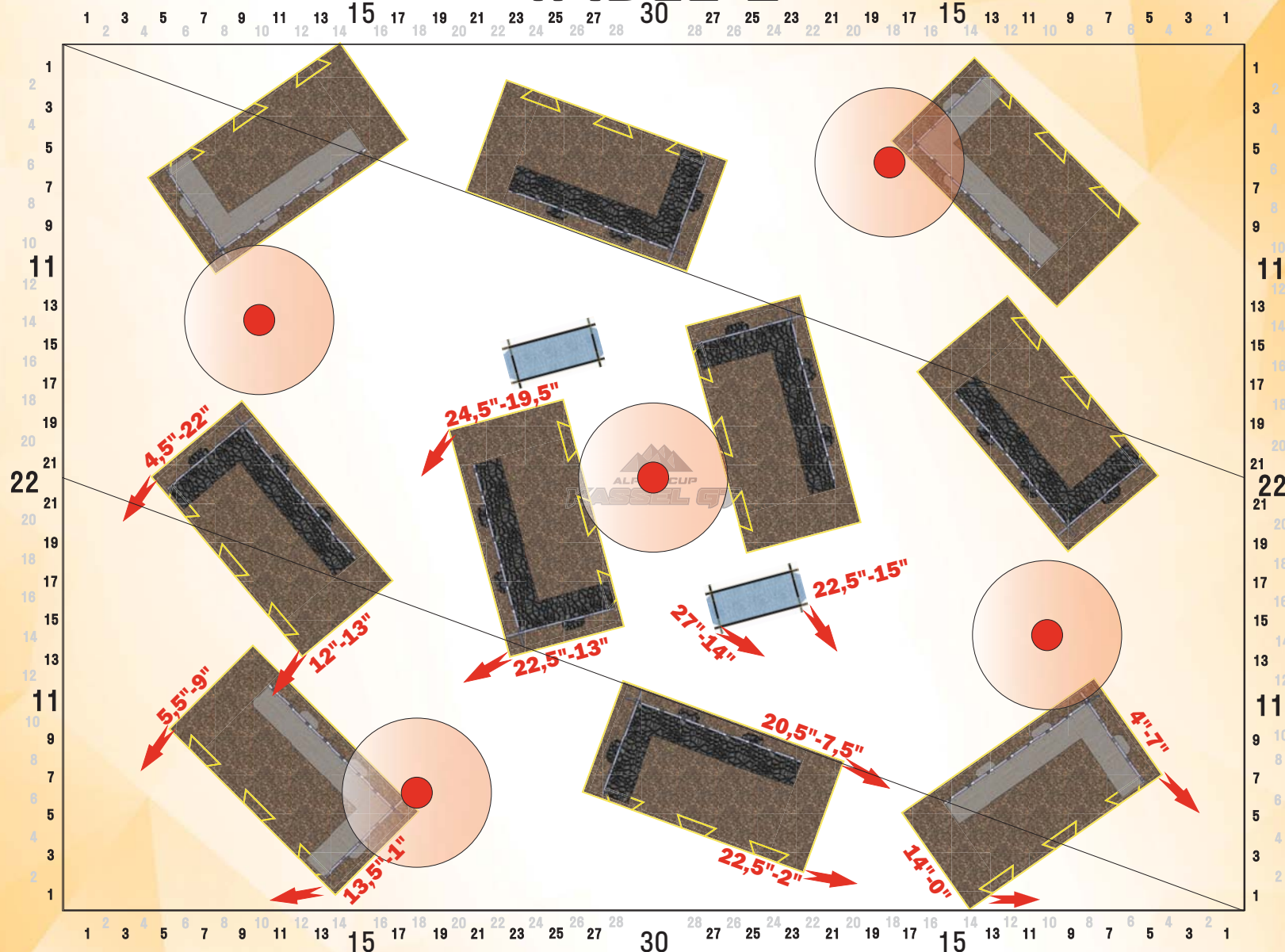
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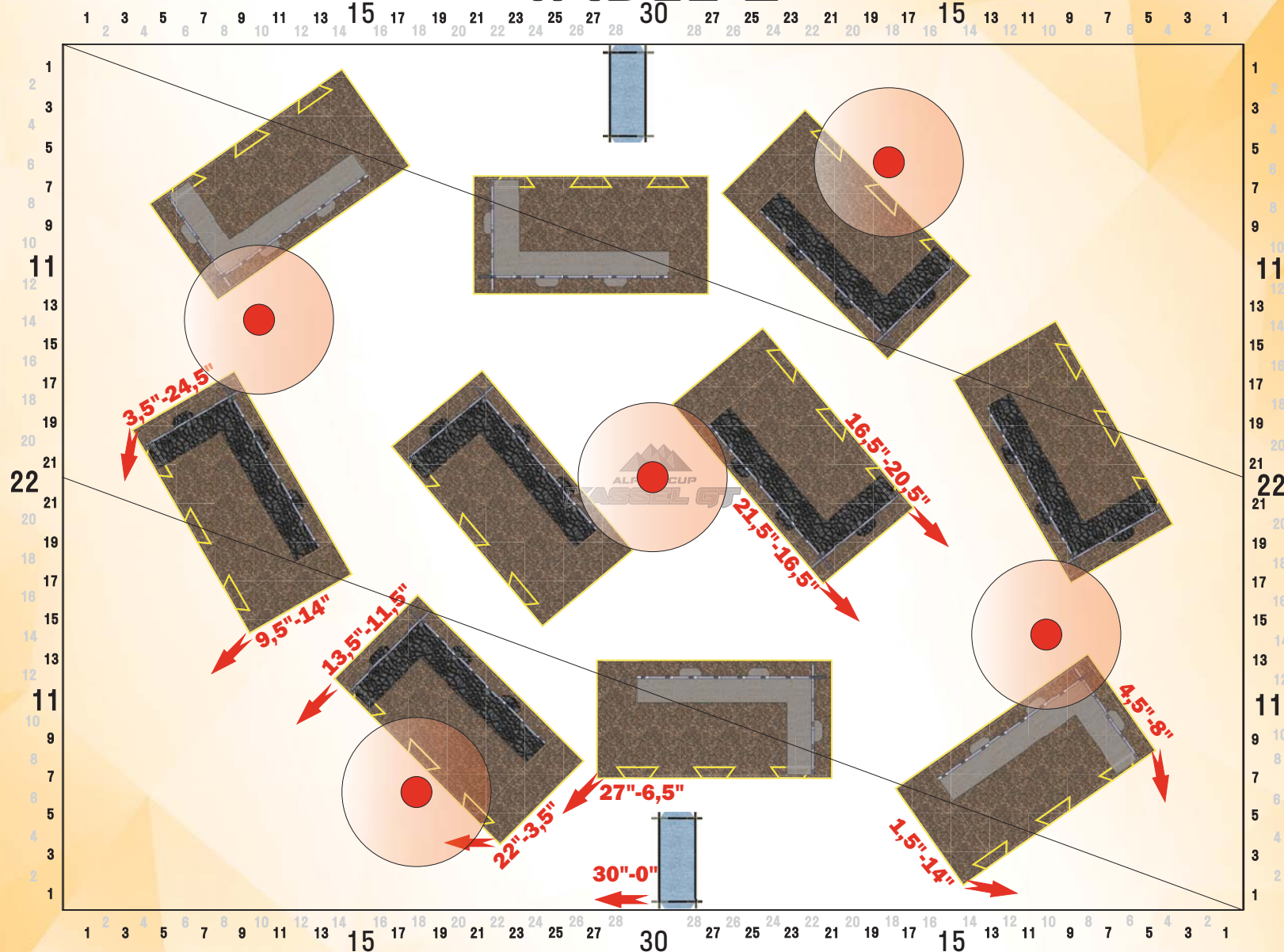
CRUCIBLE OF BATTLE

TABLE 1



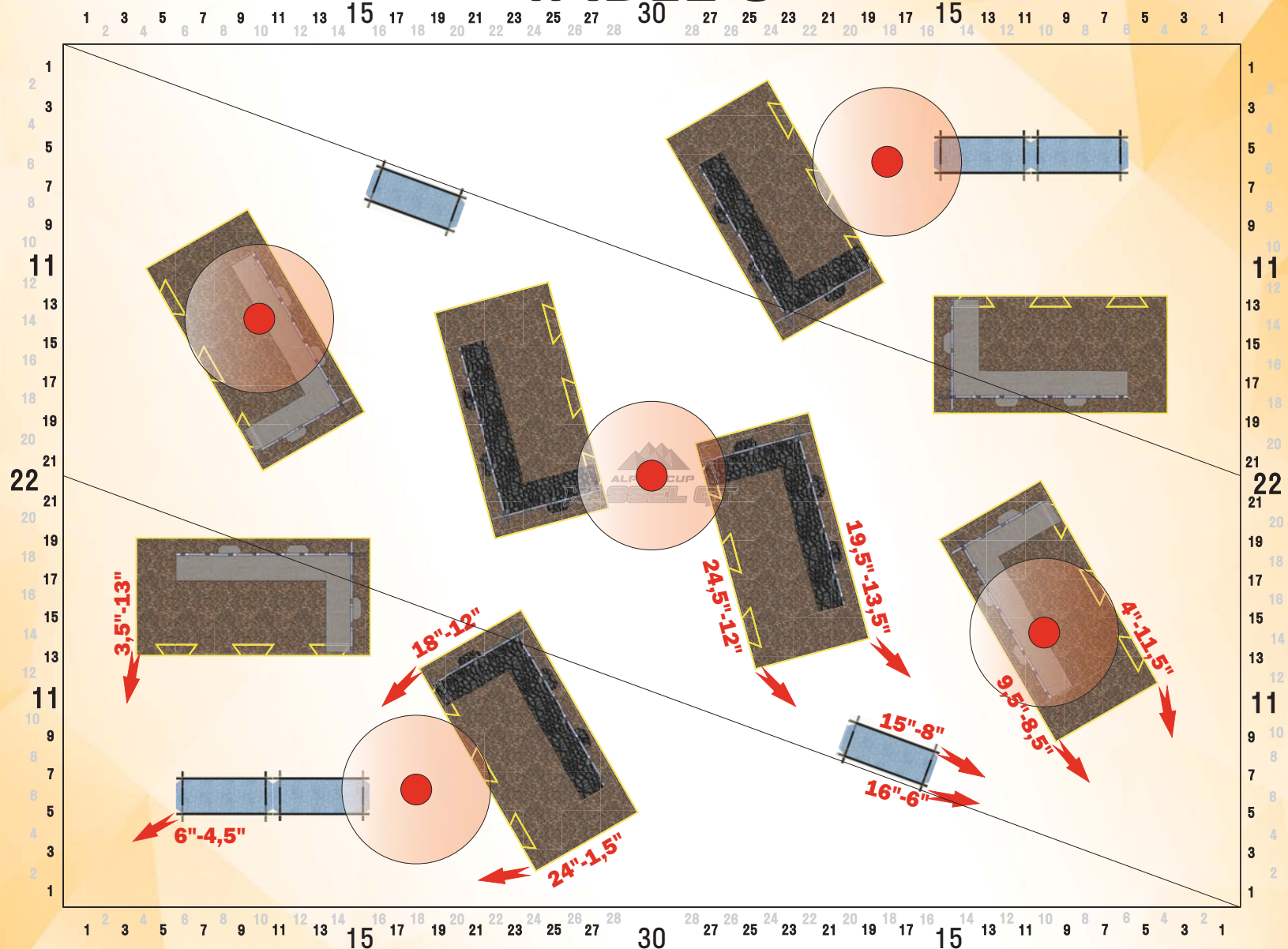
SWEEPING ENGAGEMENT

TABLE 2



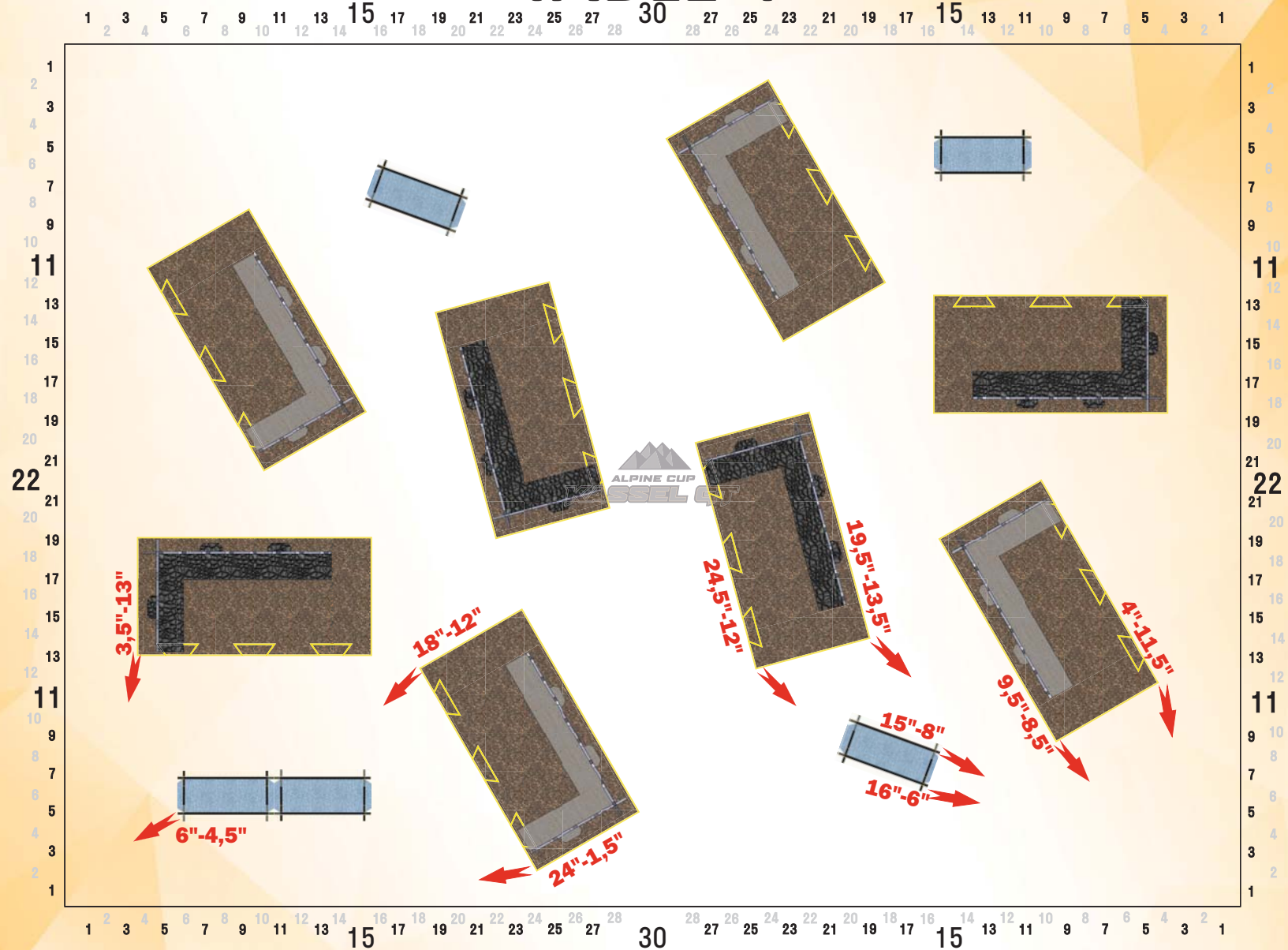
SWEEPING ENGAGEMENT

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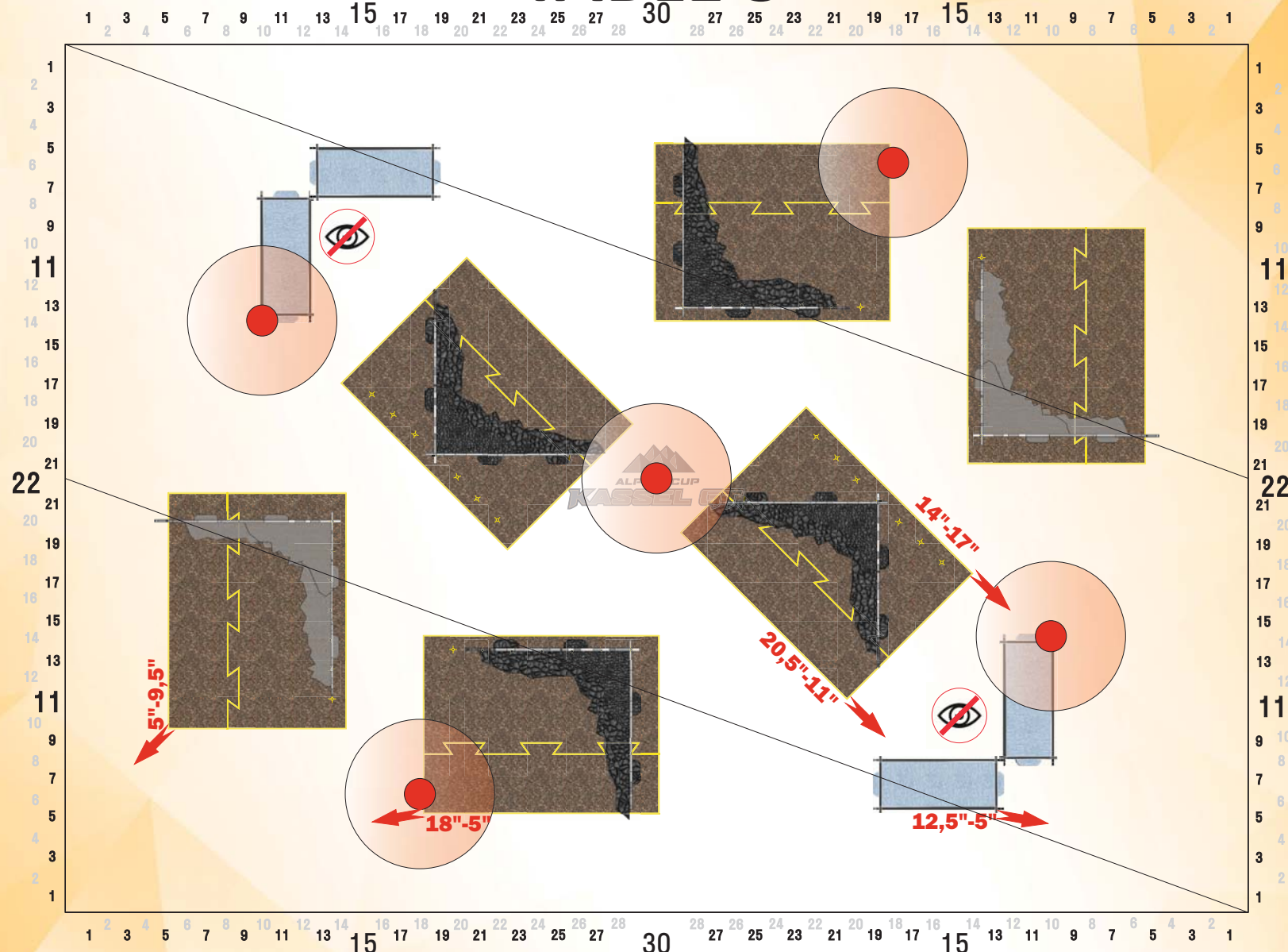
SWEEPING ENGAGEMENT

TABLE 4



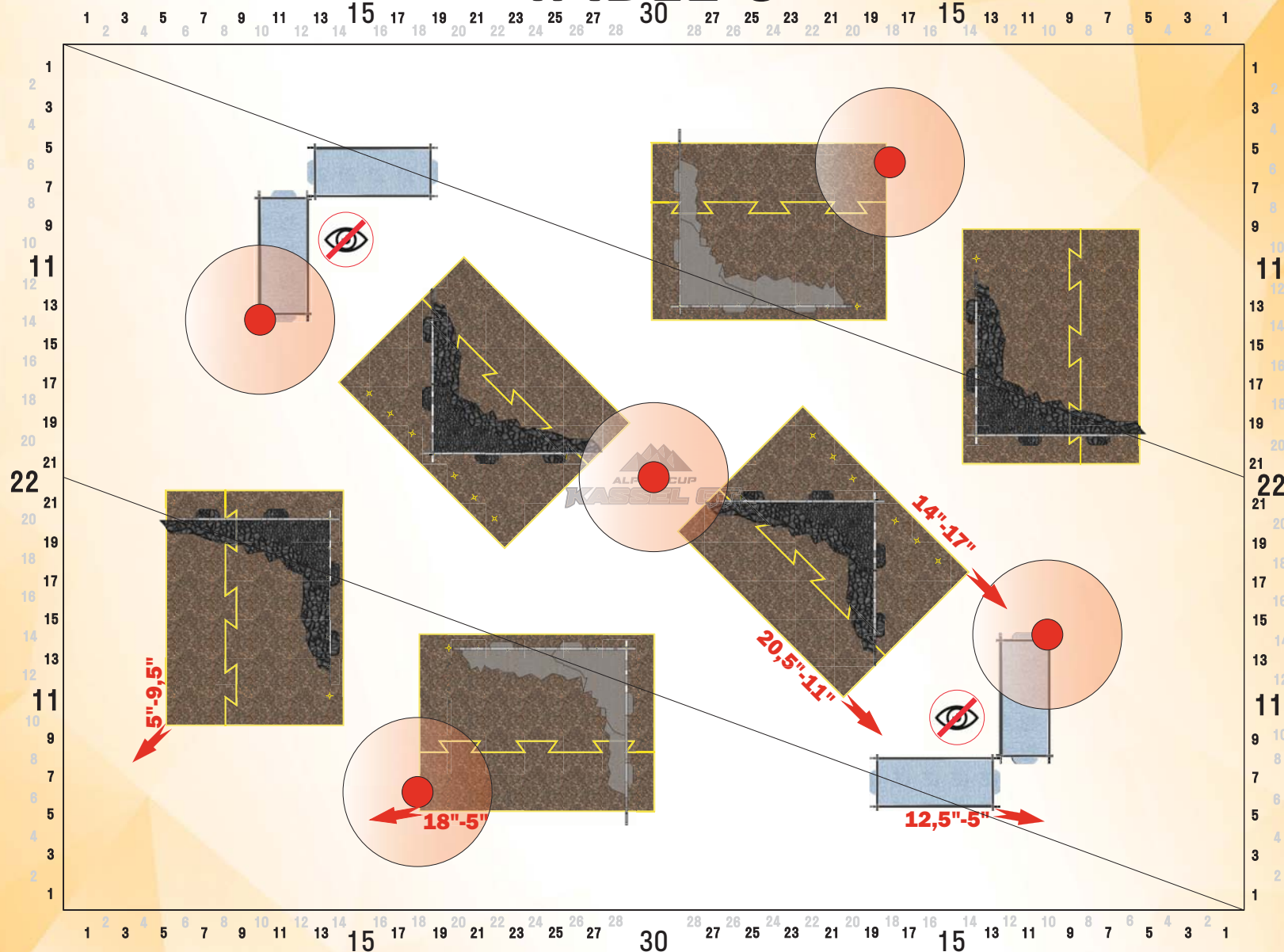
SWEEPING ENGAGEMENT

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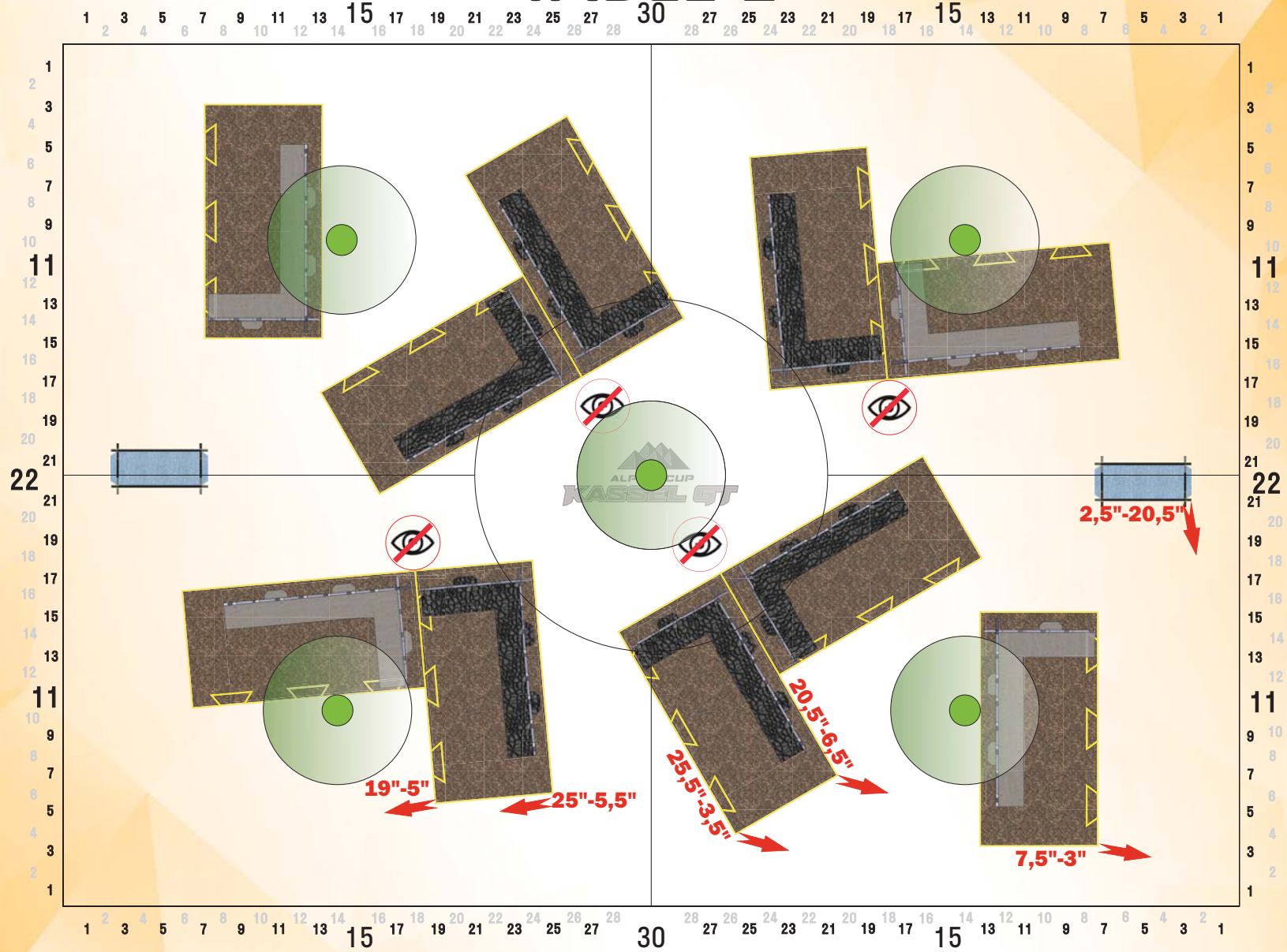
SWEEPING ENGAGEMENT

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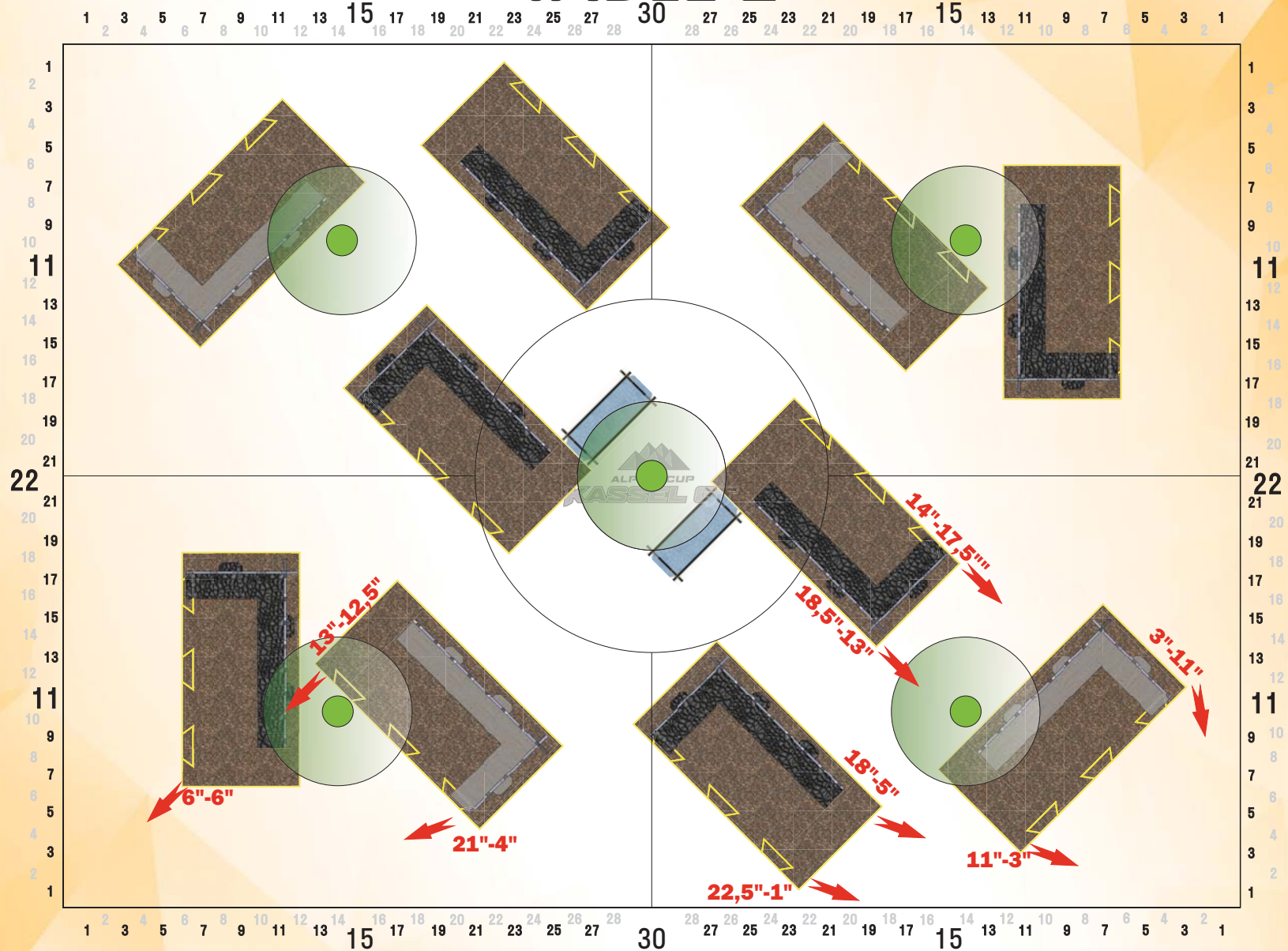
SWEEPING ENGAGEMENT

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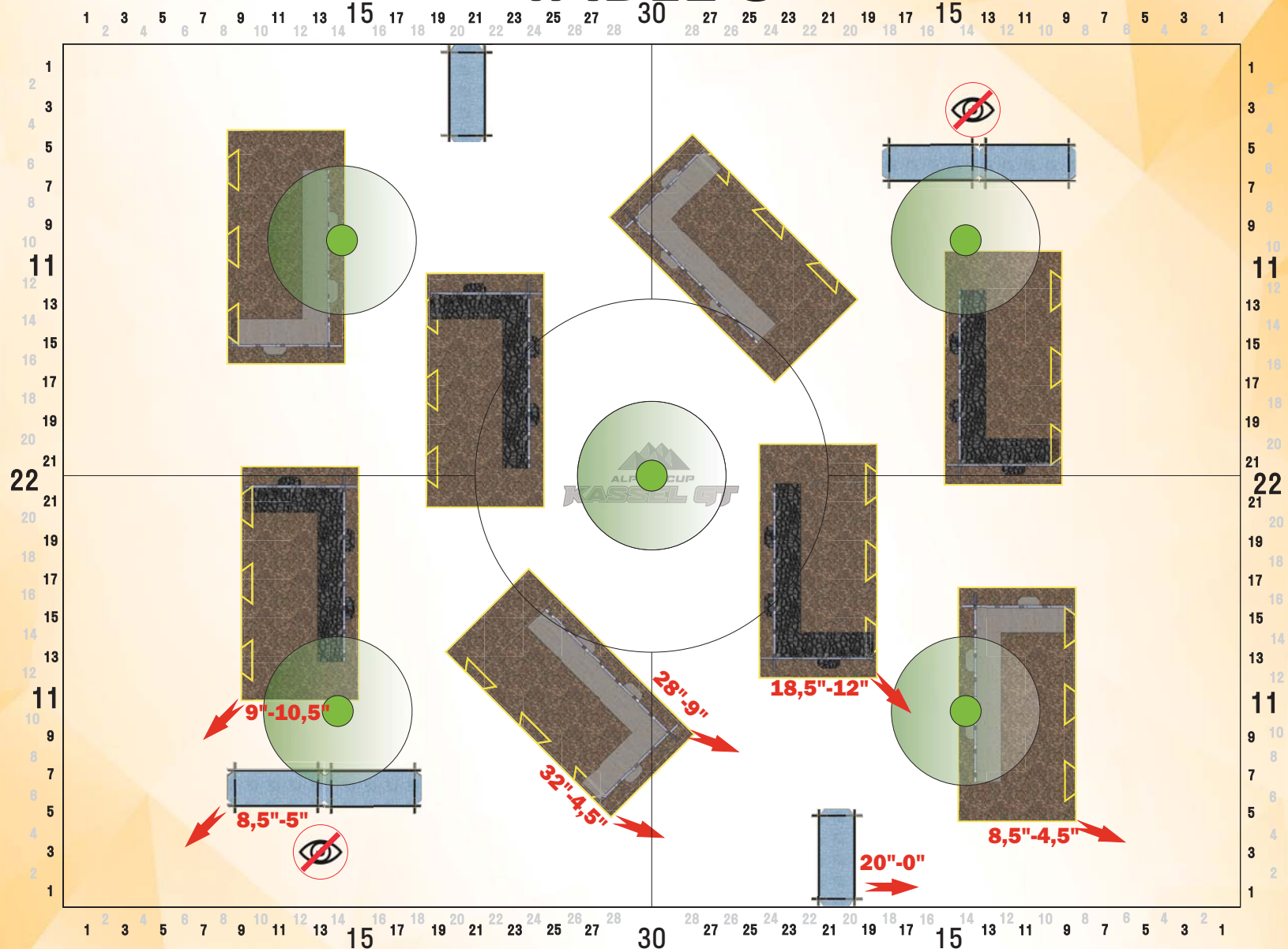
SEARCH AND DESTROY

TABLE 2



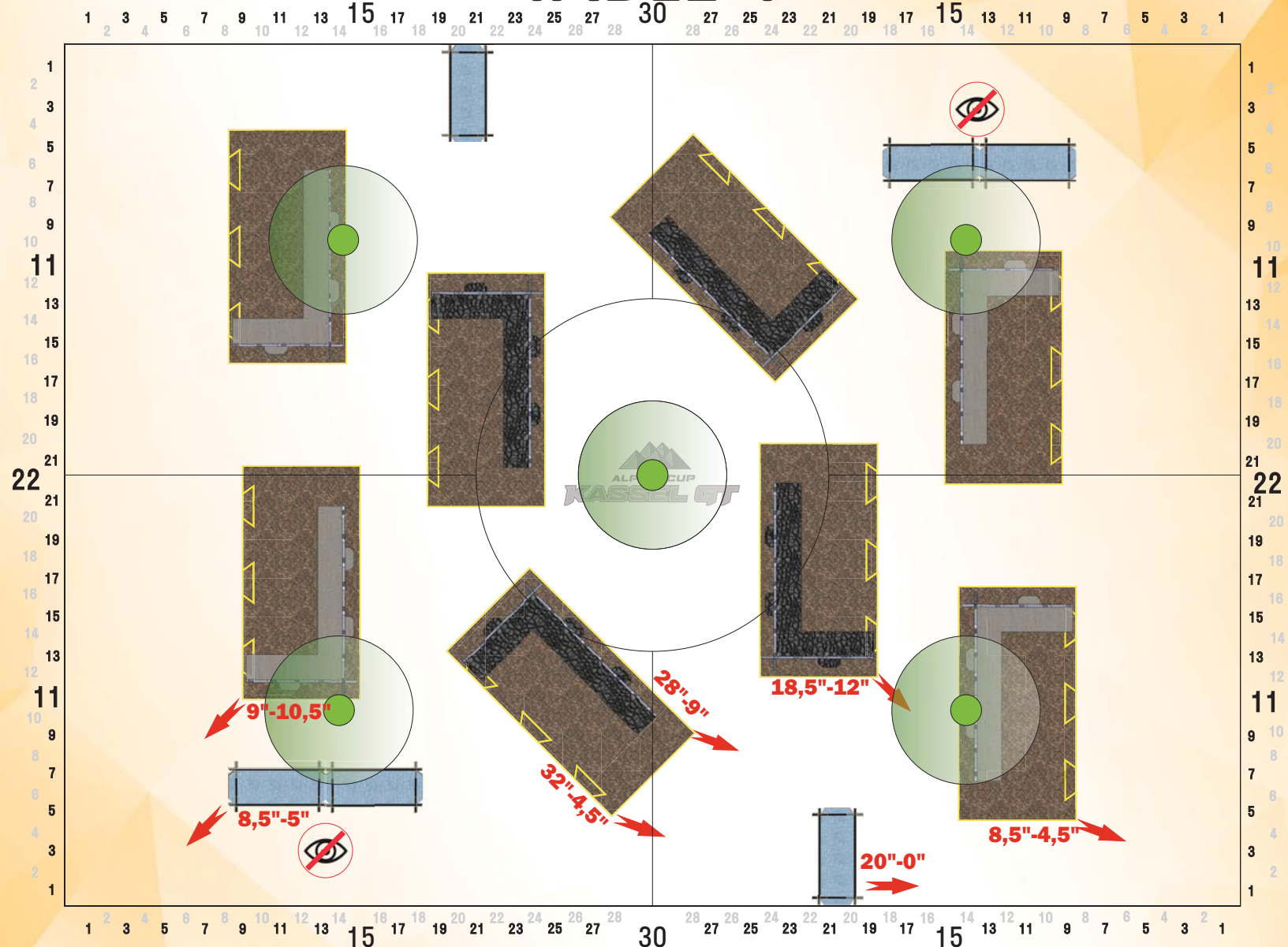
SEARCH AND DESTROY

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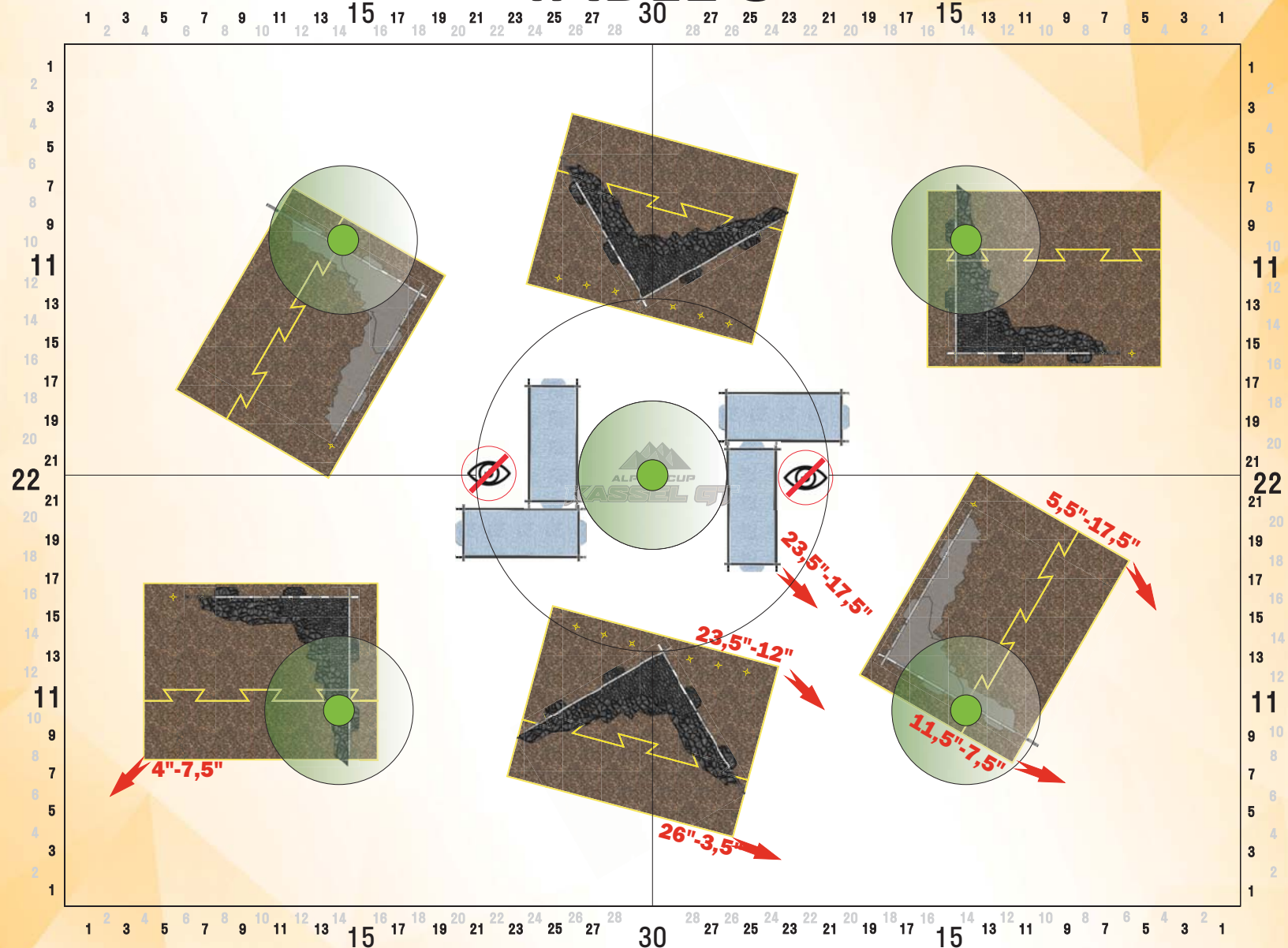
SEARCH AND DESTROY

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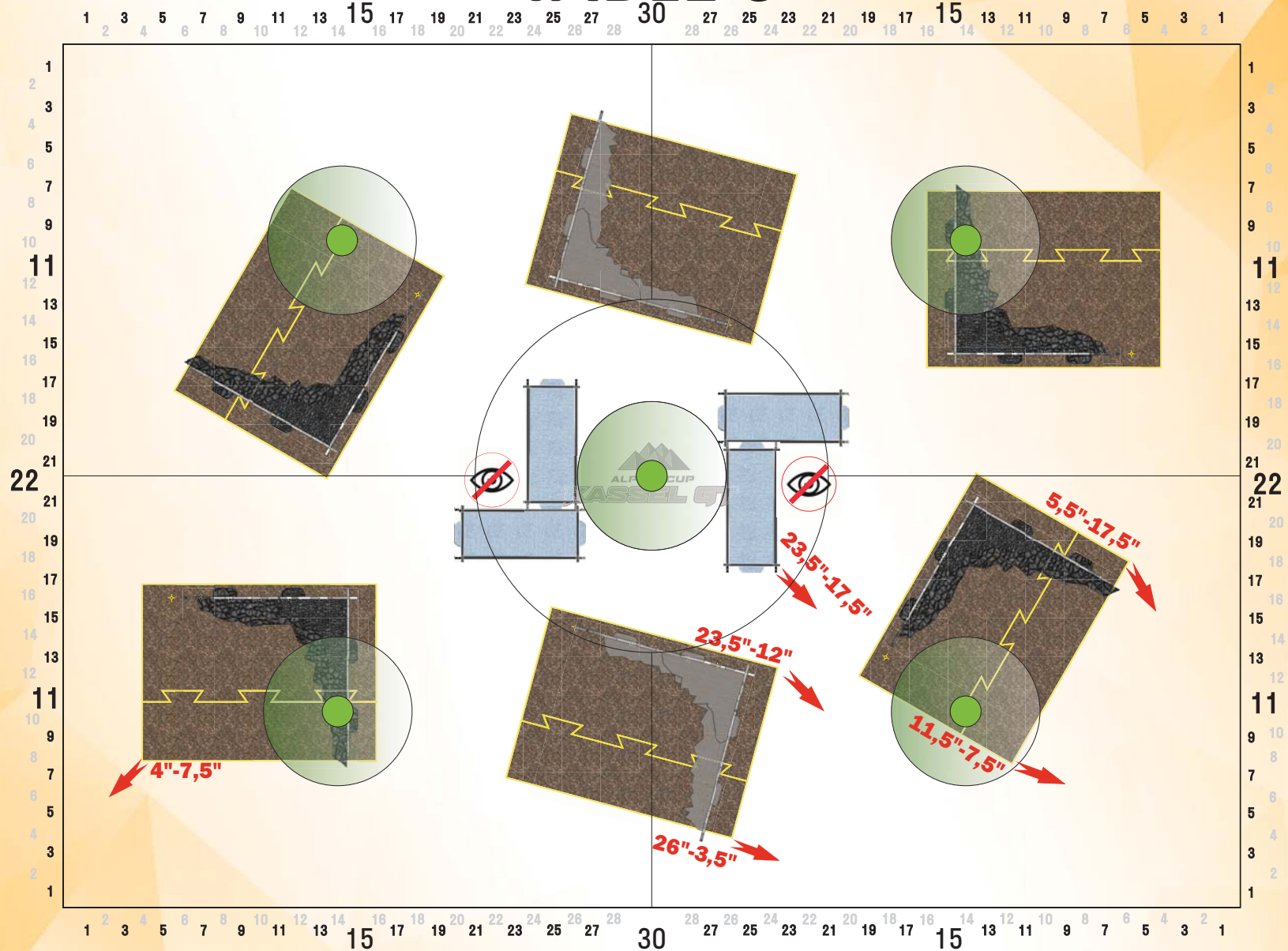
SEARCH AND DESTROY

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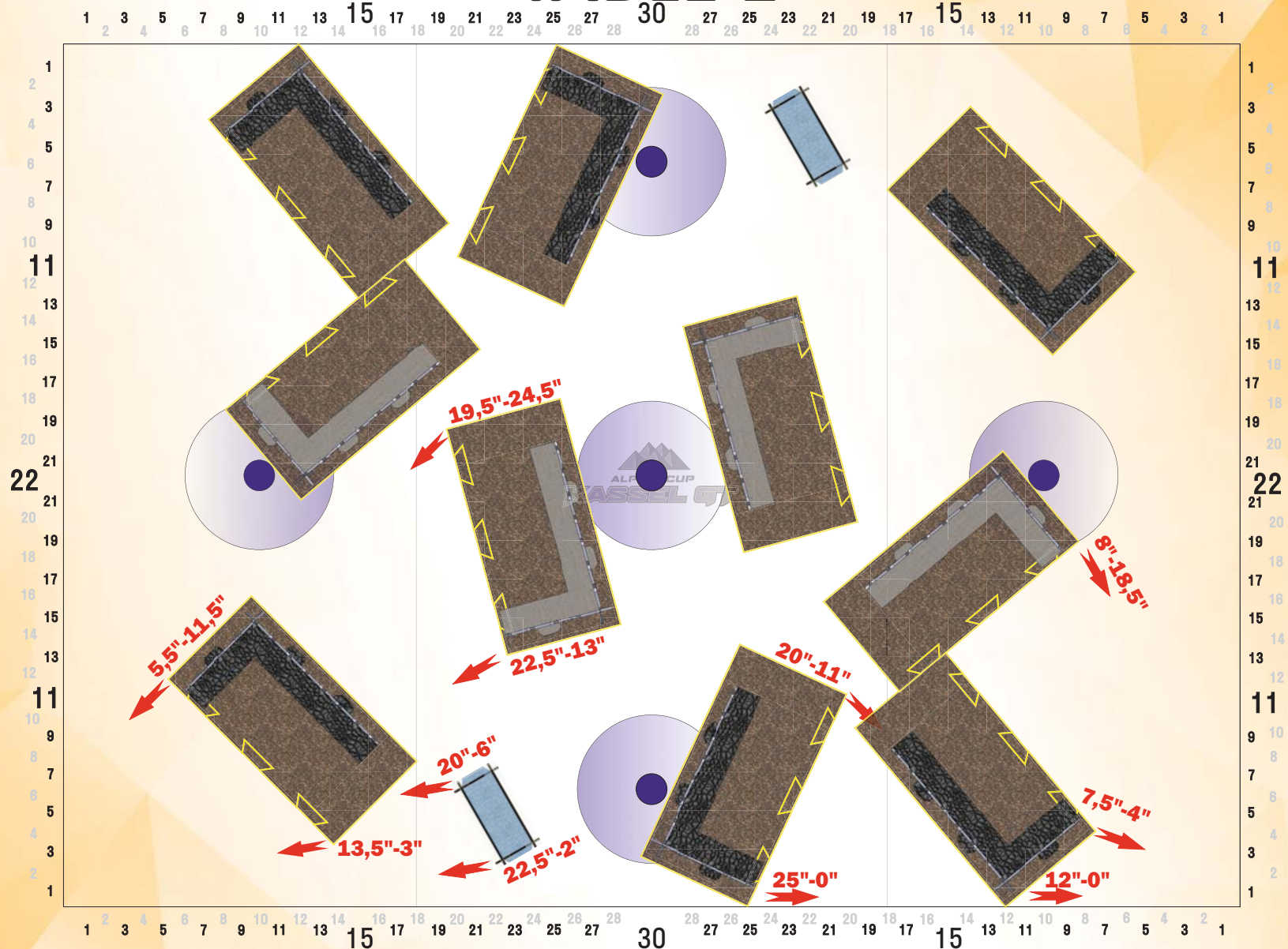
SEARCH AND DESTROY

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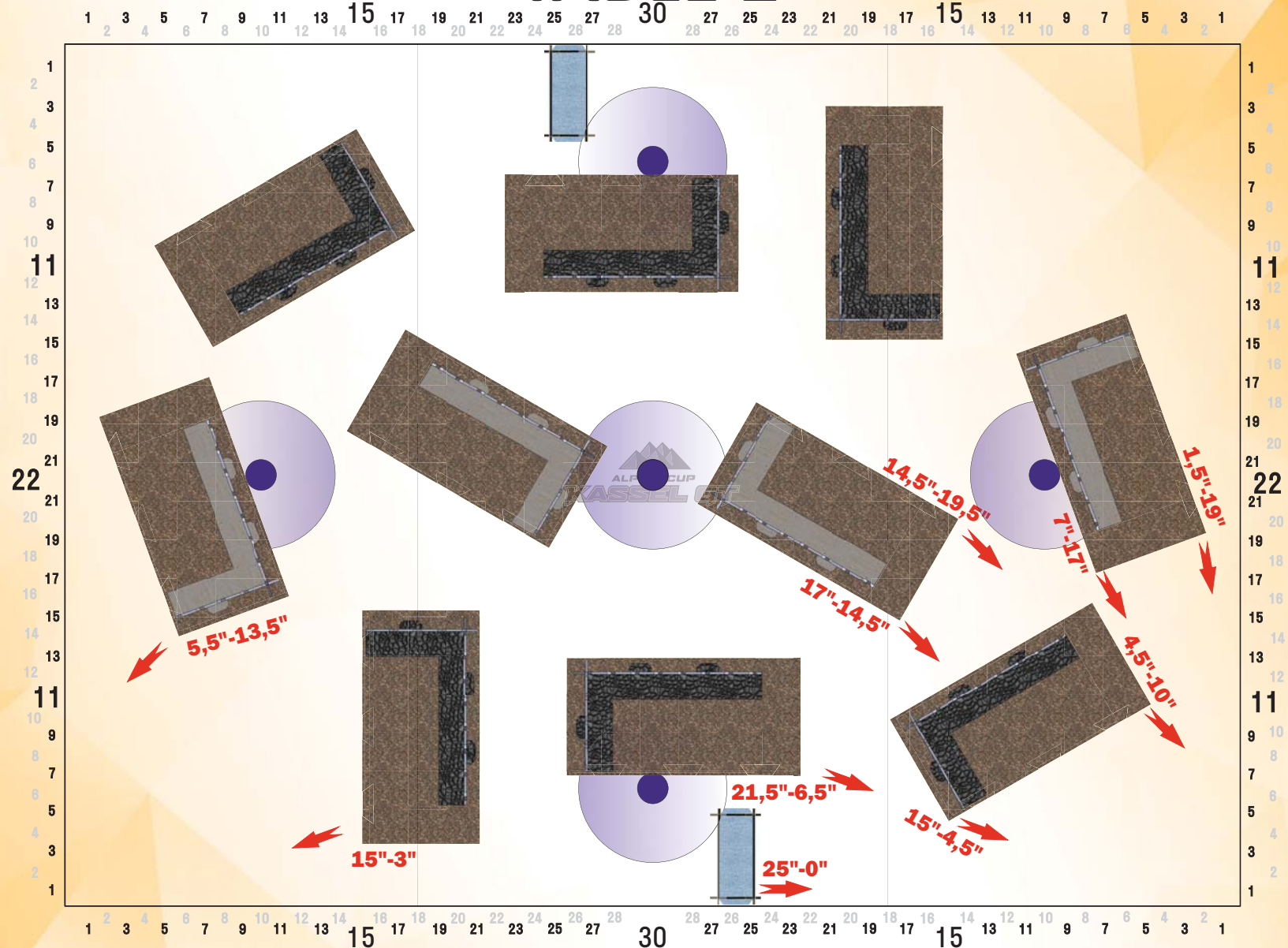
SEARCH AND DESTROY

TABLE 1



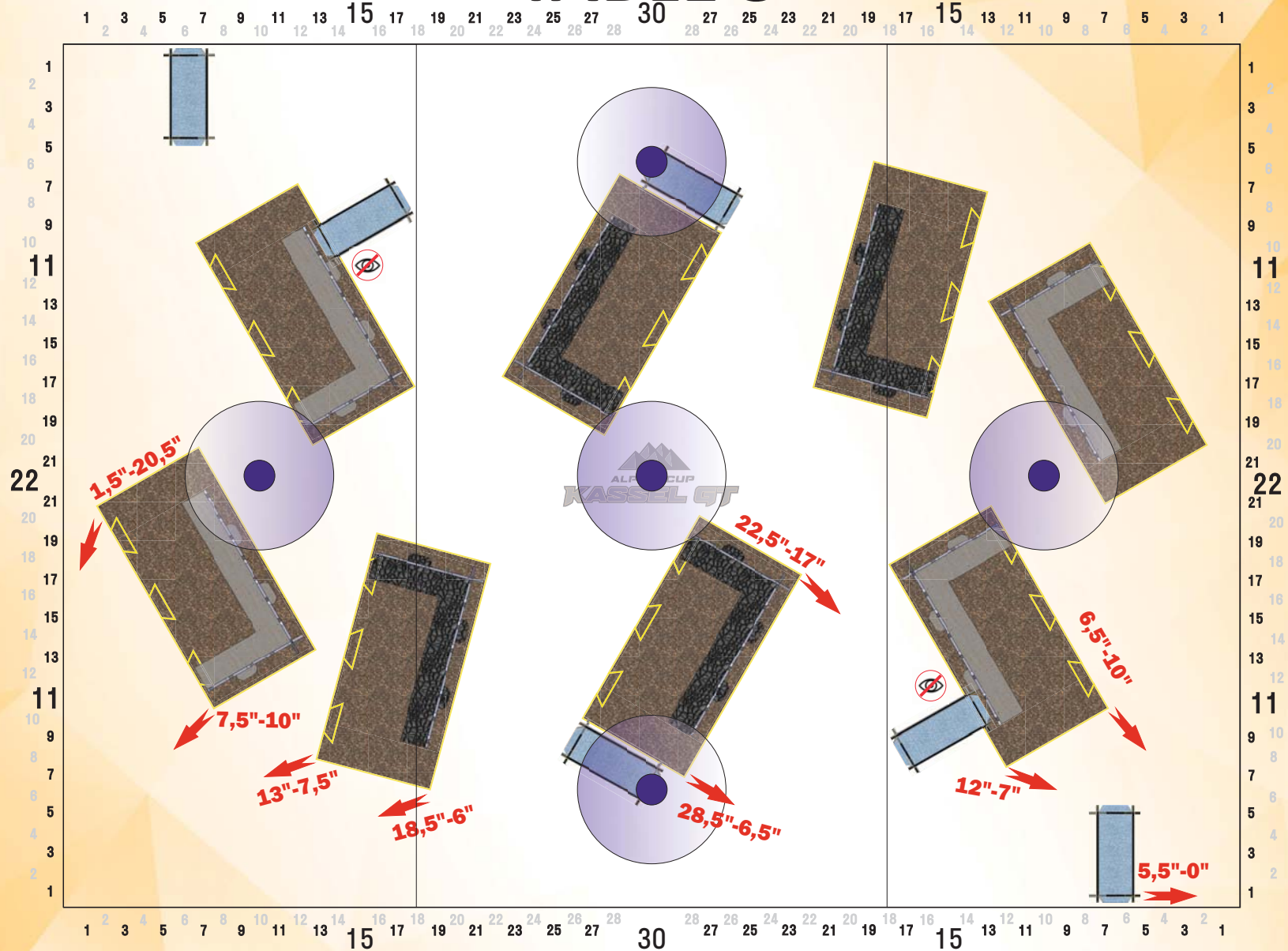
HAMMER AND ANVIL

TABLE 2



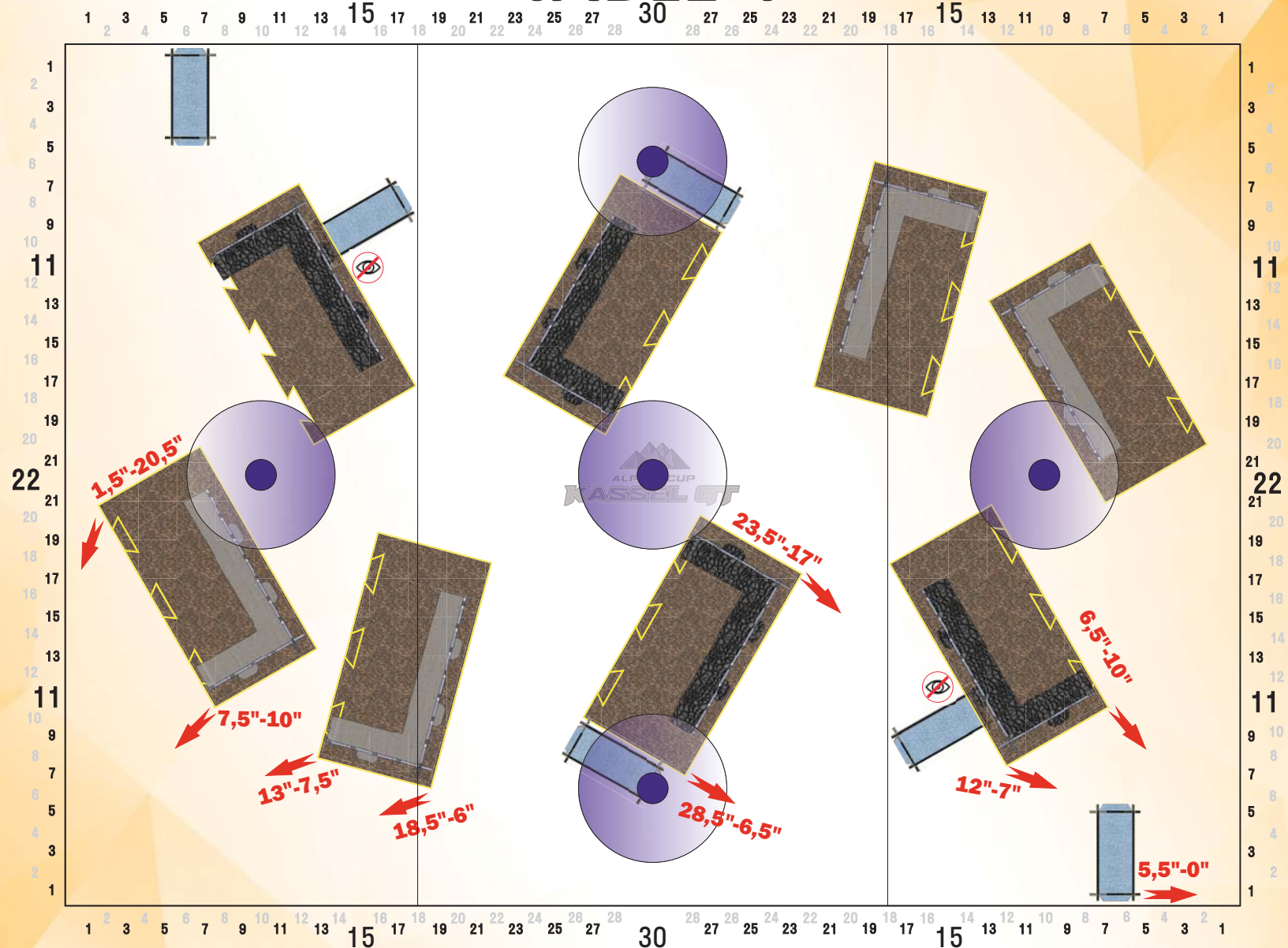
HAMMER AND ANVIL

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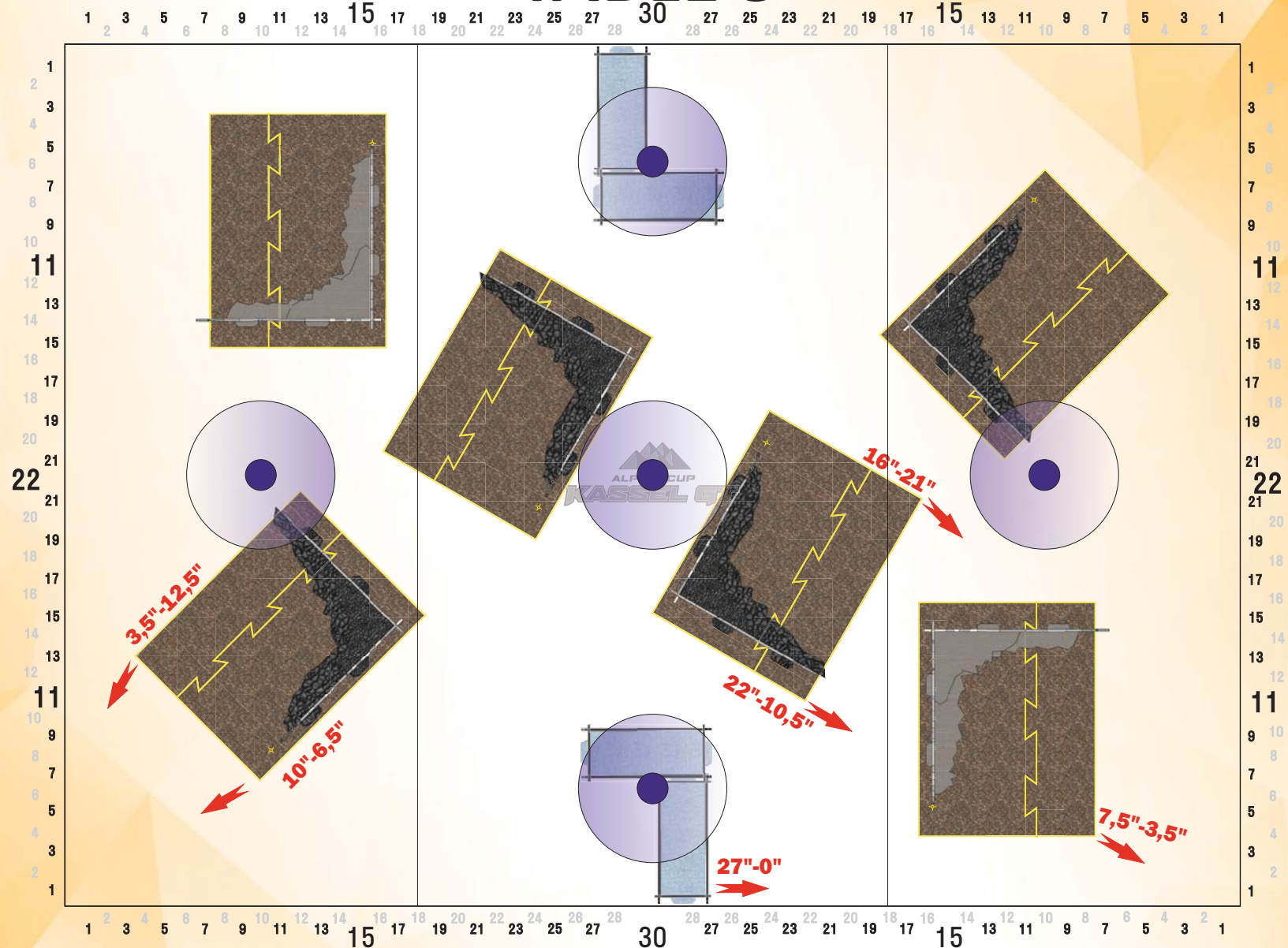
HAMMER AND ANVIL

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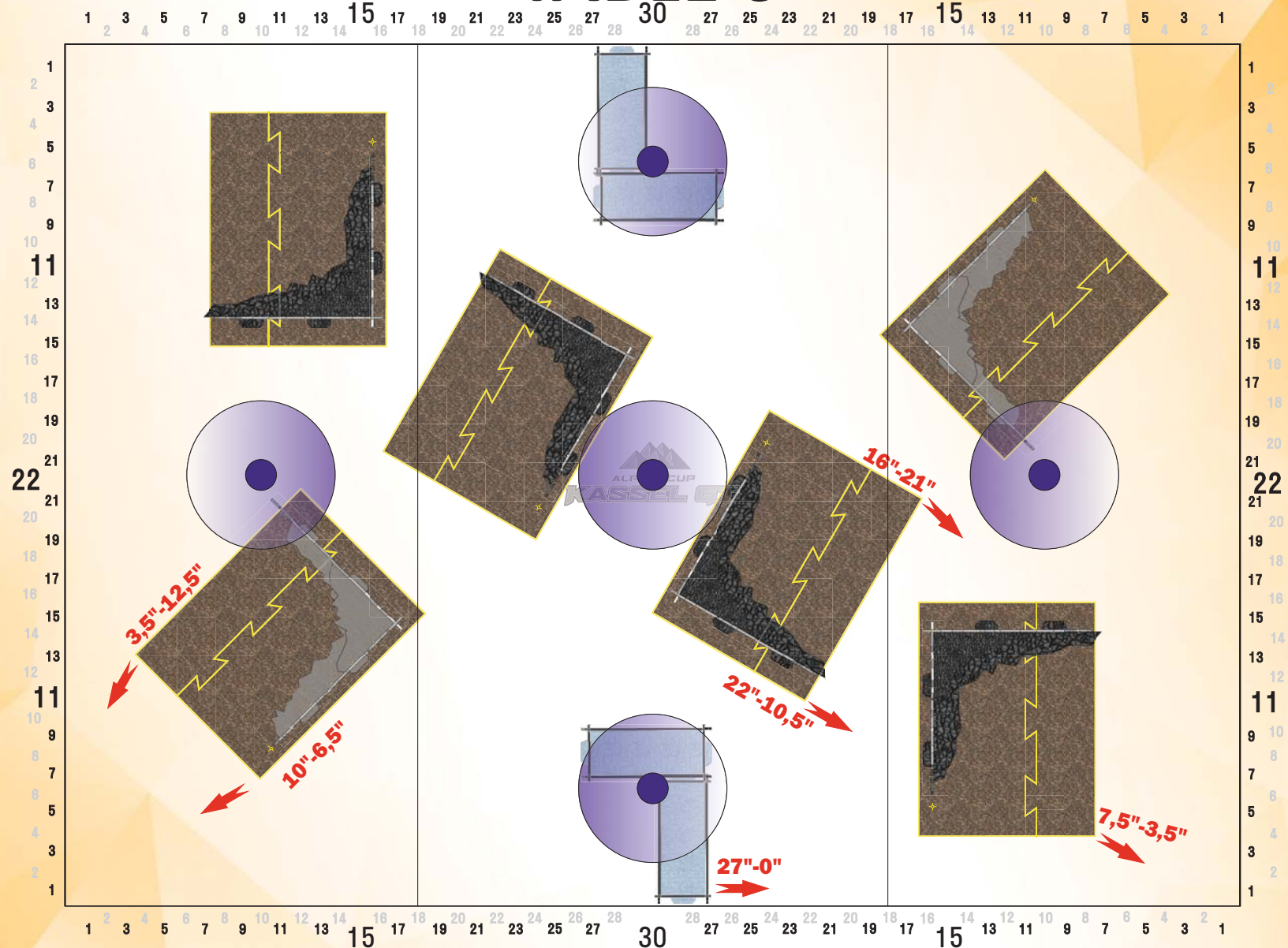
HAMMER AND ANVIL

TABLE 5



HAMMER AND ANVIL

TABLE 6



HAMMER AND ANVIL