



ALPINE CUP

SALZBURG

MAJOR

2024 TERRAIN MAPS

(v1.1 08.05.2024)

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SALZBURG MAJOR ALPINE CUP 2024

TERRAIN MAPS

* We have prepared 13 terrain maps for Salzburg Major - Alpine Cup 2024. During the tournament half of the terrain will be Alpine-WY Style, with the half being WTC style.

* Each deployment type has 2 to 4 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. Use the corner with **RED ARROW** first and **YELLOW ARROW** after to place the base of the ruin.



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.



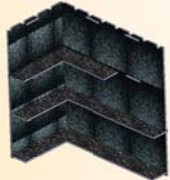
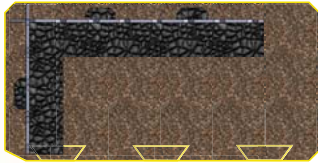
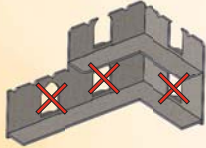
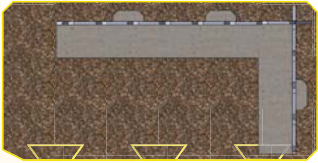



- The gaps between most terrain elements and table edges has been calibrated so a knight CAN move through, if you see the **RED Knight Circle** crossed out the model can NOT move through. If you see a **GREEN Knight Circle** not crossed out the model CAN move through.



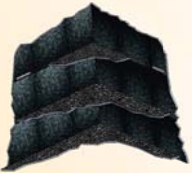
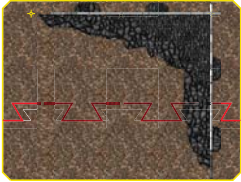





- If you see this symbol next to a ruin, it means the objective within the vicinity can NOT be controlled from beyond the wall.



TERRAIN INDEX - WTC Style Terrain

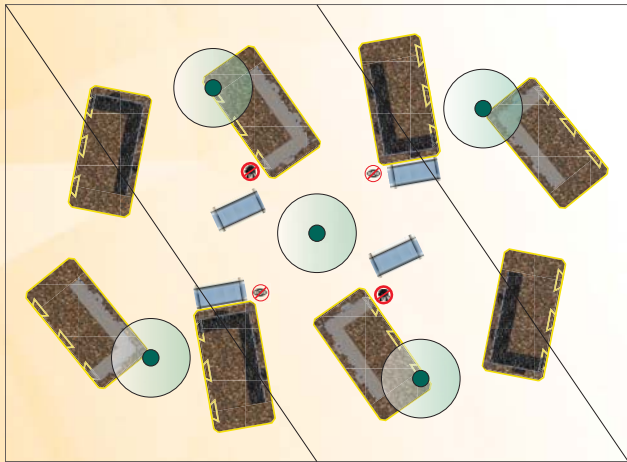
<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 9,5"</p> <p>Footprint Size: 12"x6"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p>
<p>TWO STOREY RUIN 3D View</p> 	<p>TWO STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 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 - Alpine 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 Alpine Style terrain, ignore any walls that go out of the base/footprint except for ending movement on them. They do not block line of sight or considered for movement.

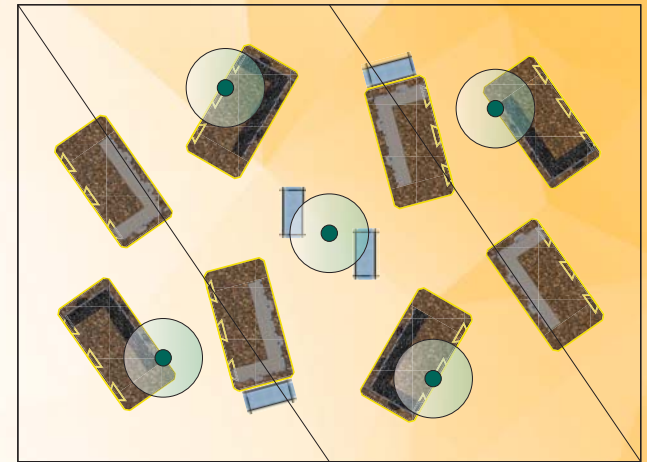
TABLE 1



CRUCIBLE OF BATTLE

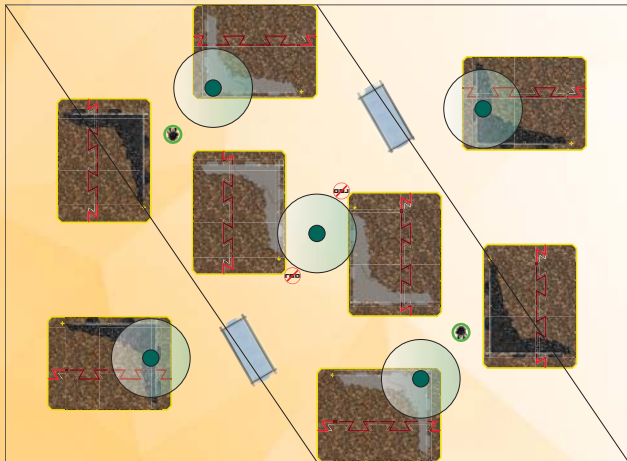
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TABLE 2



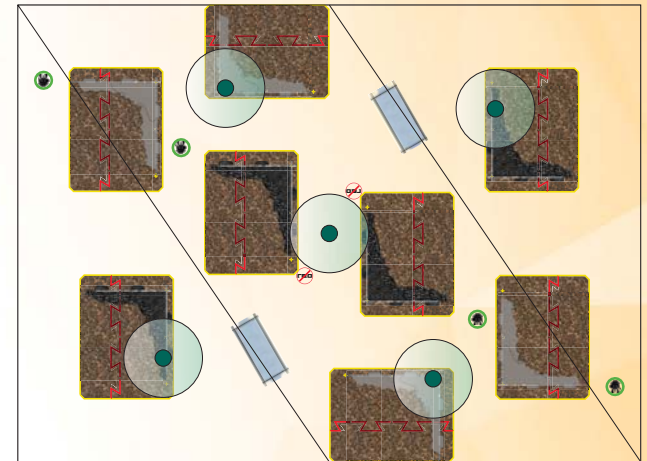
CRUCIBLE OF BATTLE

TABLE 3



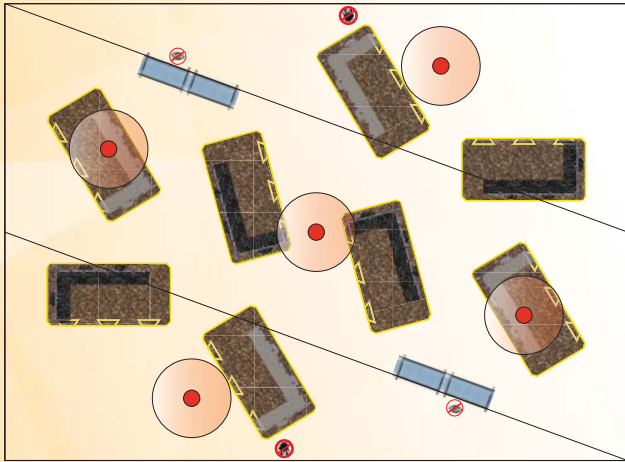
CRUCIBLE OF BATTLE

TABLE 4



CRUCIBLE OF BATTLE

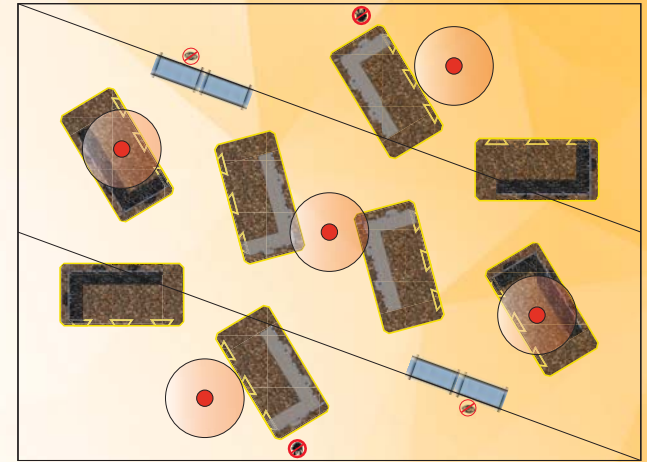
TABLE 1



SWEEPING ENGAGEMENT

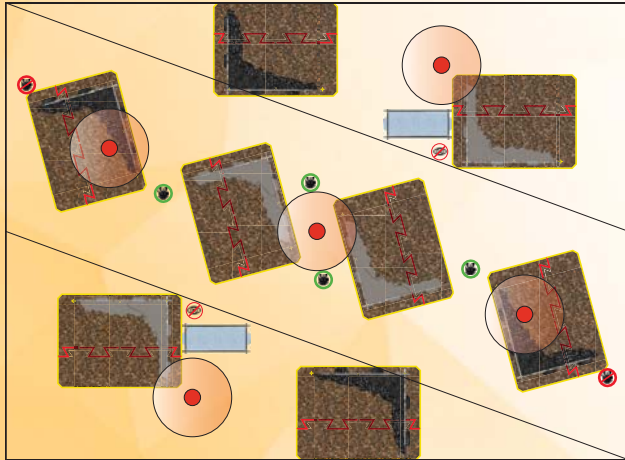


TABLE 2



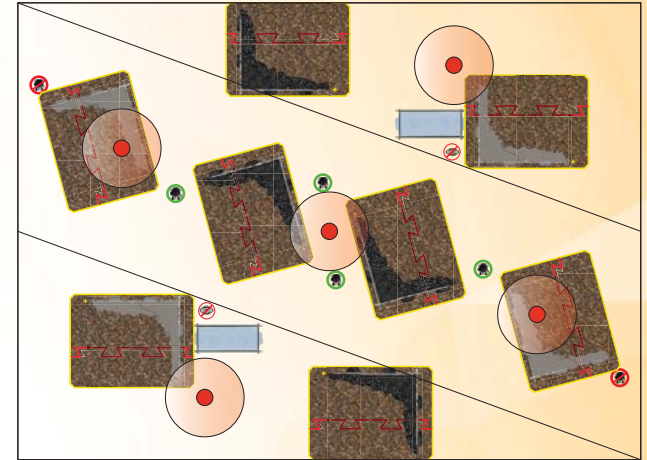
SWEEPING ENGAGEMENT

TABLE 3



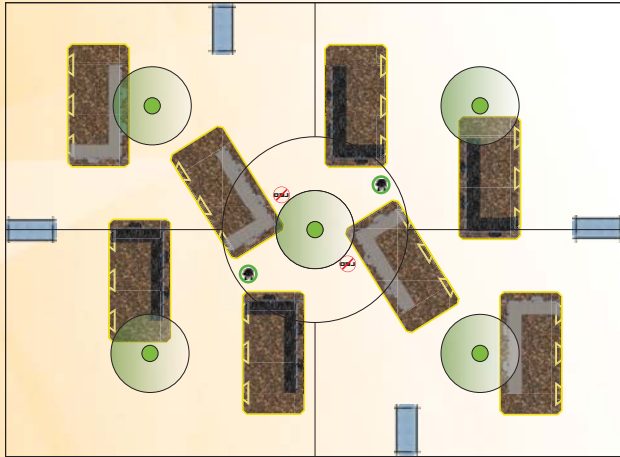
SWEEPING ENGAGEMENT

TABLE 4



SWEEPING ENGAGEMENT

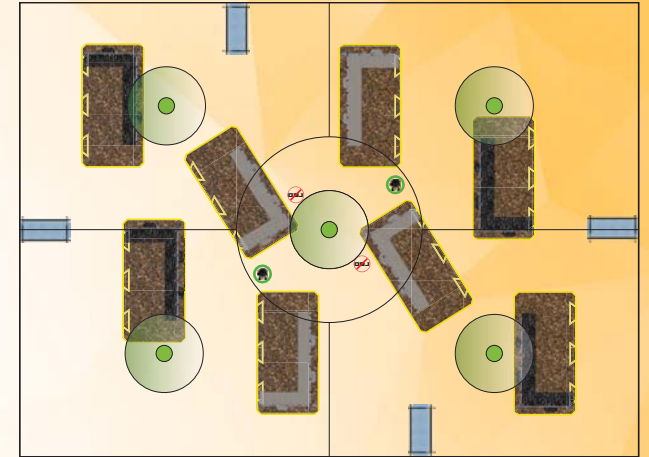
TABLE 1



SEARCH AND DESTROY

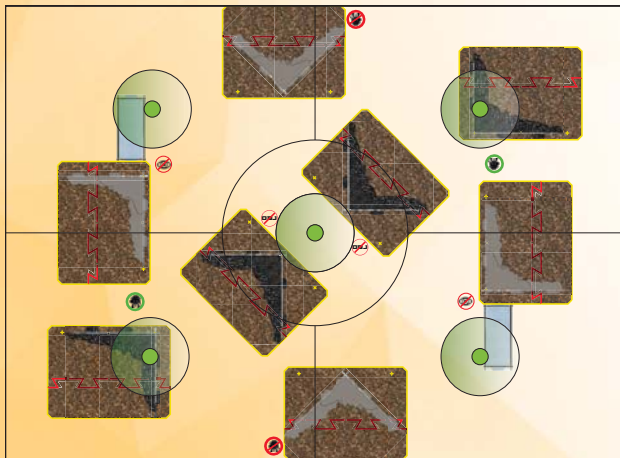


TABLE 2



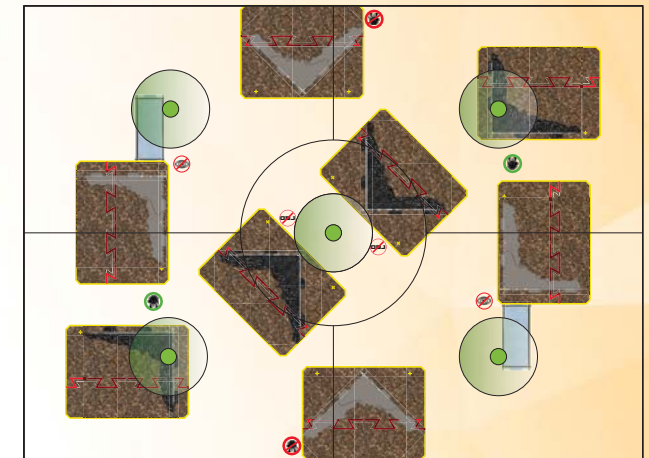
SEARCH AND DESTROY

TABLE 3



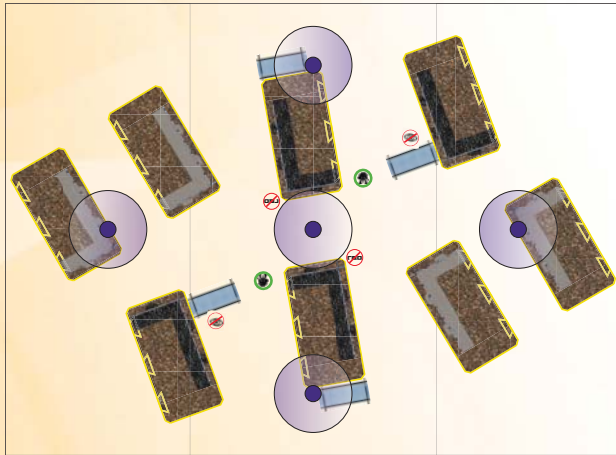
SEARCH AND DESTROY

TABLE 4



SEARCH AND DESTROY

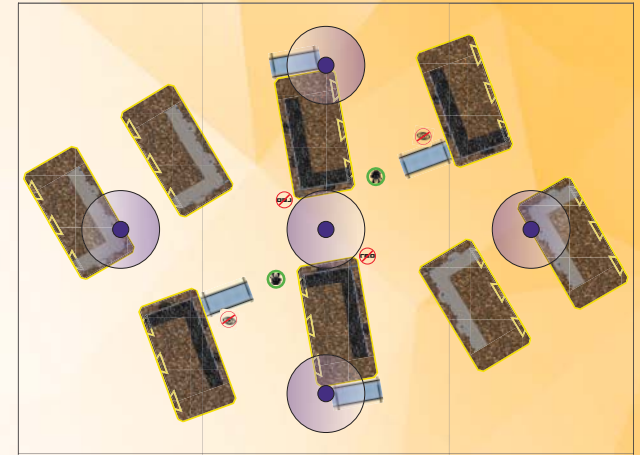
TABLE 1



HAMMER AND ANVIL



TABLE 2



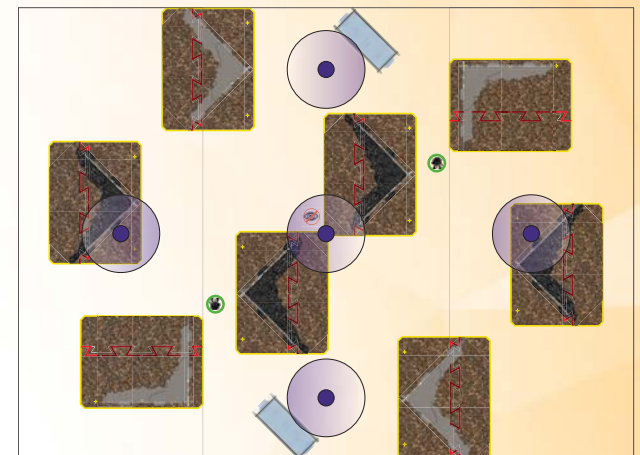
HAMMER AND ANVIL

TABLE 3



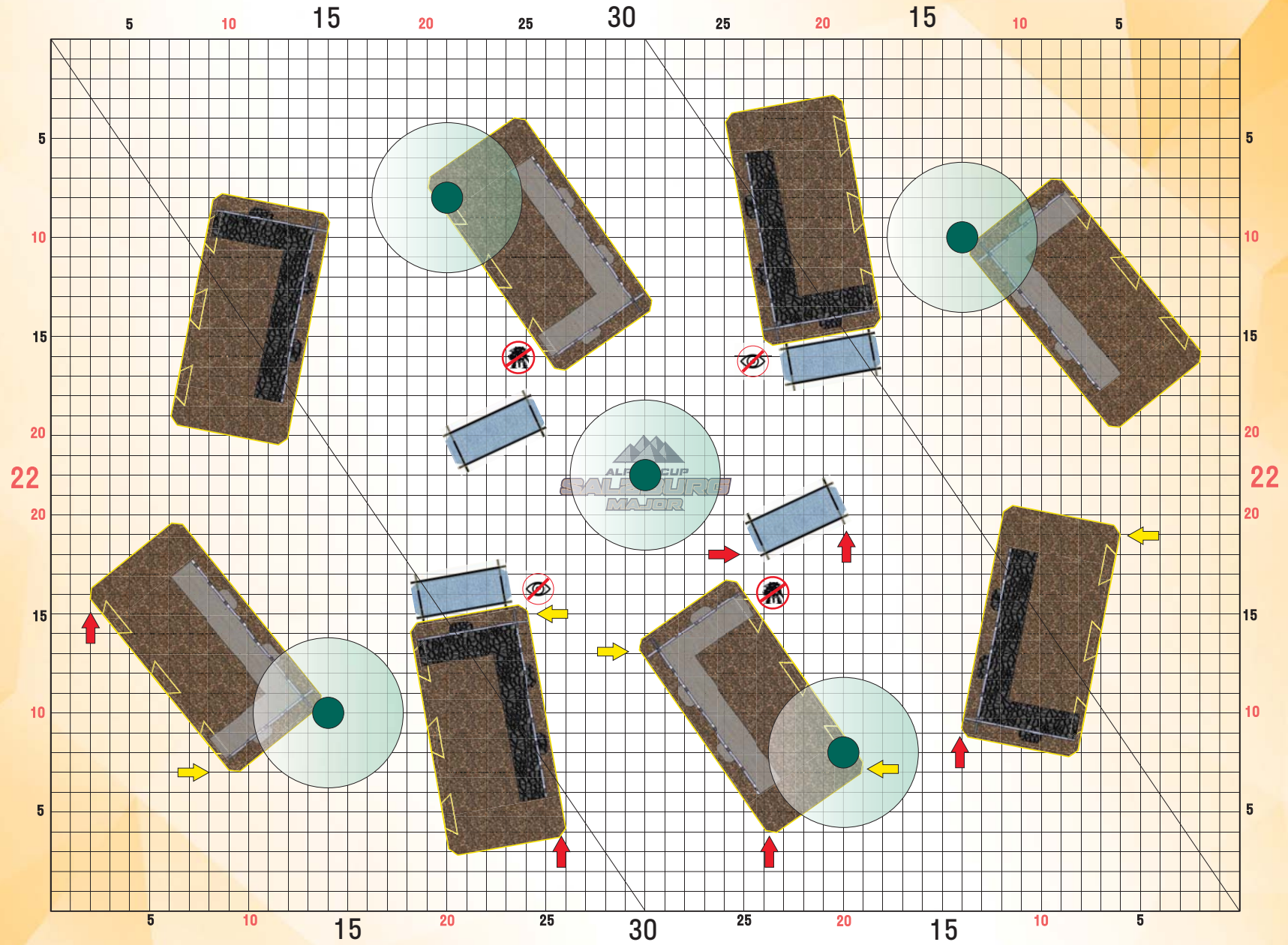
HAMMER AND ANVIL

TABLE 4



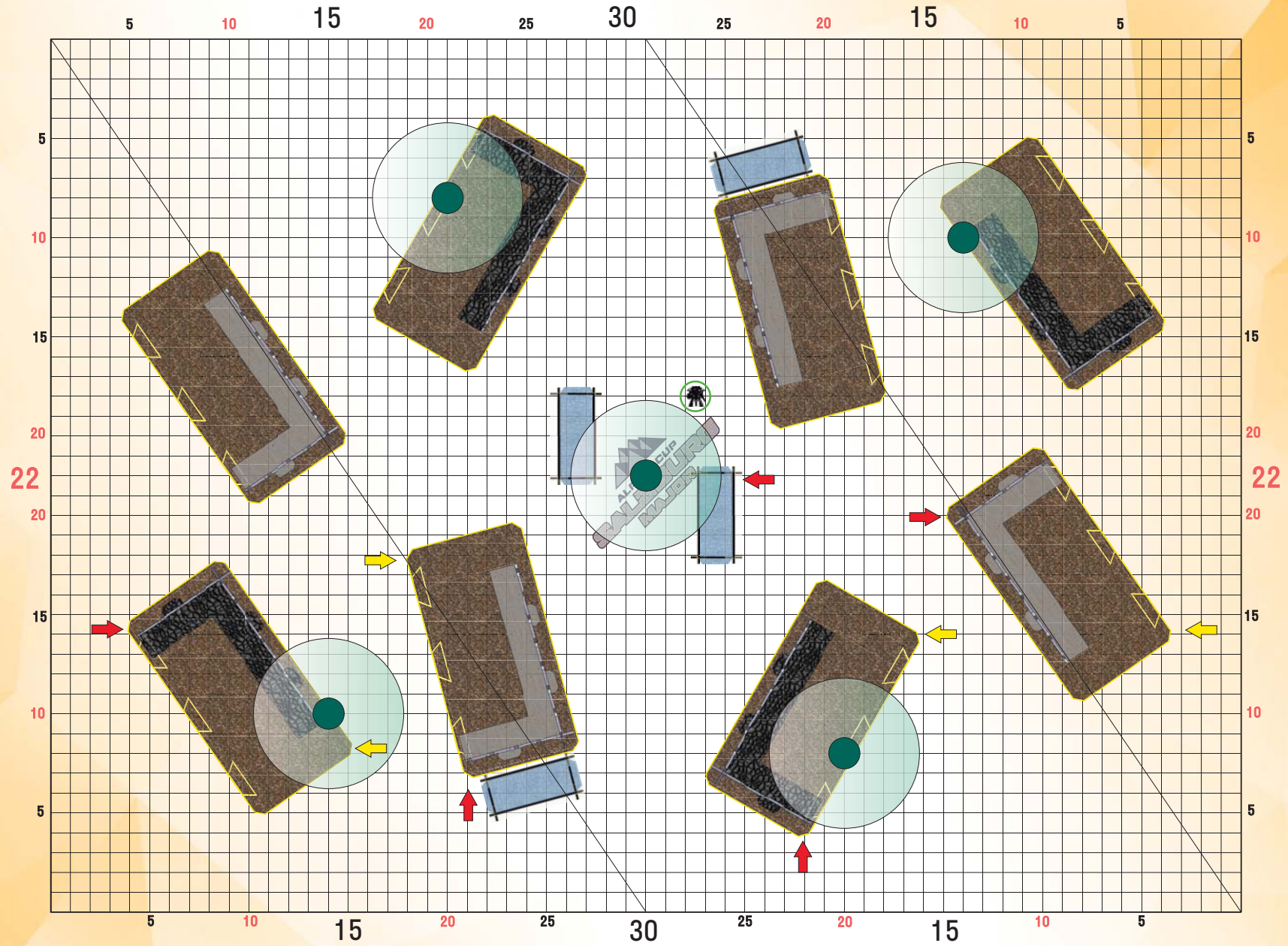
HAMMER AND ANVIL

TABLE 1



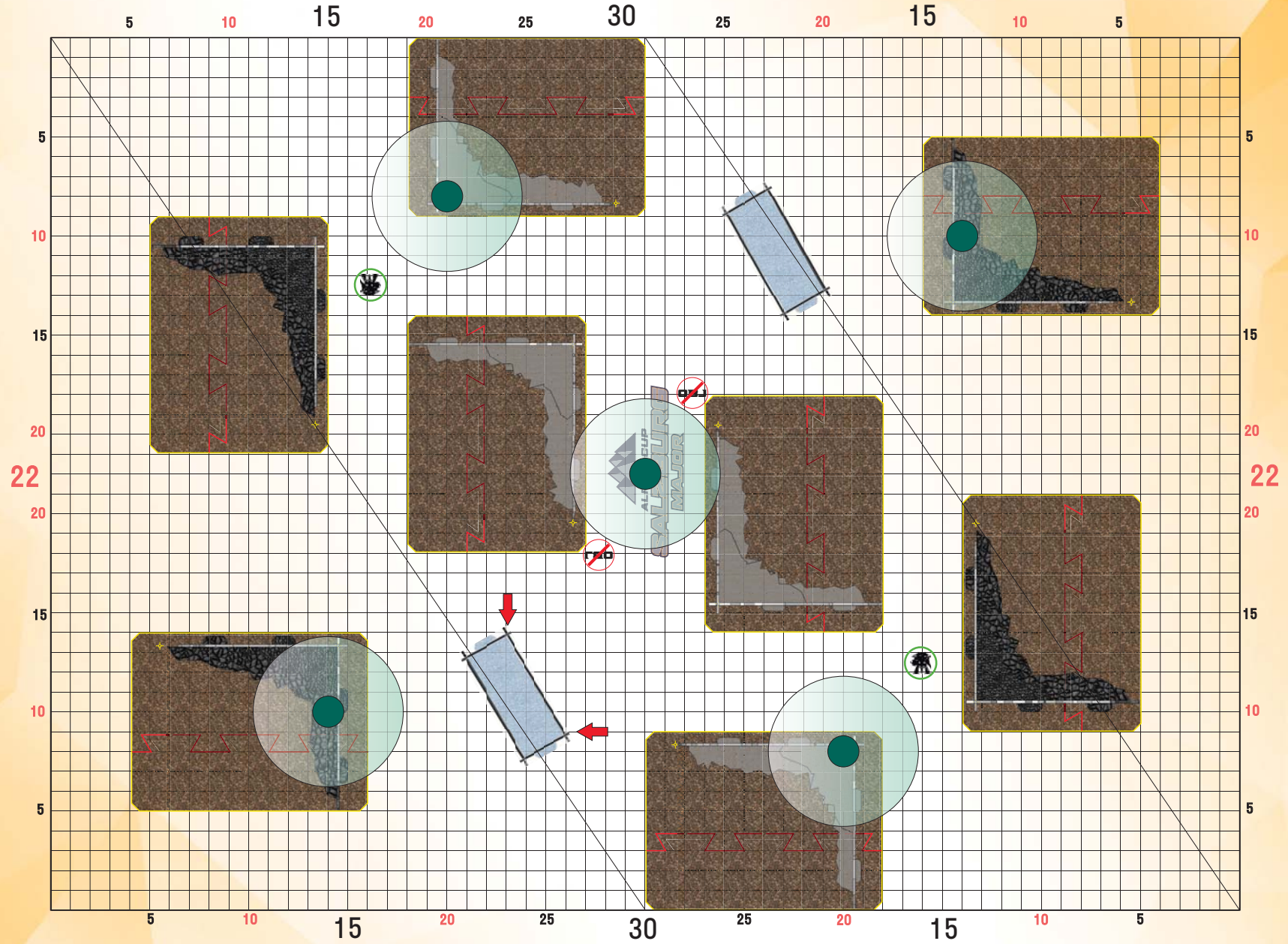
CRUCIBLE OF BATTLE

TABLE 2



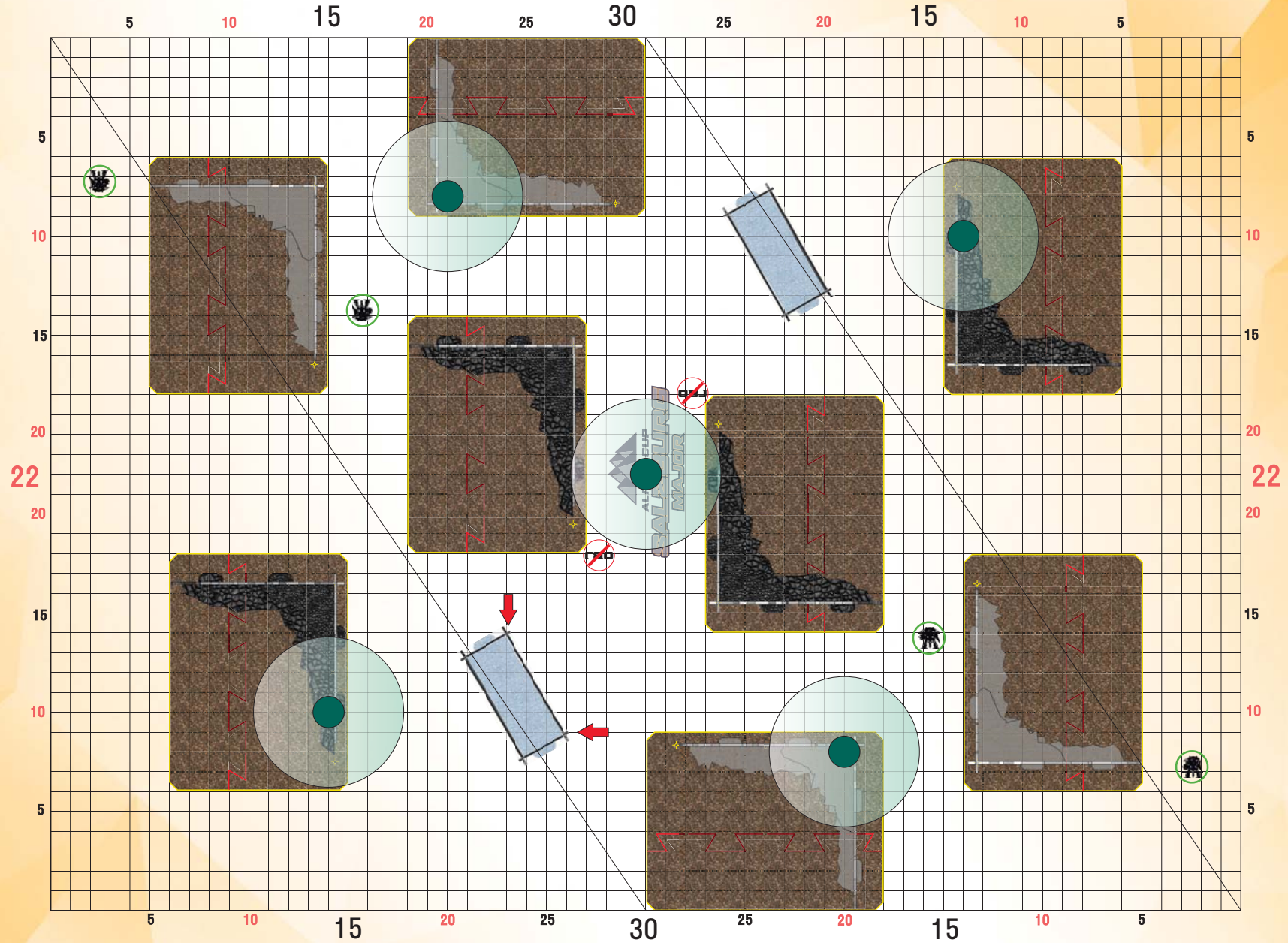
CRUCIBLE OF BATTLE

TABLE 3



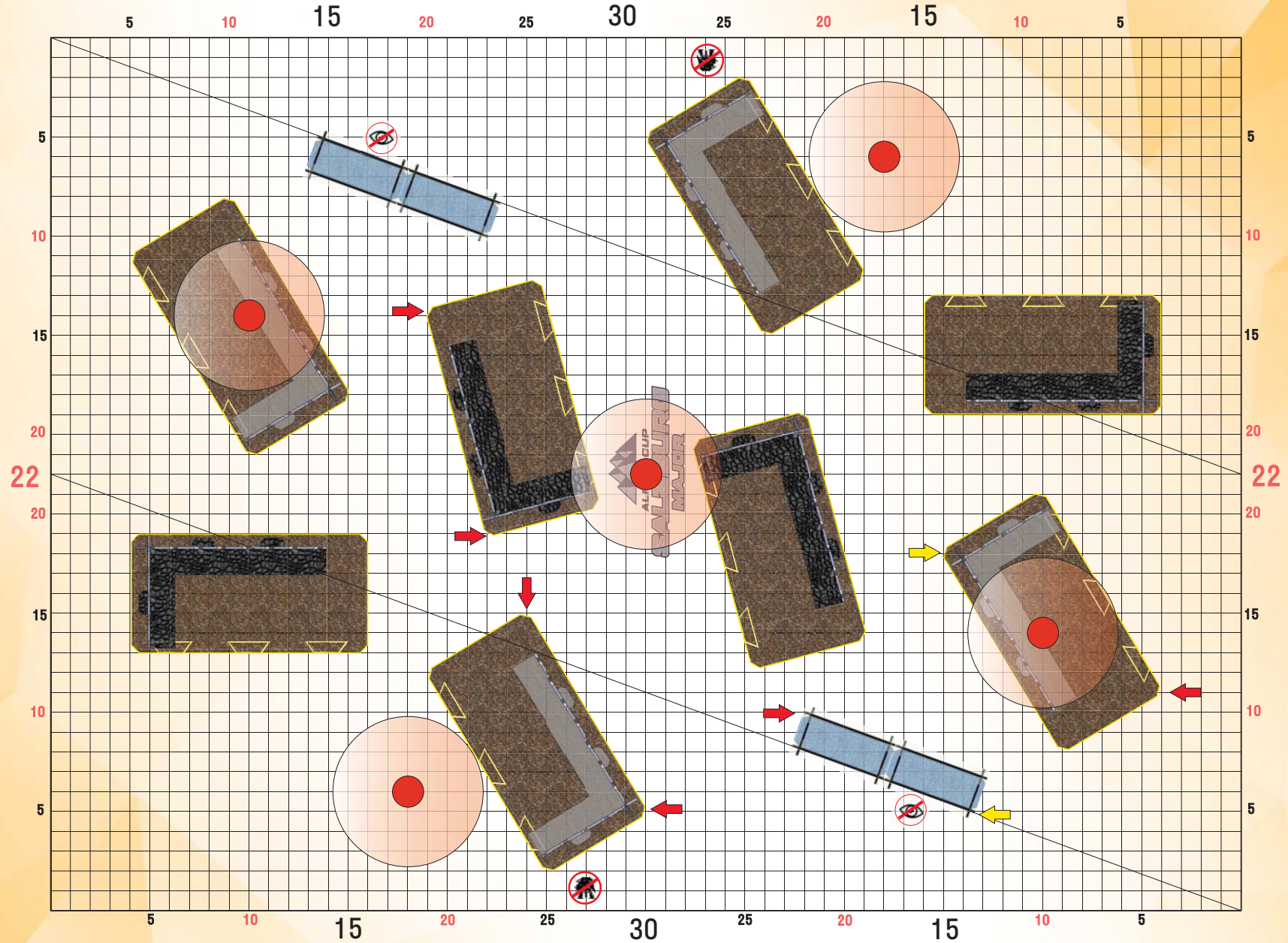
CRUCIBLE OF BATTLE

TABLE 4



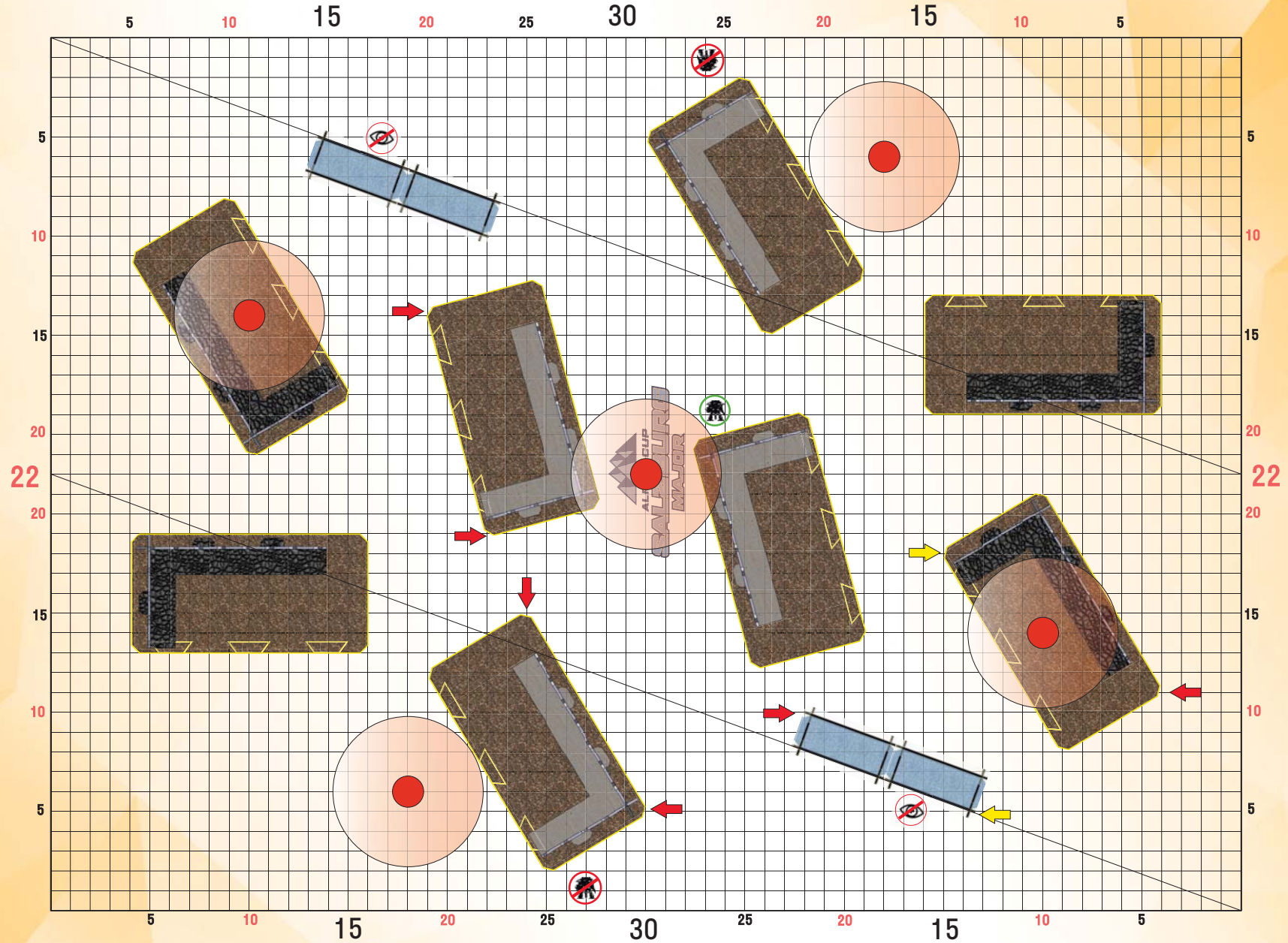
CRUCIBLE OF BATTLE

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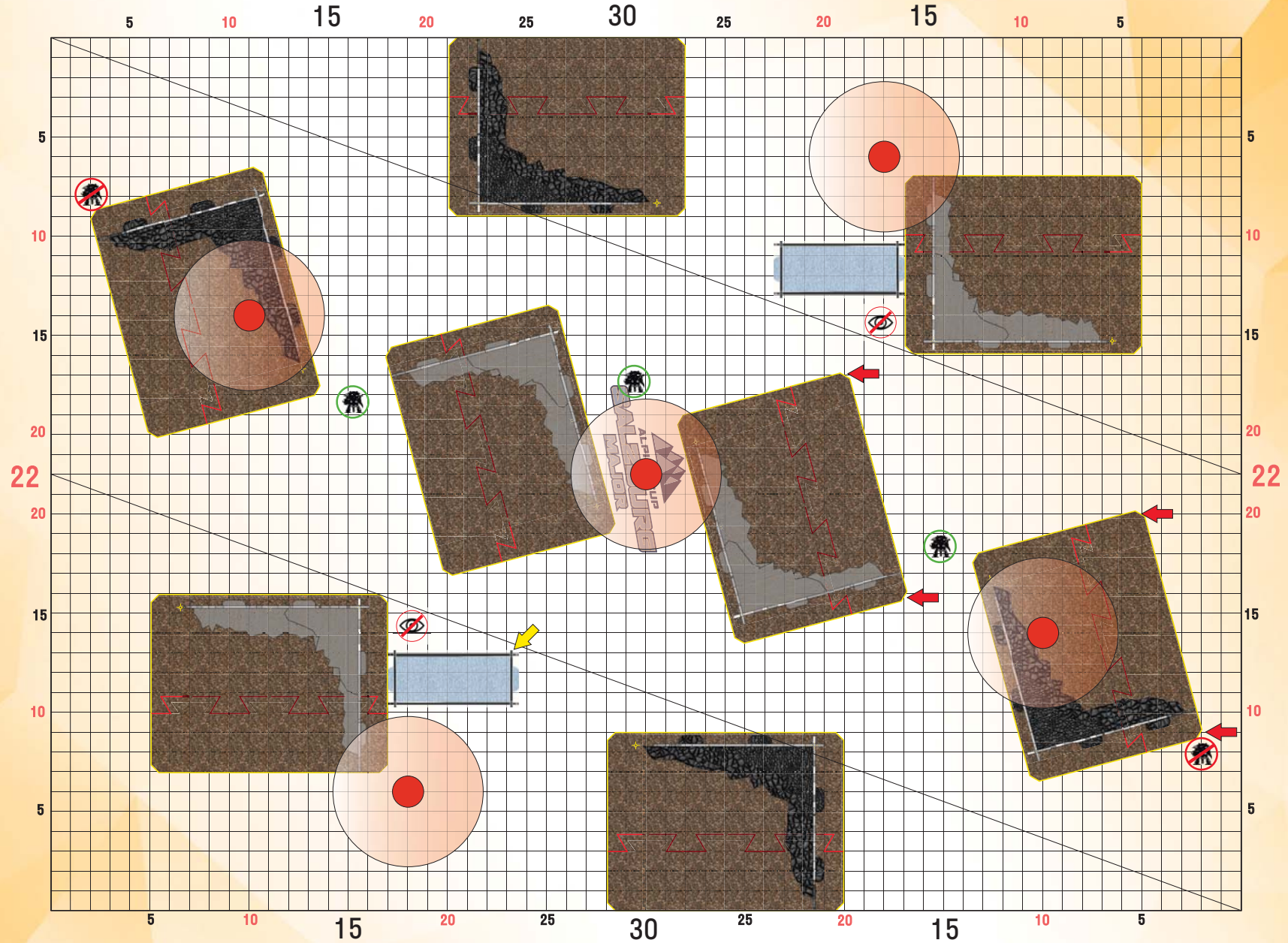
SWEEPING ENGAGEMENT

TABLE 2



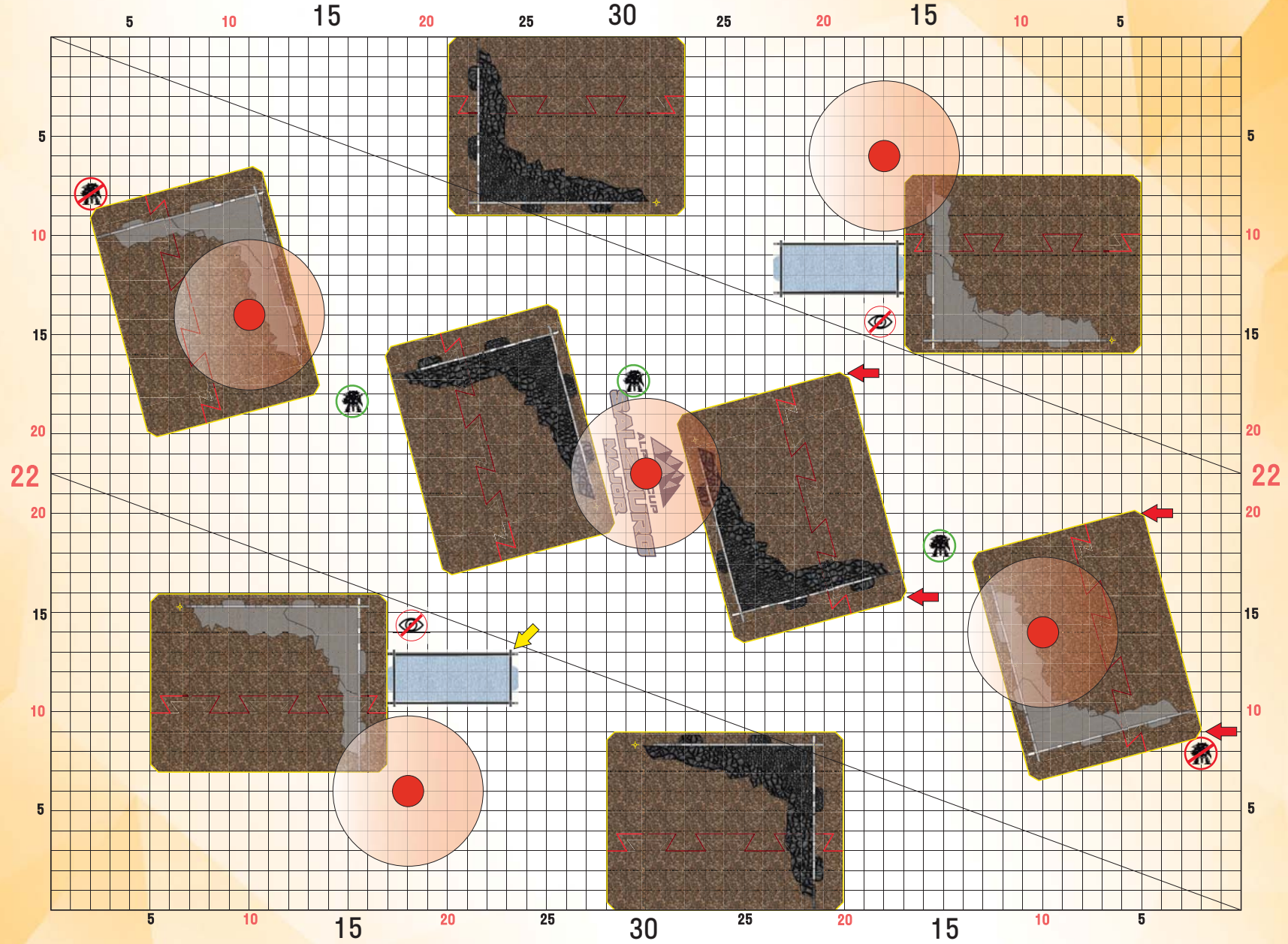
SWEEPING ENGAGEMENT

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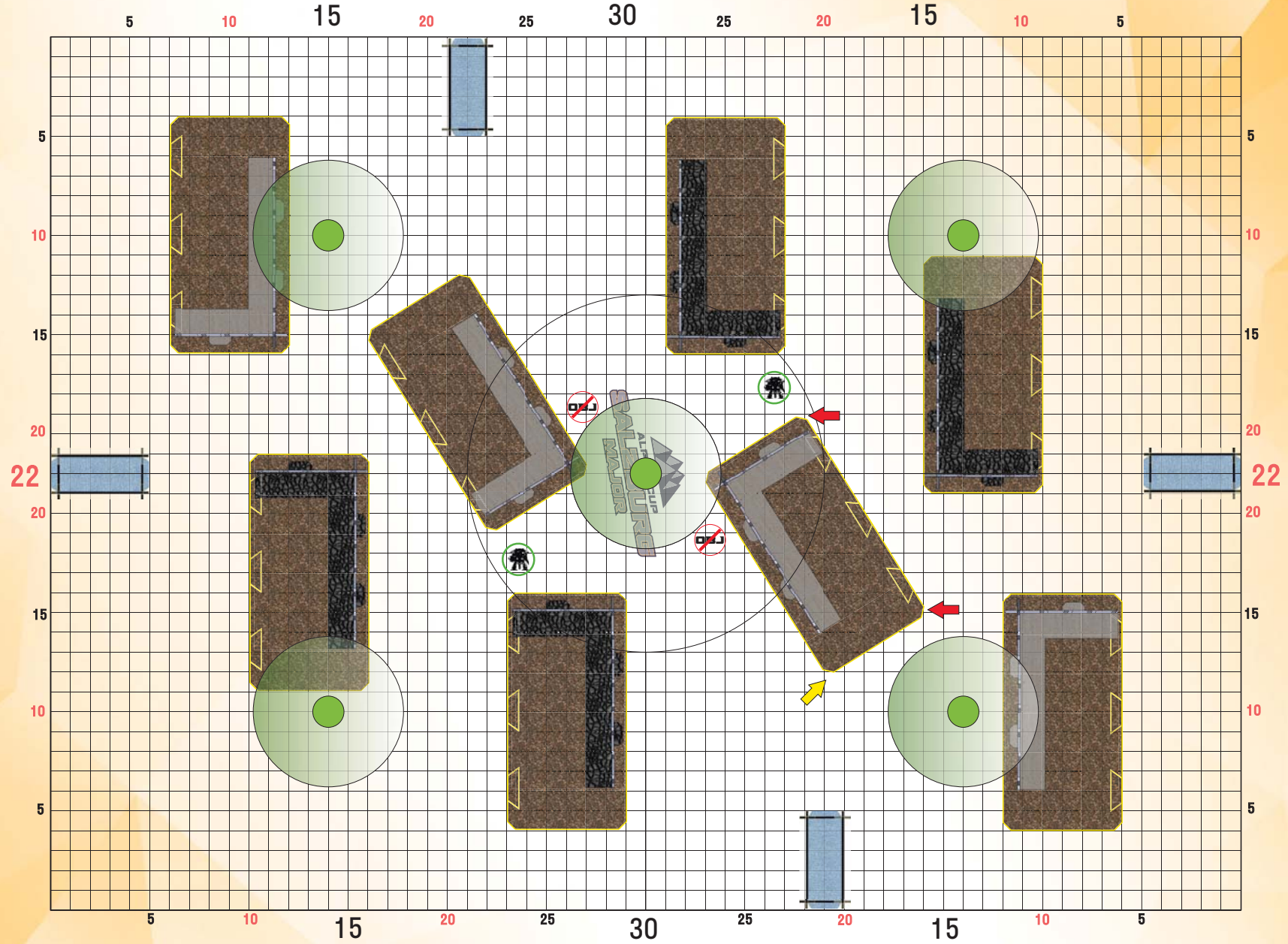
SWEEPING ENGAGEMENT

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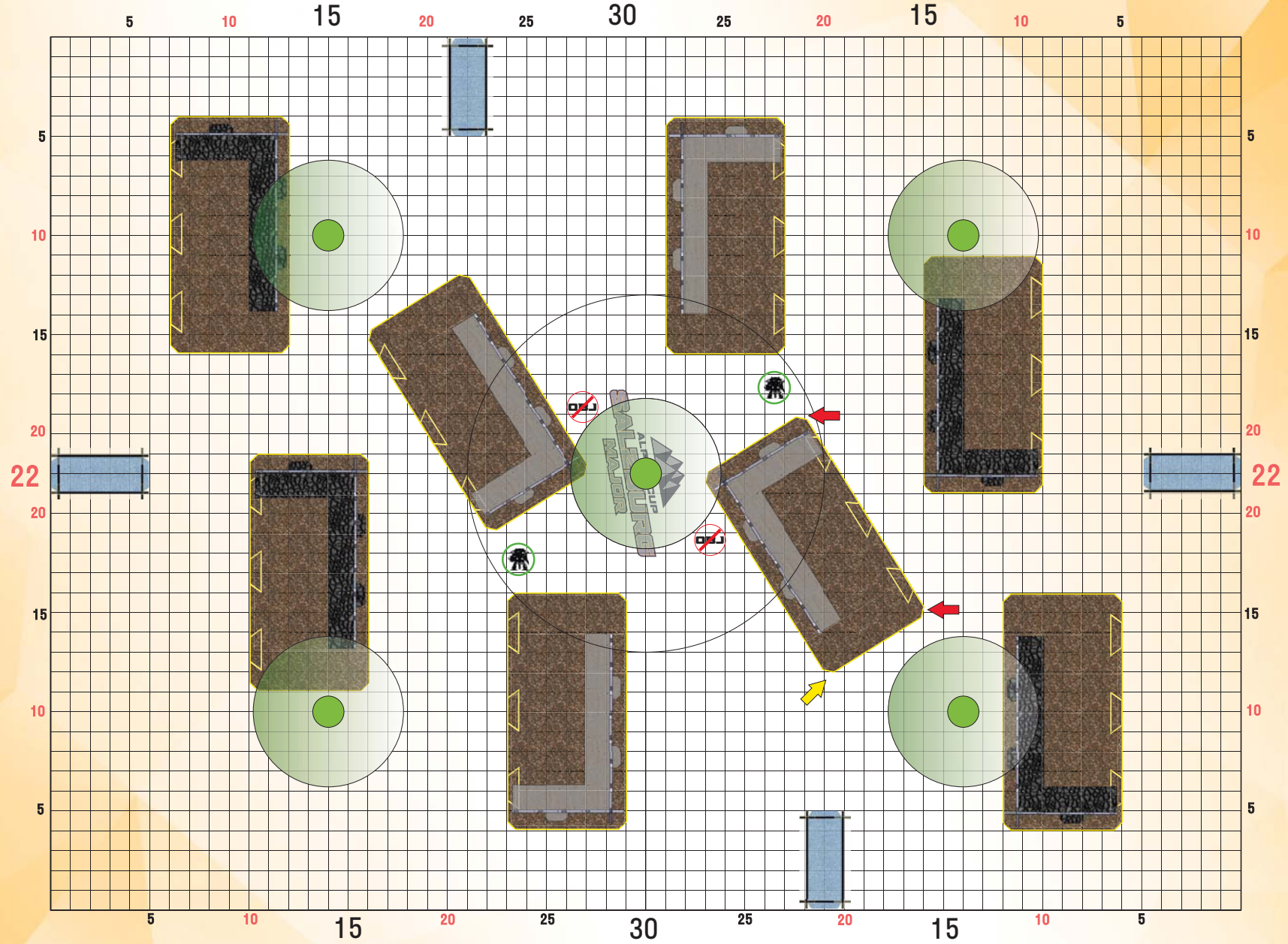
SWEEPING ENGAGEMENT

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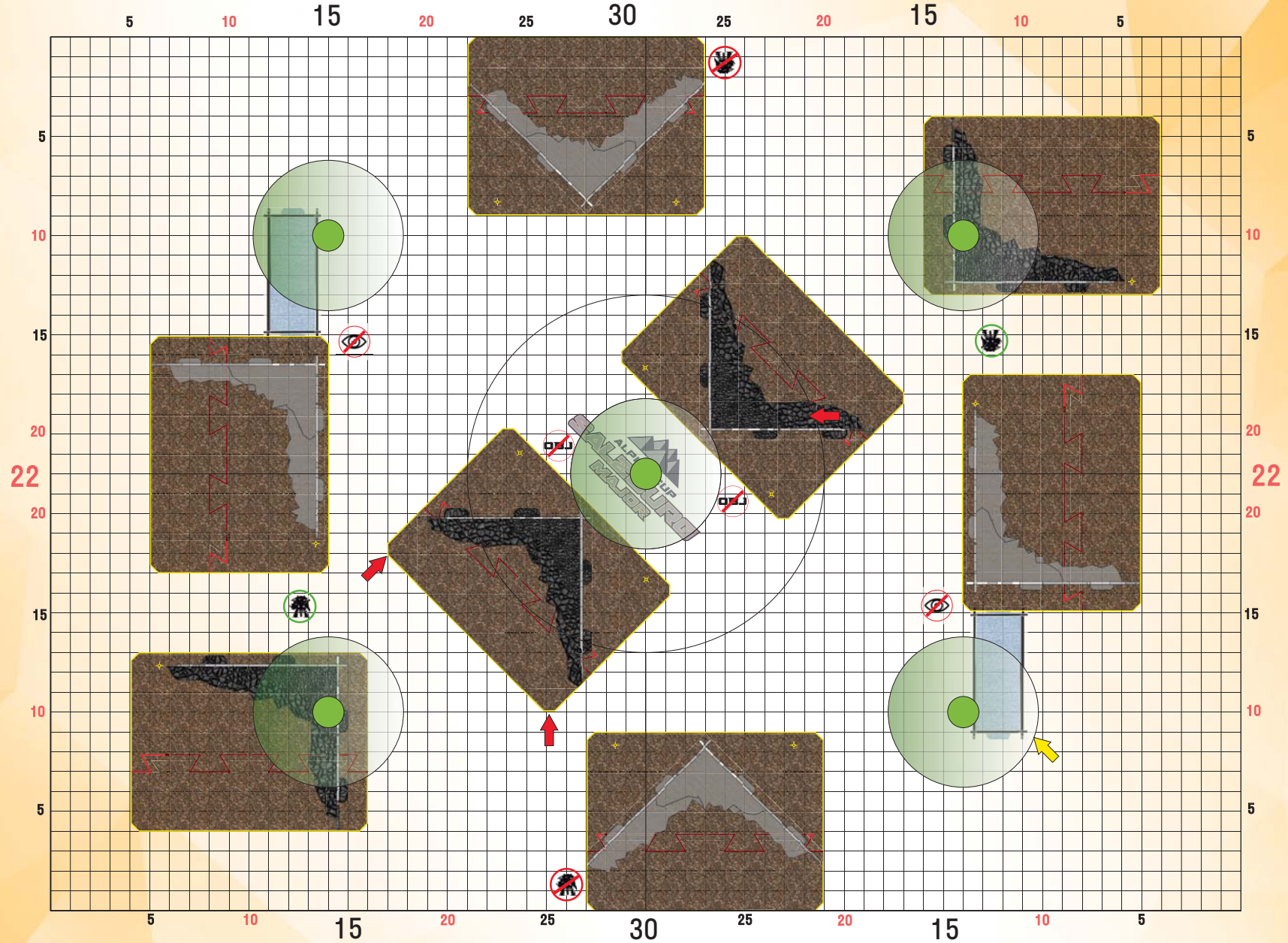
SEARCH AND DESTROY

TABLE 2



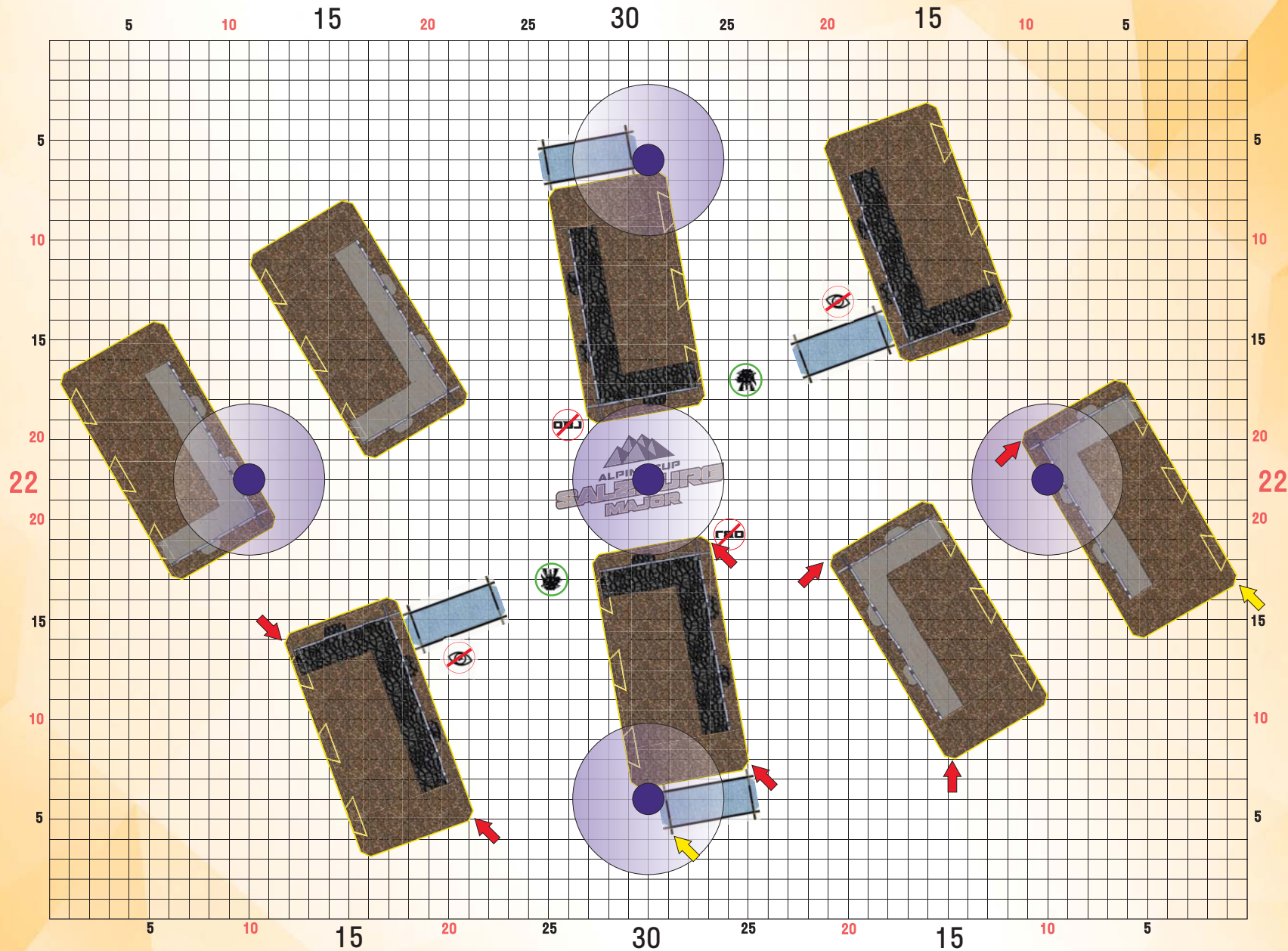
SEARCH AND DESTROY

TABLE 3-4



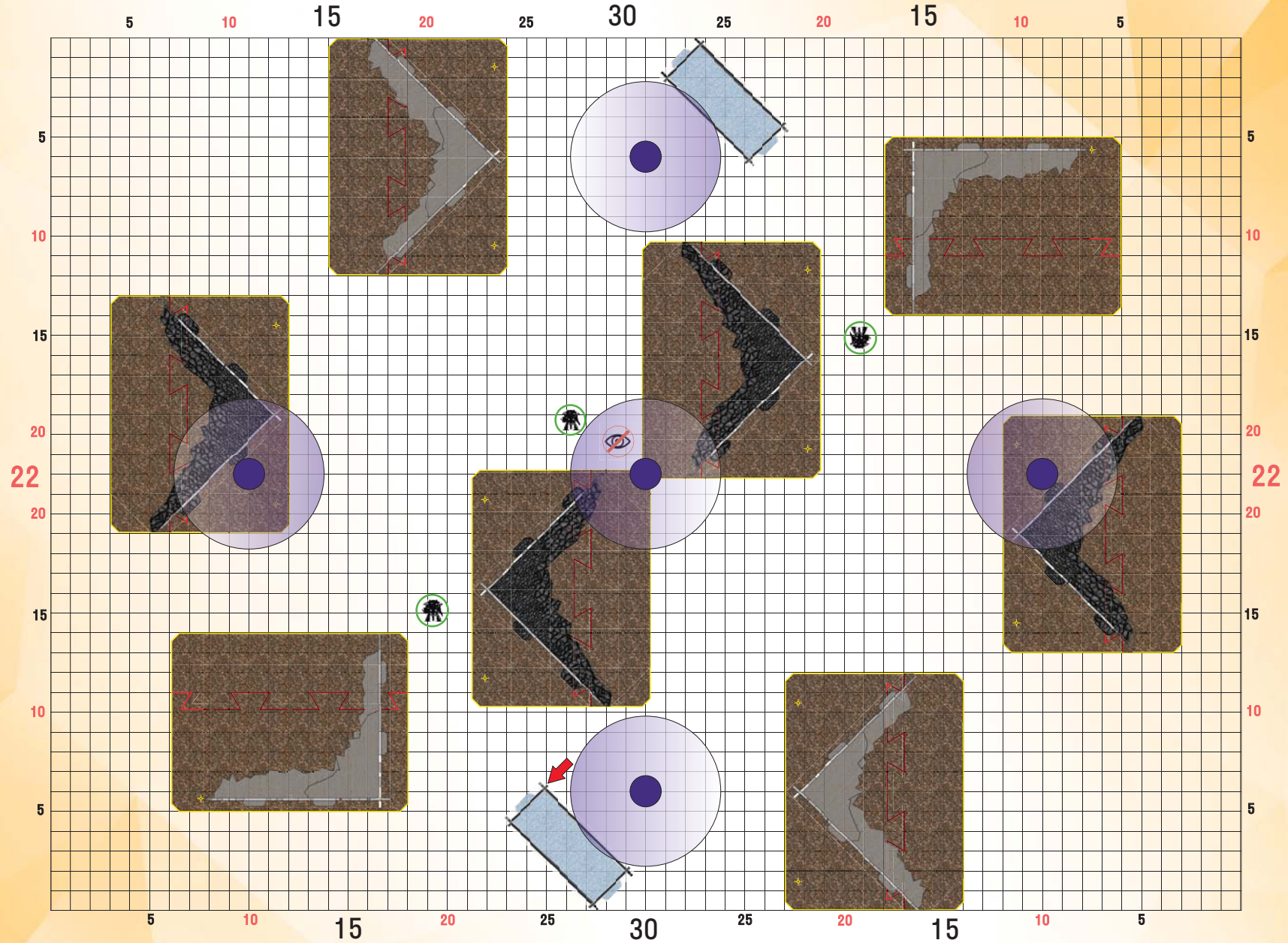
SEARCH AND DESTROY

TABLE 1-2



HAMMER AND ANVIL

TABLE 3-4



HAMMER AND ANVIL