



ALPINE CUP

KASSEL CUP

2024 TERRAIN MAPS

(v1.0 15.08.2024)

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KASSEL CUP ALPINE CUP 2024 TERRAIN MAPS

* We have prepared 18 terrain maps for Kassel Cup - Alpine Cup 2024. During the tournament 2/5 of the terrain will be Alpine-WY Style, with the 3/5 being WTC style. Table 5 will be copies of WTC Maps.

* Each deployment type has 3 to 5 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 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.



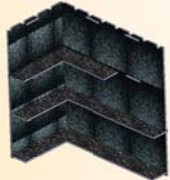
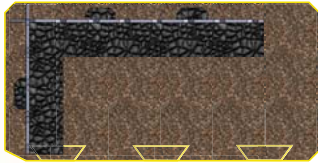
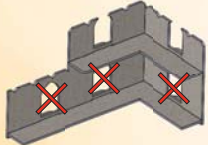
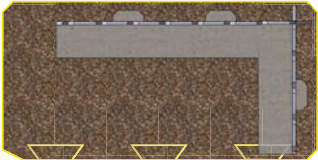



- The gaps between most terrain elements and table edges has been calibrated so a knight CAN move through without rolling for Battle-shock. If you see a **GREEN Knight Symbol** than the gap is wide enough, with **RED Knight Symbol** than the gap is NOT wide enough.



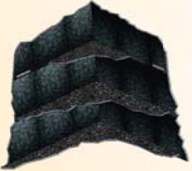
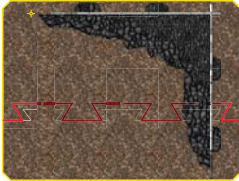





- If you see this symbol next to a ruin, it means the objective within the vicinity can NOT be controlled from beyond the wall.



TERRAIN INDEX - WTC Style Terrain

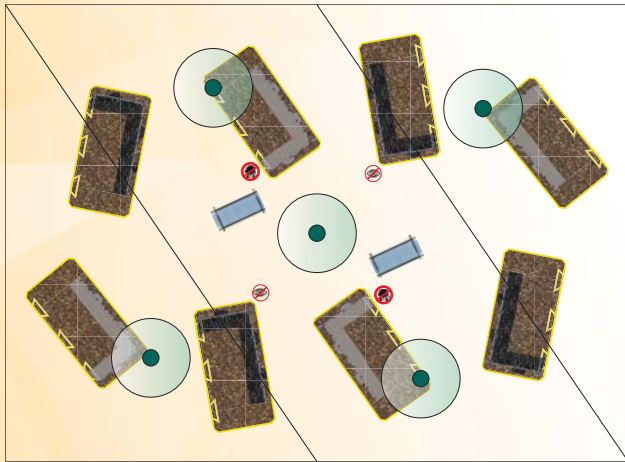
<p>THREE STOREY RUIN 3D View</p> 	<p>THREE STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 9" Width: 5" Height: 9,5"</p> <p>Footprint Size: 12"x6"</p>	<p>Rules</p> <p><i>Terrain Category: Ruins</i></p>
<p>TWO STOREY RUIN 3D View</p> 	<p>TWO STOREY RUIN Map View</p> 	<p>Dimensions</p> <p>Length: 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

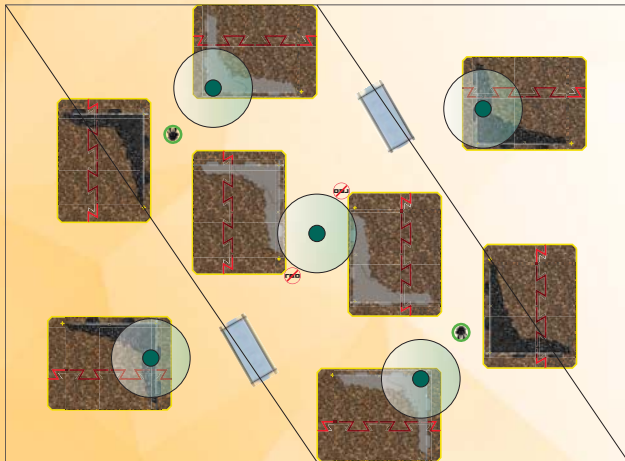


TABLE 2



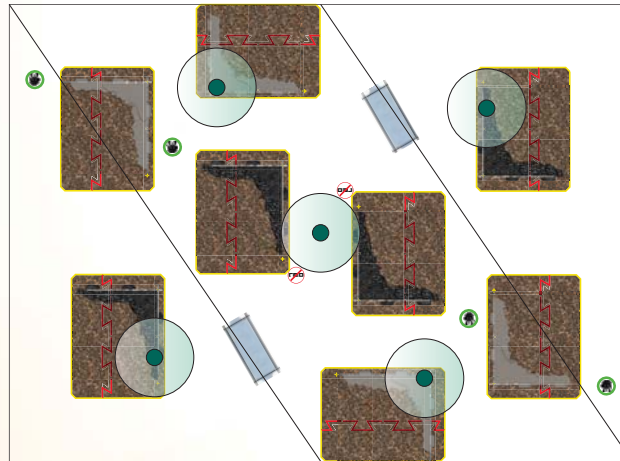
CRUCIBLE OF BATTLE

TABLE 3



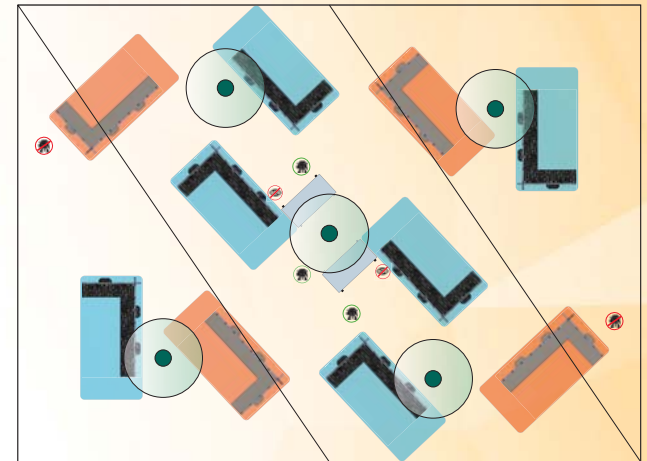
CRUCIBLE OF BATTLE

TABLE 4



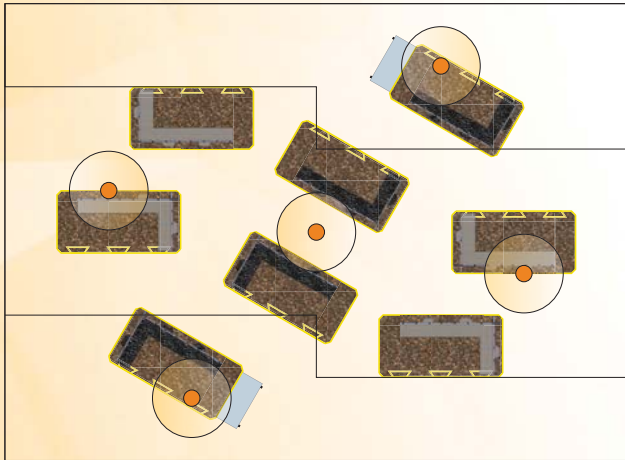
CRUCIBLE OF BATTLE

TABLE 5



CRUCIBLE OF BATTLE

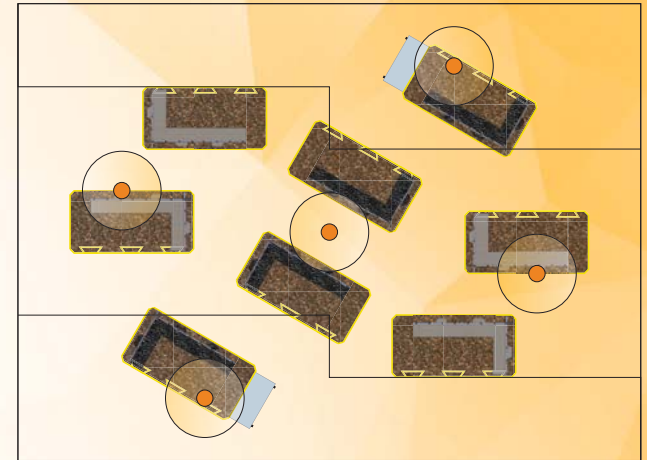
TABLE 1



SWEEPING ENGAGEMENT

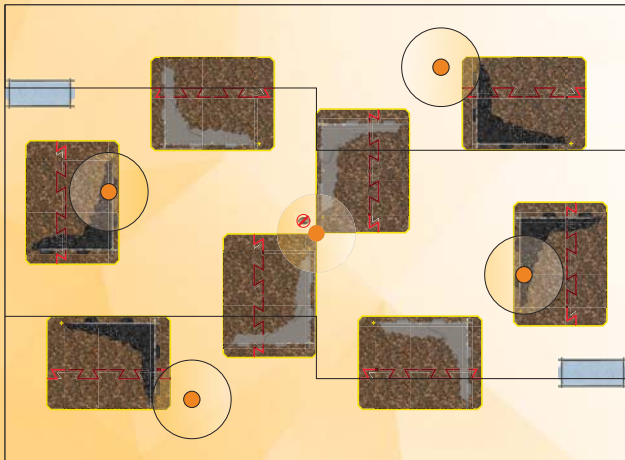


TABLE 2



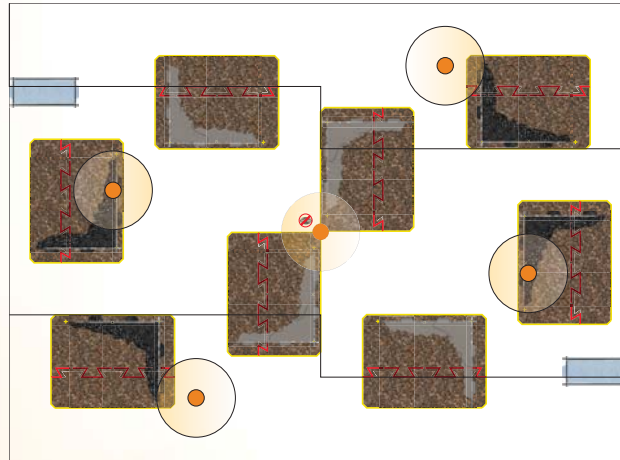
SWEEPING ENGAGEMENT

TABLE 3



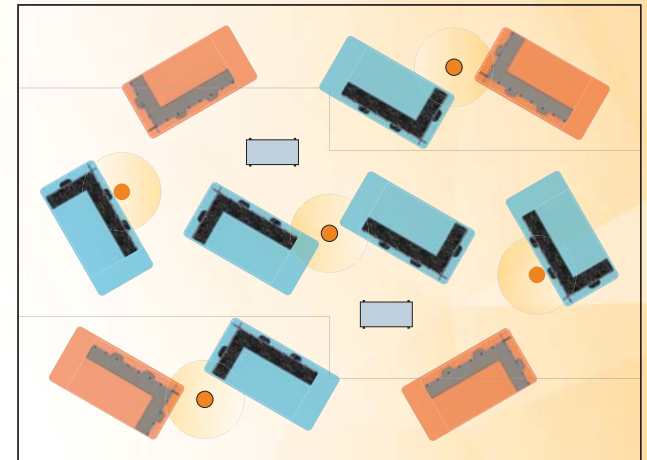
SWEEPING ENGAGEMENT

TABLE 4



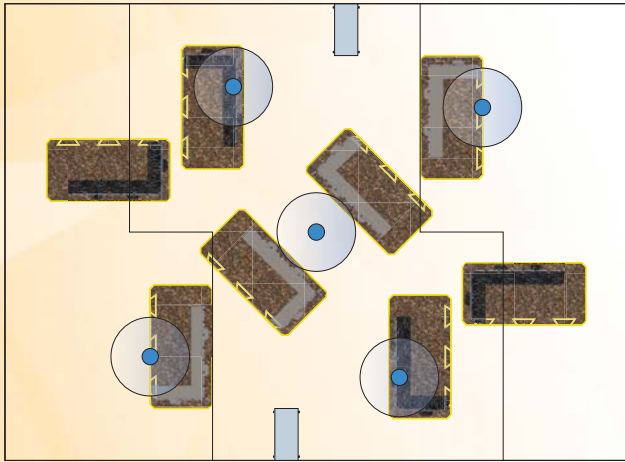
SWEEPING ENGAGEMENT

TABLE 5



SWEEPING ENGAGEMENT

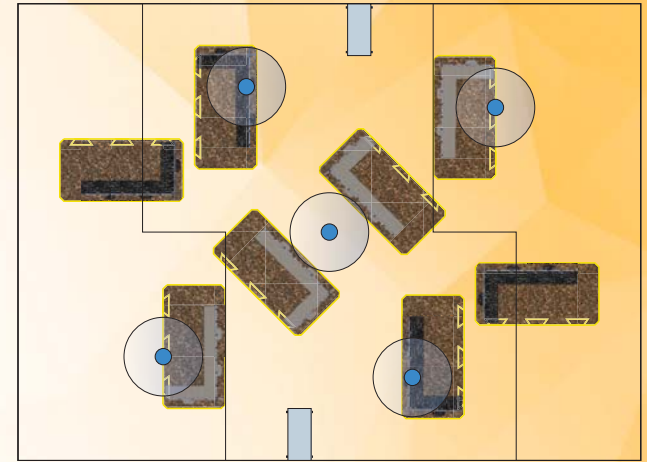
TABLE 1



TIPPING POINT

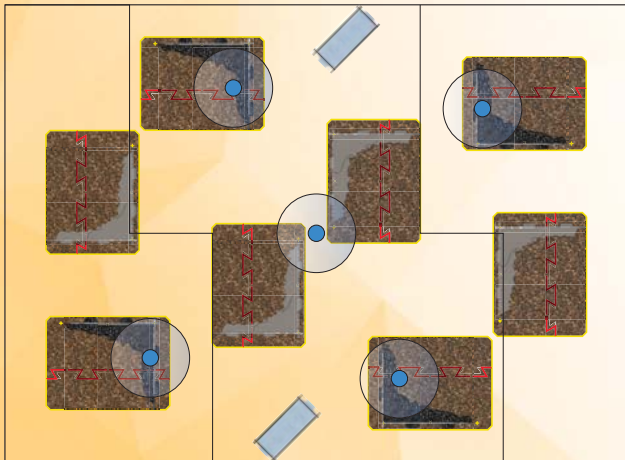


TABLE 2



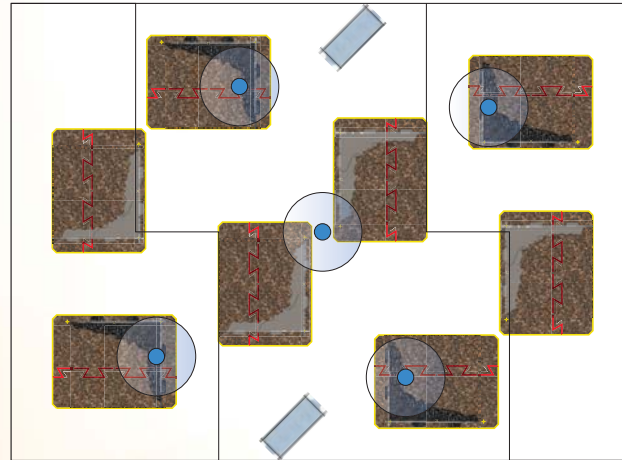
TIPPING POINT

TABLE 3



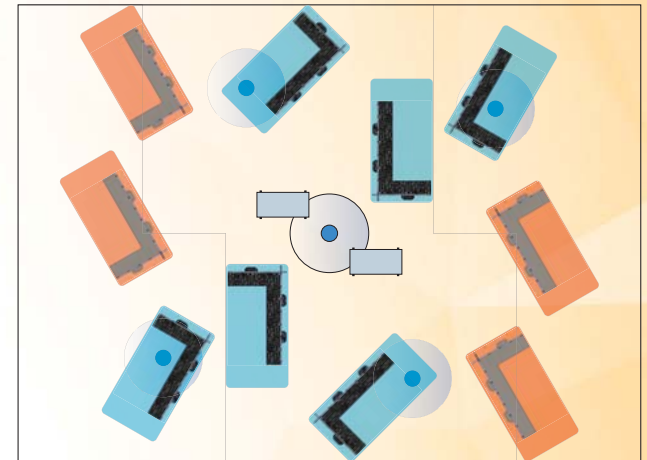
TIPPING POINT

TABLE 4



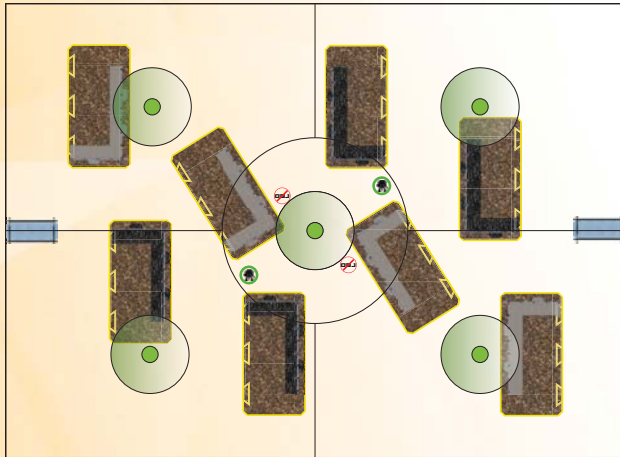
TIPPING POINT

TABLE 5



TIPPING POINT

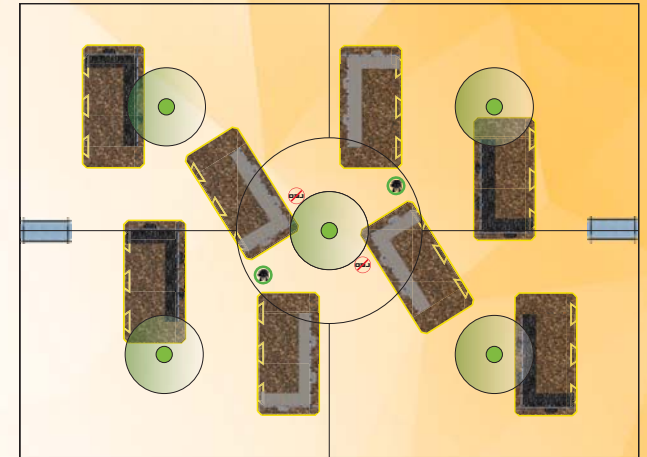
TABLE 1



SEARCH AND DESTROY

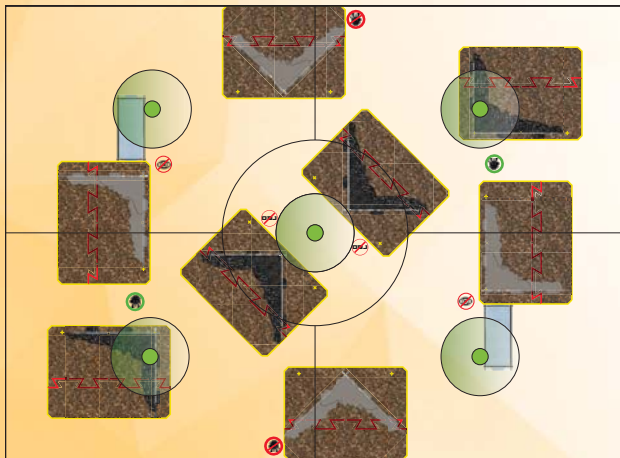


TABLE 2



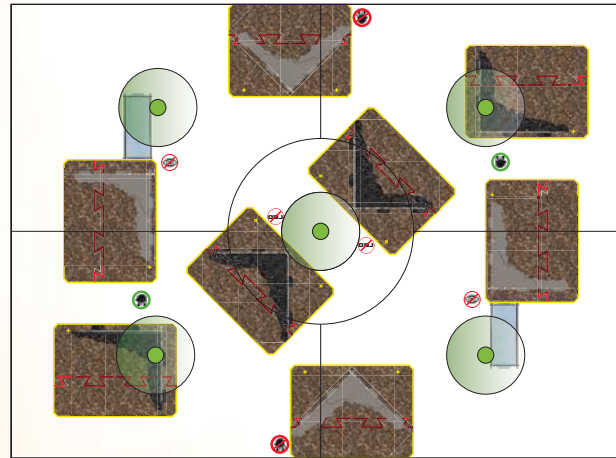
SEARCH AND DESTROY

TABLE 3



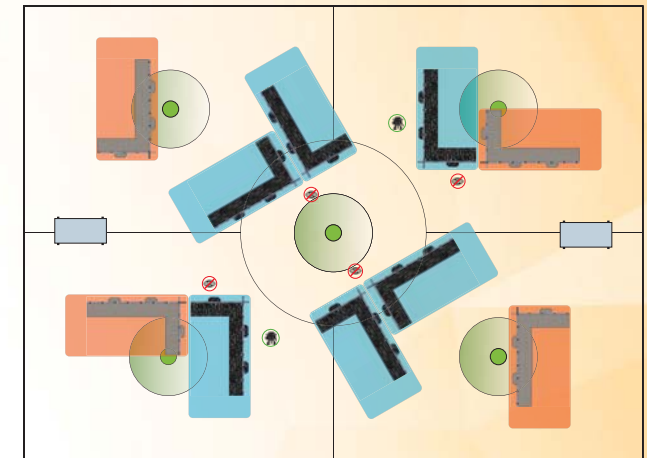
SEARCH AND DESTROY

TABLE 4



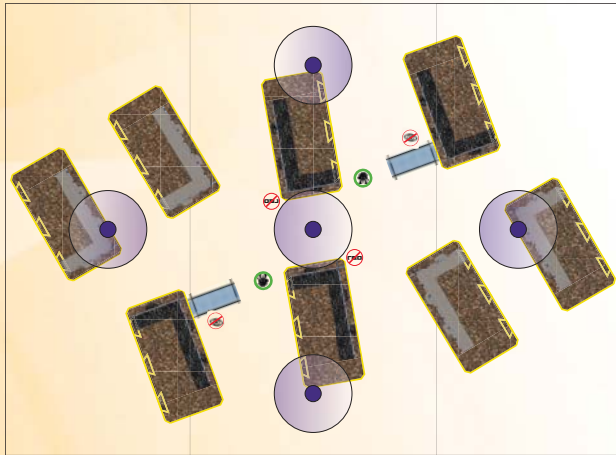
SEARCH AND DESTROY

TABLE 5



SEARCH AND DESTROY

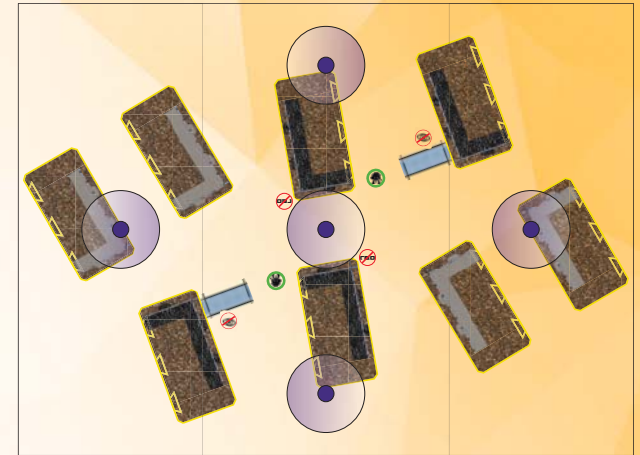
TABLE 1



HAMMER AND ANVIL

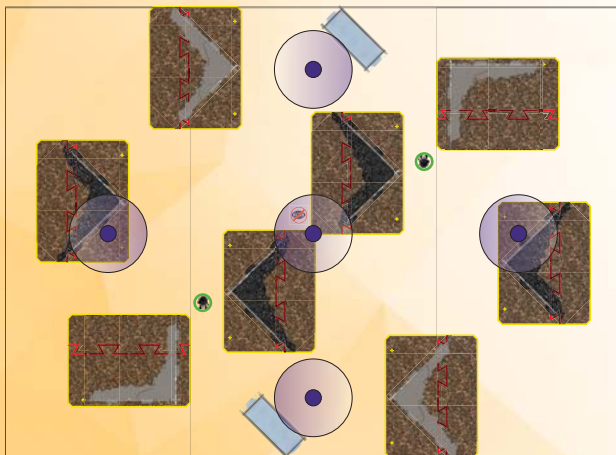


TABLE 2



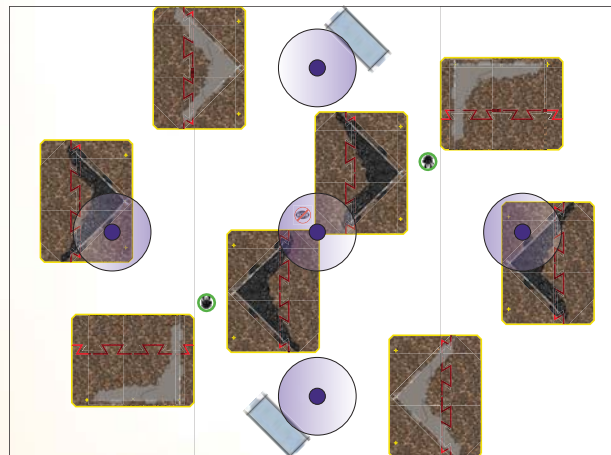
HAMMER AND ANVIL

TABLE 3



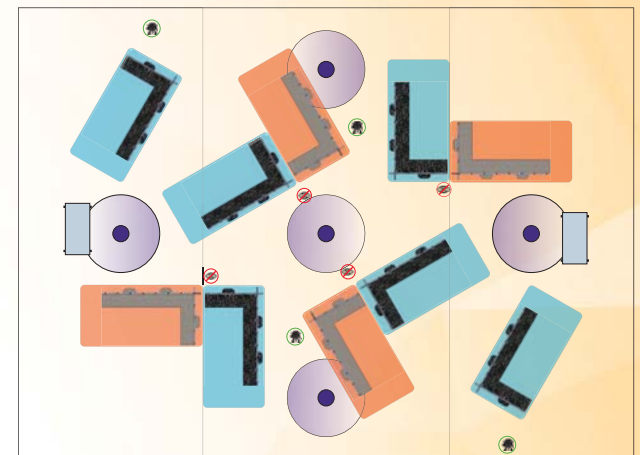
HAMMER AND ANVIL

TABLE 4



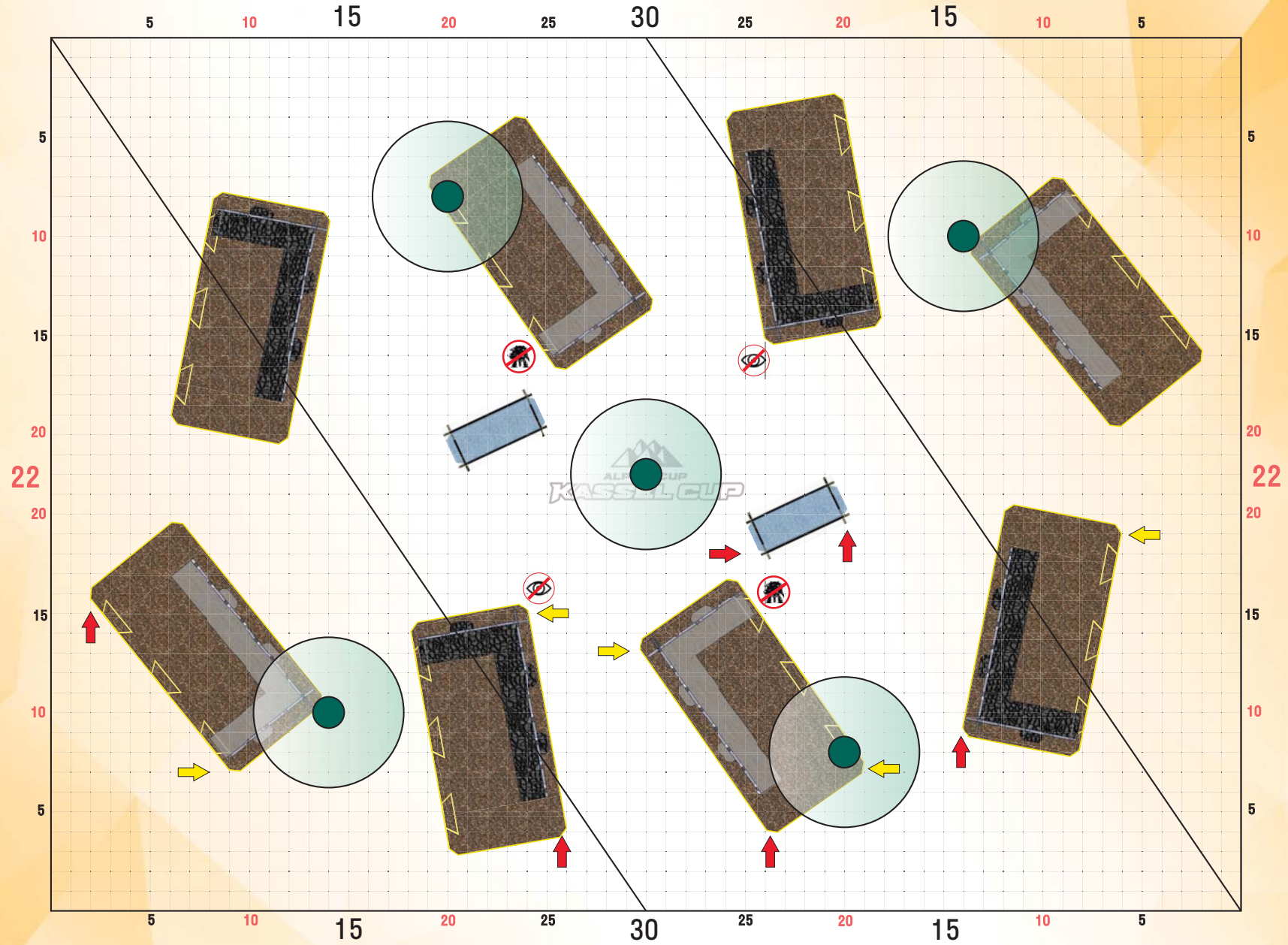
HAMMER AND ANVIL

TABLE 5



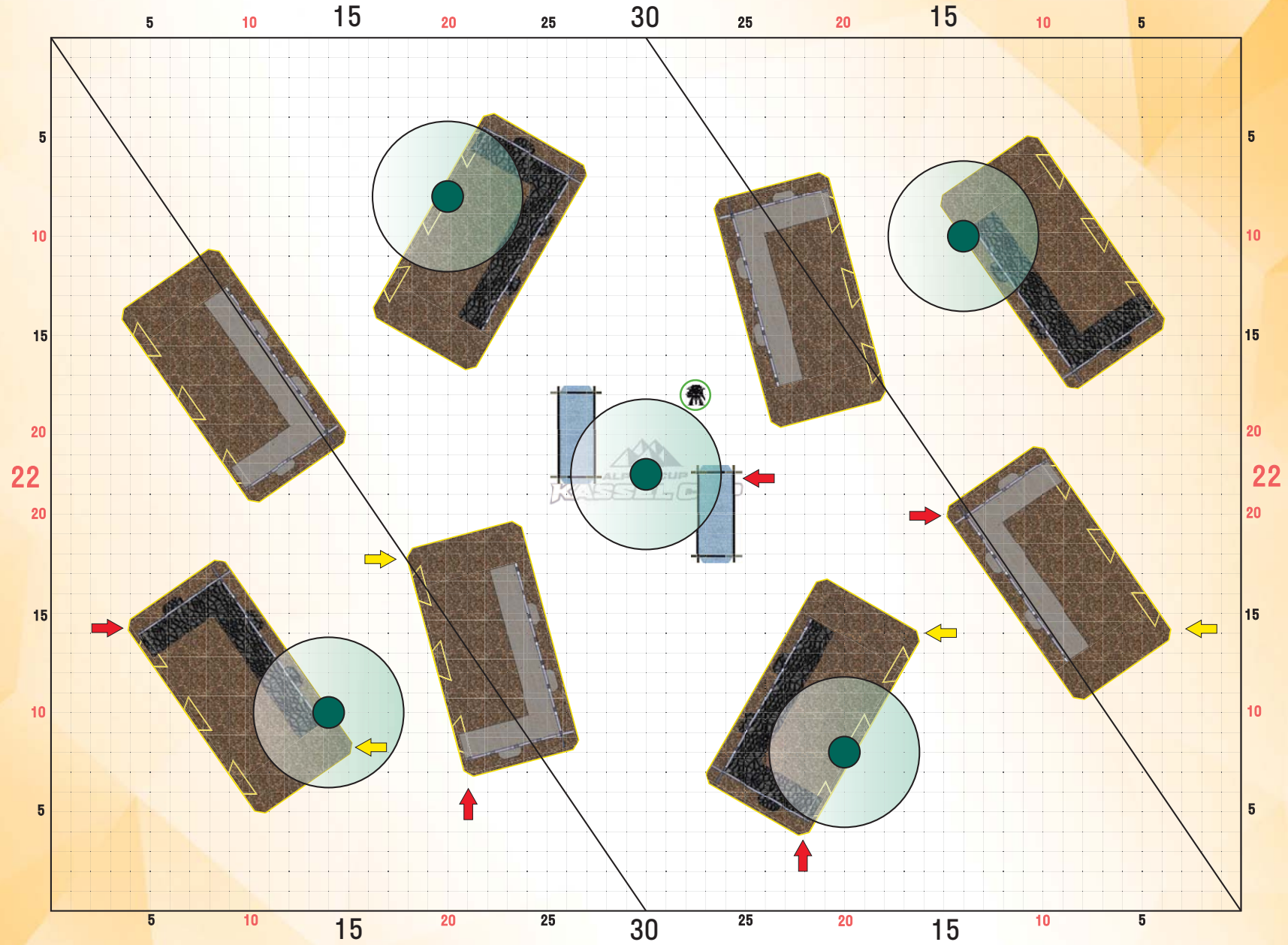
HAMMER AND ANVIL

TABLE 1



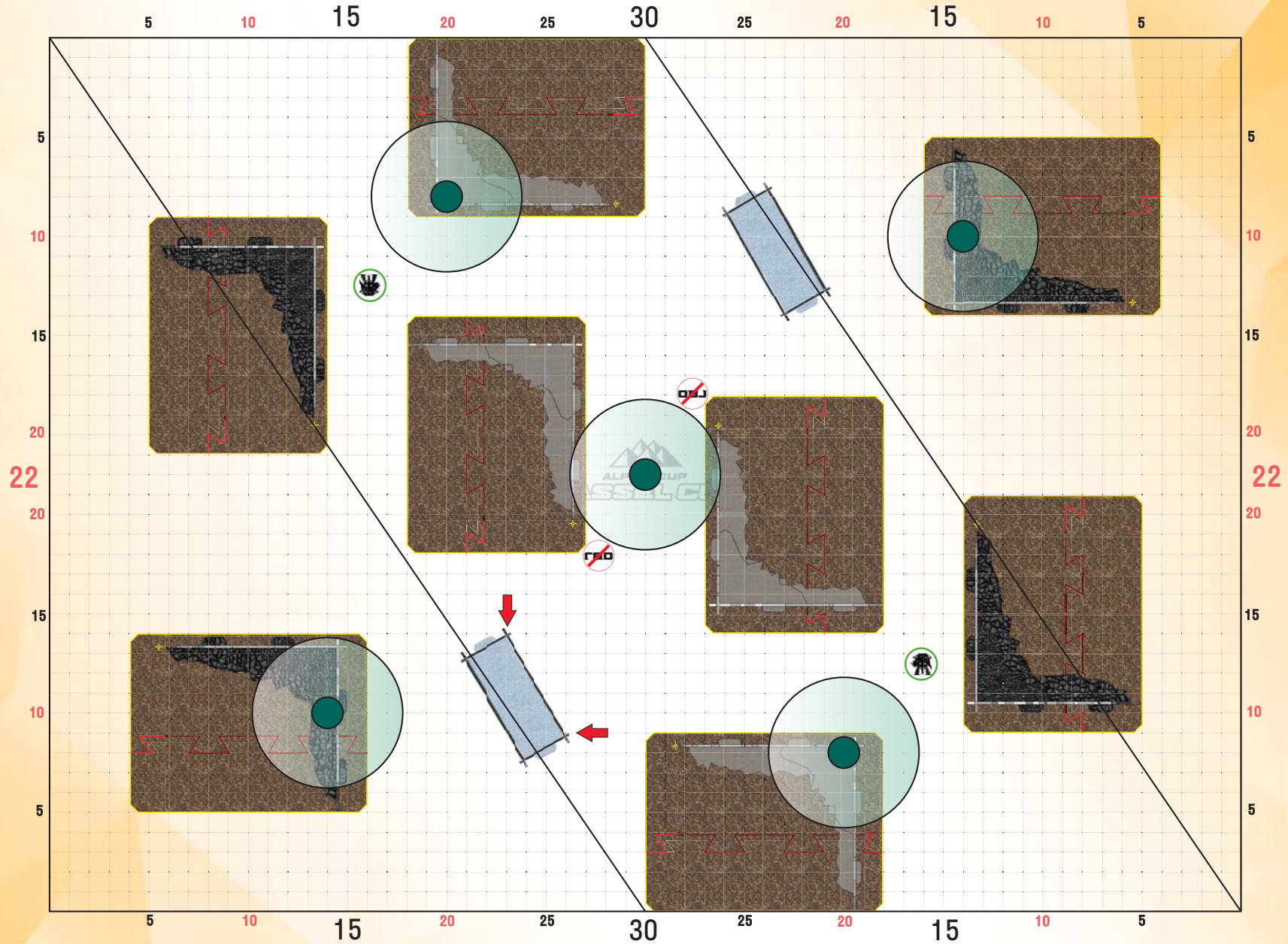
CRUCIBLE OF BATTLE

TABLE 2



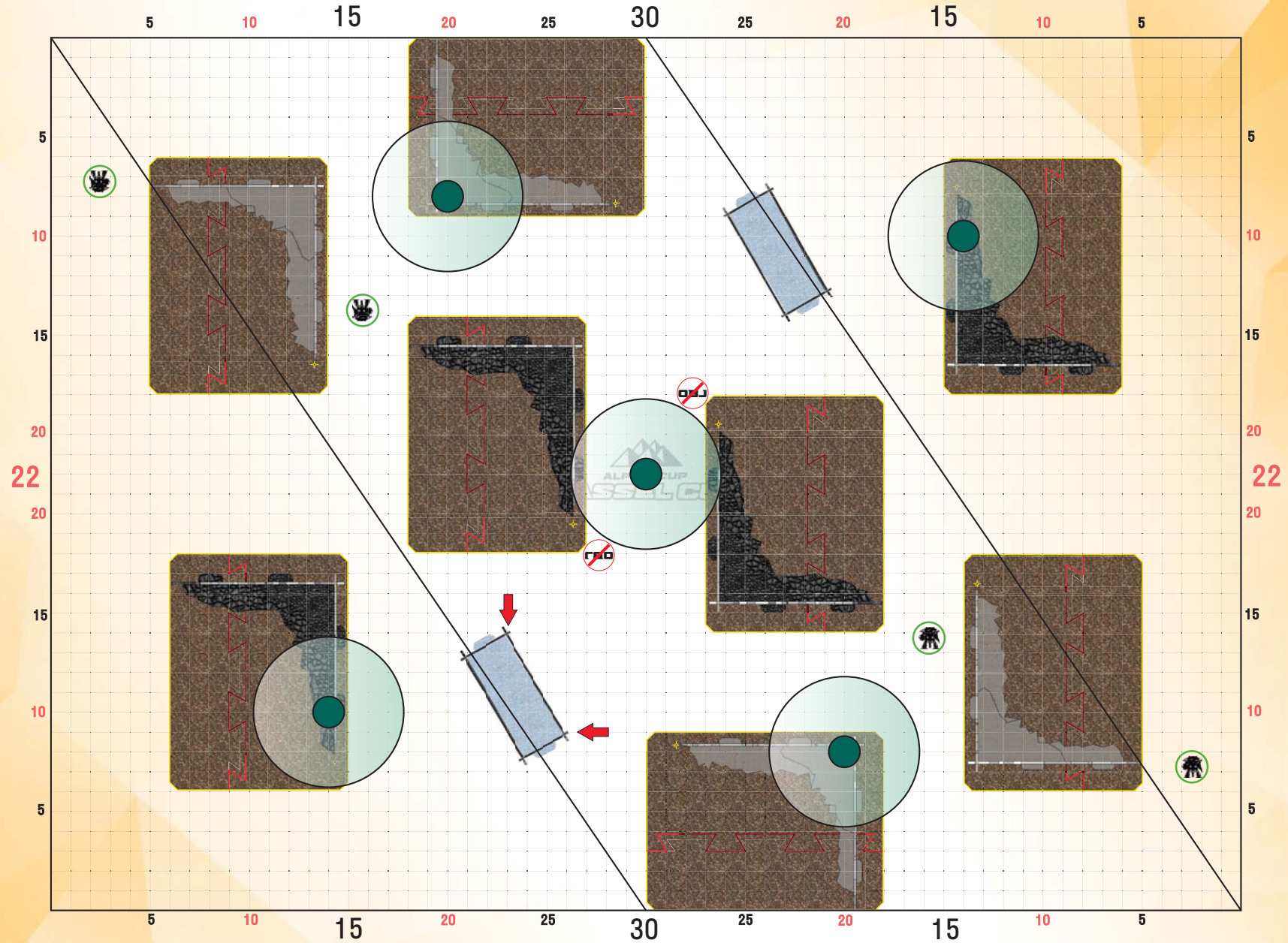
CRUCIBLE OF BATTLE

TABLE 3



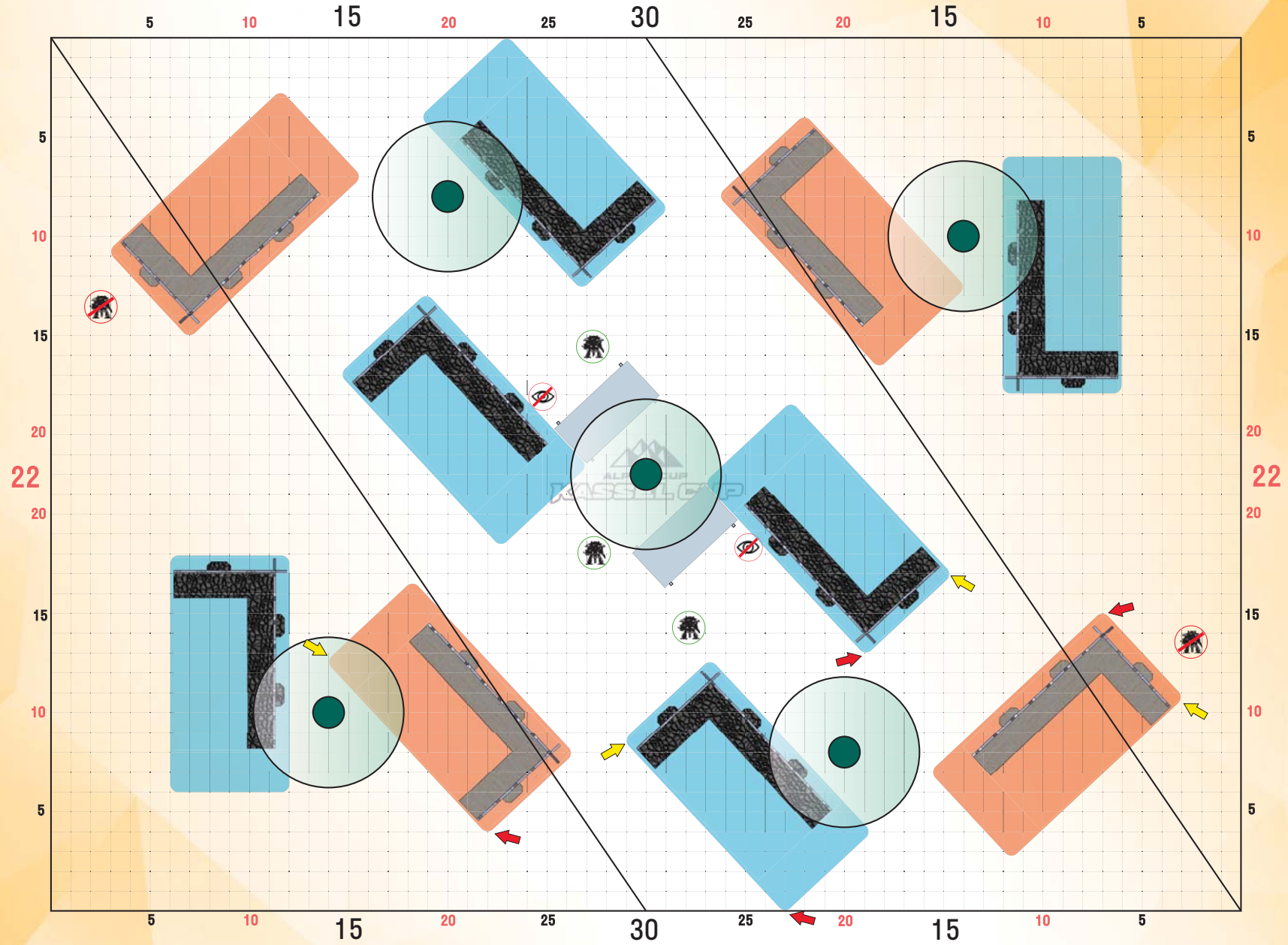
CRUCIBLE OF BATTLE

TABLE 4



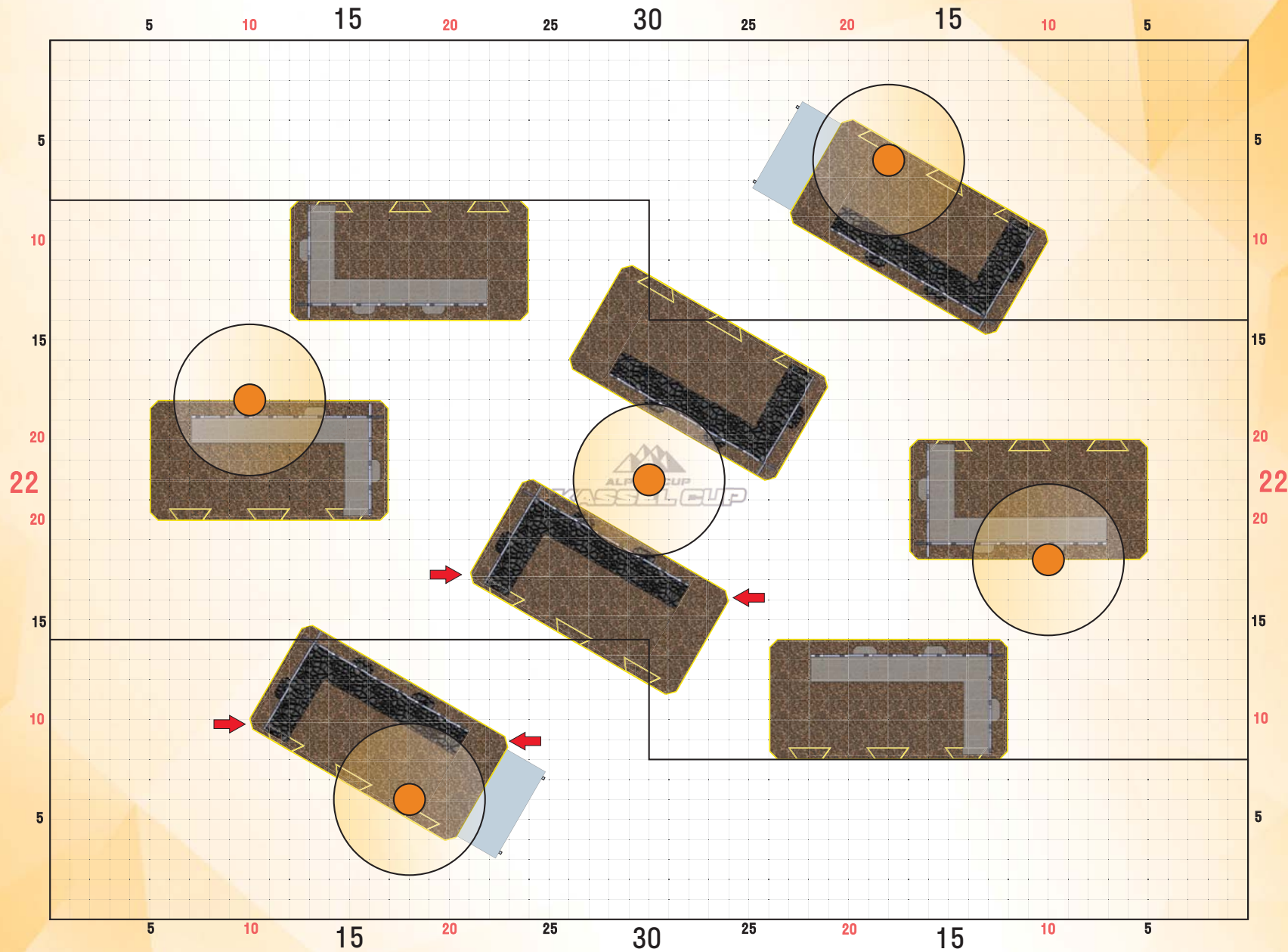
CRUCIBLE OF BATTLE

TABLE 5



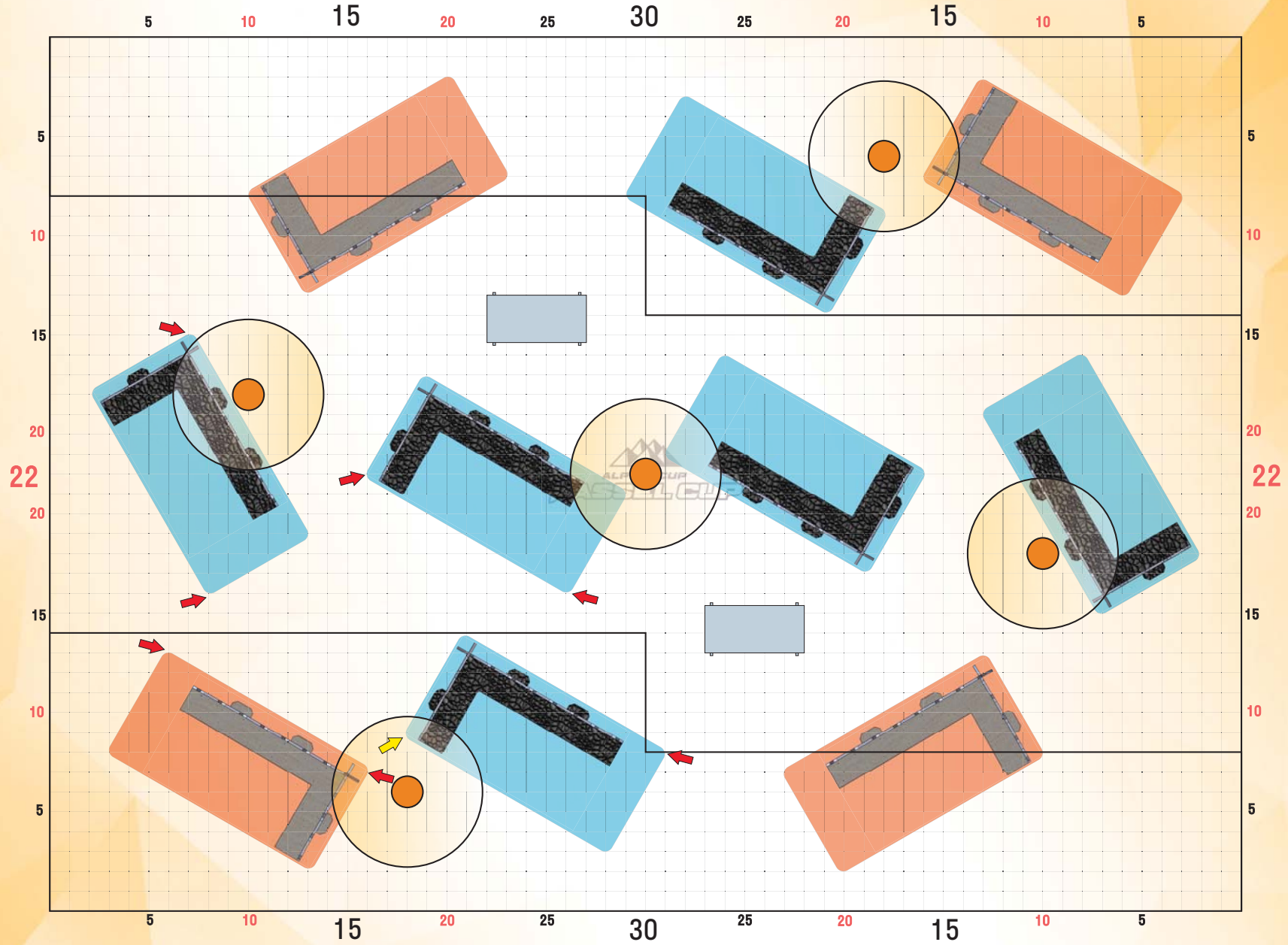
CRUCIBLE OF BATTLE

TABLE 1-2



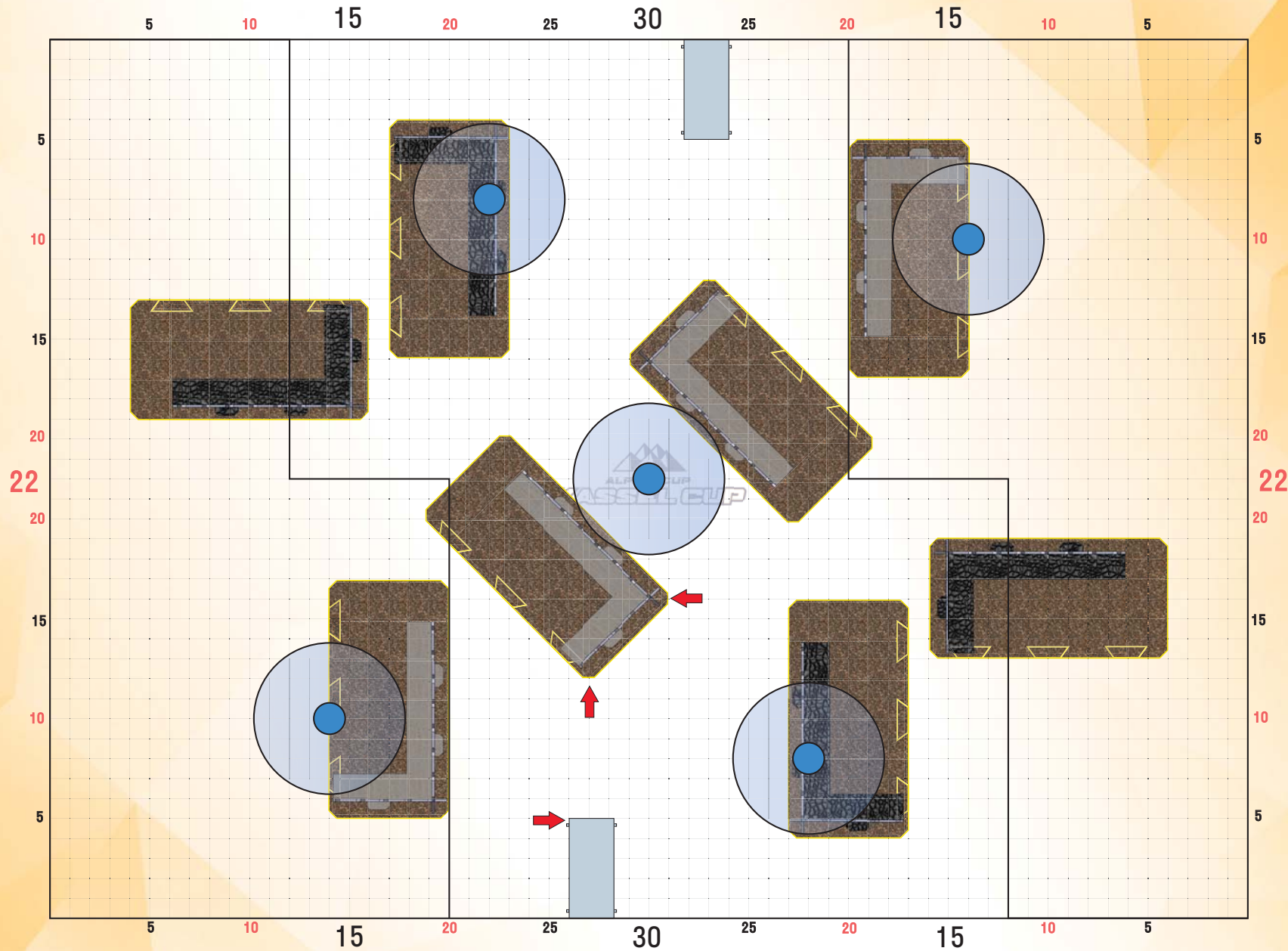
SWEEPING ENGAGEMENT

TABLE 5



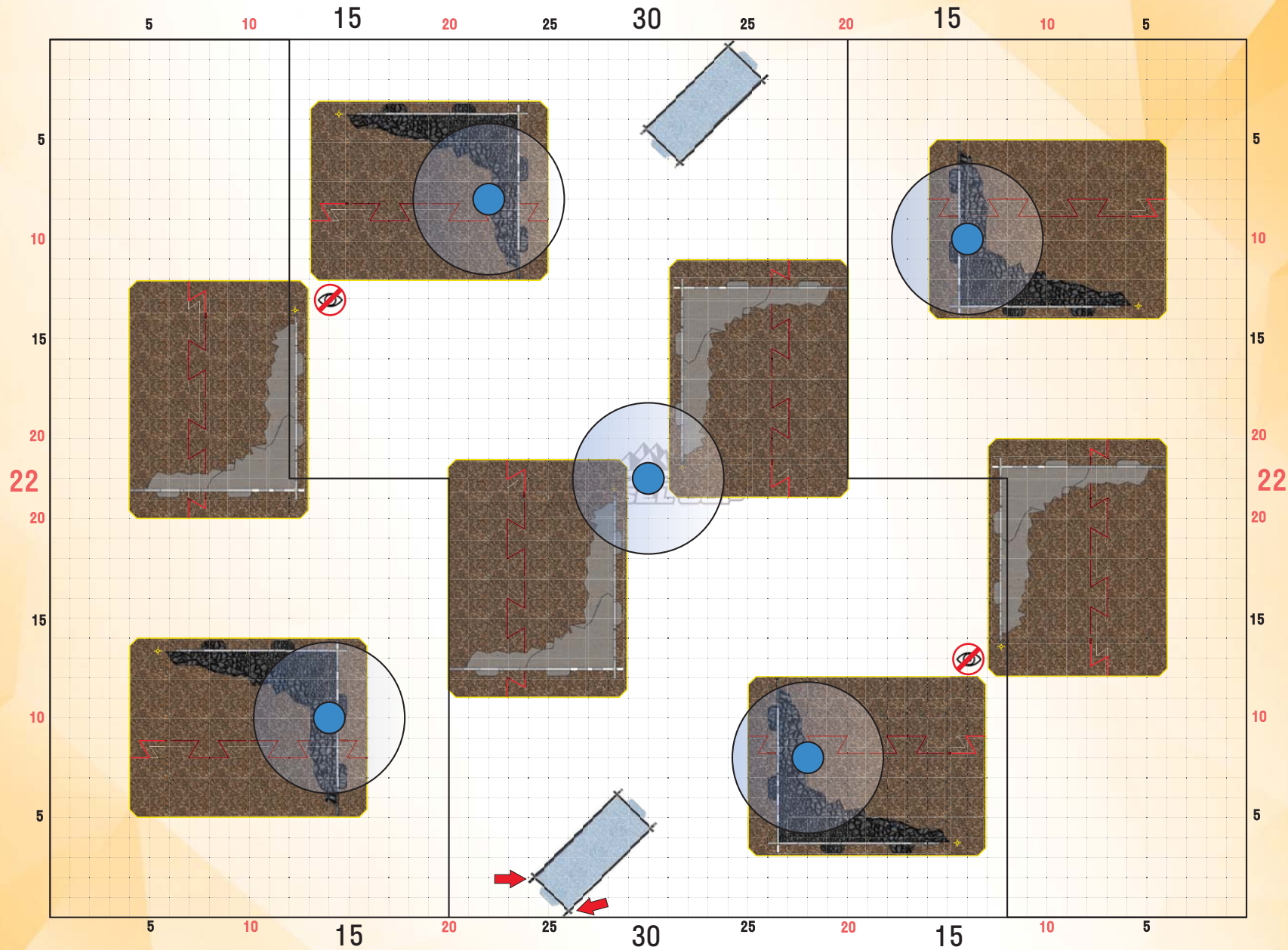
SWEEPING ENGAGEMENT

TABLE 1-2



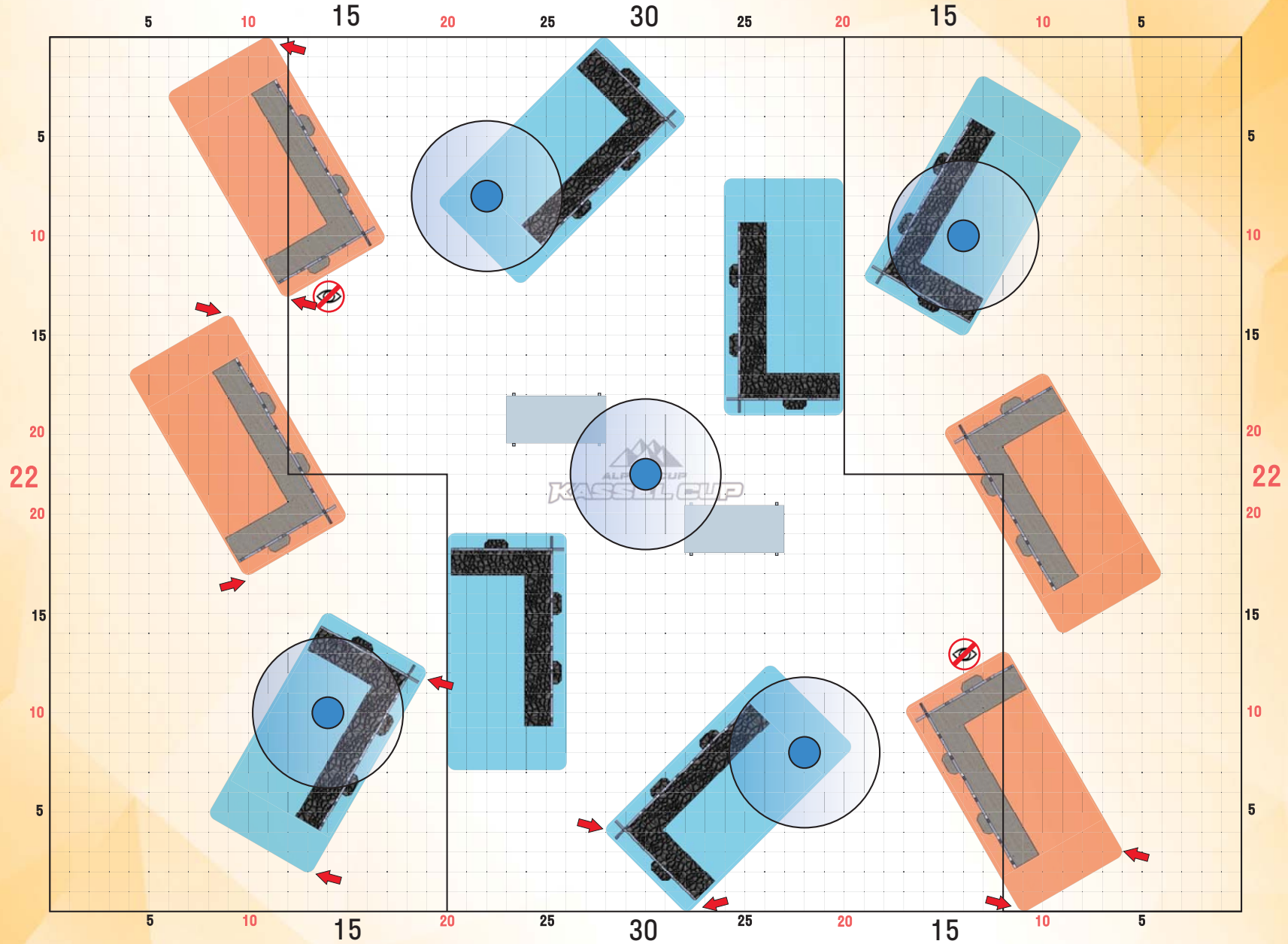
TIPPING POINT

TABLE 3-4



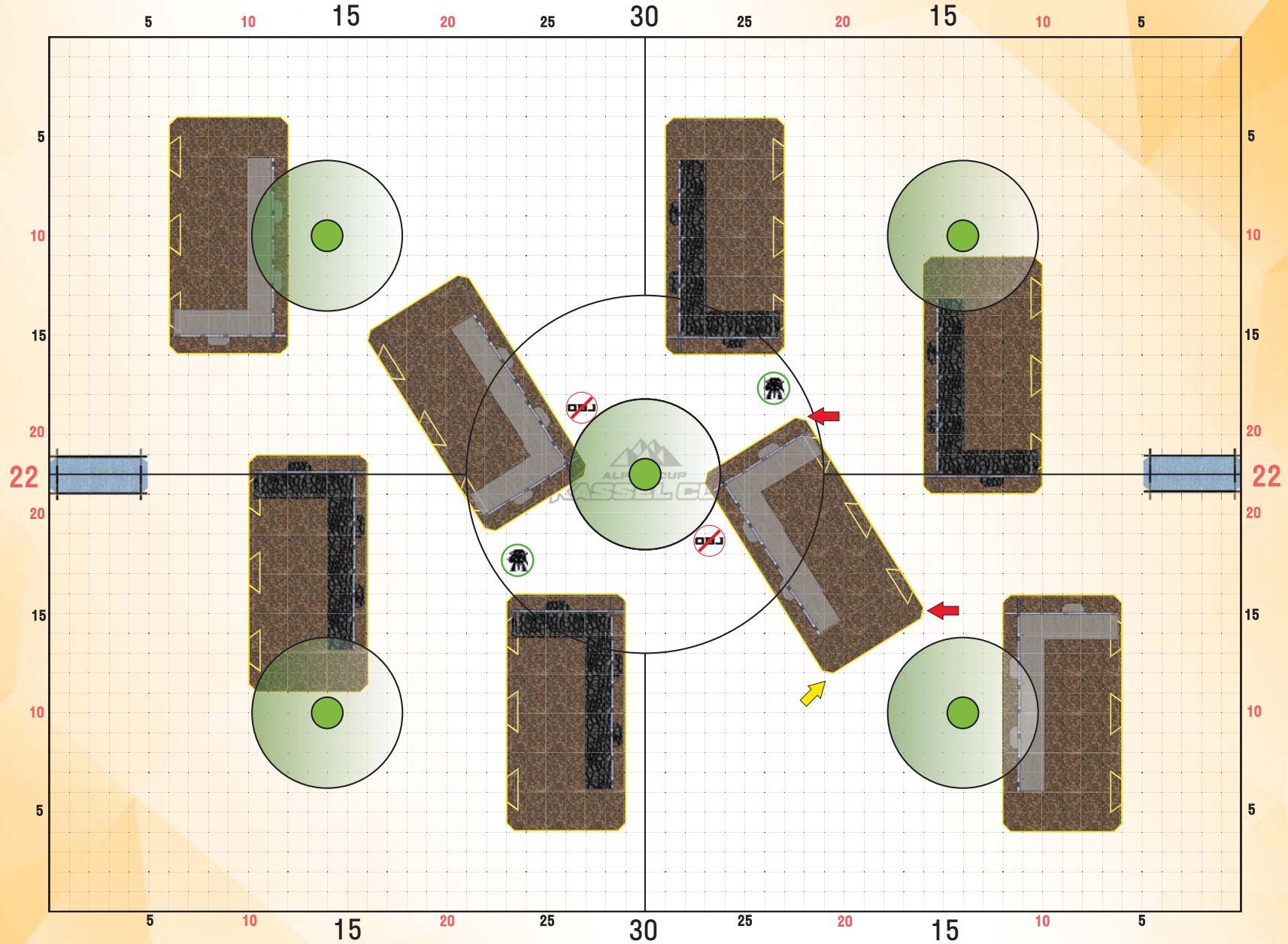
TIPPING POINT

TABLE 5



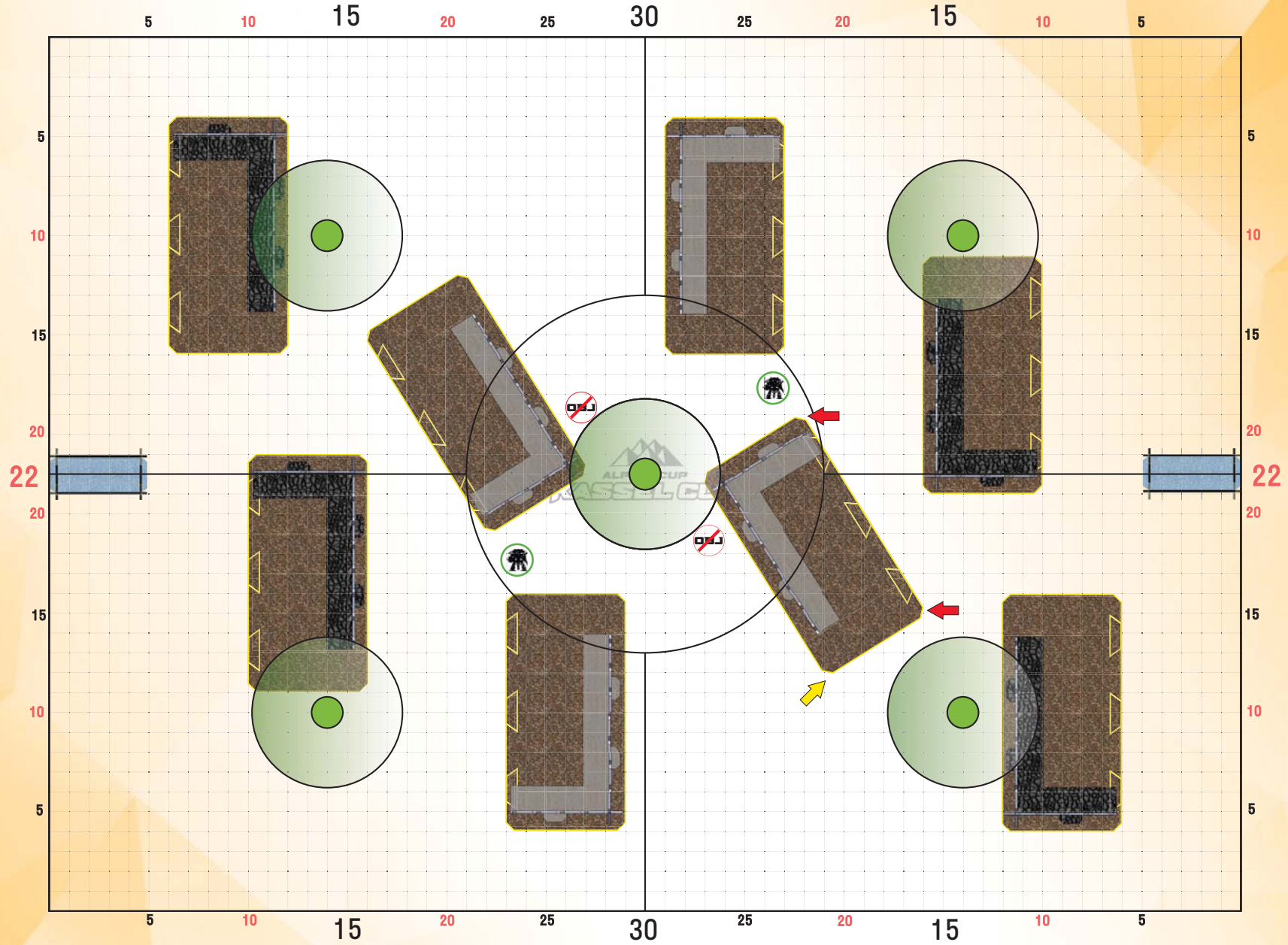
TIPPING POINT

TABLE 1



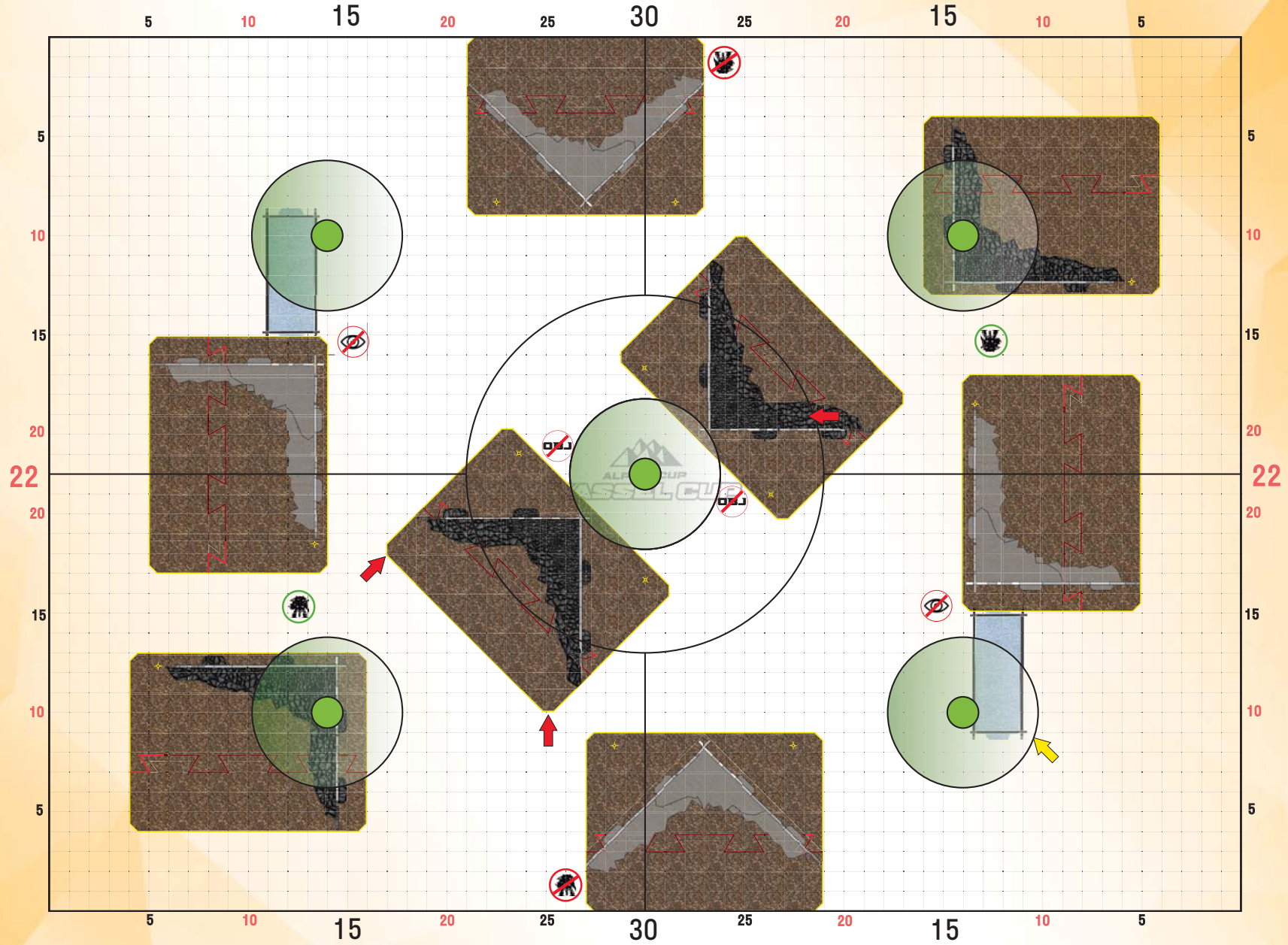
SEARCH AND DESTROY

TABLE 2



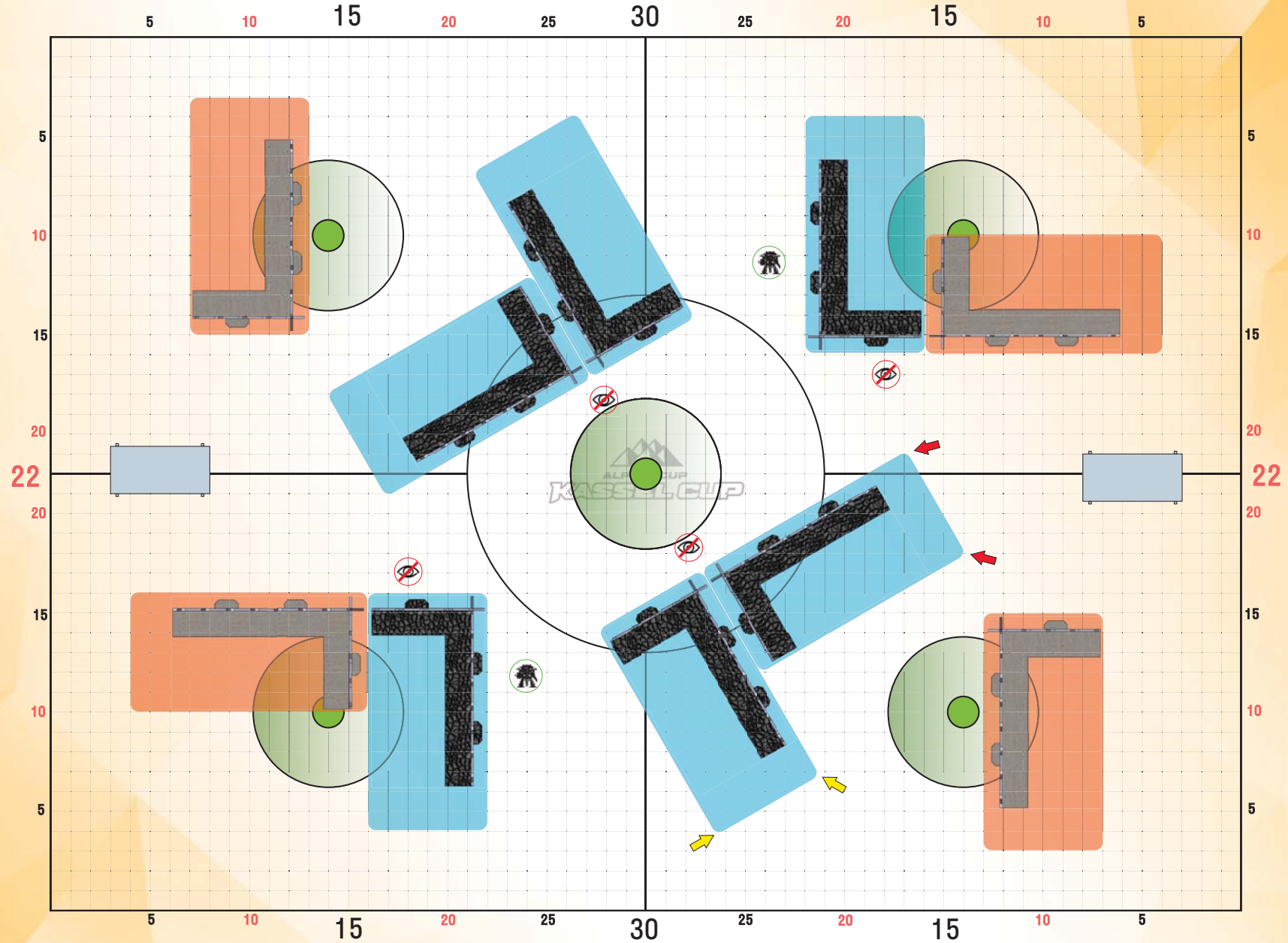
SEARCH AND DESTROY

TABLE 3-4



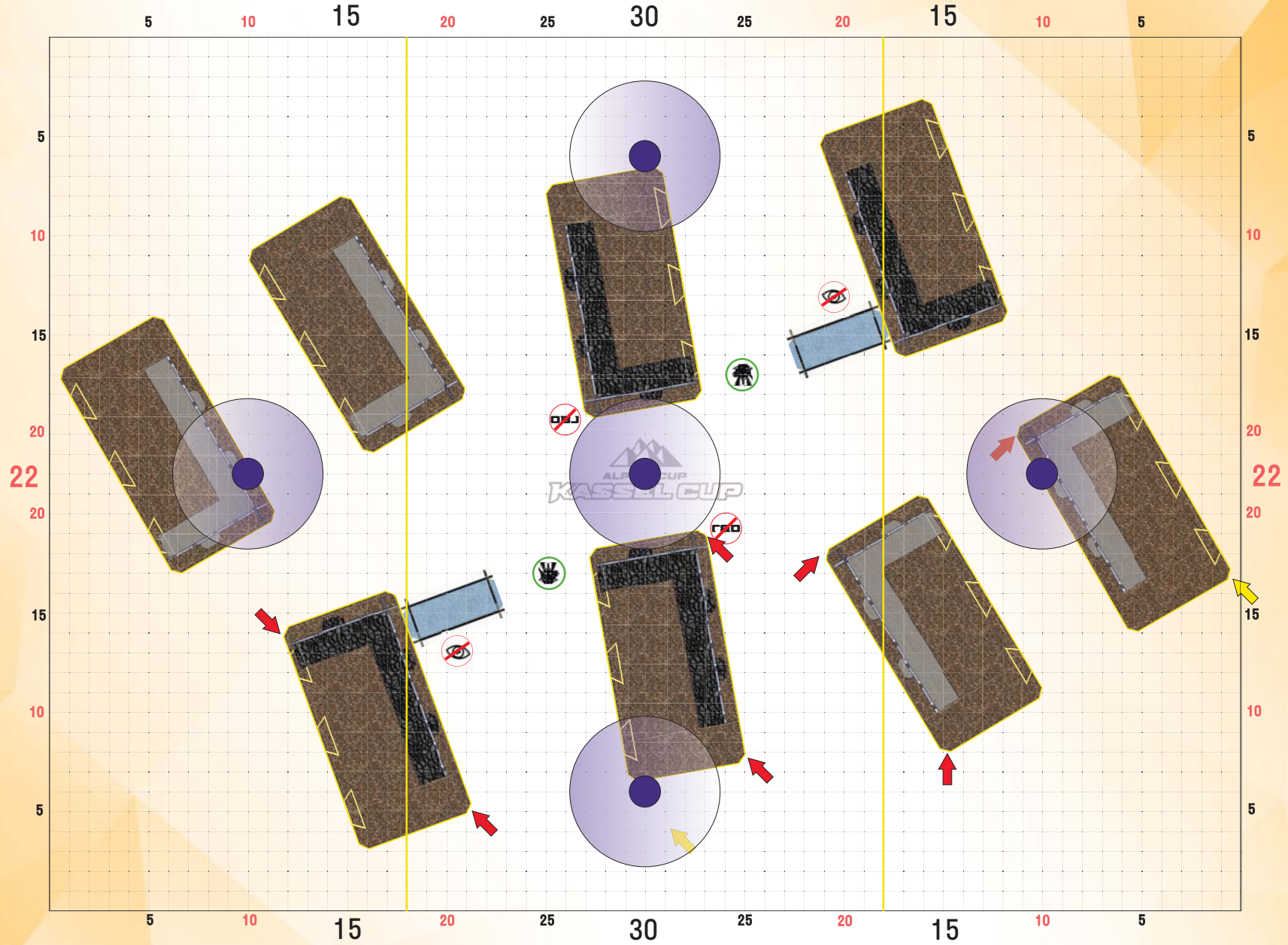
SEARCH AND DESTROY

TABLE 5



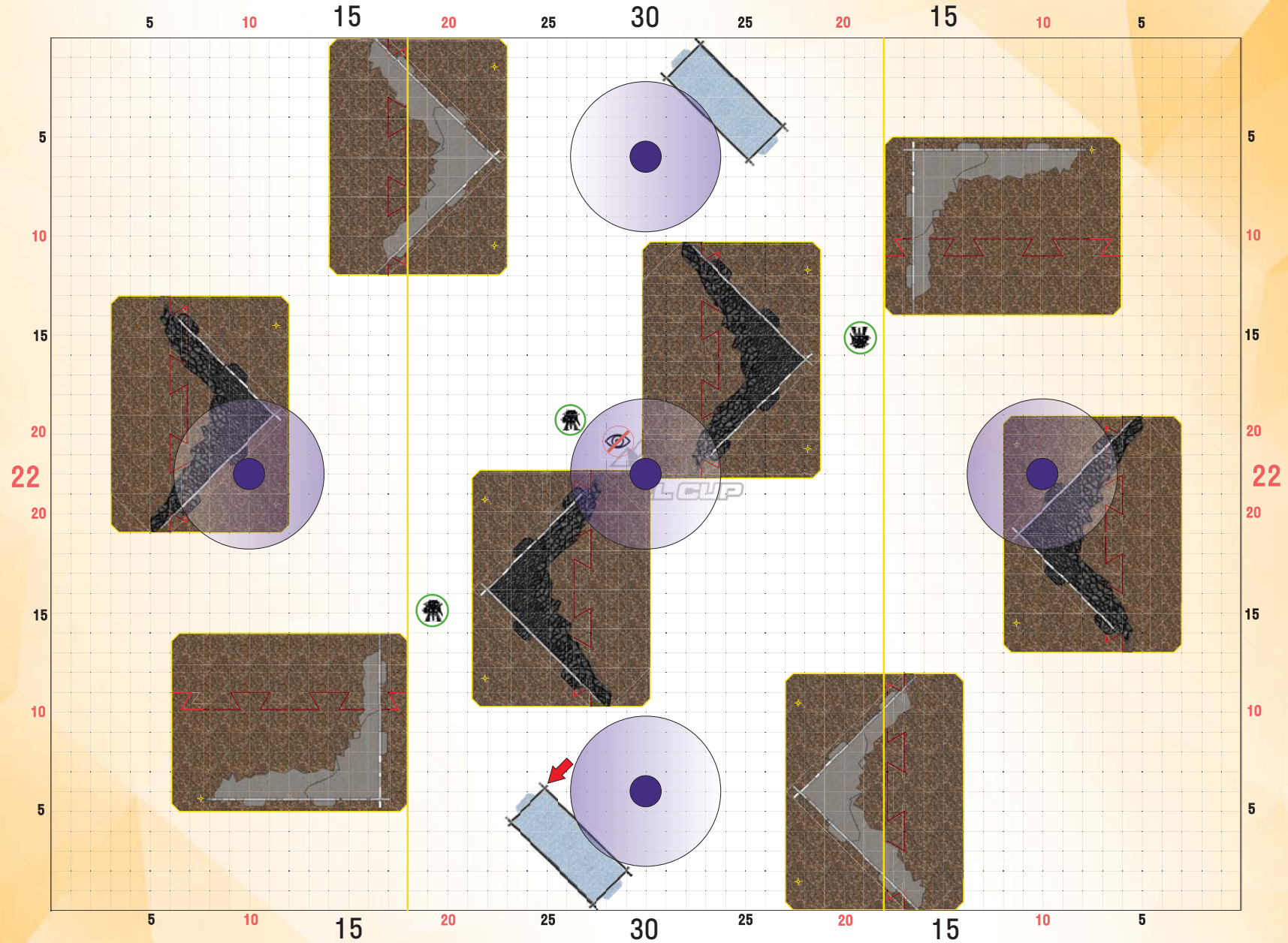
SEARCH AND DESTROY

TABLE 1-2



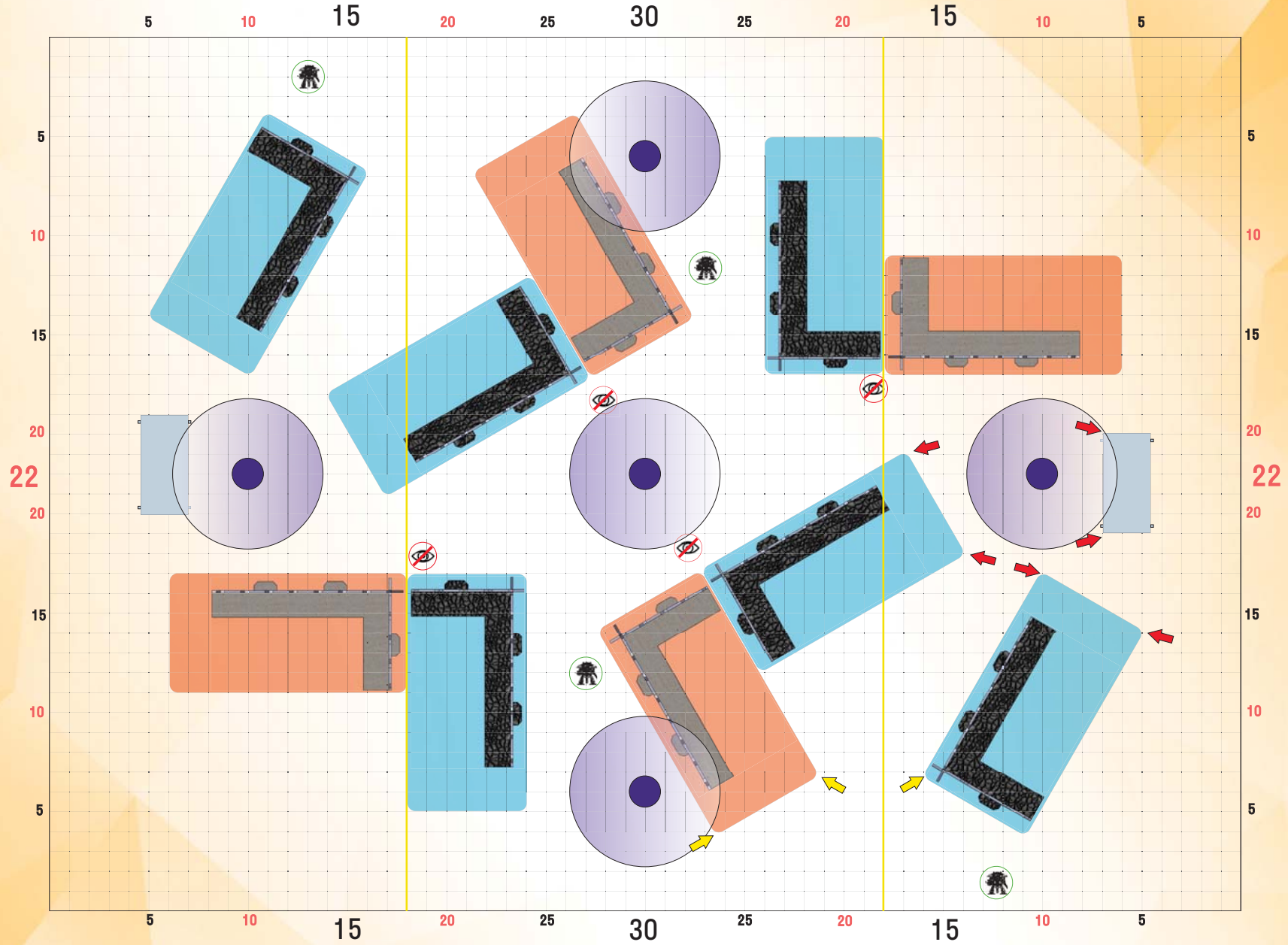
HAMMER AND ANVIL

TABLE 3-4



HAMMER AND ANVIL

TABLE 5



HAMMER AND ANVIL