



WORLD TEAM
CHAMPIONSHIP

2 0 2 4

10th Edition
TERRAIN MAP PACK
Pariah Nexus

2024 V2.2

Change Notes and Clarifications

* This draft version of the 2024 v2 WTC Map Pack is our proposal for the 2024 event after the release of "Pariah Nexus" missions and deployments. Please take a look and test within your communities. They are subject to change and might have errors in them. We thank you for your cooperation and patience.

- To show measurements, a grid system is used.
- To place the terrain, use the RED Arrow as primary coordinate first and YELLOW ARROW after that.  
- For this version, only ruins and containers are used.

Each of these maps are numbered. Some of these maps are not used in this year event but they are included to provide the community with additional options.

This pack is organised by type of maps are played in WTC.

Medium maps are numbered 1-16 (4 Big + 6 Small Ruins + 4 Containers [2x2])

Heavy maps are numbered 17-32 (6 Big + 4 Small Ruins + 4 Containers [2x2])

Light maps are numbered 33-48 (2 Big + 8 Small Ruins + 4 Containers [2x2])

For Warmaster GT, only Medium maps will be used.

Round 1: Table 6 - Round 2: Table 53 - Round 3: Table 11 - Round 4: Table 1 - Round 5: Table 51 - Round 6: Table 10 - Shadow: Table 57 - Semi Finals: Table 3 - Finals: Table 52

2024 v2 Updates:

- * Sweeping Engagement type deployment maps have been removed and replaced with only one Medium map.
- * Tipping Point maps have been added.

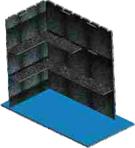
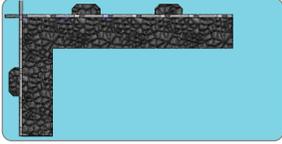
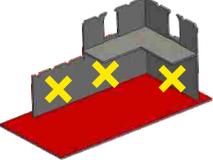
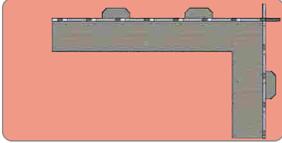
2024 v2.1 Updates:

- * Maps 29, 45, 50 and 56 are updated thanks to community feedback.
- * Warmaster Semi Final table correct to be Table #3.

2024 v2.2 Updates:

- * Deployment coordinates added for maps using during WTC 24.
- * Clarification about multiple terrain features touching added.

TERRAIN INDEX v2.2

<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>Terrain Category: Ruins</p> <p>All floor widths are 33mm.</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>Terrain Category: Ruins</p> <p>Clarification: Treat all ground floor windows as closed</p> <p>Top floor width is 51mm.</p>
<p>CONTAINERS 3D View</p> 	<p>CONTAINERS Map View</p> 	<p>Dimensions</p> <p>Length: 5" Width: 2,5" Height: 5"</p> <p>Footprint Size: NO additional footprint</p>	<p>Rules</p> <p>Terrain Category: Armoured Containers</p> <p>Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.</p>

* Map Guide

TERRAIN INDEX v2.2



Models can not draw line of sight through gaps that has been marked with this symbol.
(From ground level to the top of the shortest ruin)



Models can not control the objective marked behind the wall of the closest ruin.



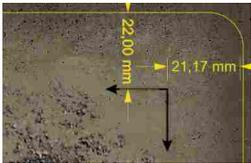
A knight sized base (110mm oval base) can NOT pass through the marked gap normally.



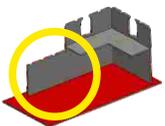
A knight sized base (110mm oval base) CAN pass through the marked gap normally.



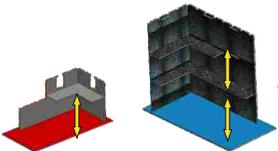
A knight sized base (110mm oval base) CAN move around the container from all sides normally.



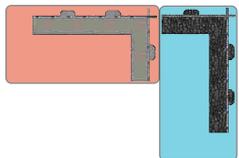
- Ruins are placed on top of a base with the size of 12"x6". In WTC there will be markings on the bases to show where exactly place the walls on these bases.
(Walls are positioned to be 22 millimetres or less away from the two closest edges of the footprint. NO model can be wholly within that space.)
(All the measurements in this map pack shown to the base of the ruin and NOT to the actual walls)



This part of terrain feature is shorter than 4" for the purpose of allowing models with abilities allowing them to move over terrain 4" and shorter as if they were not here. This does not allow such models to end any move within a wall.



Floors are 3" and 6" high respectively. Two Storey Ruins have only one additional floor, Three Storey ruins have two additional floors other than the ground level.



If two terrain pieces are touching, they are still to be considered as two different terrain features.

Event Terrain Producer:



Official WTC Licensed Terrain Producers:



HAMMER AND ANVIL

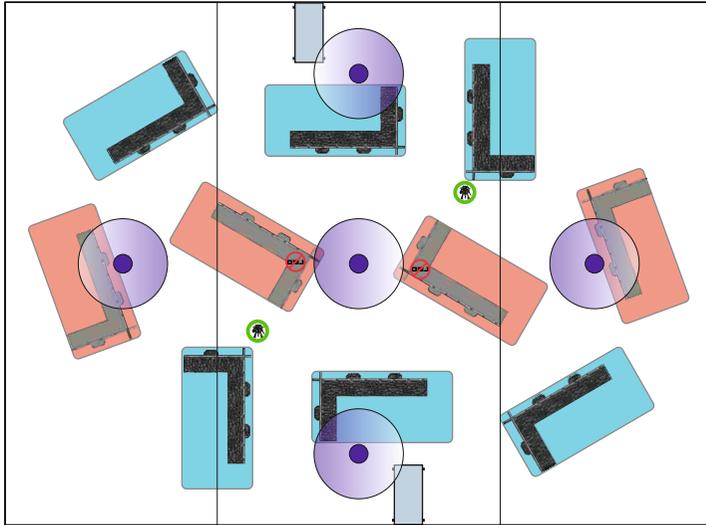


Table 1 - Heavy - #23

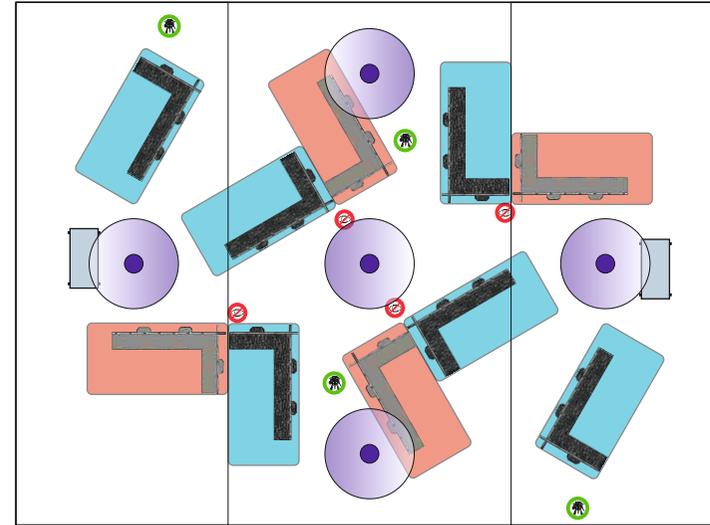


Table 2 - Heavy - #31

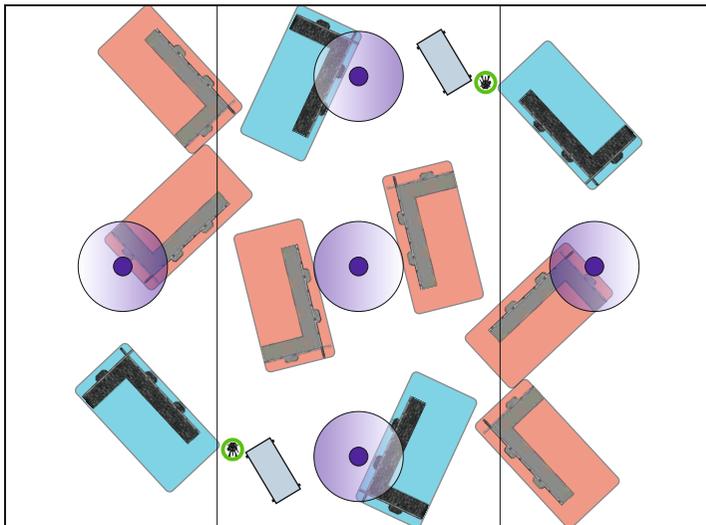


Table 3 - Medium - #3

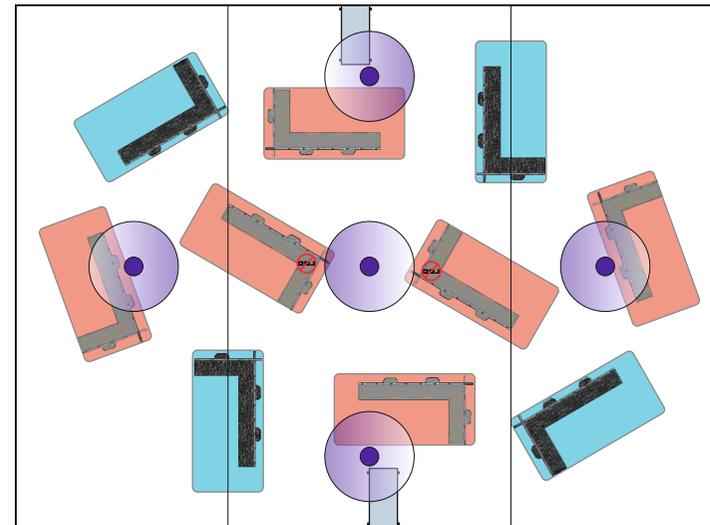


Table 4 - Medium - #7

HAMMER AND ANVIL

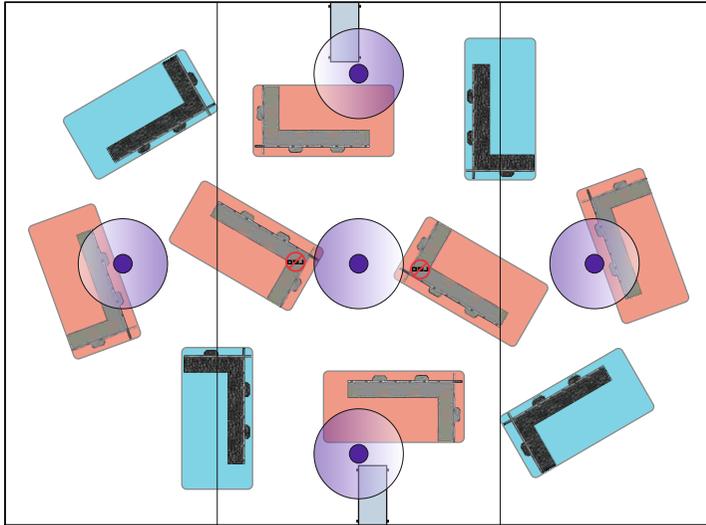


Table 5 - Medium - #7

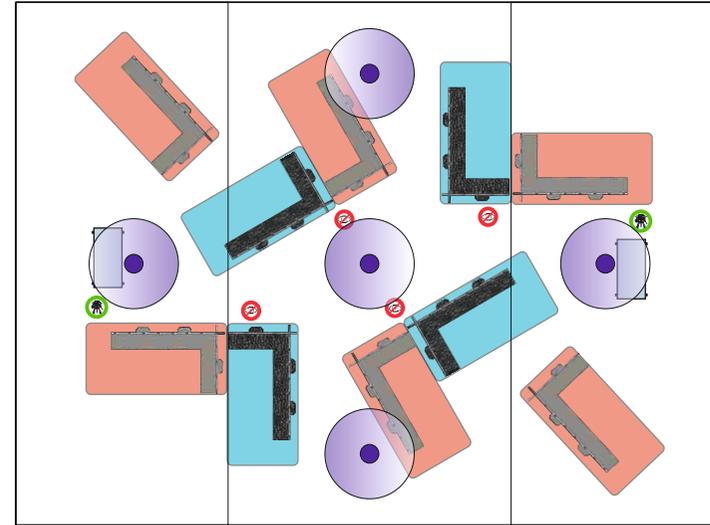


Table 6 - Medium - #15

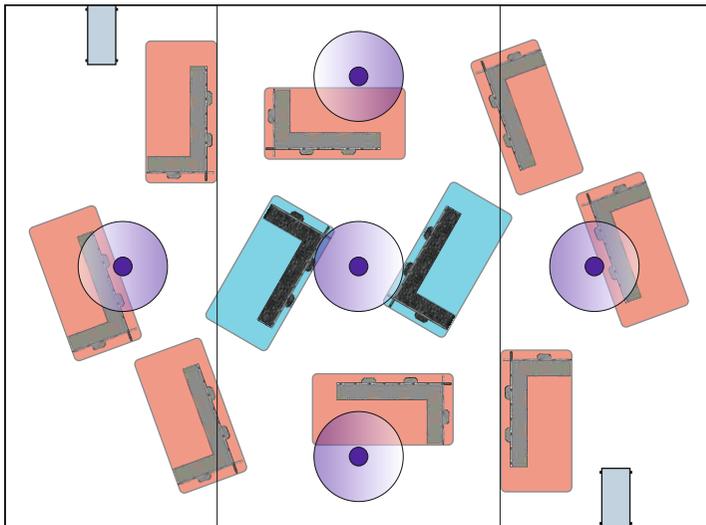


Table 7 - Light - #39

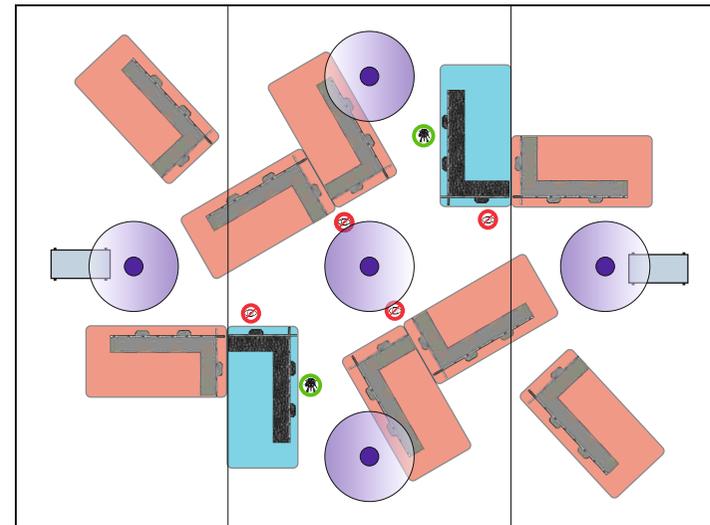


Table 8 - Light - #47

CRUCIBLE OF BATTLE

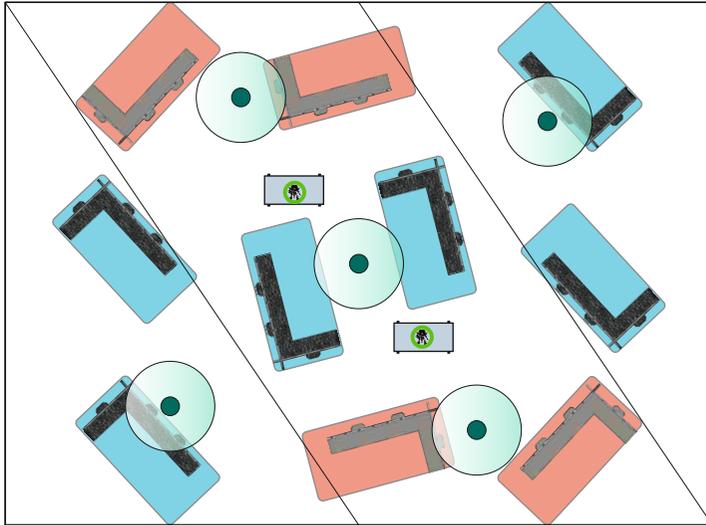


Table 1 - Heavy - #18

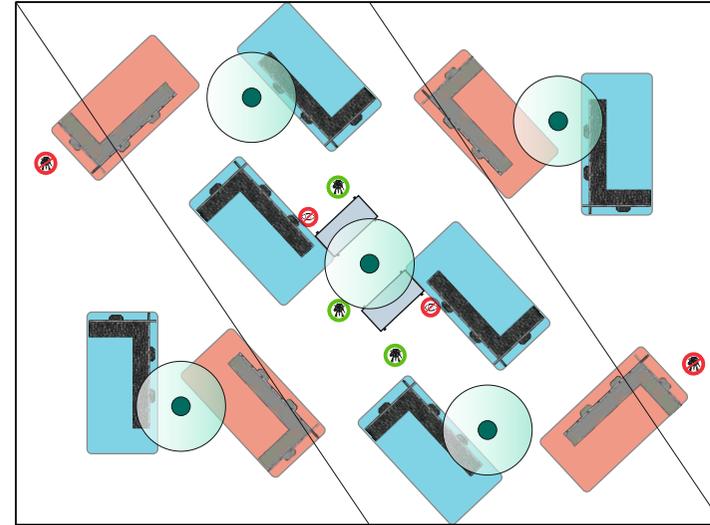


Table 2 - Heavy - #26

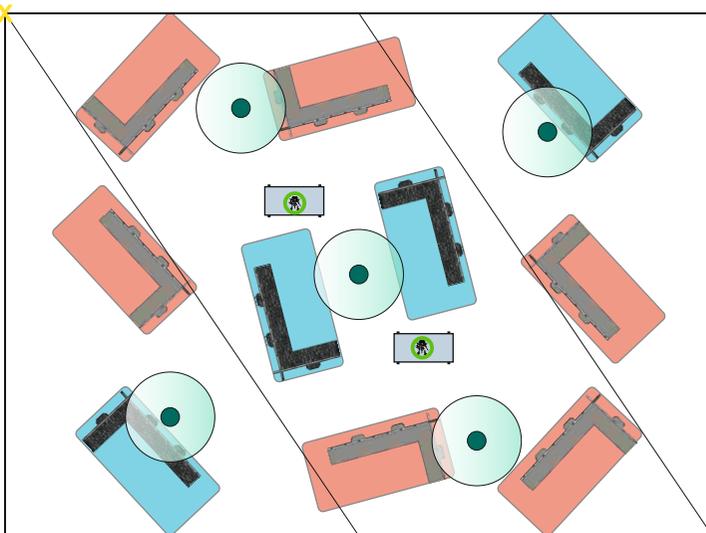


Table 3 - Medium - #2

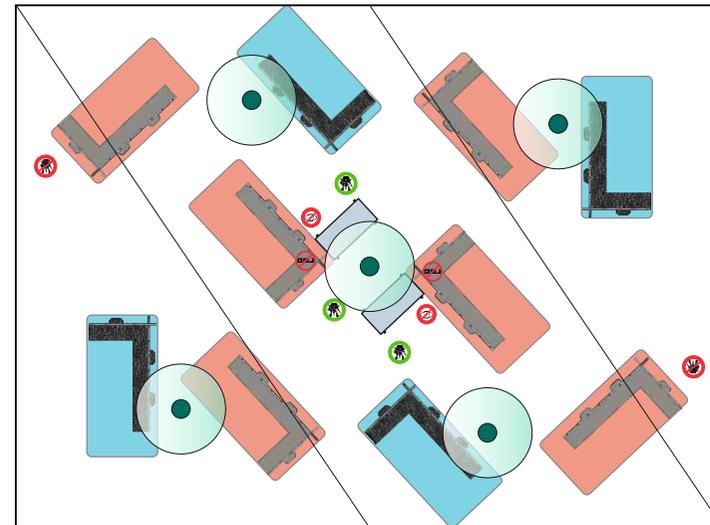


Table 4 - Medium - #10

CRUCIBLE OF BATTLE

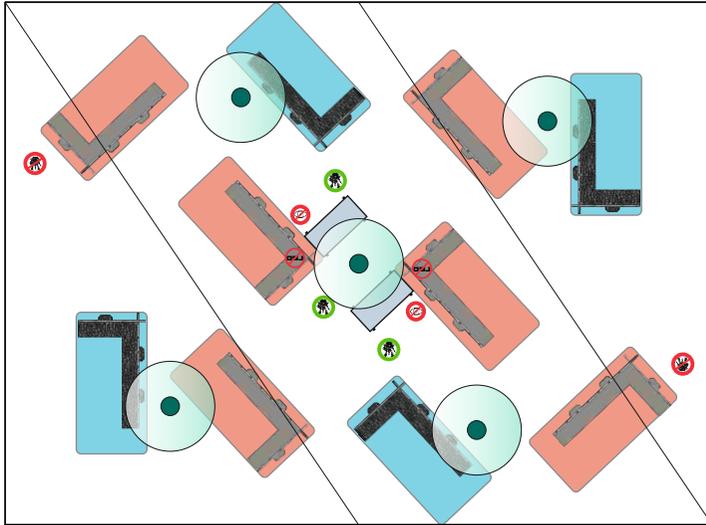


Table 5 - Medium - #10

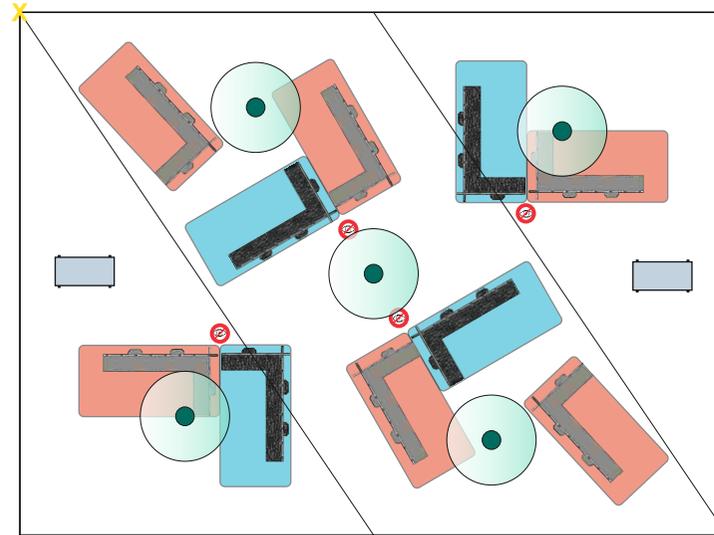


Table 6 - Medium - #14

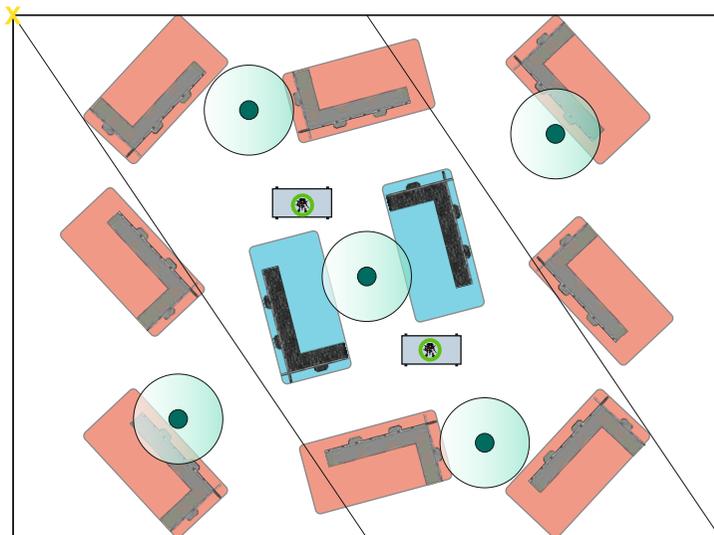


Table 7 - Light- #34

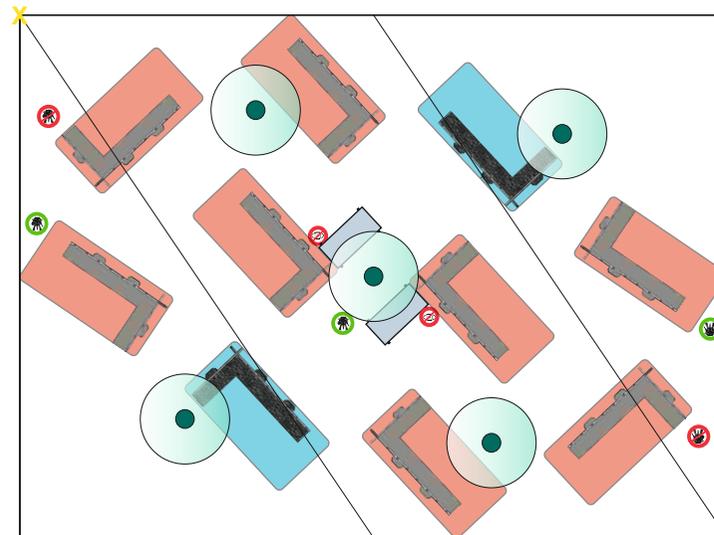


Table 8 - Light - #42

SEARCH AND DESTROY

X

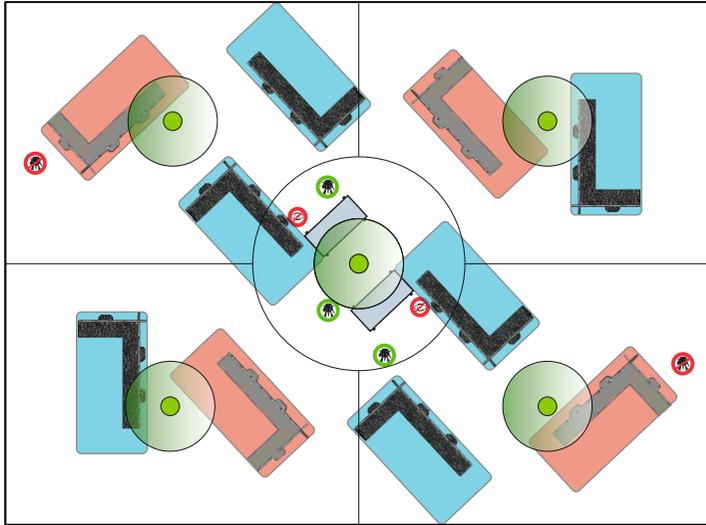


Table 1 - Heavy - #25

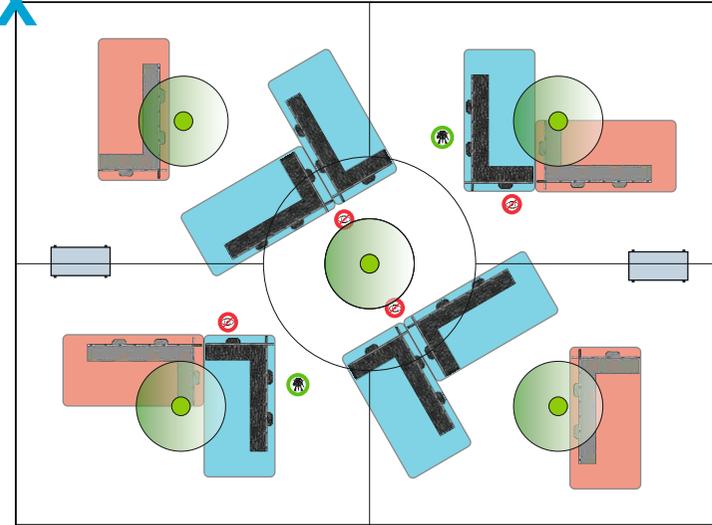


Table 2 - Heavy - #29

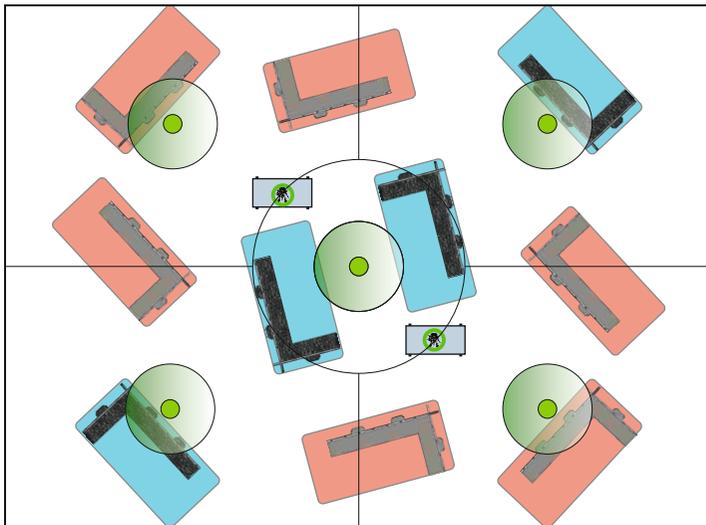


Table 3 - Medium - #1

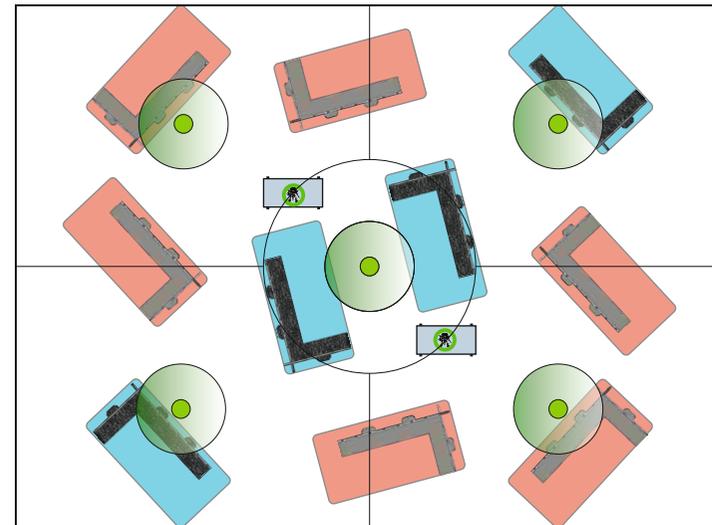


Table 4 - Medium - #1

SEARCH AND DESTROY

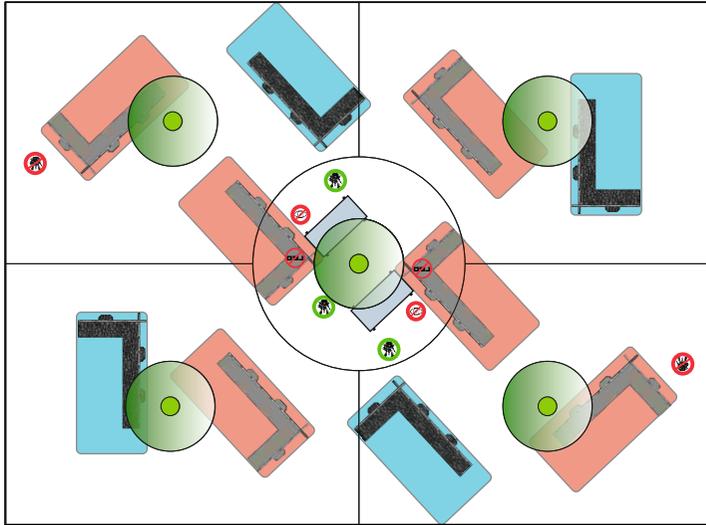


Table 5 - Medium - #9

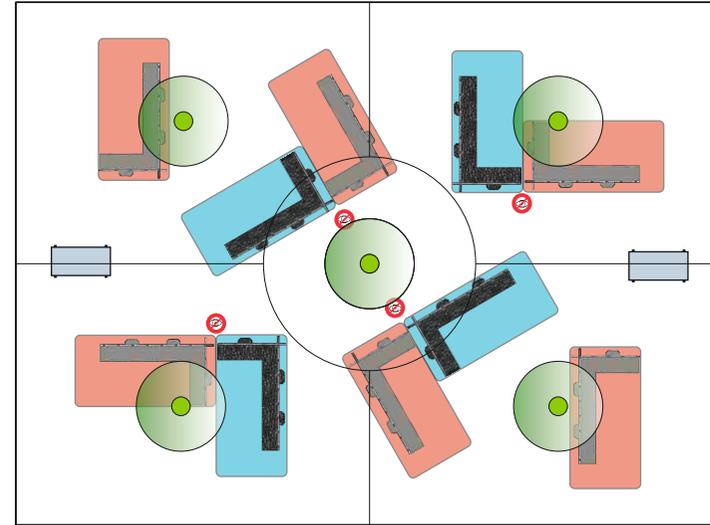


Table 6 - Medium - #13

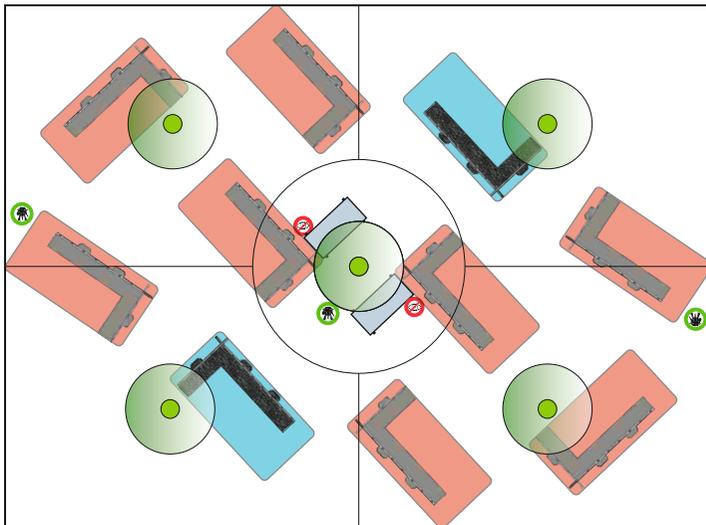


Table 7 - Light - #41

X

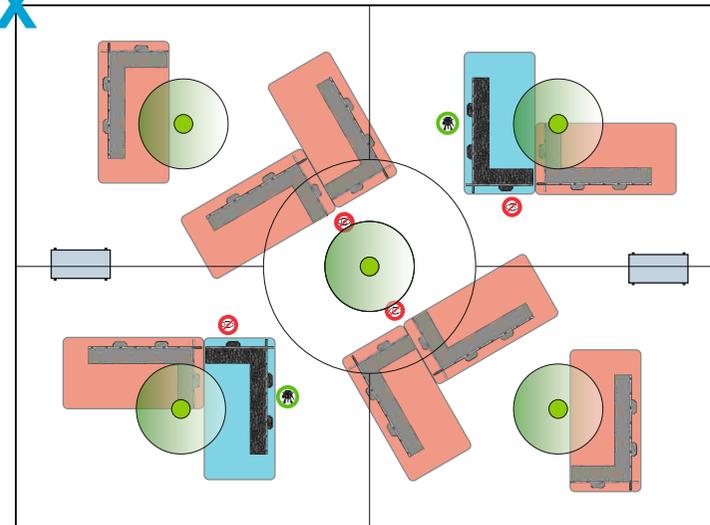


Table 8 - Light - #45

TIPPING POINT

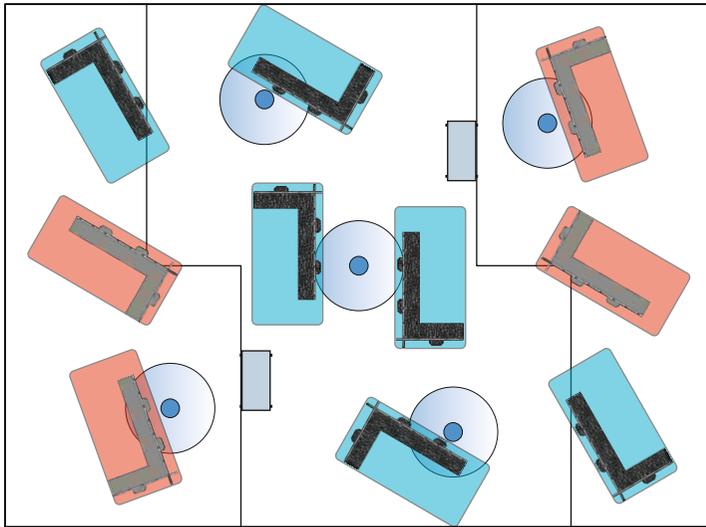


Table 1 - Heavy - #49

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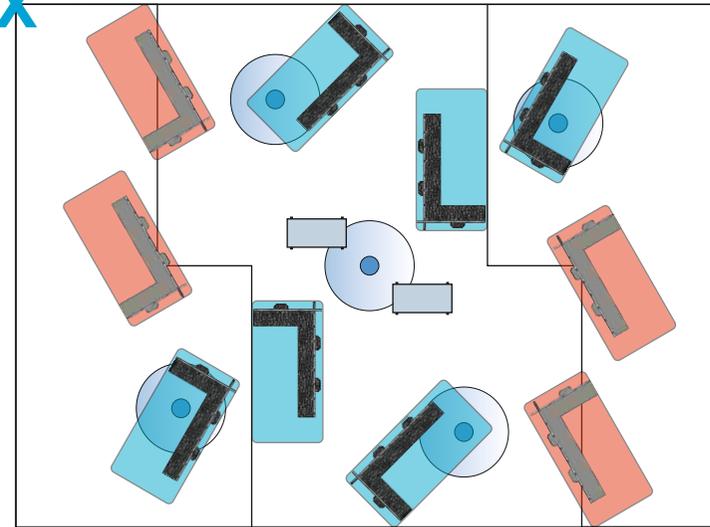


Table 2 - Heavy - #50

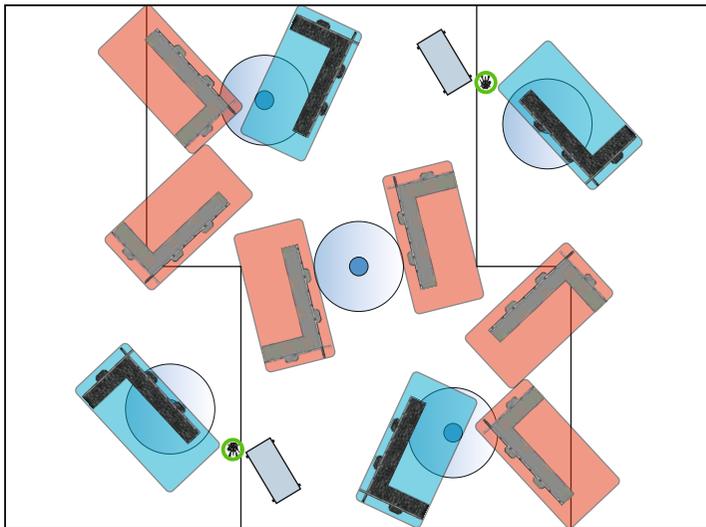


Table 3 - Medium - #51

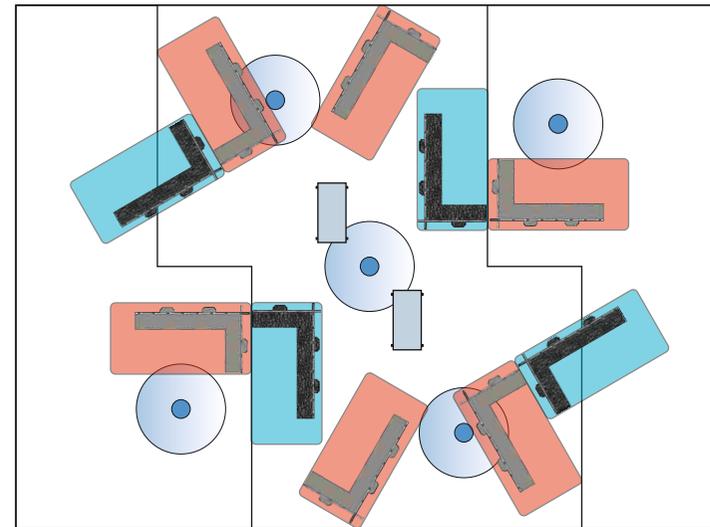


Table 4 - Medium - #52

TIPPING POINT

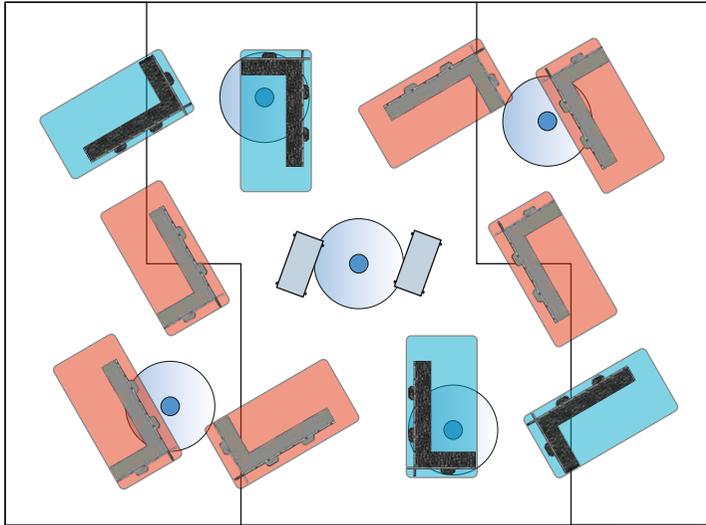


Table 5 - Medium - #53

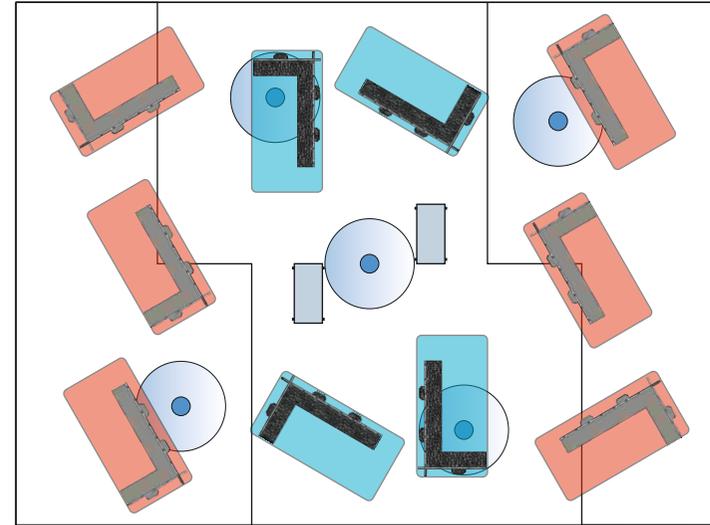


Table 6 - Medium - #54

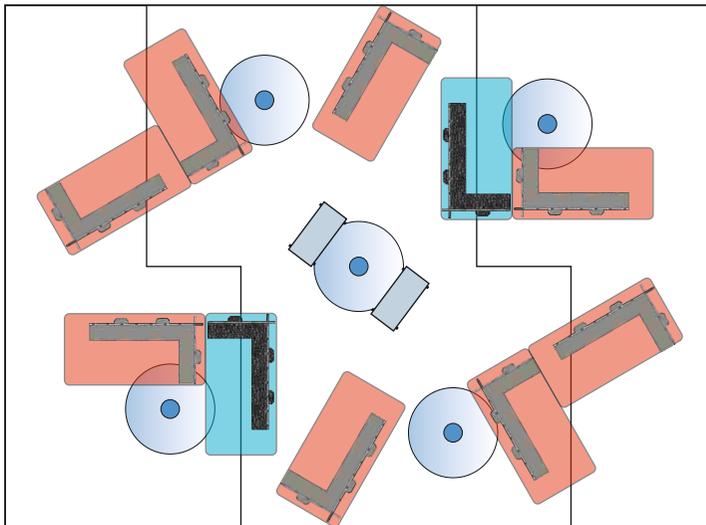


Table 7 - Light - #55

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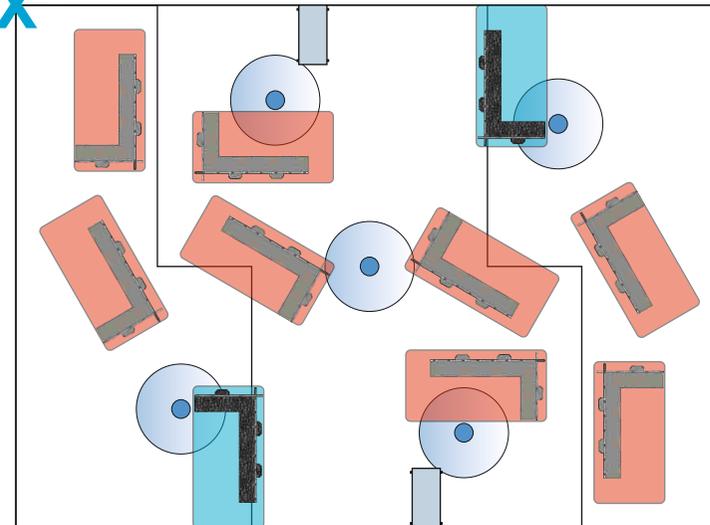


Table 8 - Light - #56

SWEEPING ENGAGEMENT

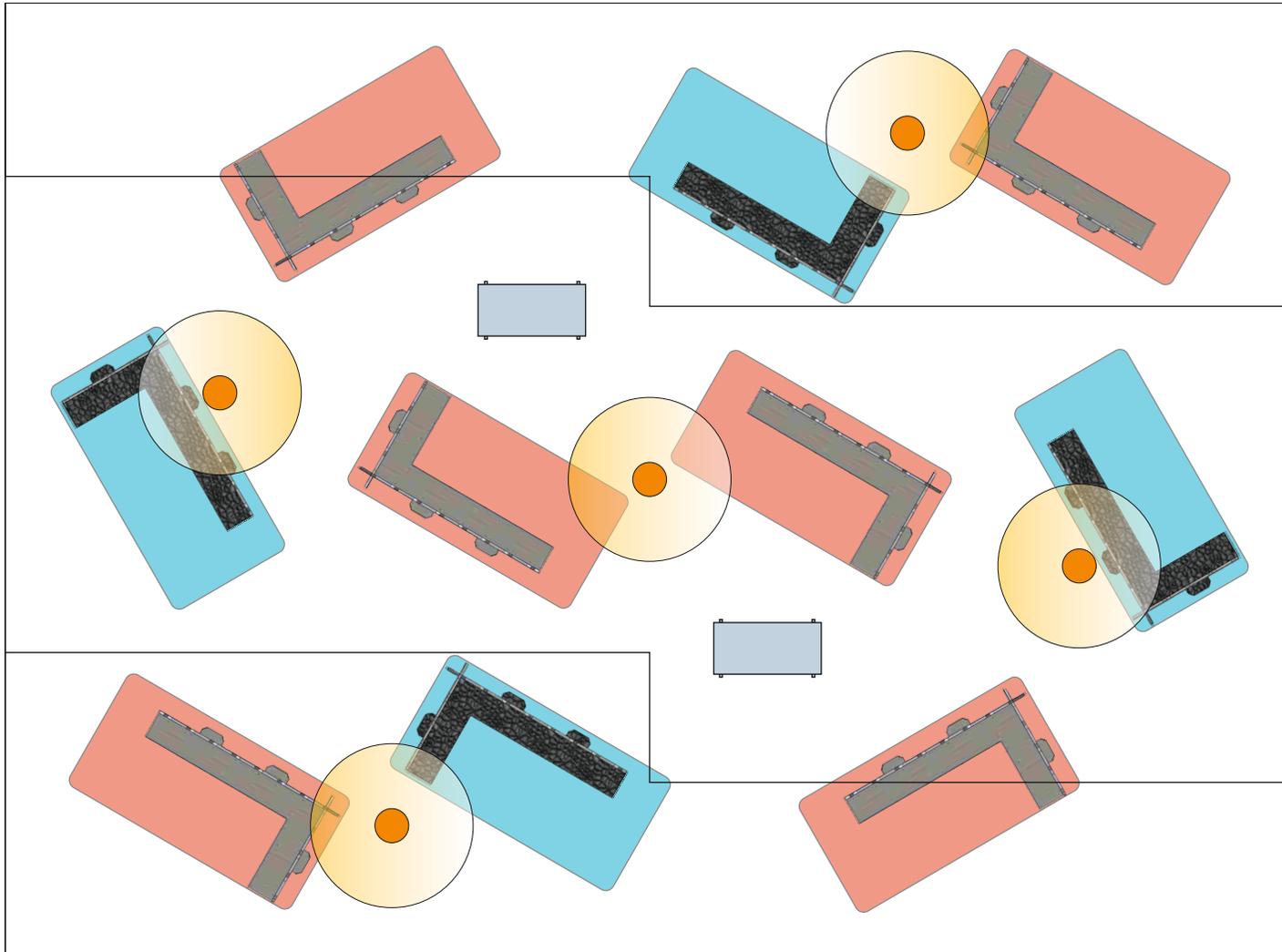
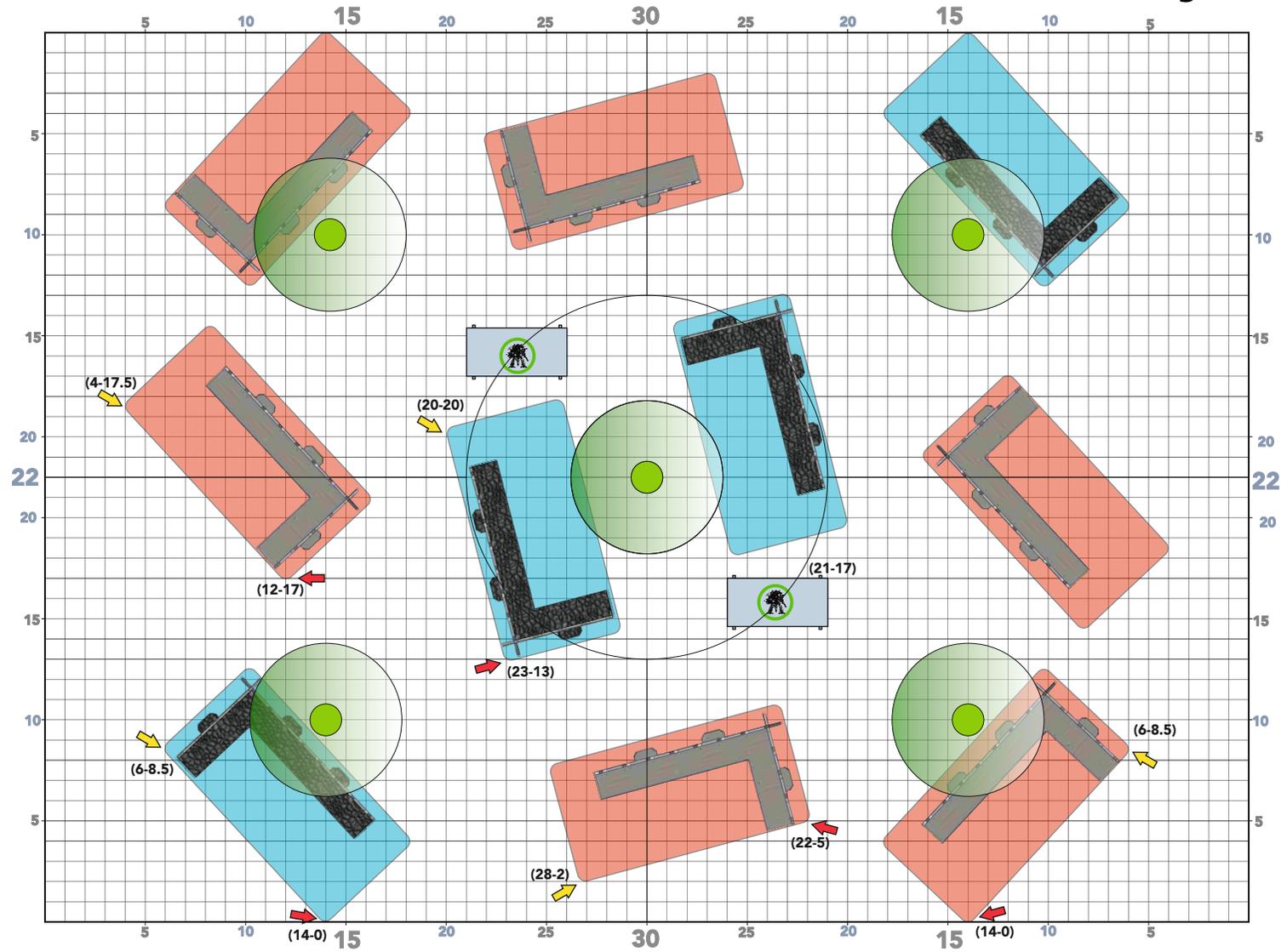
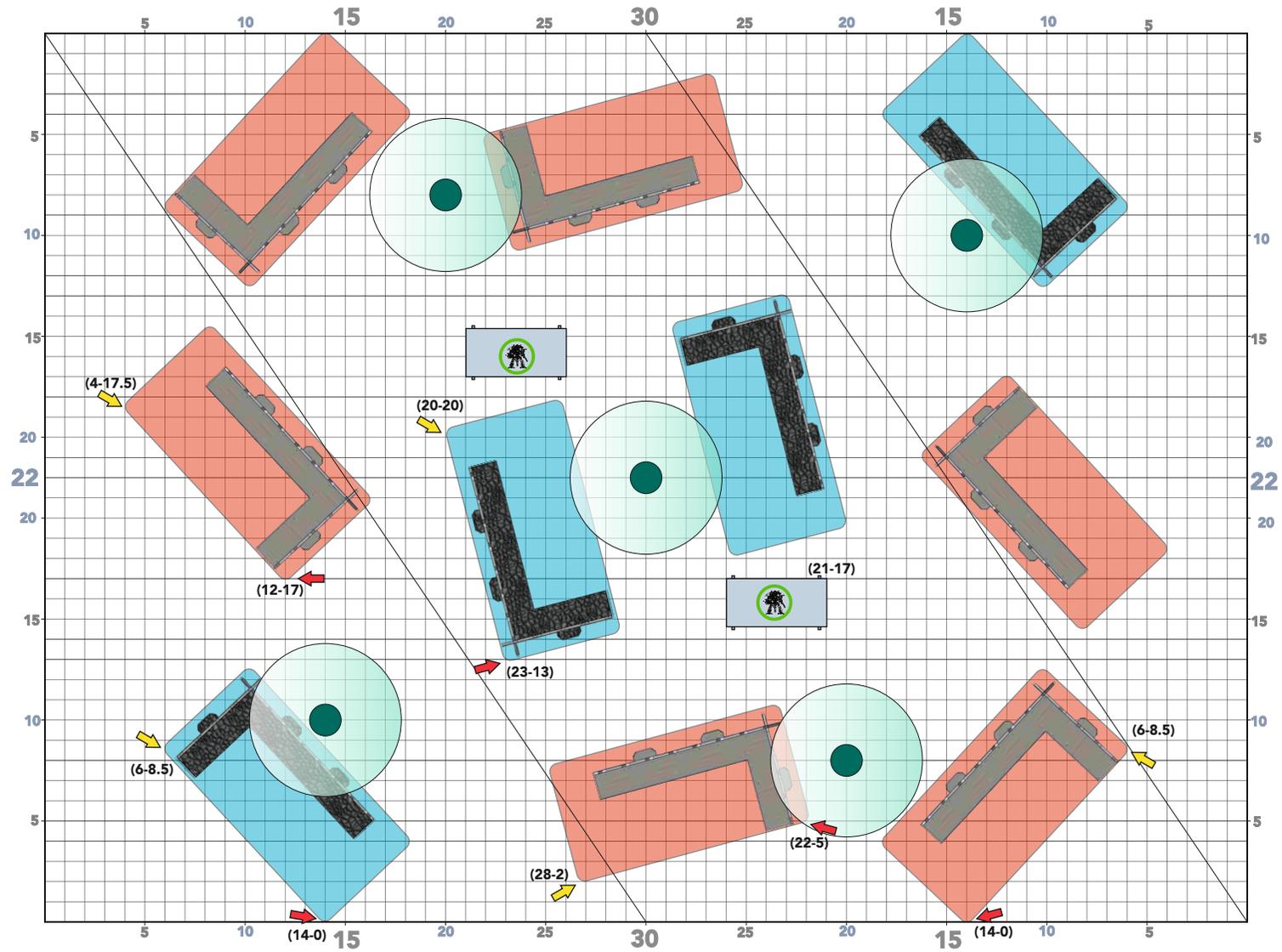


Table #57 - Sweeping Engagement
Warmaster GT Shadow Round

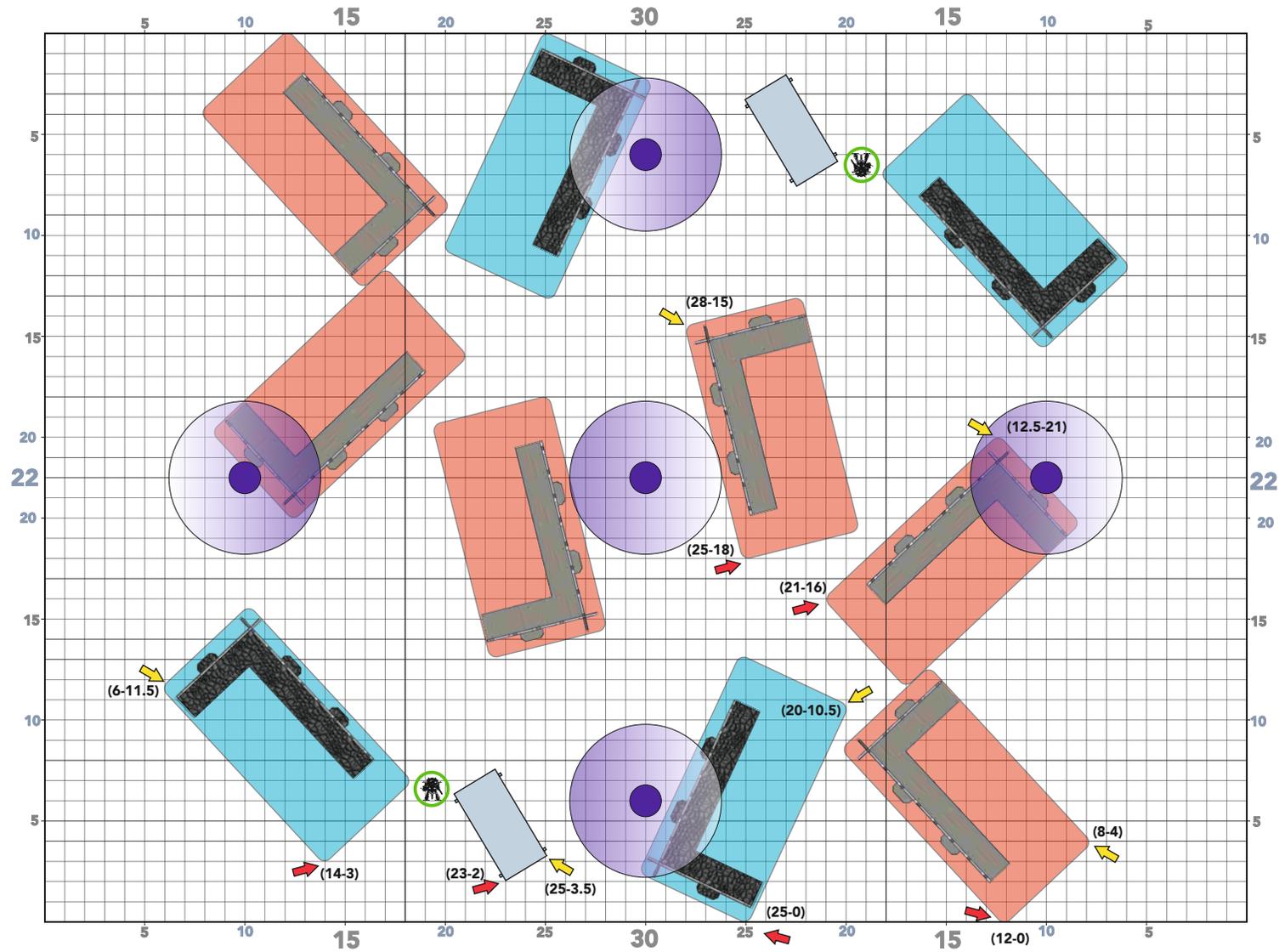
MAP 1: Medium - Search and Destroy



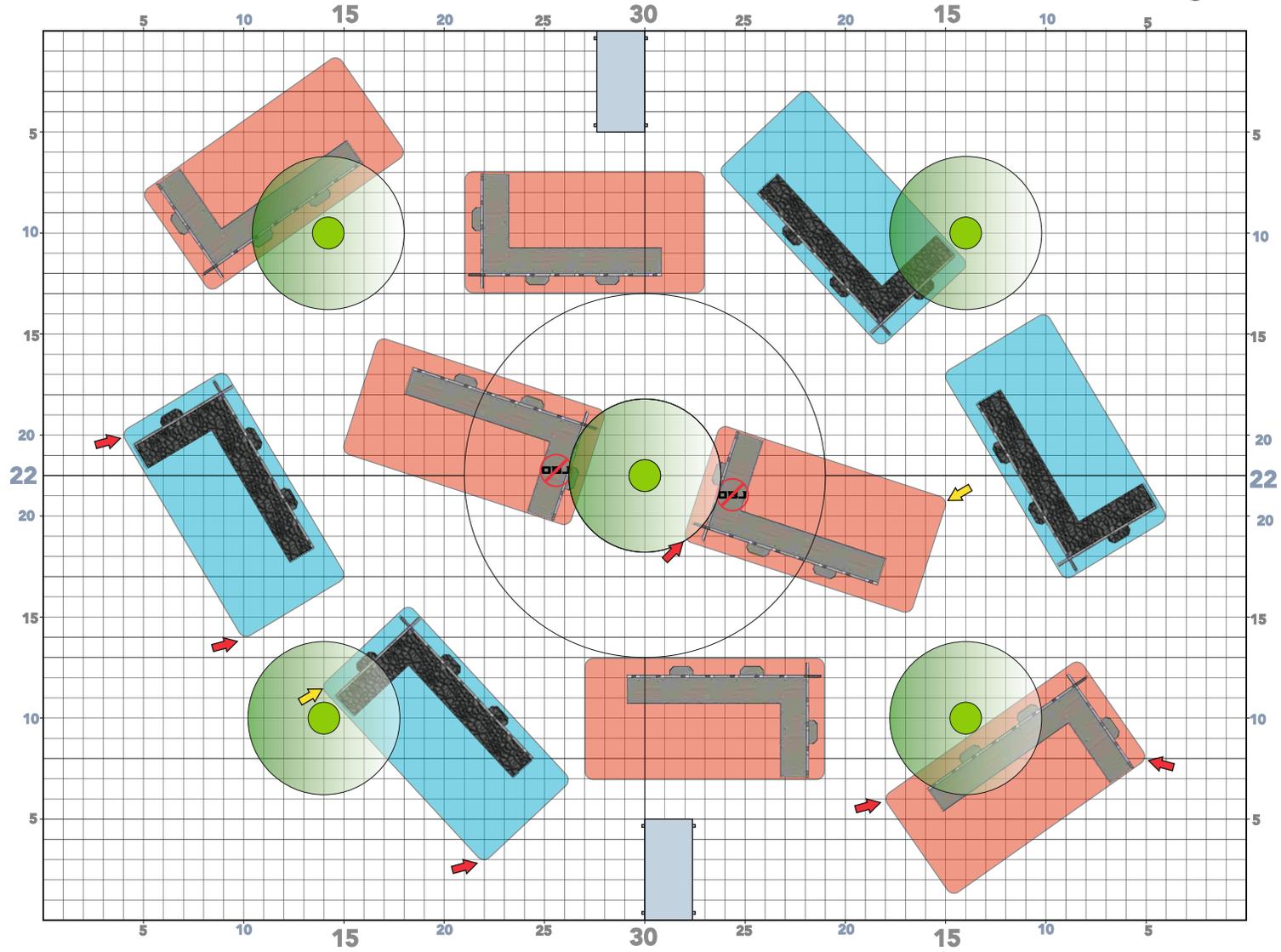
MAP 2: Medium - Crucible of Battle



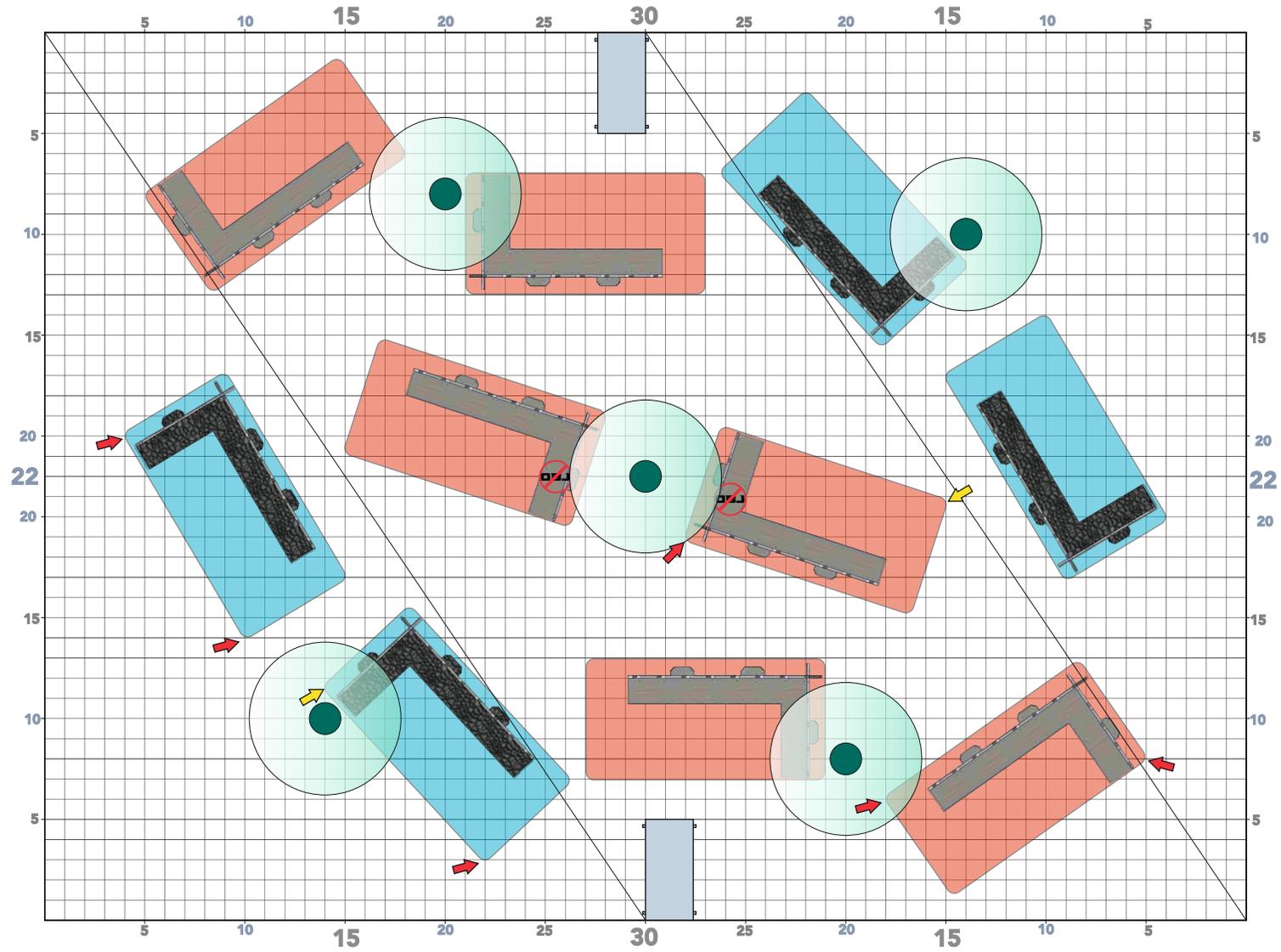
MAP 3: Medium - Hammer and Anvil



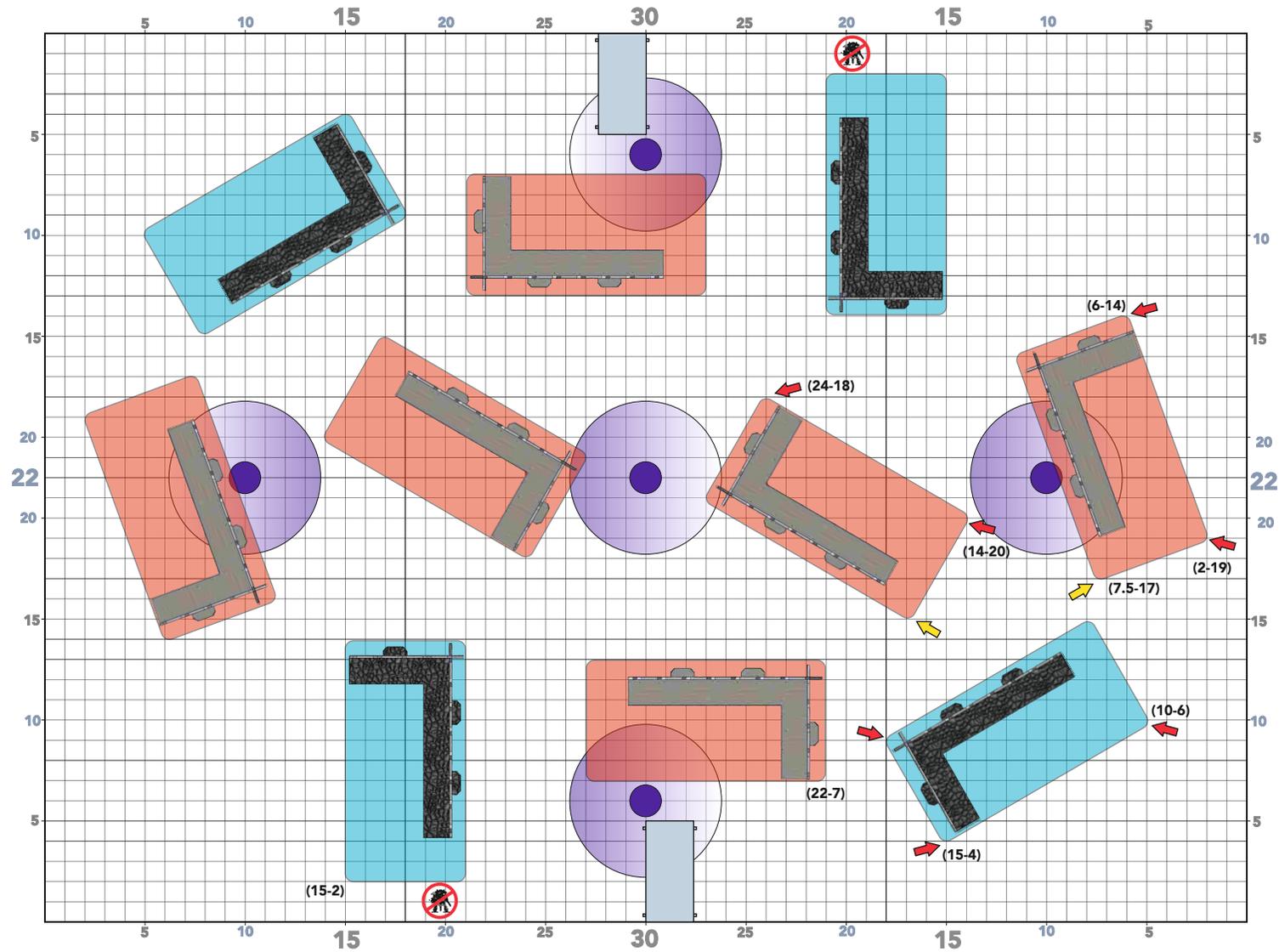
MAP 5: Medium - Search and Destroy



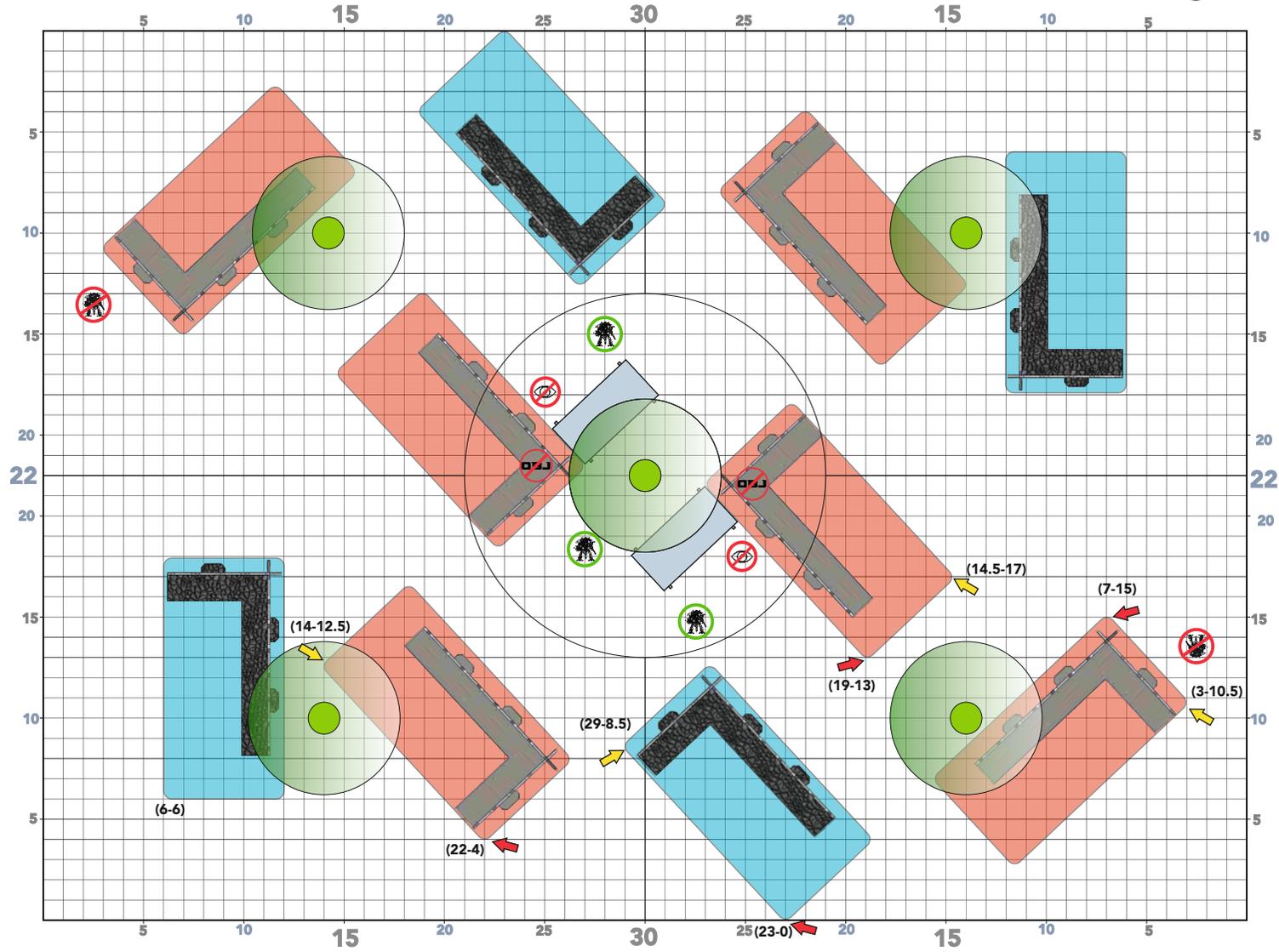
MAP 6: Medium - Crucible of Battle



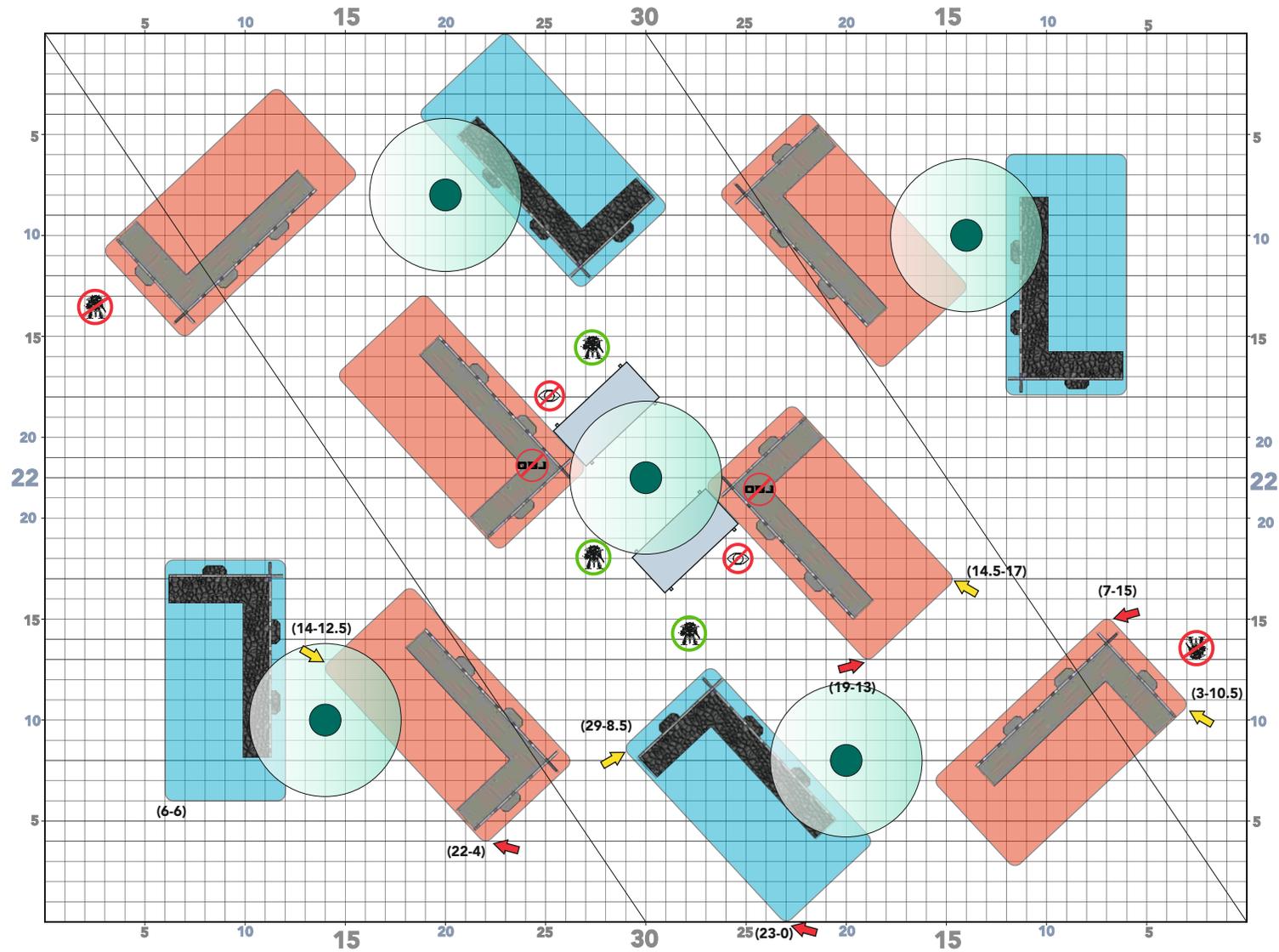
MAP 7: Medium - Hammer and Anvil



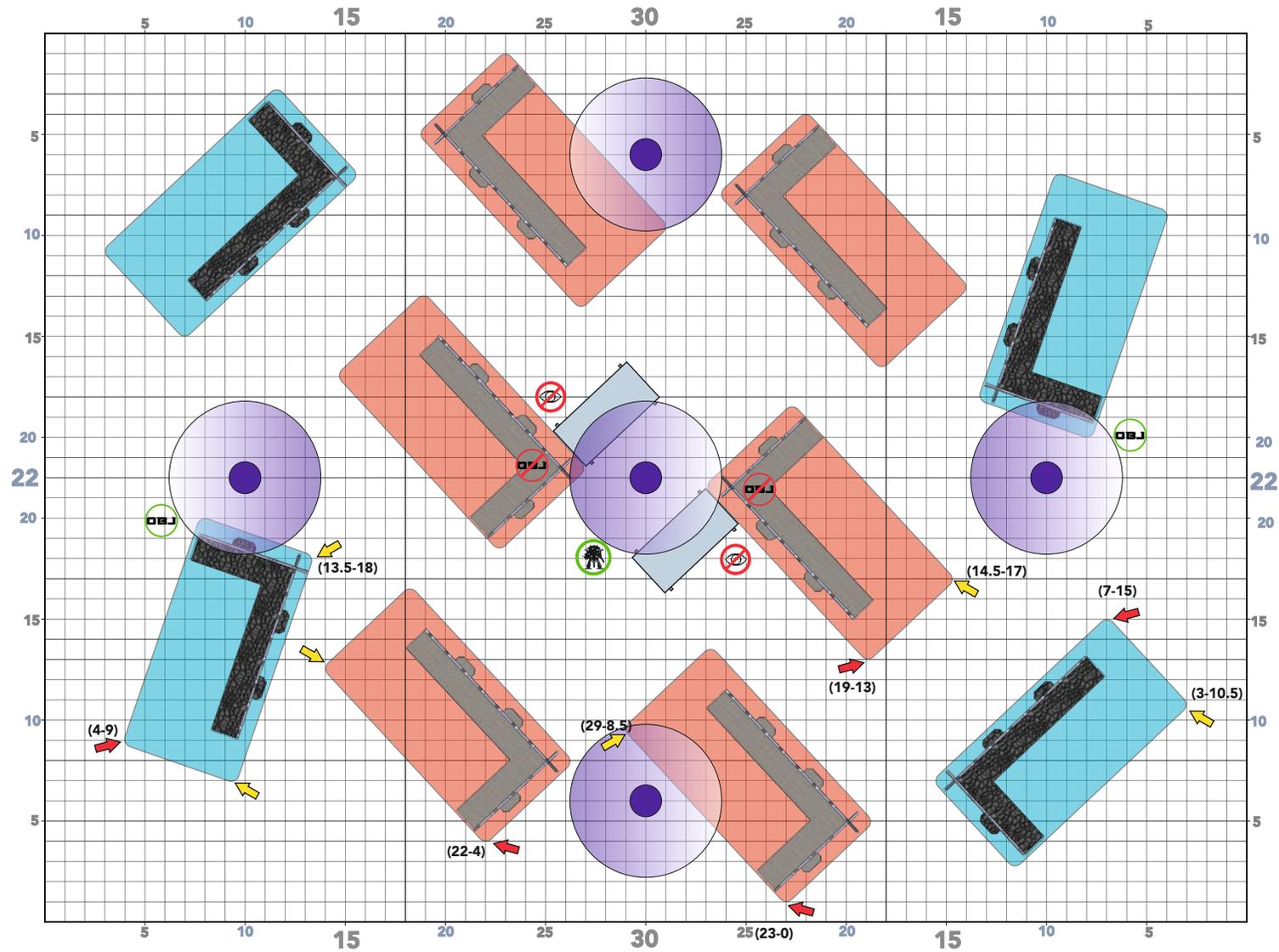
MAP 9: Medium - Search and Destroy



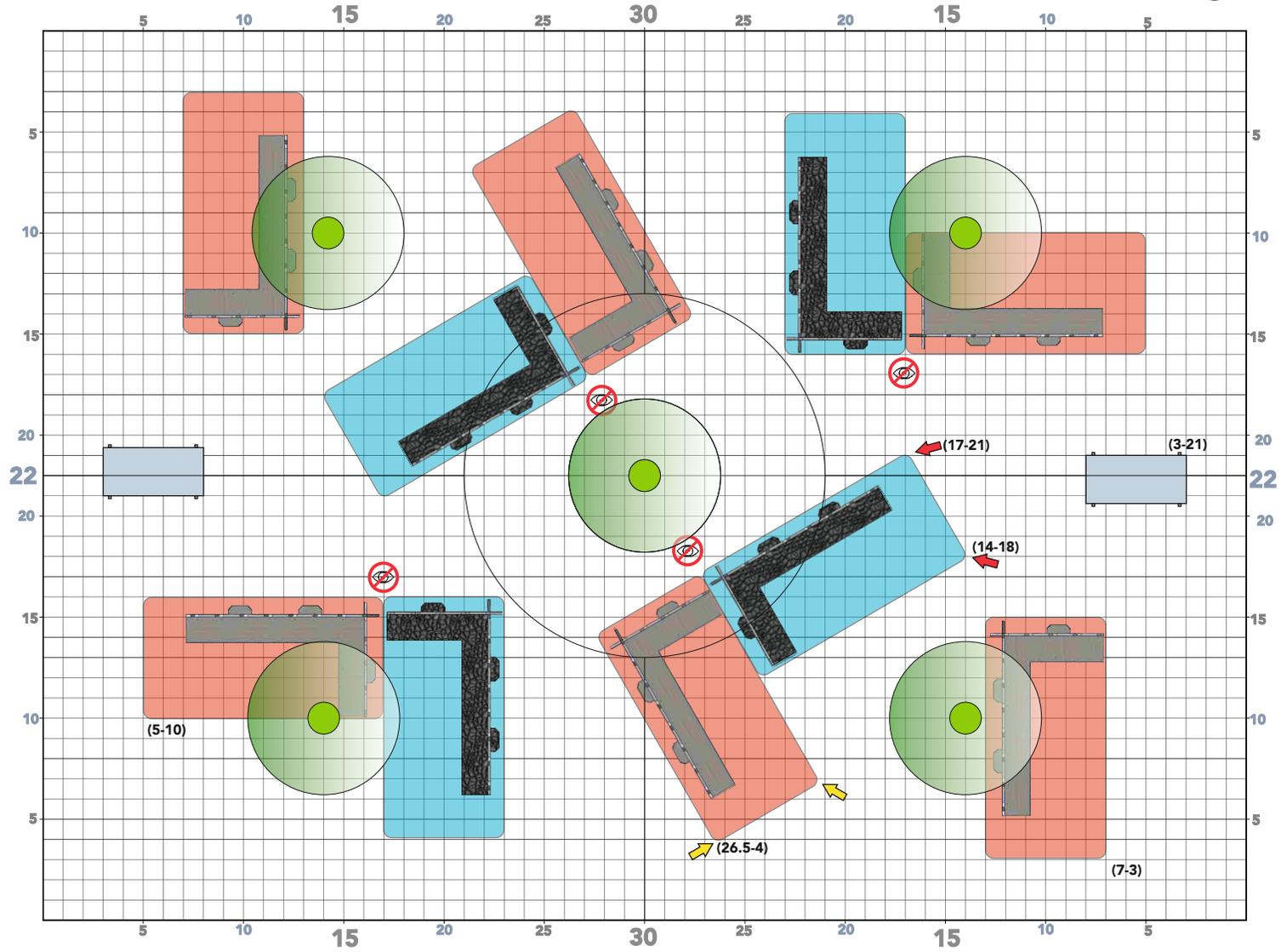
MAP 10: Medium - Crucible of Battle



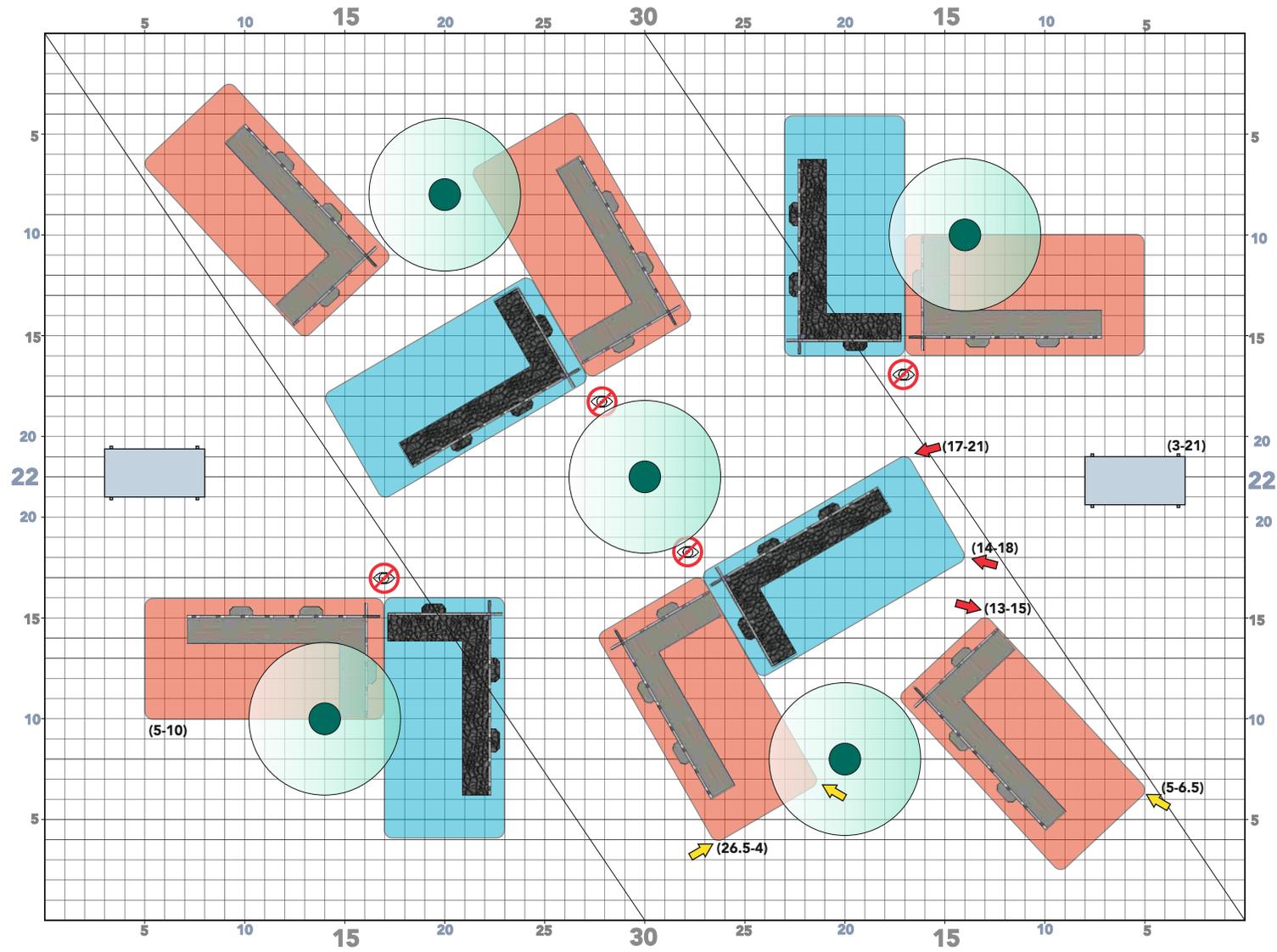
MAP 11: Medium - Hammer and Anvil



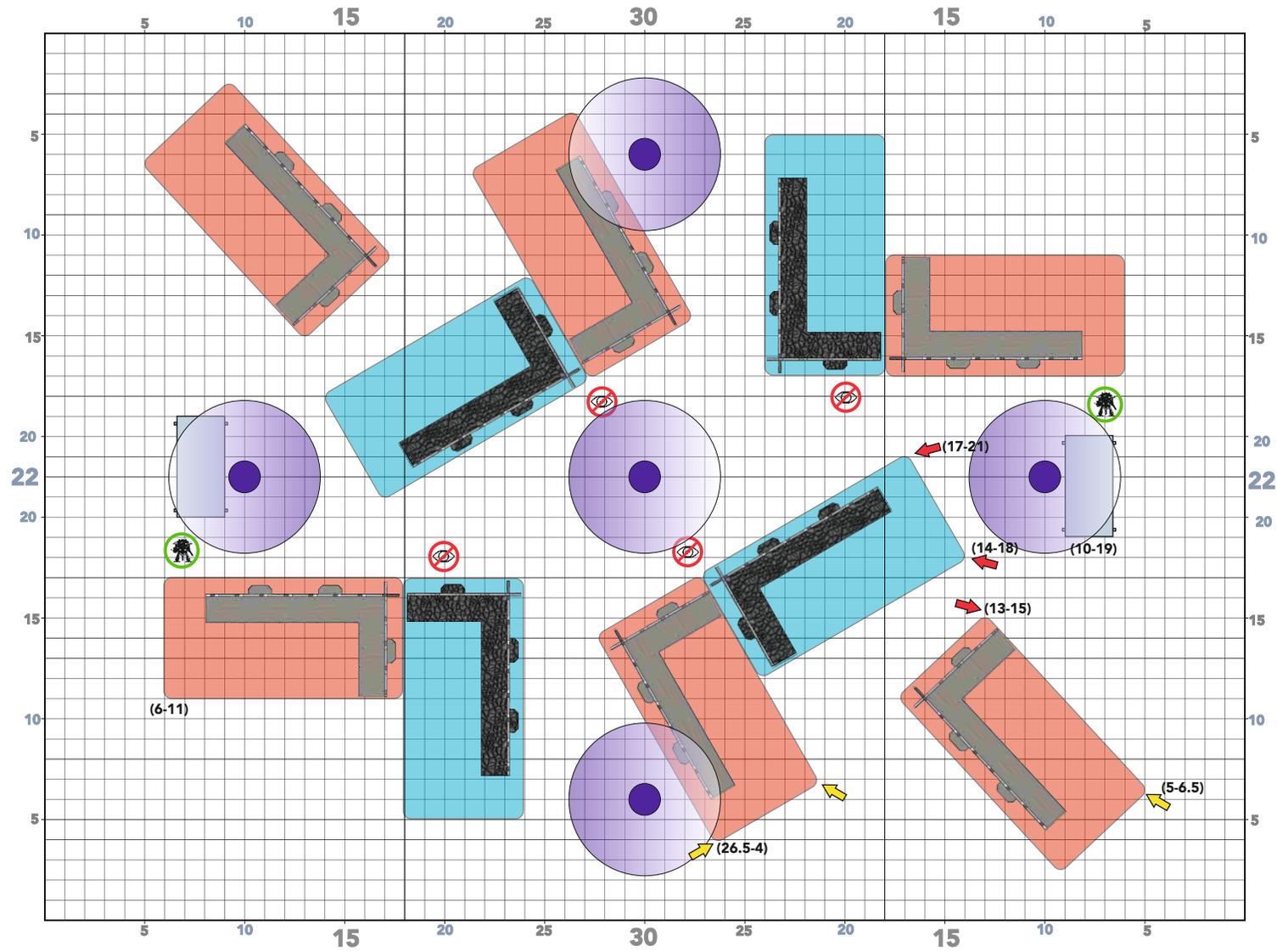
MAP 13: Medium - Search and Destroy



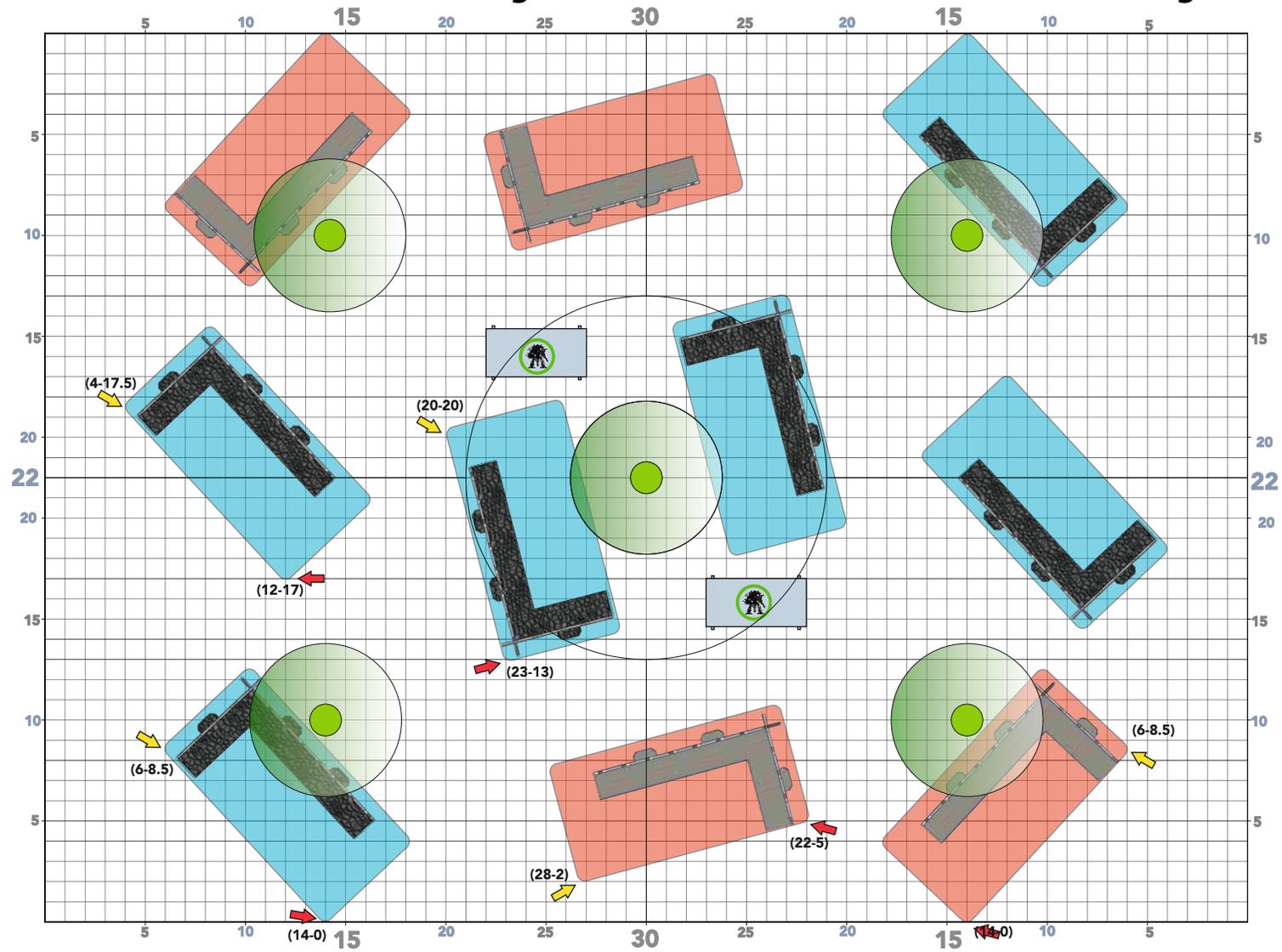
MAP 14: Medium - Crucible of Battle



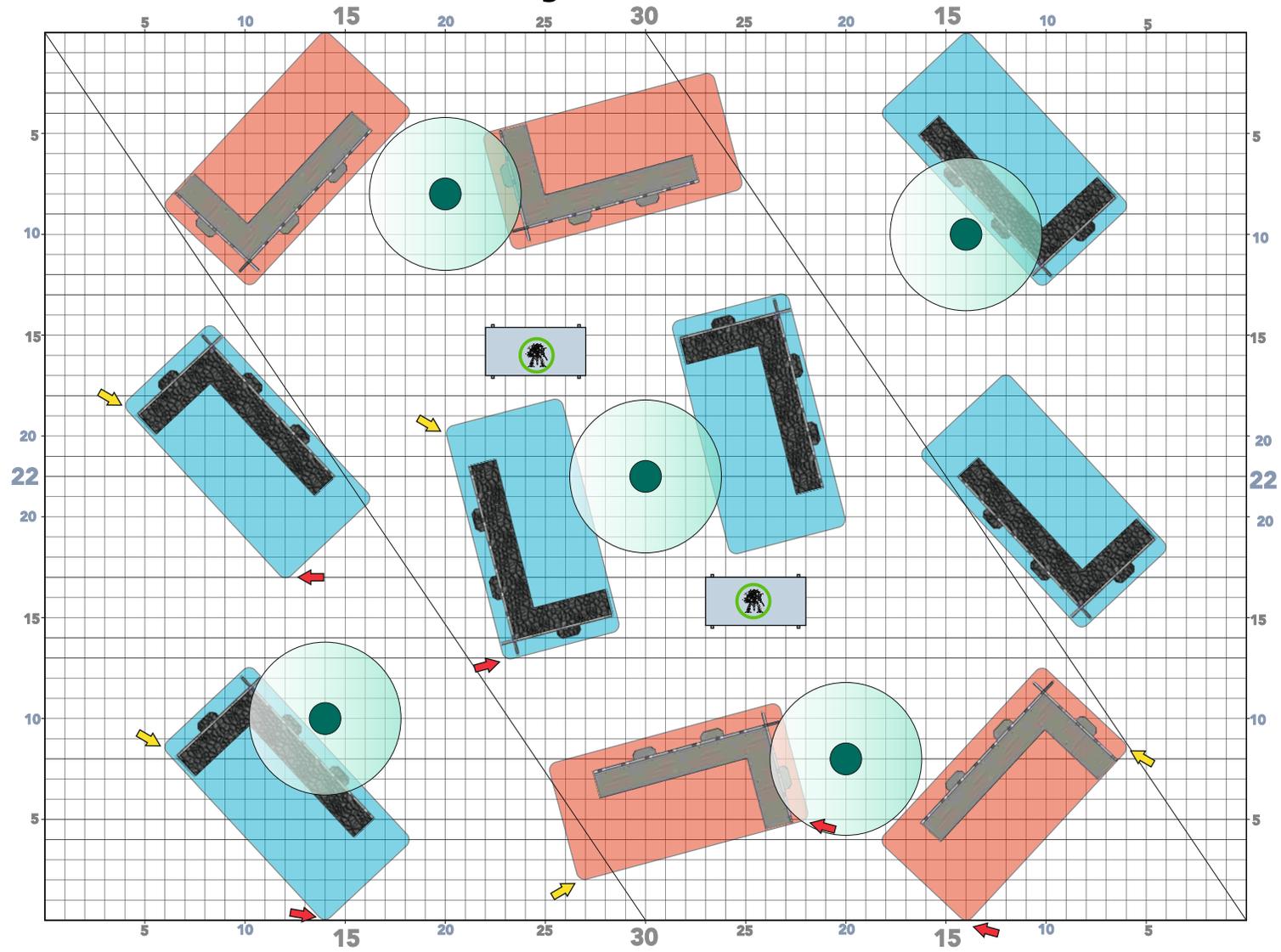
MAP 15: Medium - Hammer and Anvil



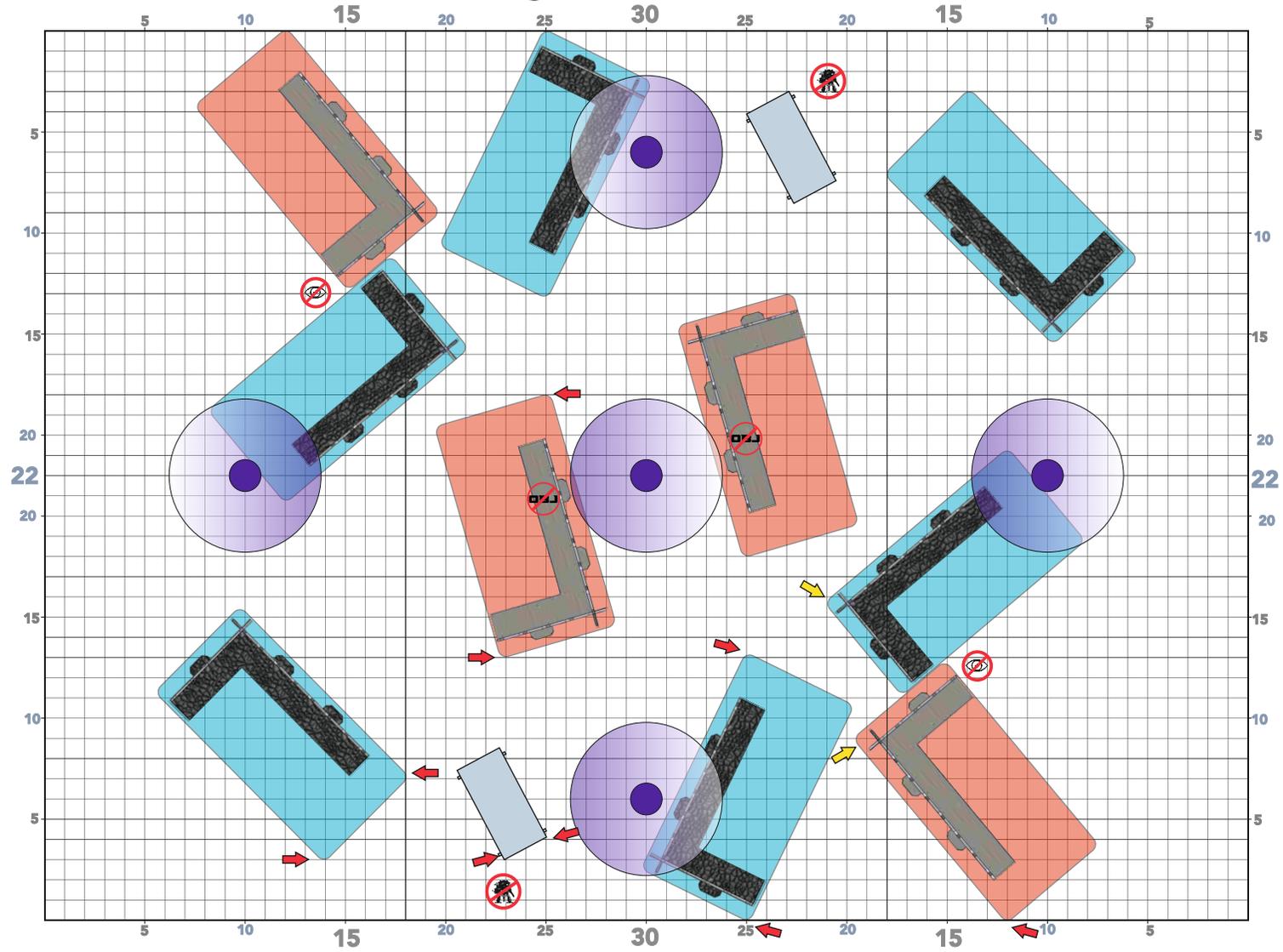
MAP 17: Heavy - Search and Destroy



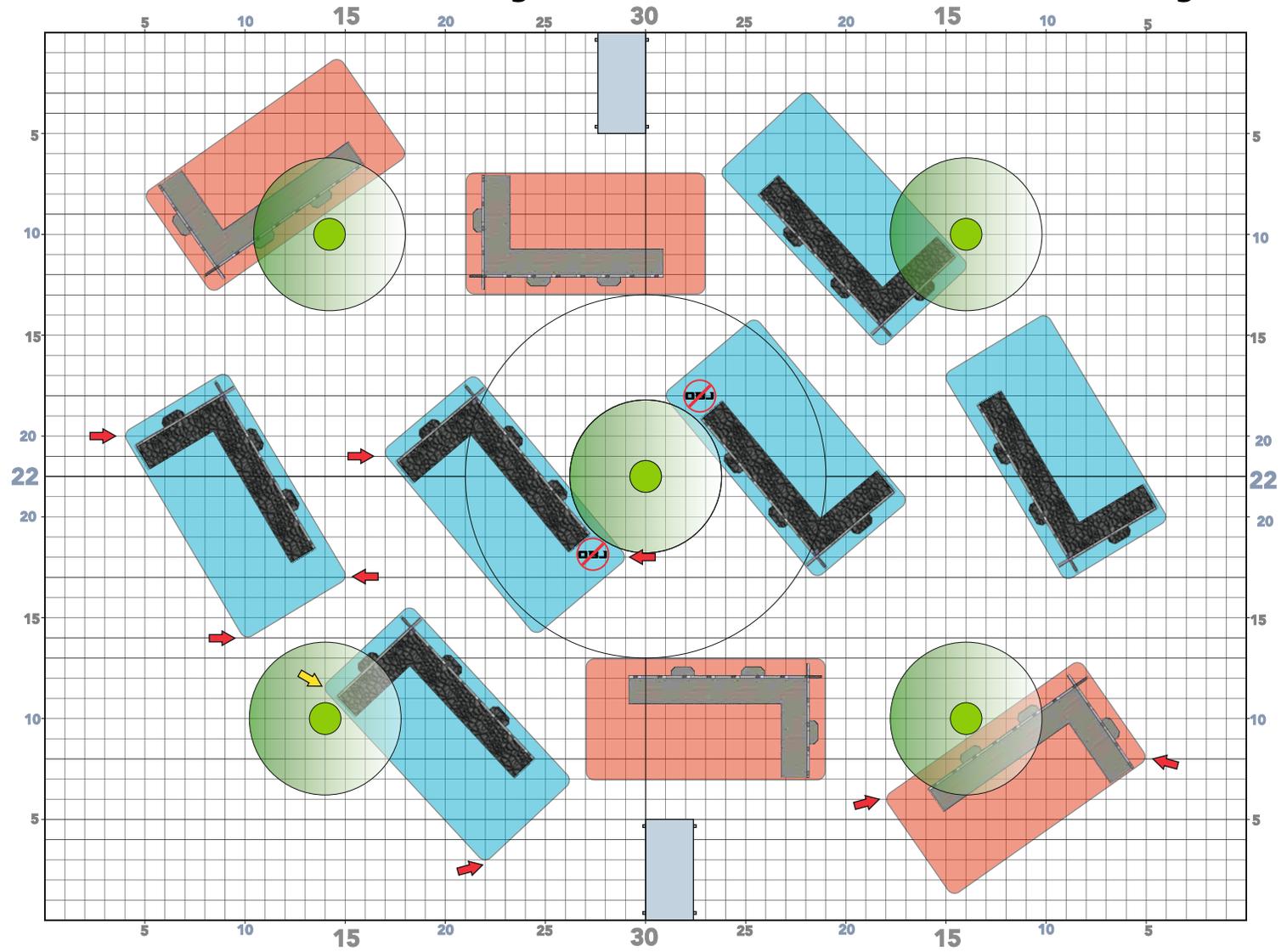
MAP 18: Heavy - Crucible of Battle



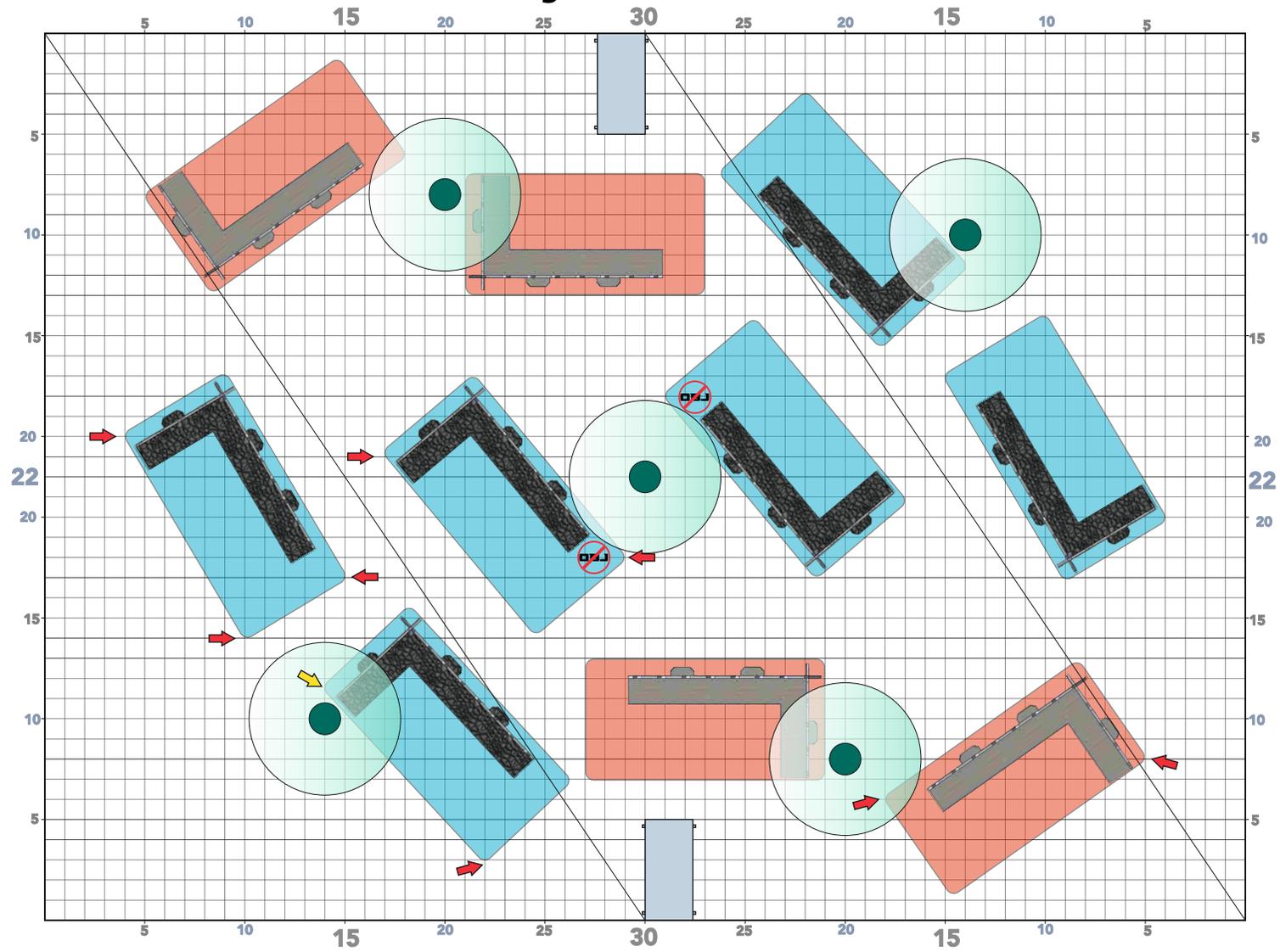
MAP 19: Heavy - Hammer and Anvil



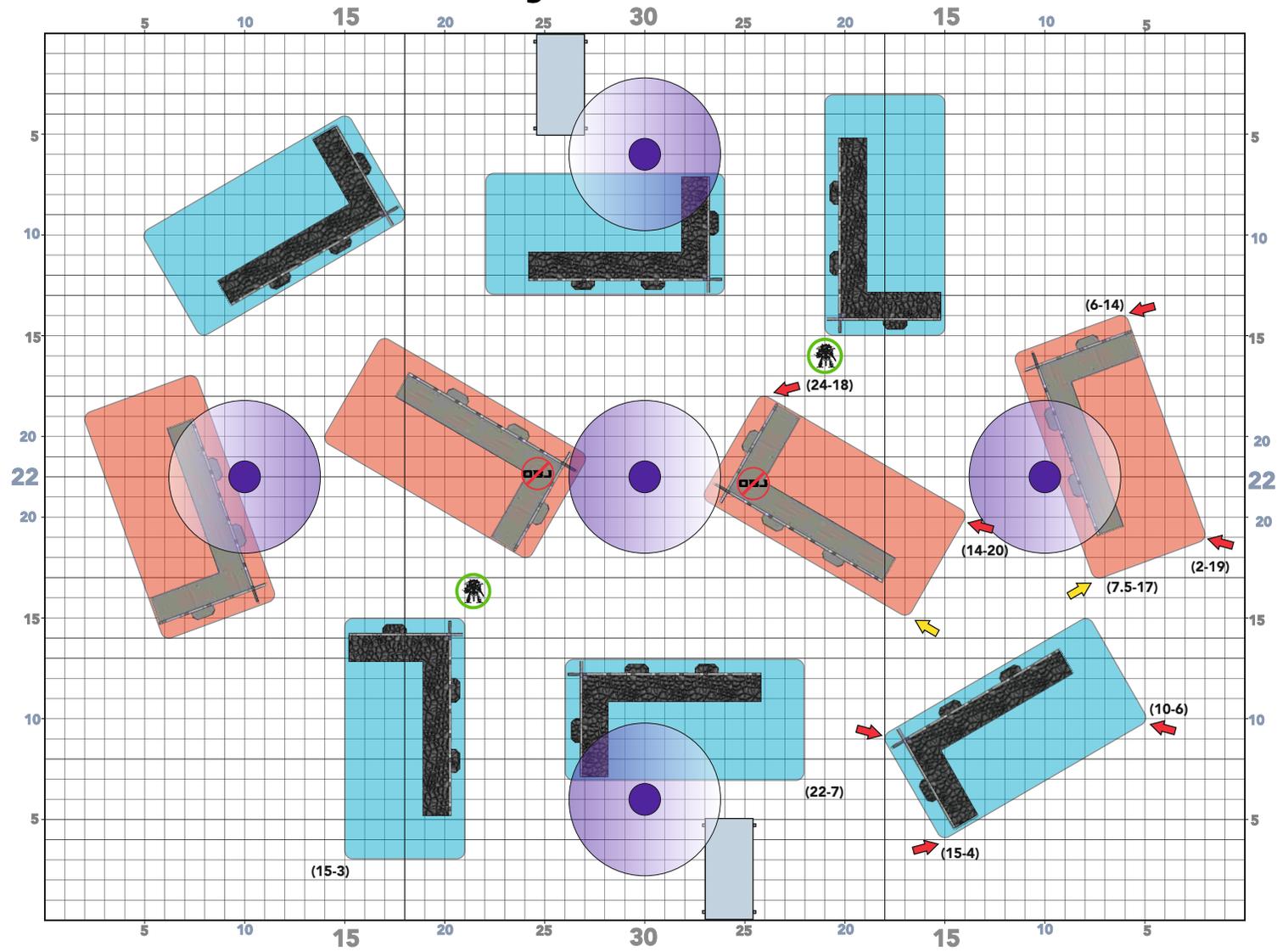
MAP 21: Heavy - Search and Destroy



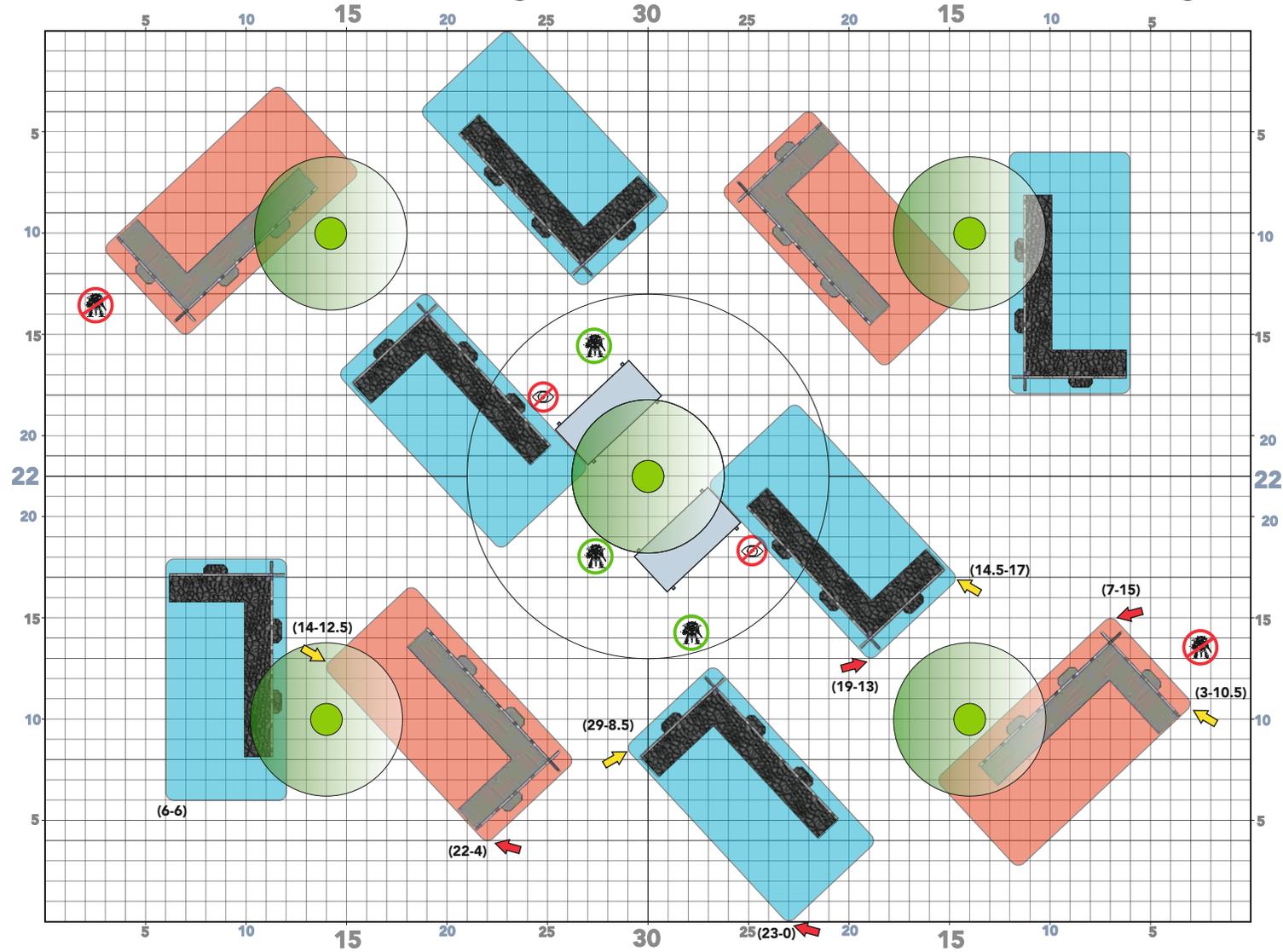
MAP 22: Heavy - Crucible of Battle



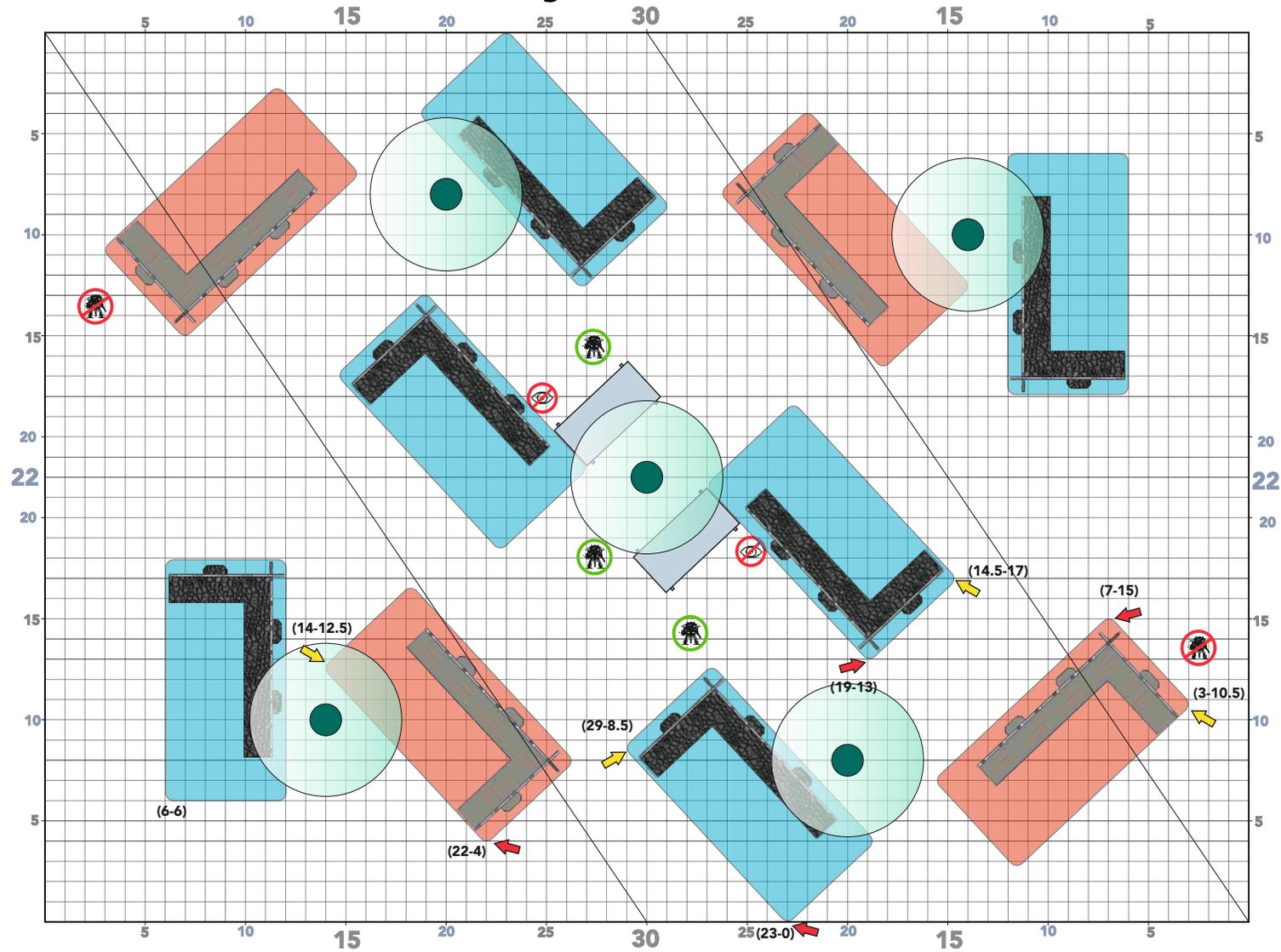
MAP 23: Heavy - Hammer and Anvil



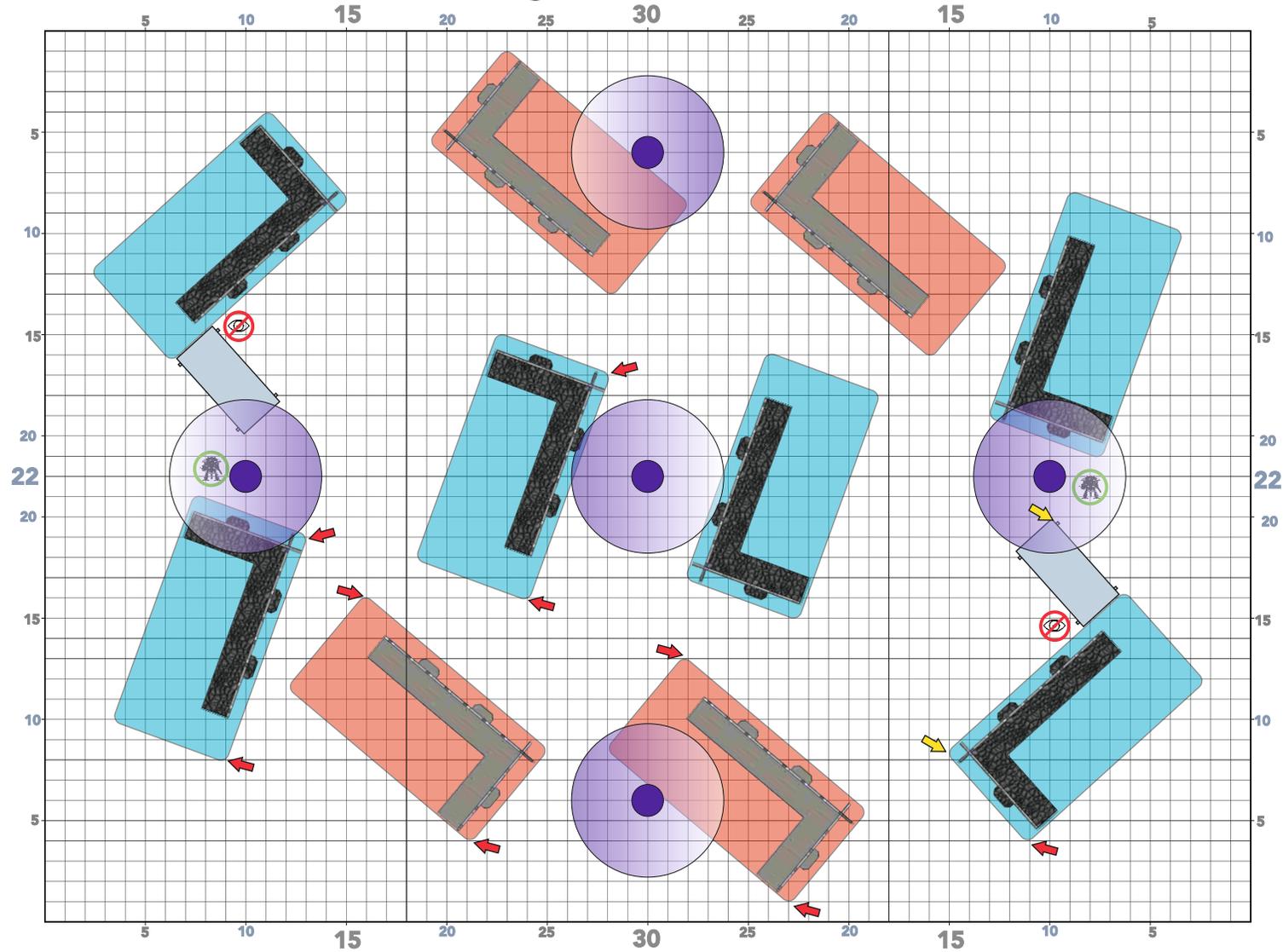
MAP 25: Heavy - Search and Destroy



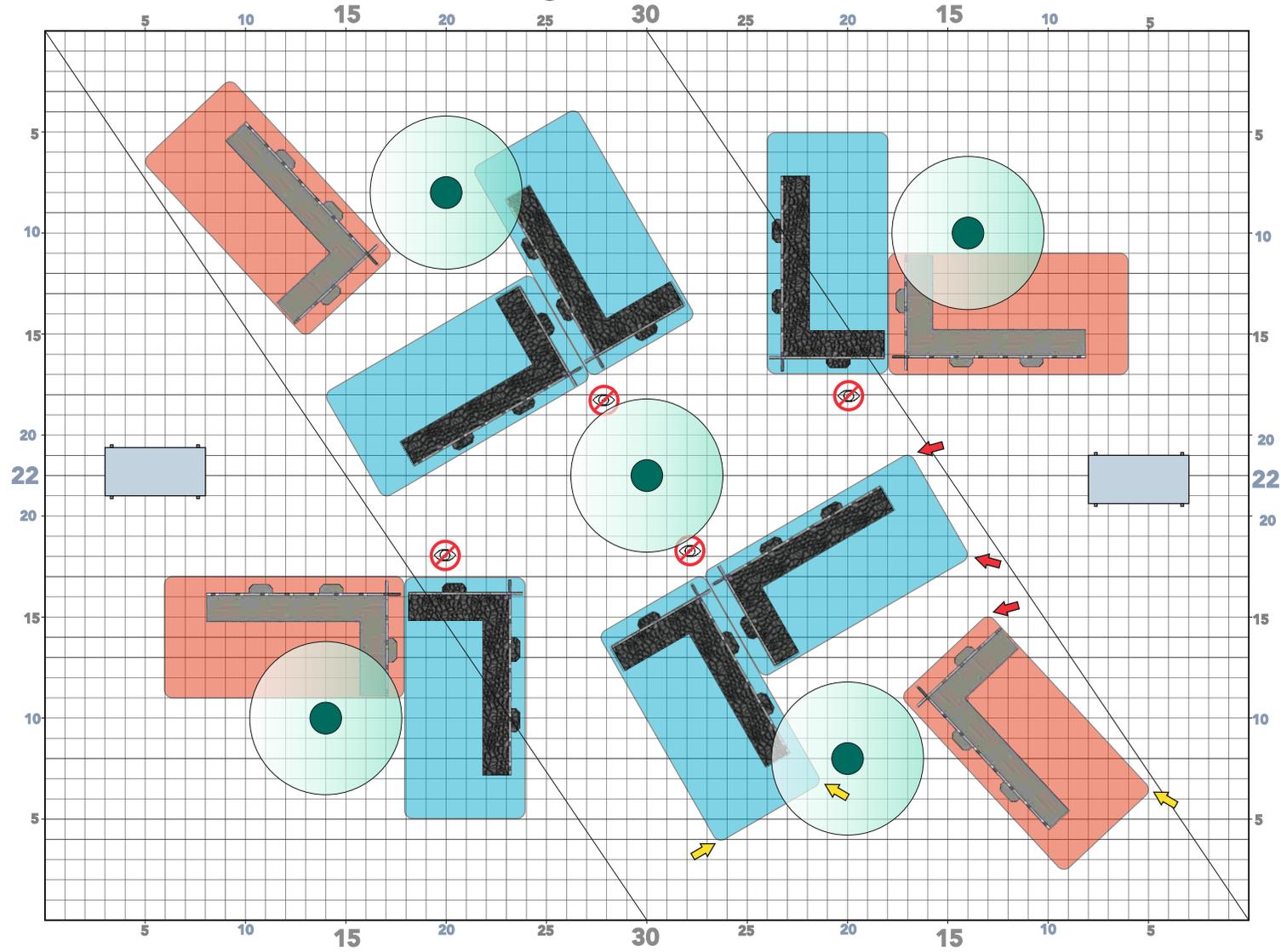
MAP 26: Heavy - Crucible of Battle



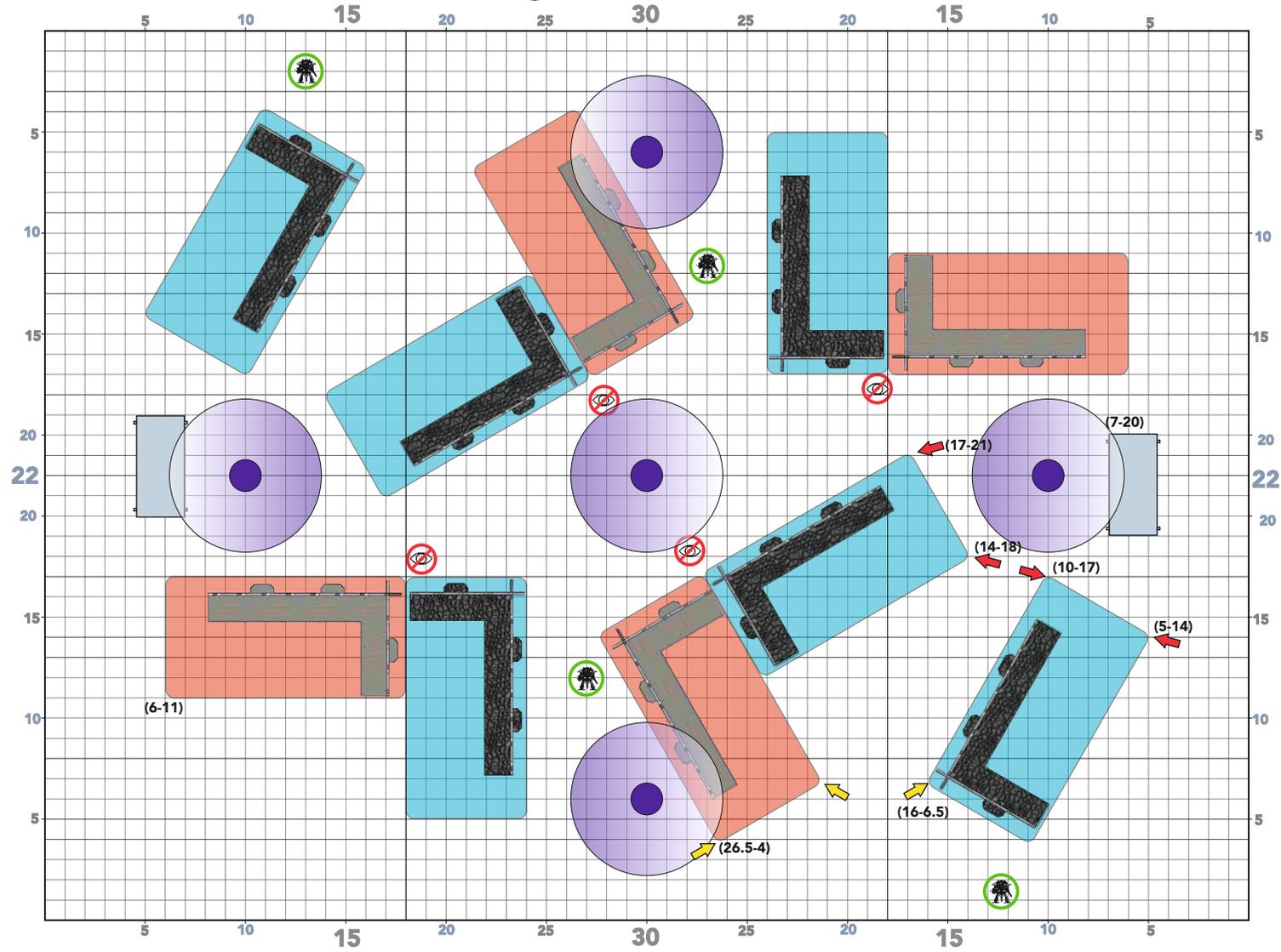
MAP 27: Heavy - Hammer and Anvil



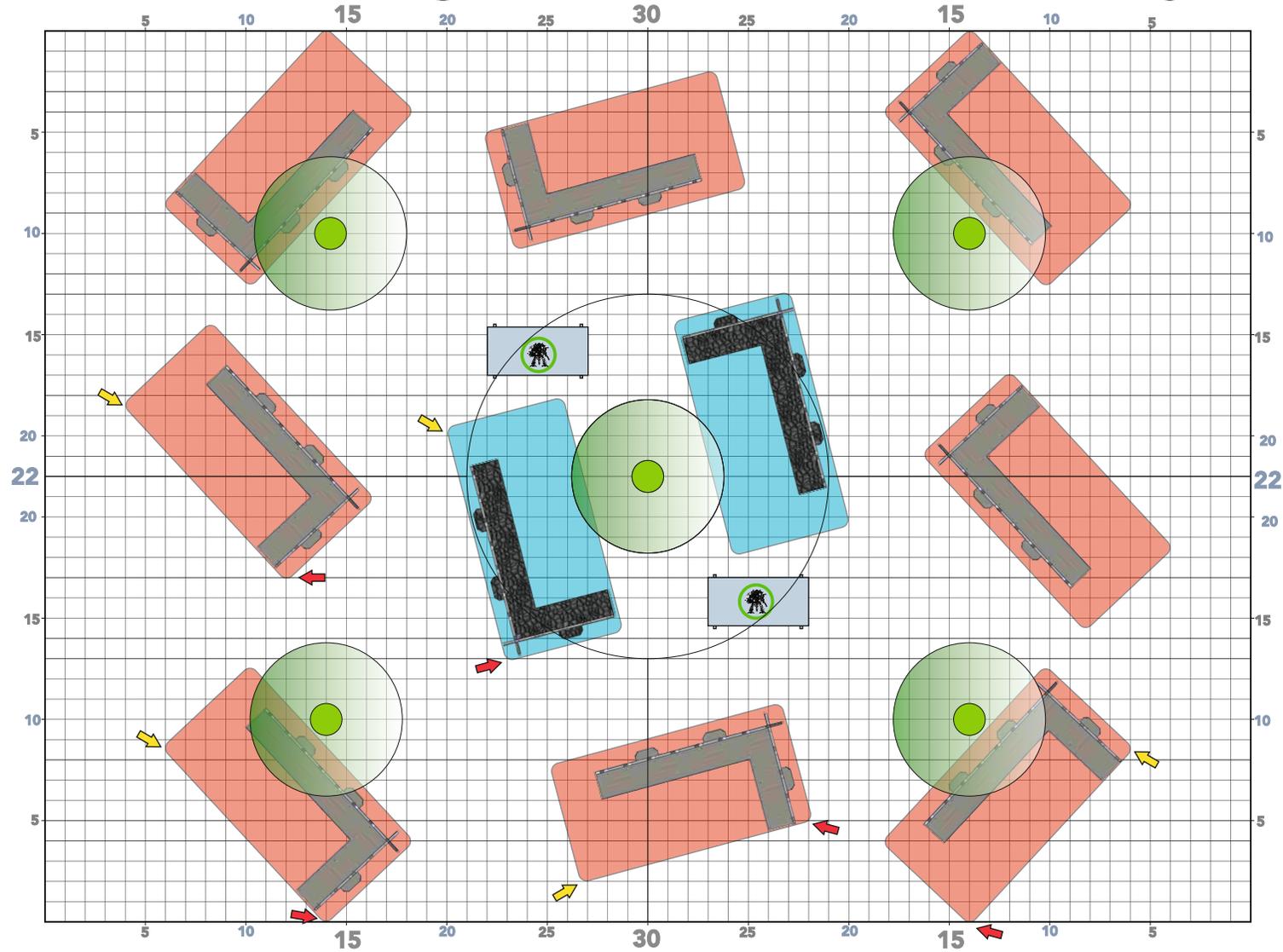
MAP 30: Heavy - Crucible of Battle



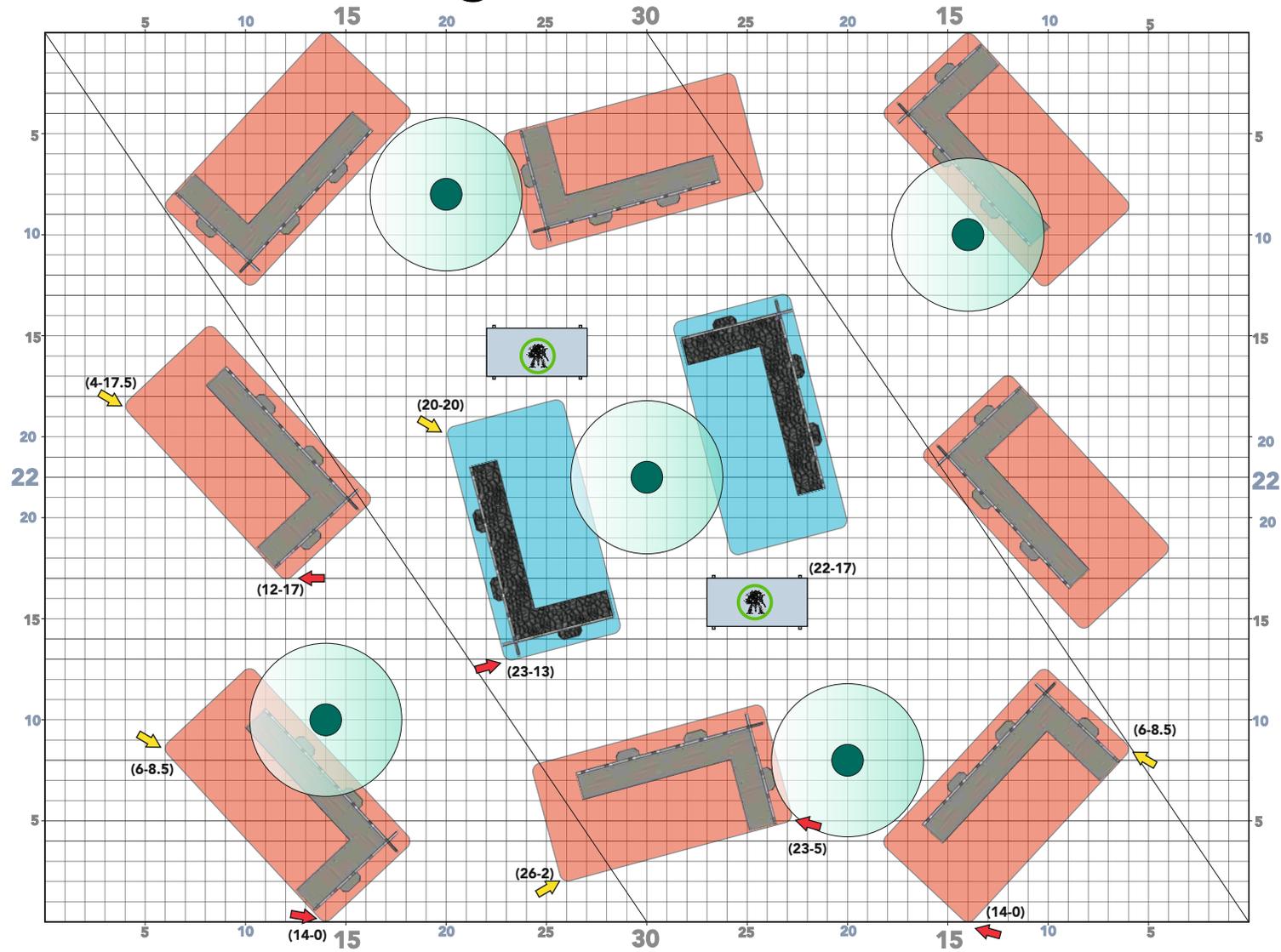
MAP 31: Heavy - Hammer and Anvil



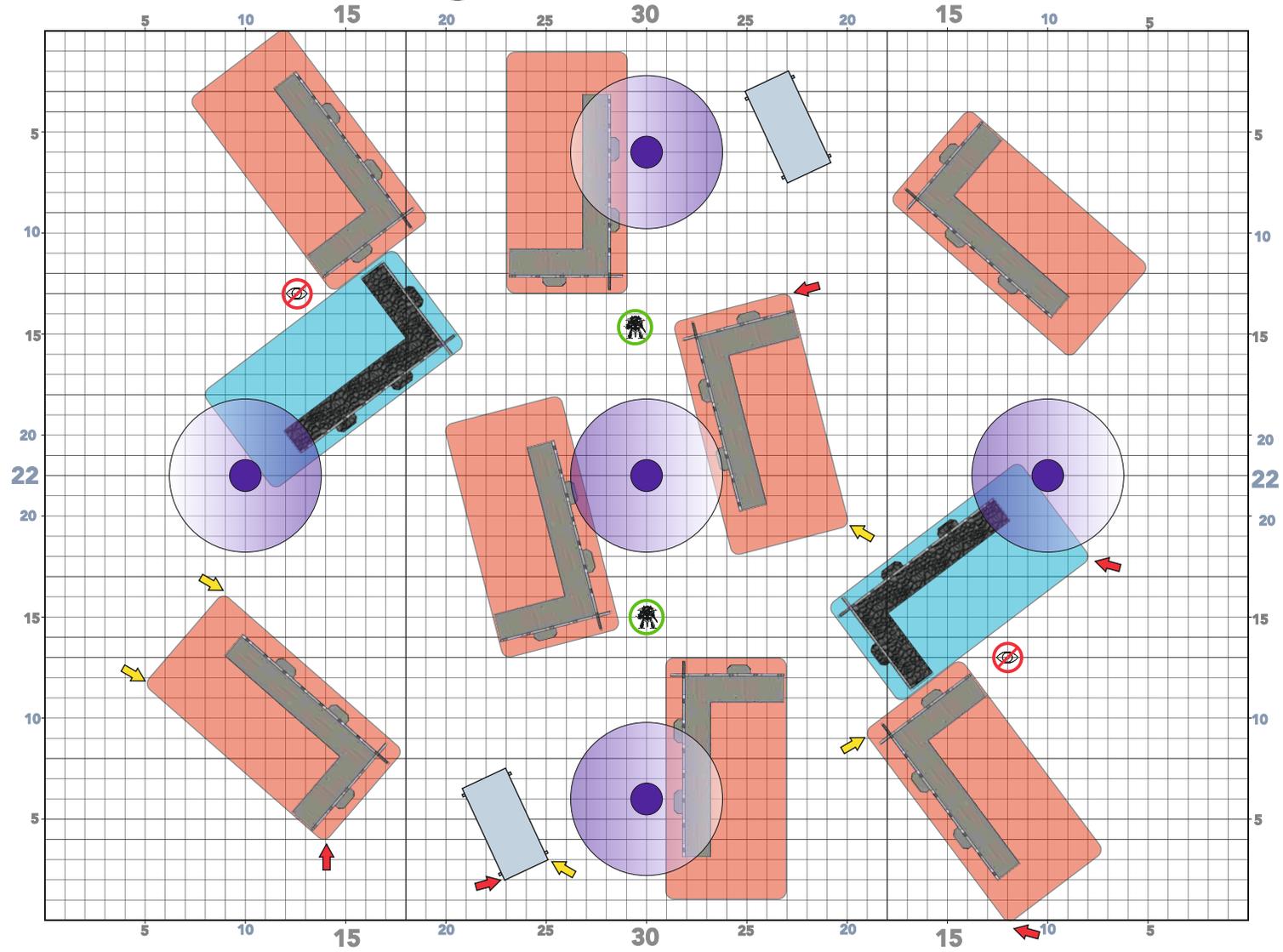
MAP 33: Light - Search and Destroy



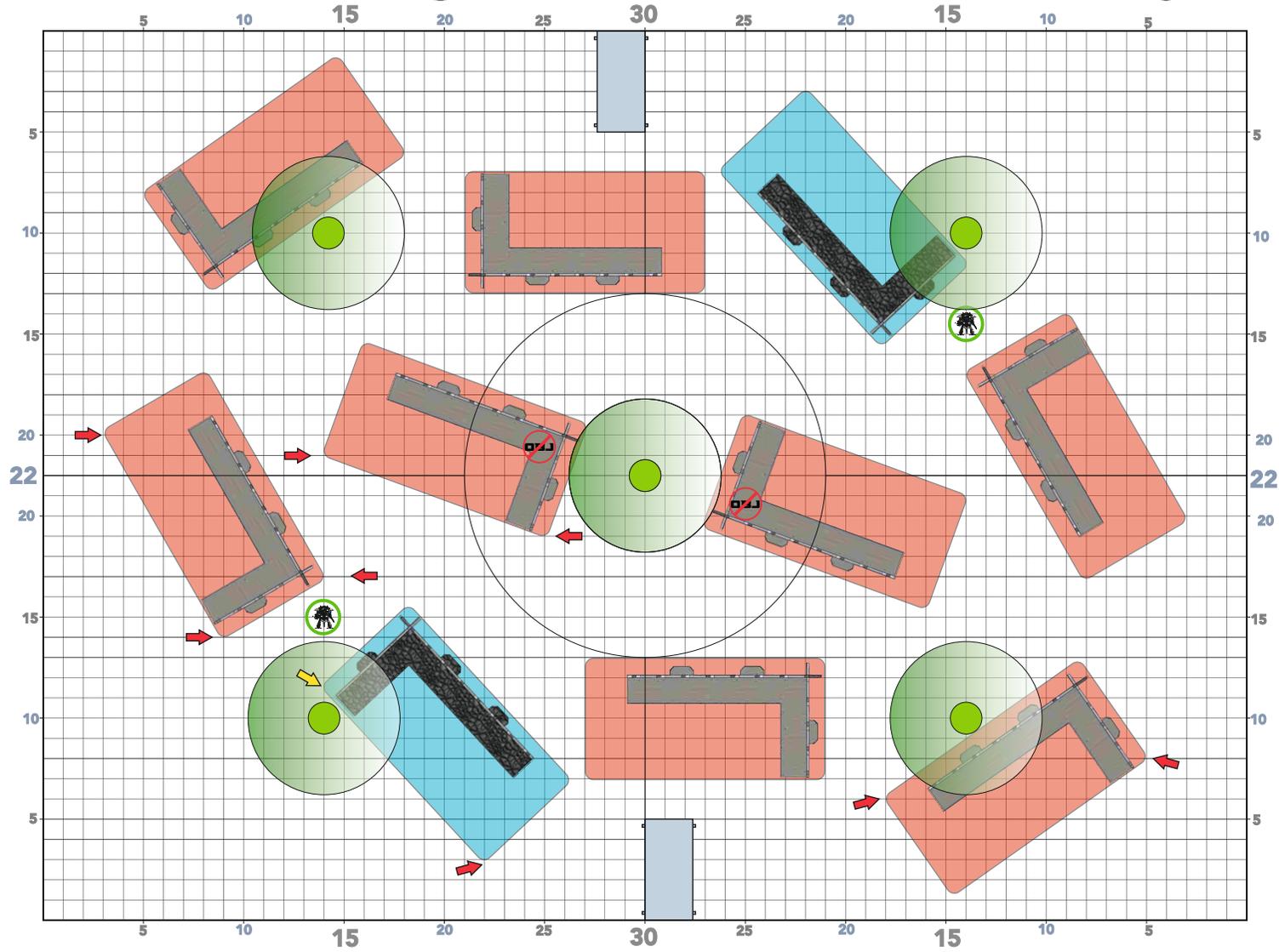
MAP 34: Light - Crucible of Battle



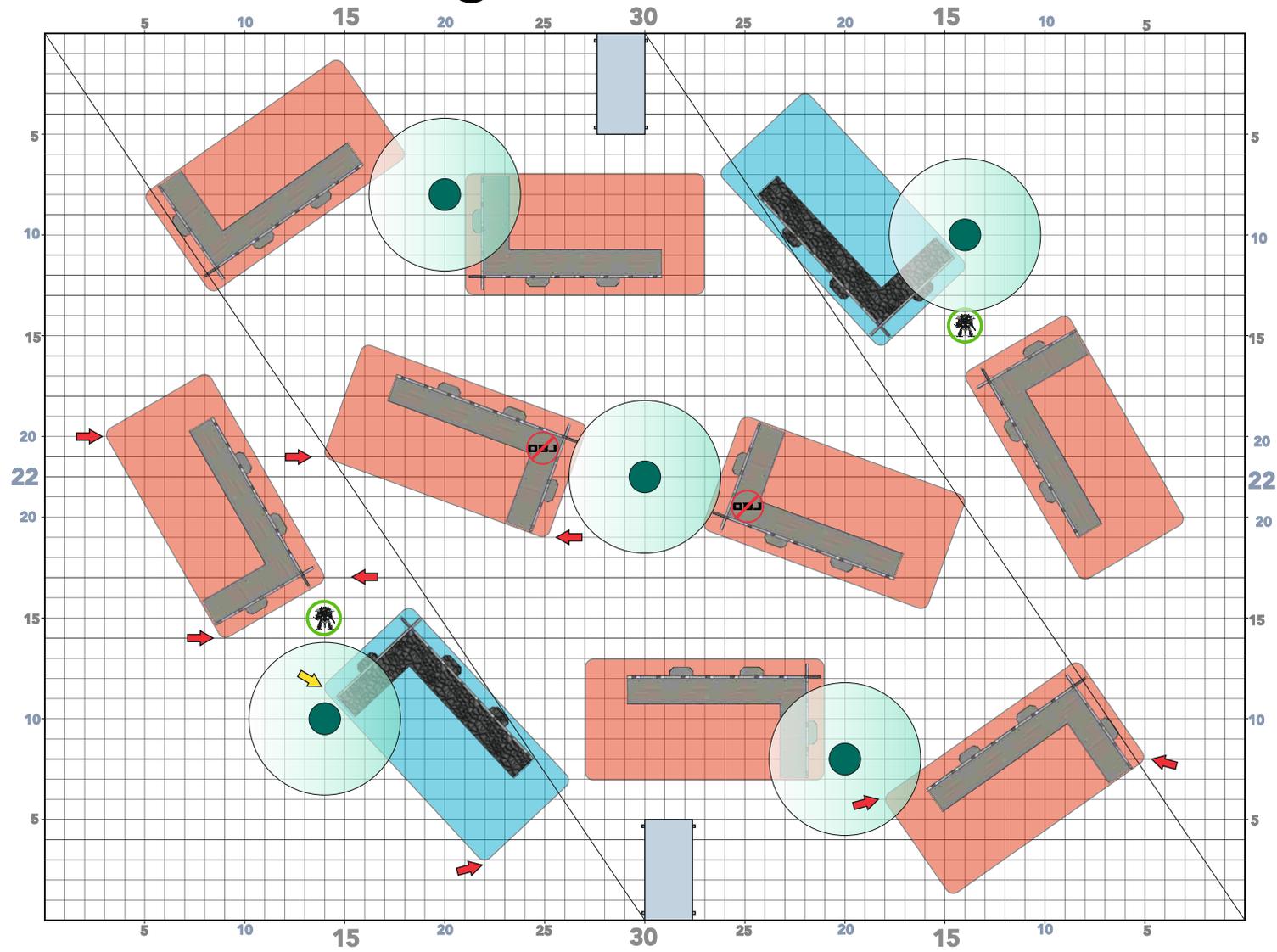
MAP 35: Light - Hammer and Anvil



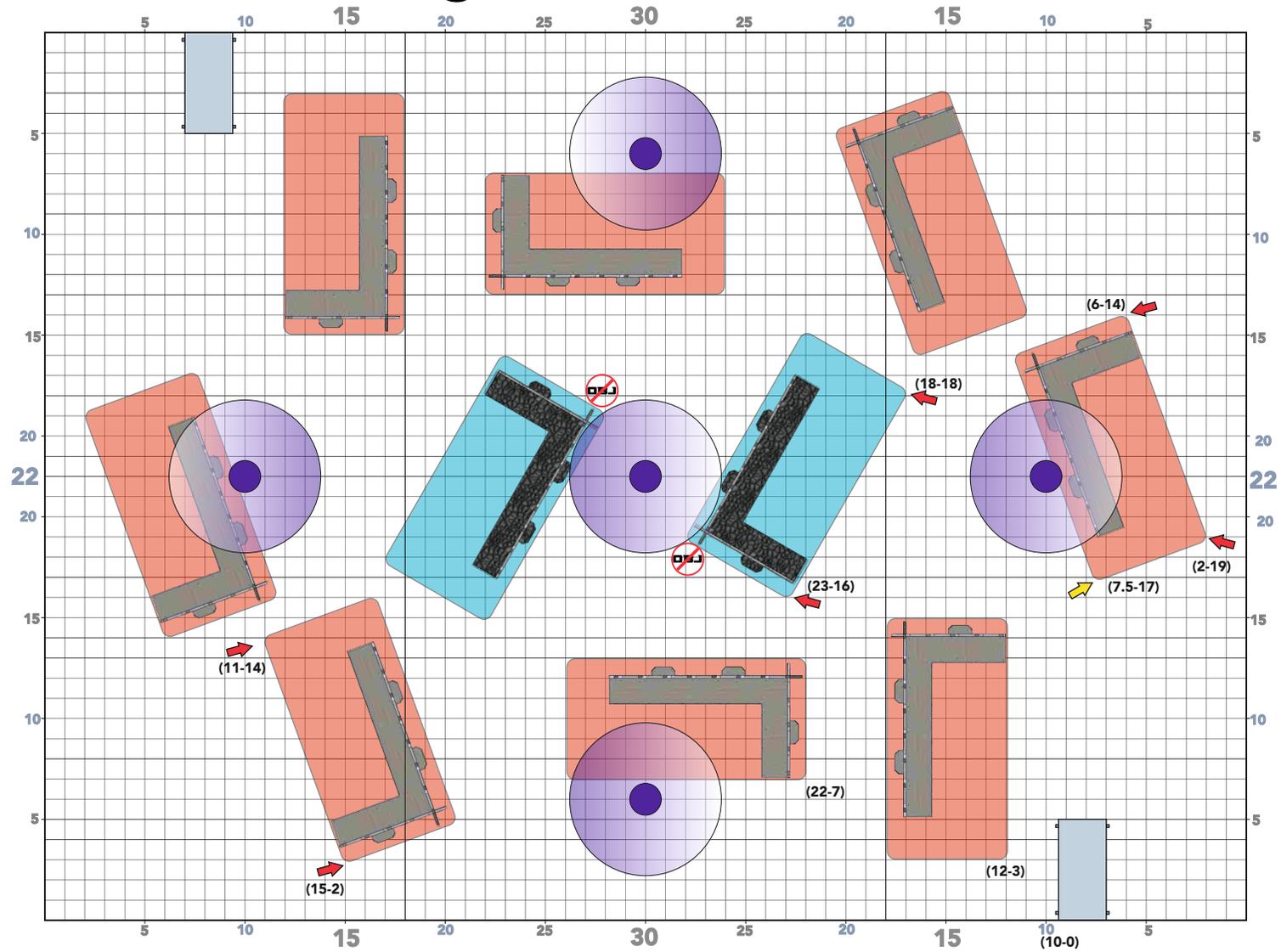
MAP 37: Light - Search and Destroy



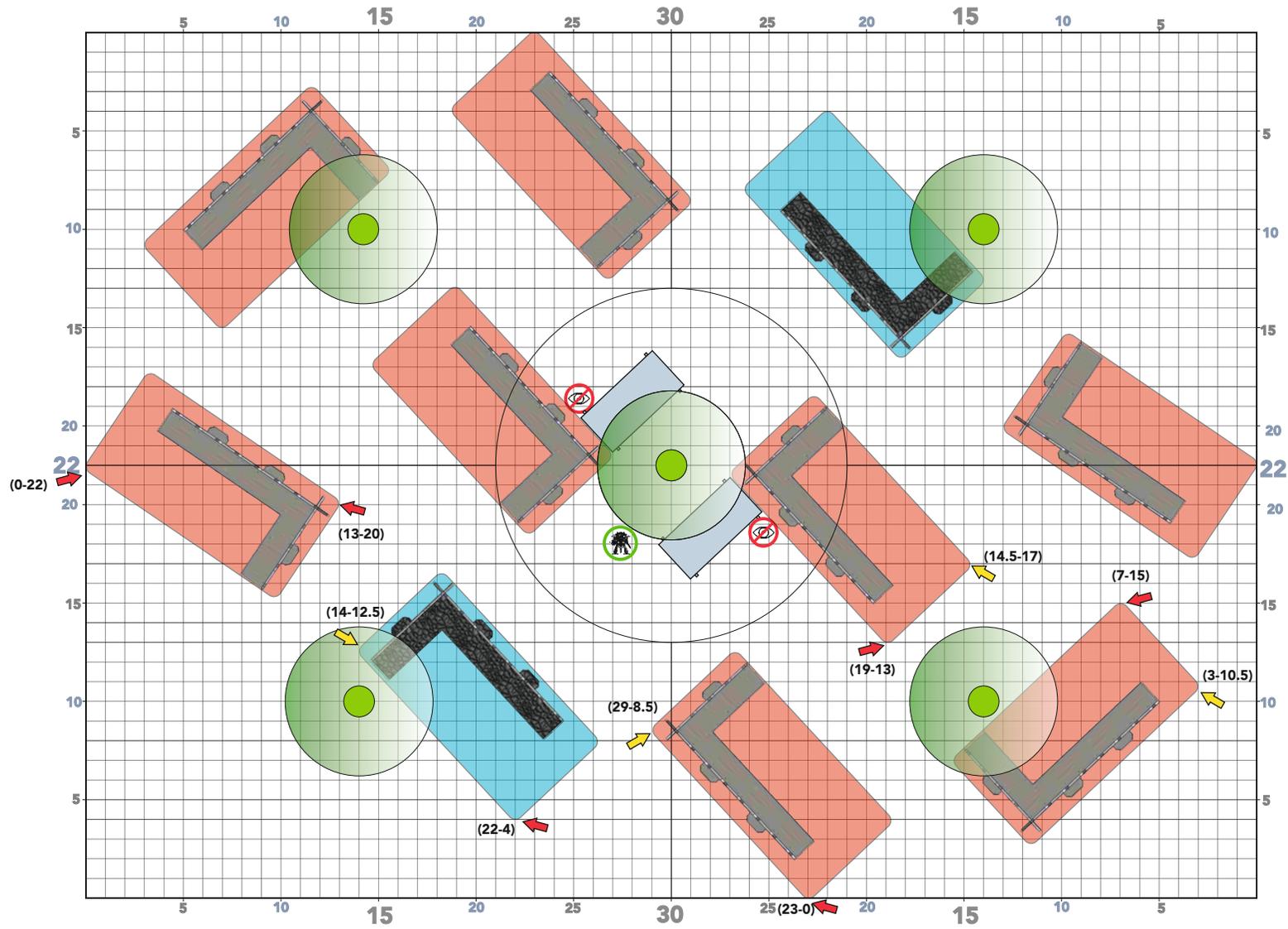
MAP 38: Light - Crucible of Battle



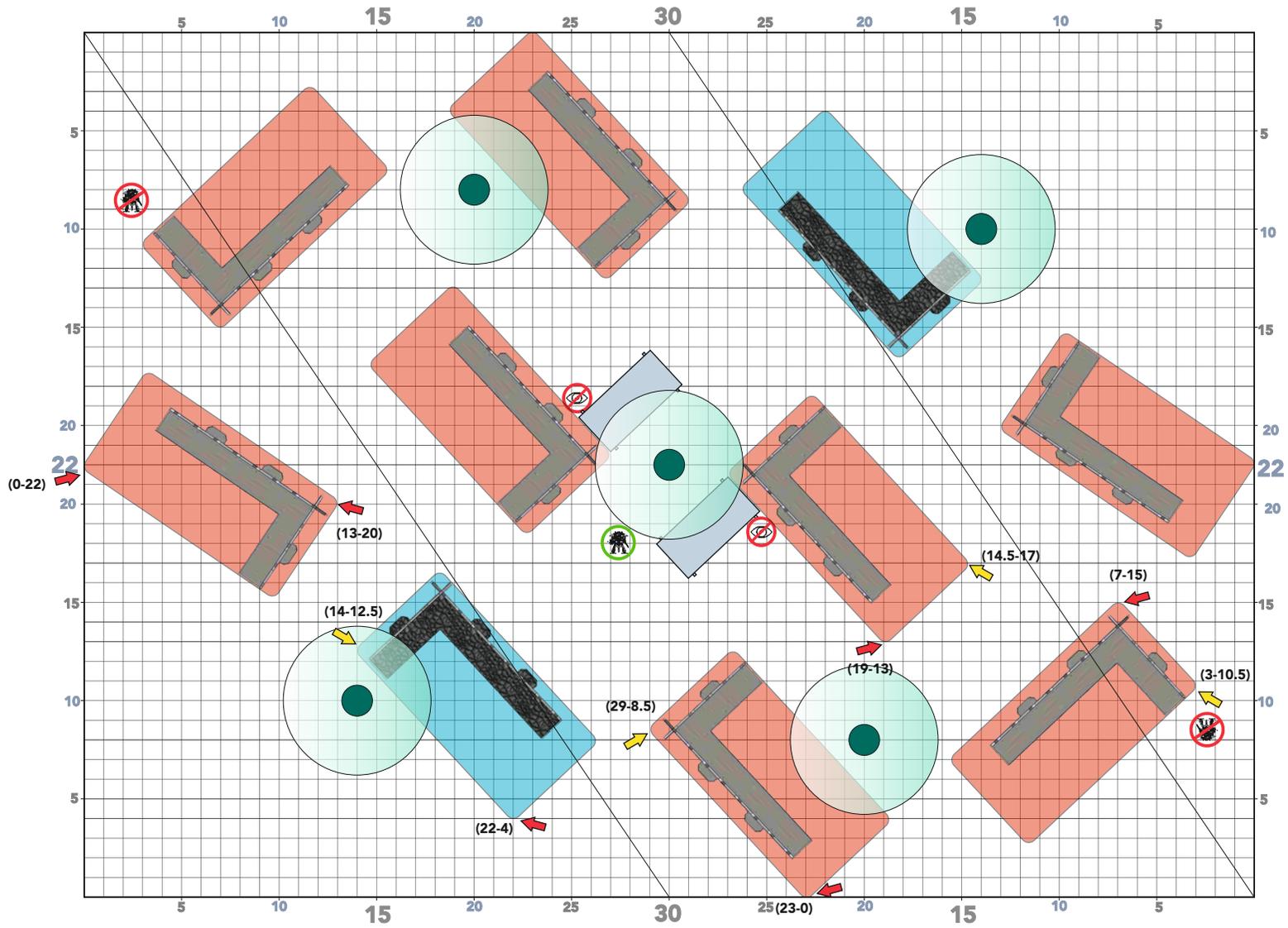
MAP 39: Light - Hammer and Anvil



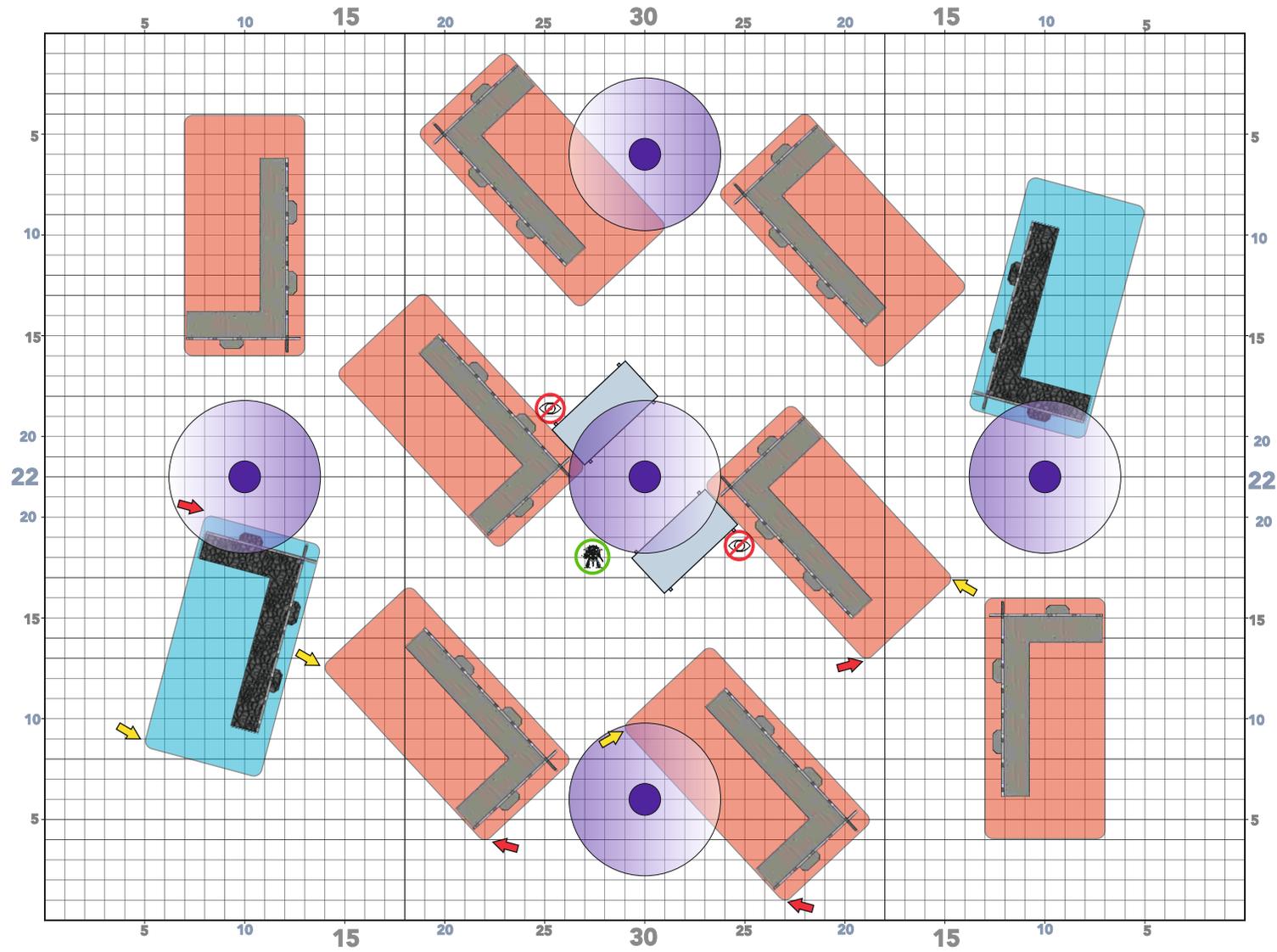
MAP 41: Light - Search and Destroy



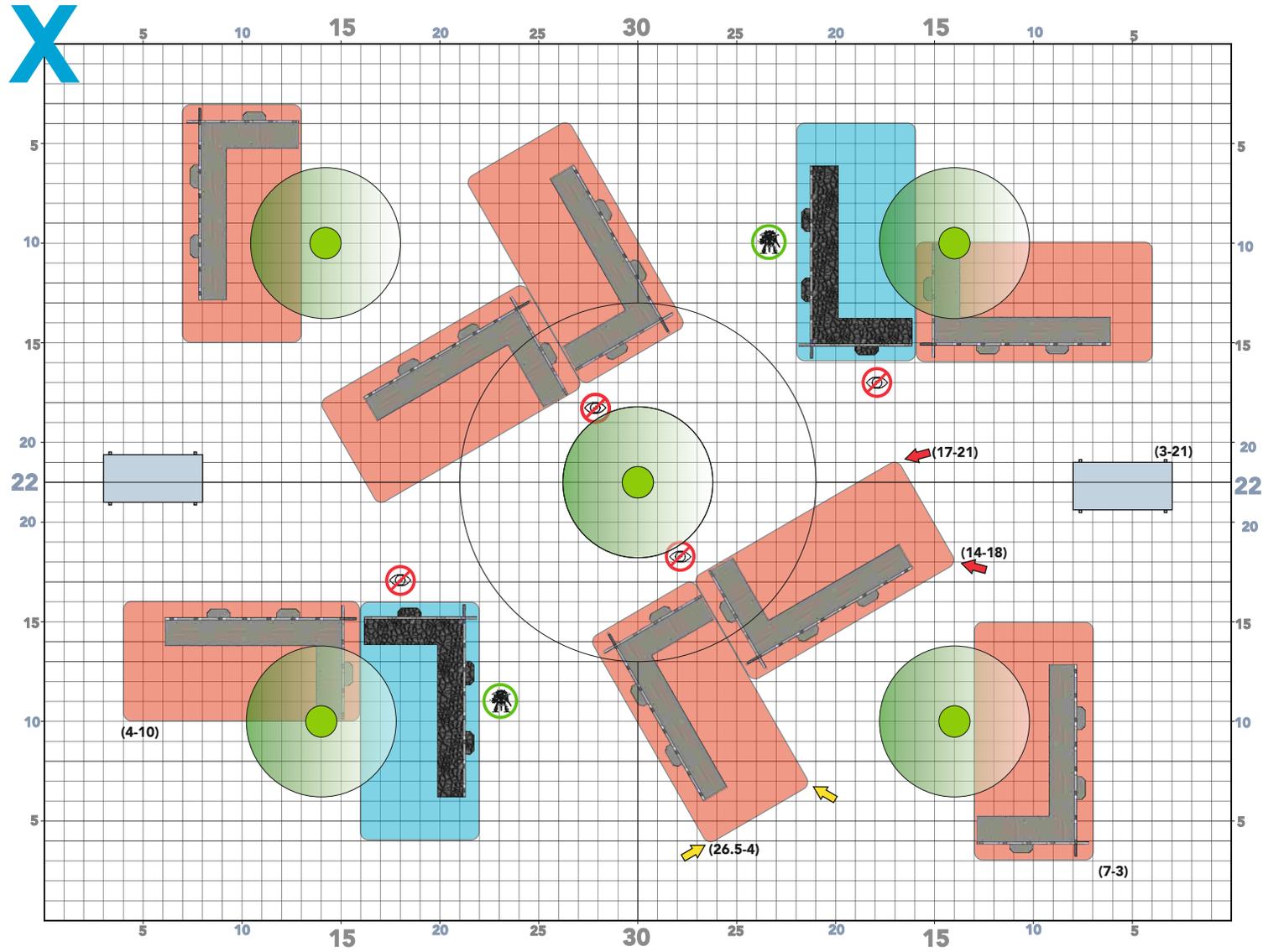
MAP 42: Light - Crucible of Battle



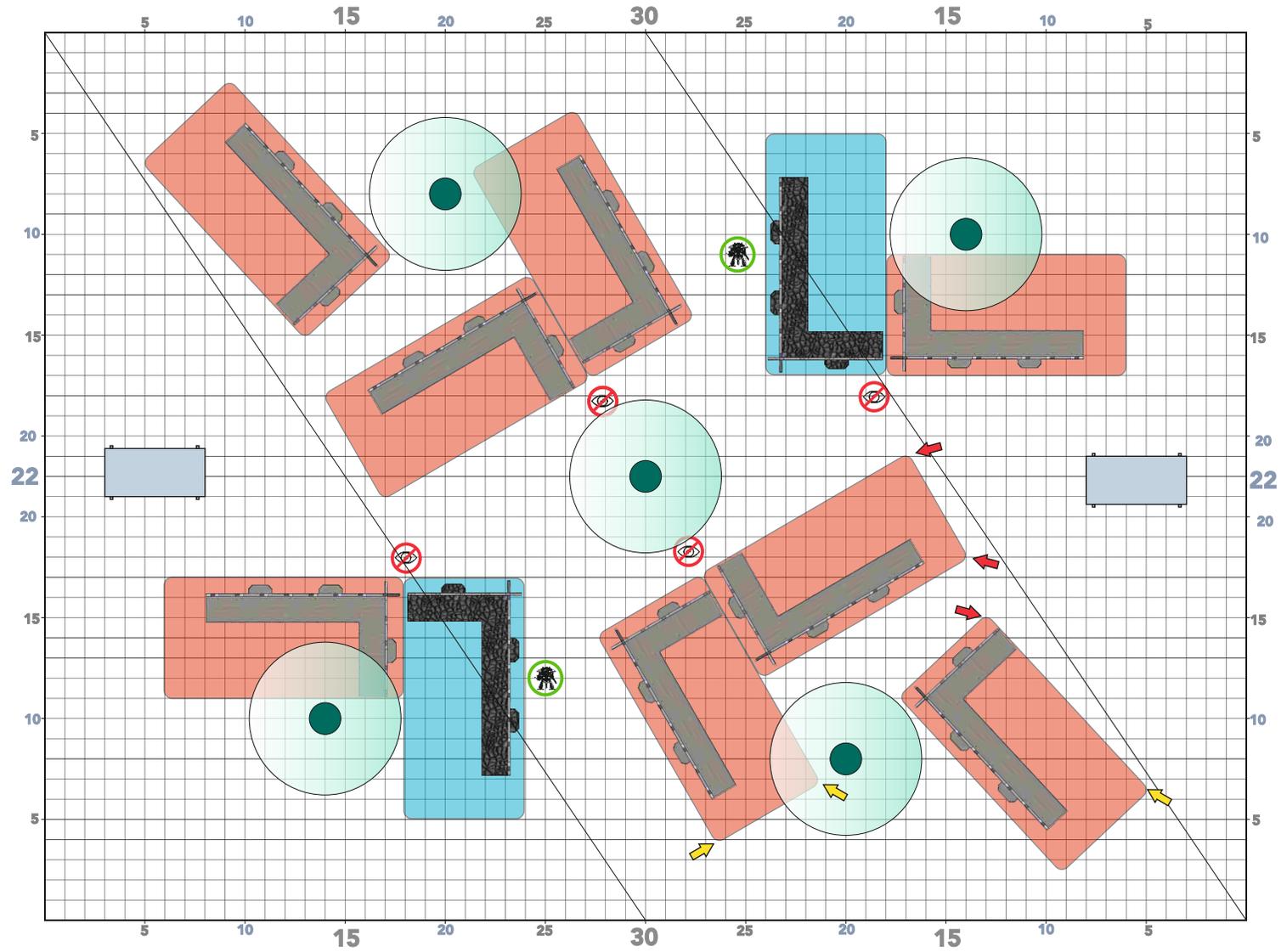
MAP 43: Light - Hammer and Anvil



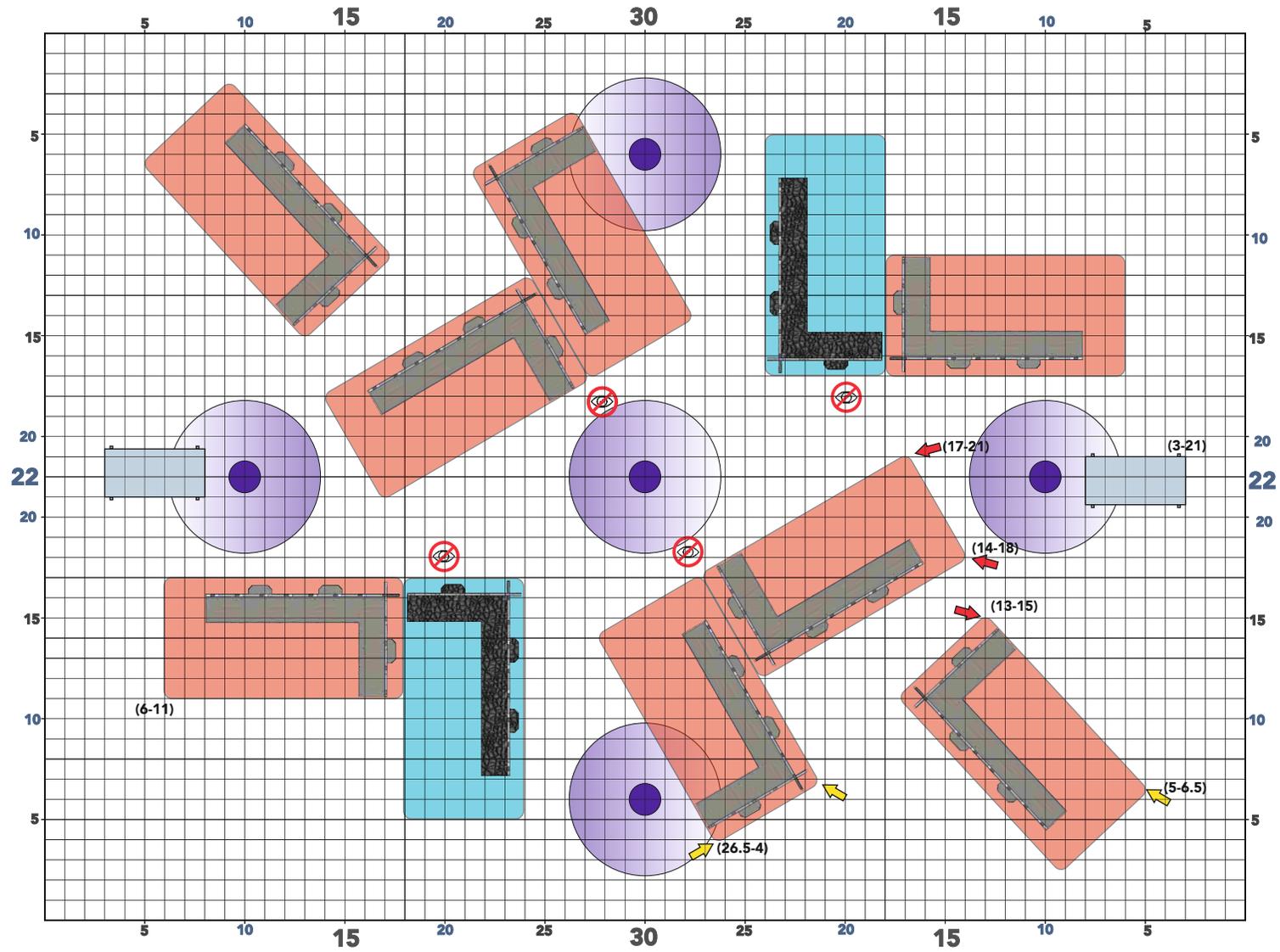
MAP 45: Light - Search and Destroy



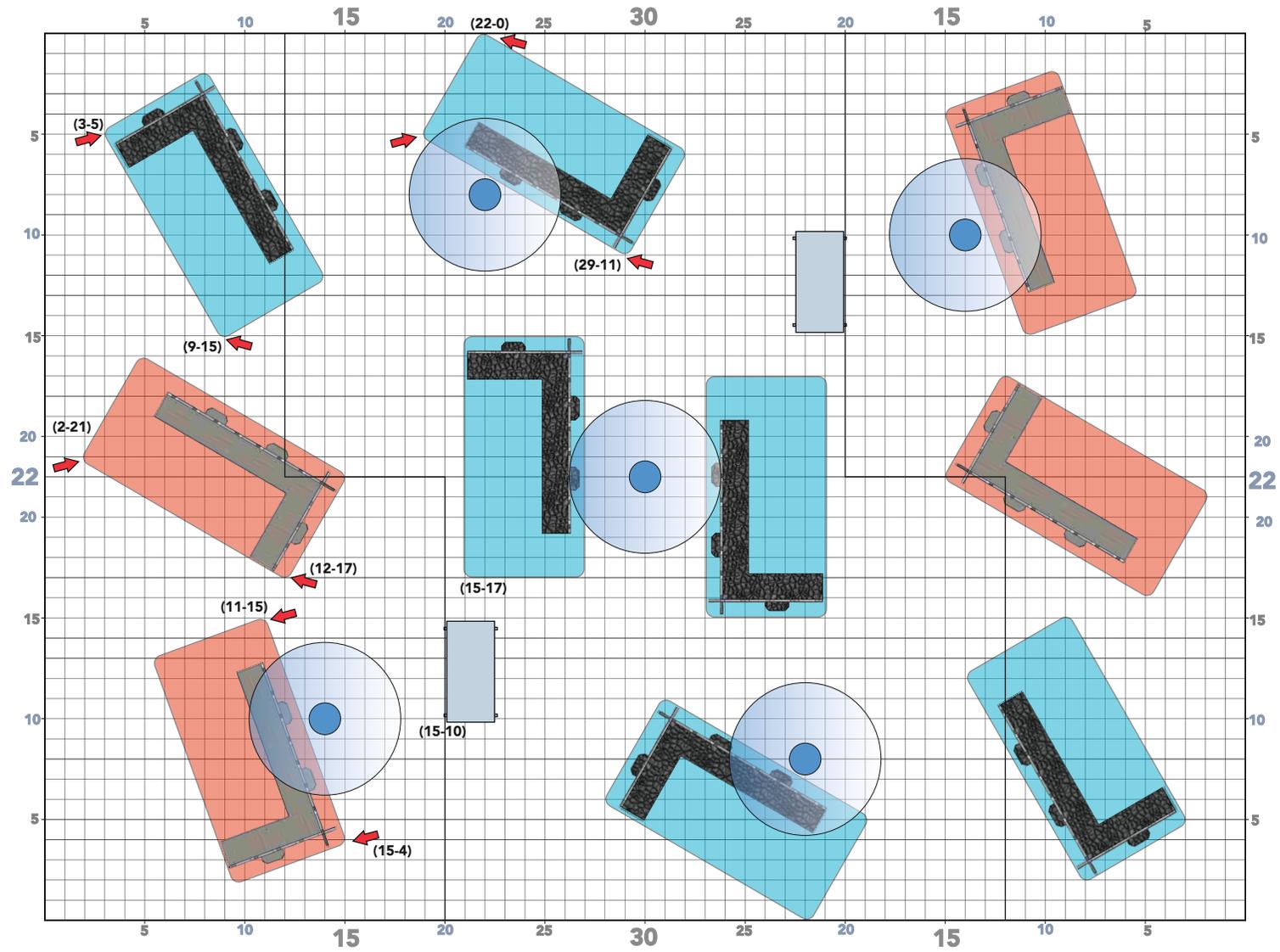
MAP 46: Light - Crucible of Battle



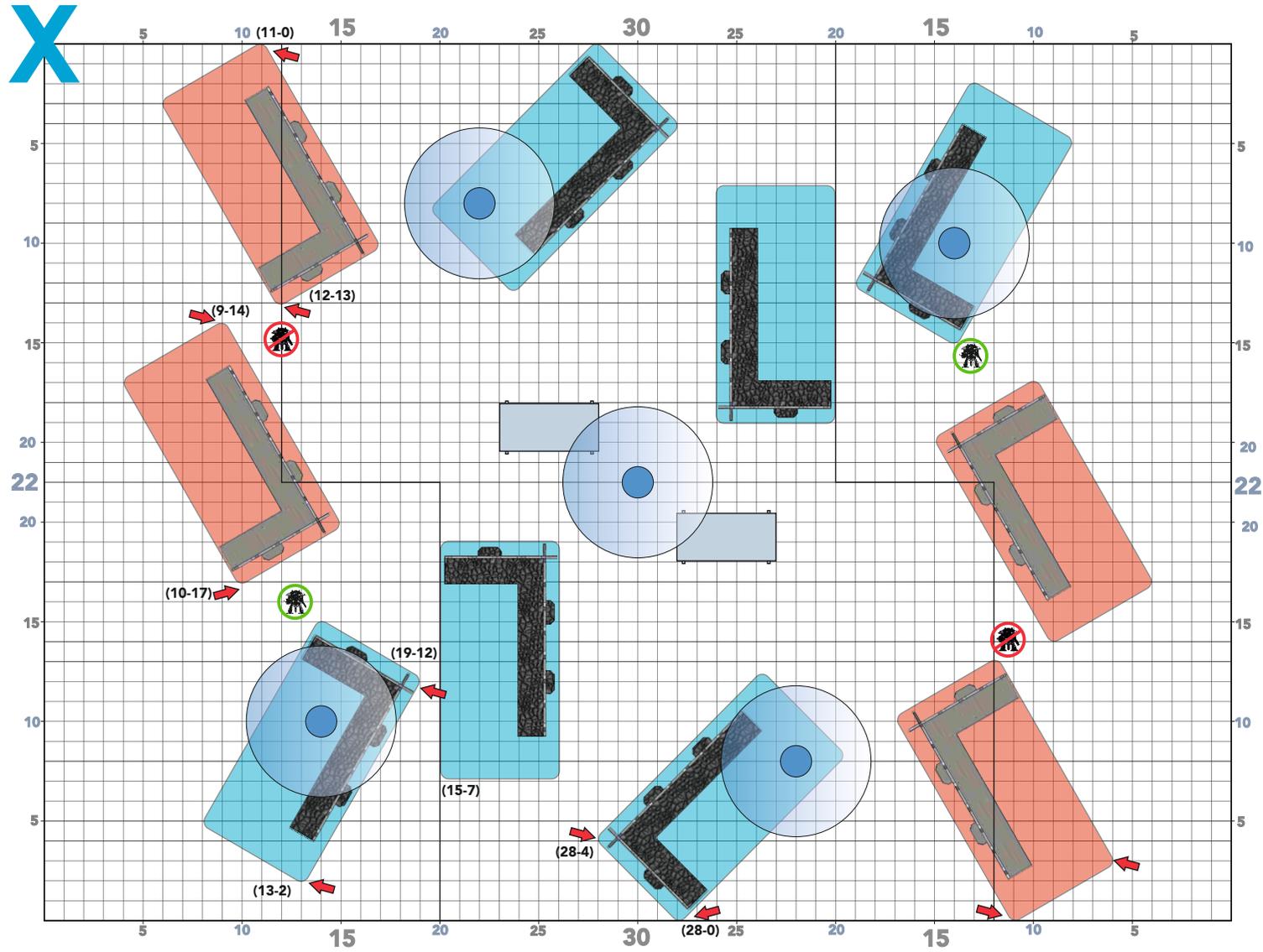
MAP 47: Light - Hammer and Anvil



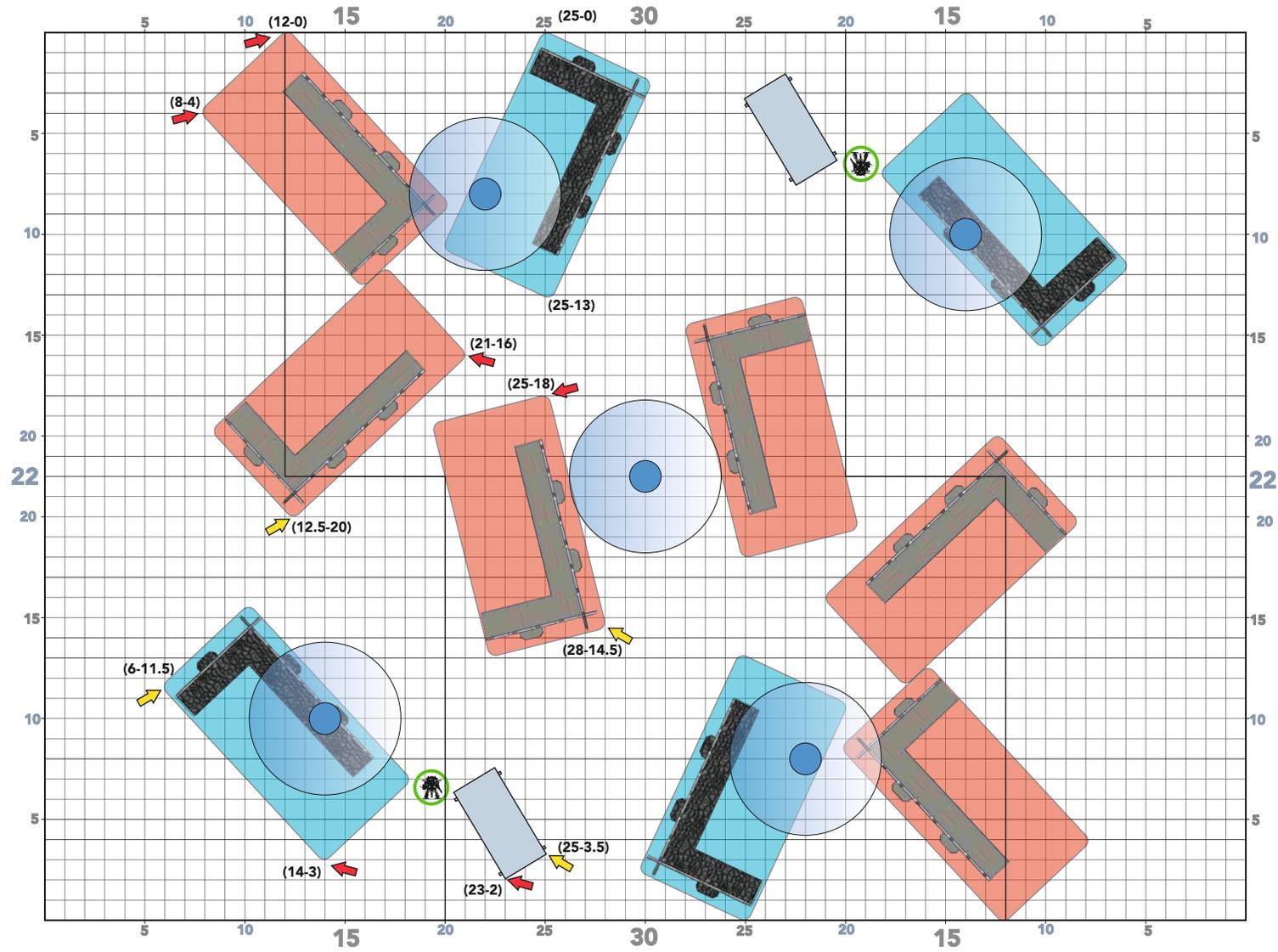
MAP 49: Heavy - Tipping Point



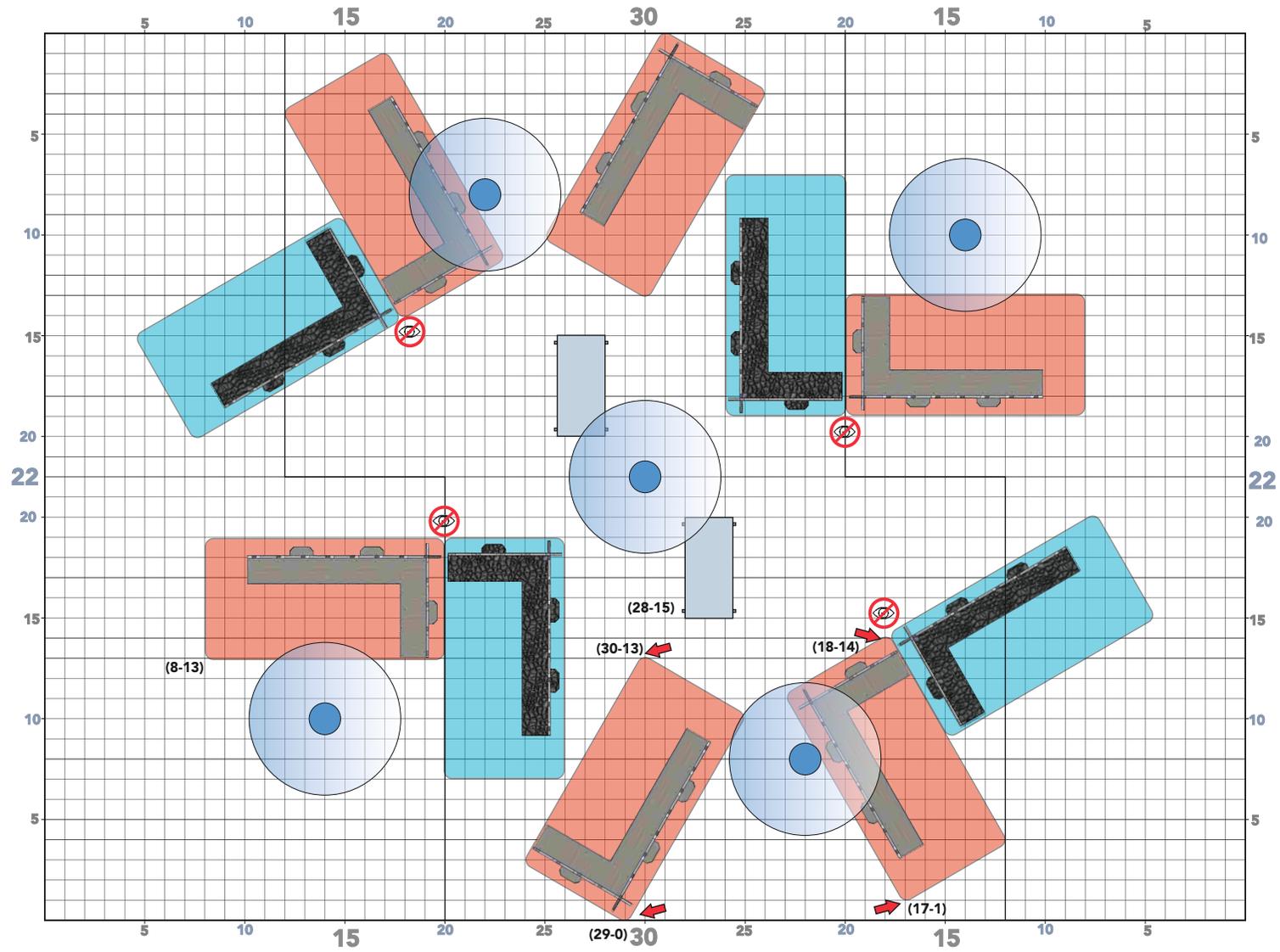
MAP 50: Heavy - Tipping Point



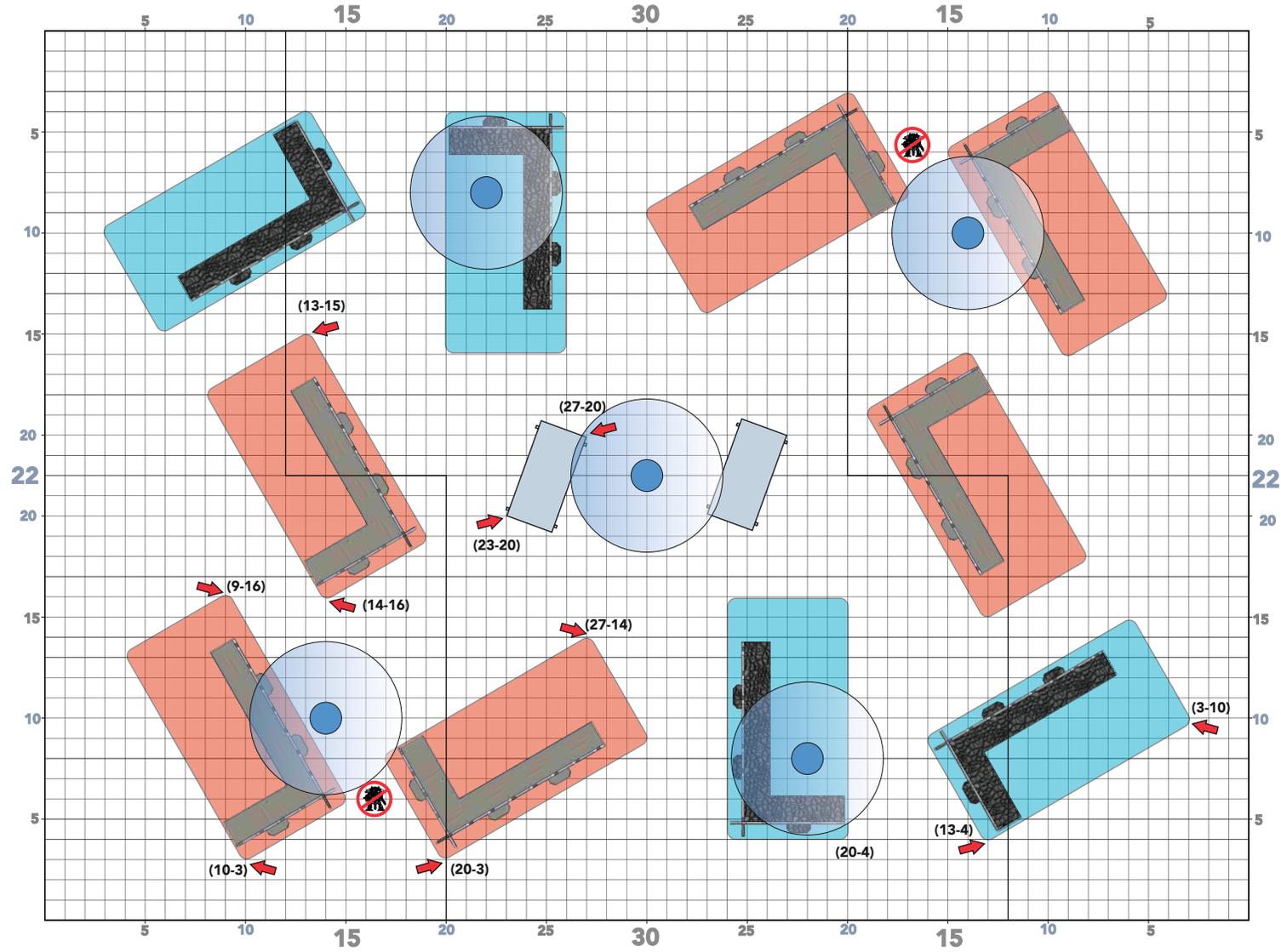
MAP 51: Medium - Tipping Point



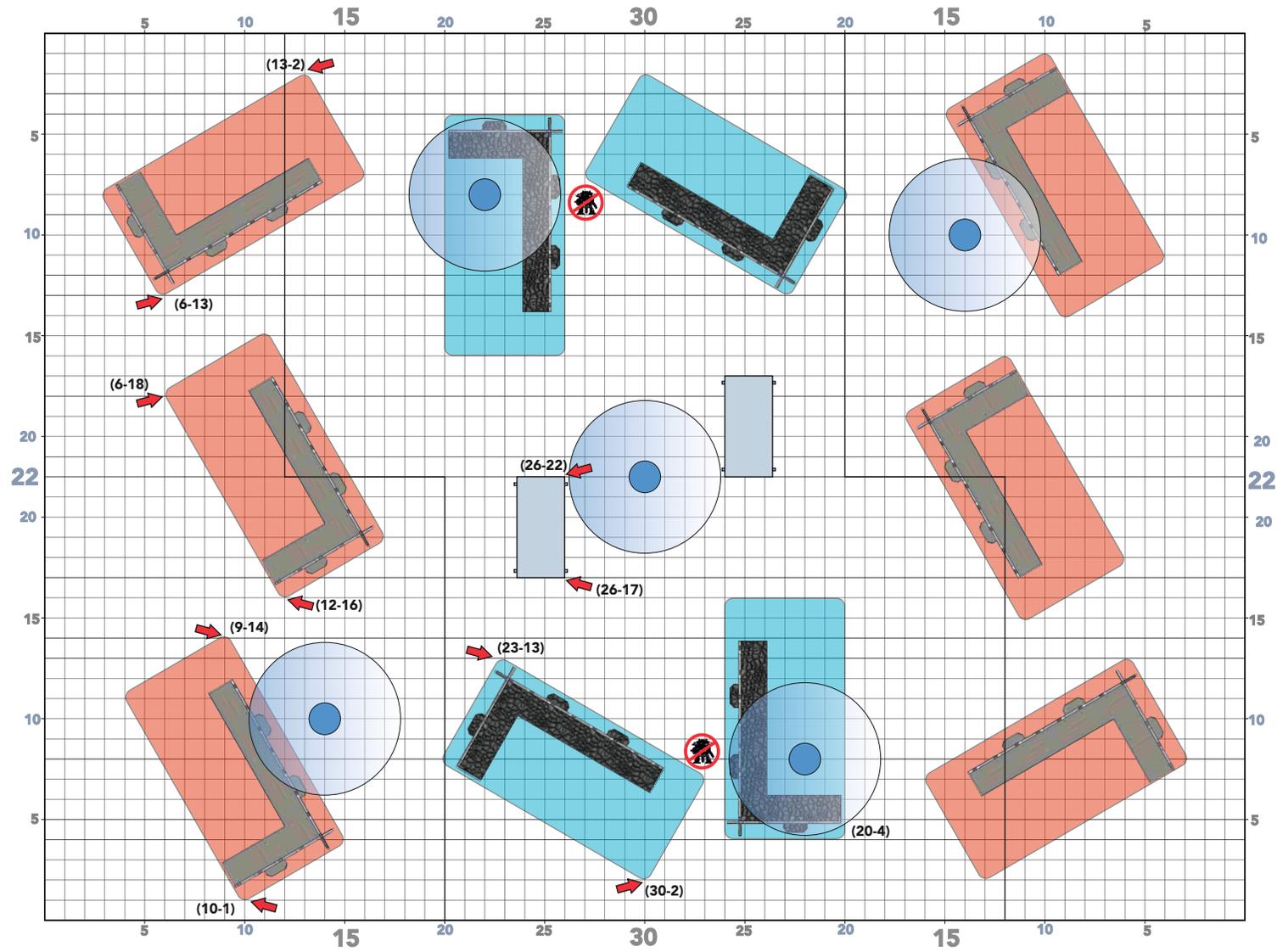
MAP 52: Medium - Tipping Point



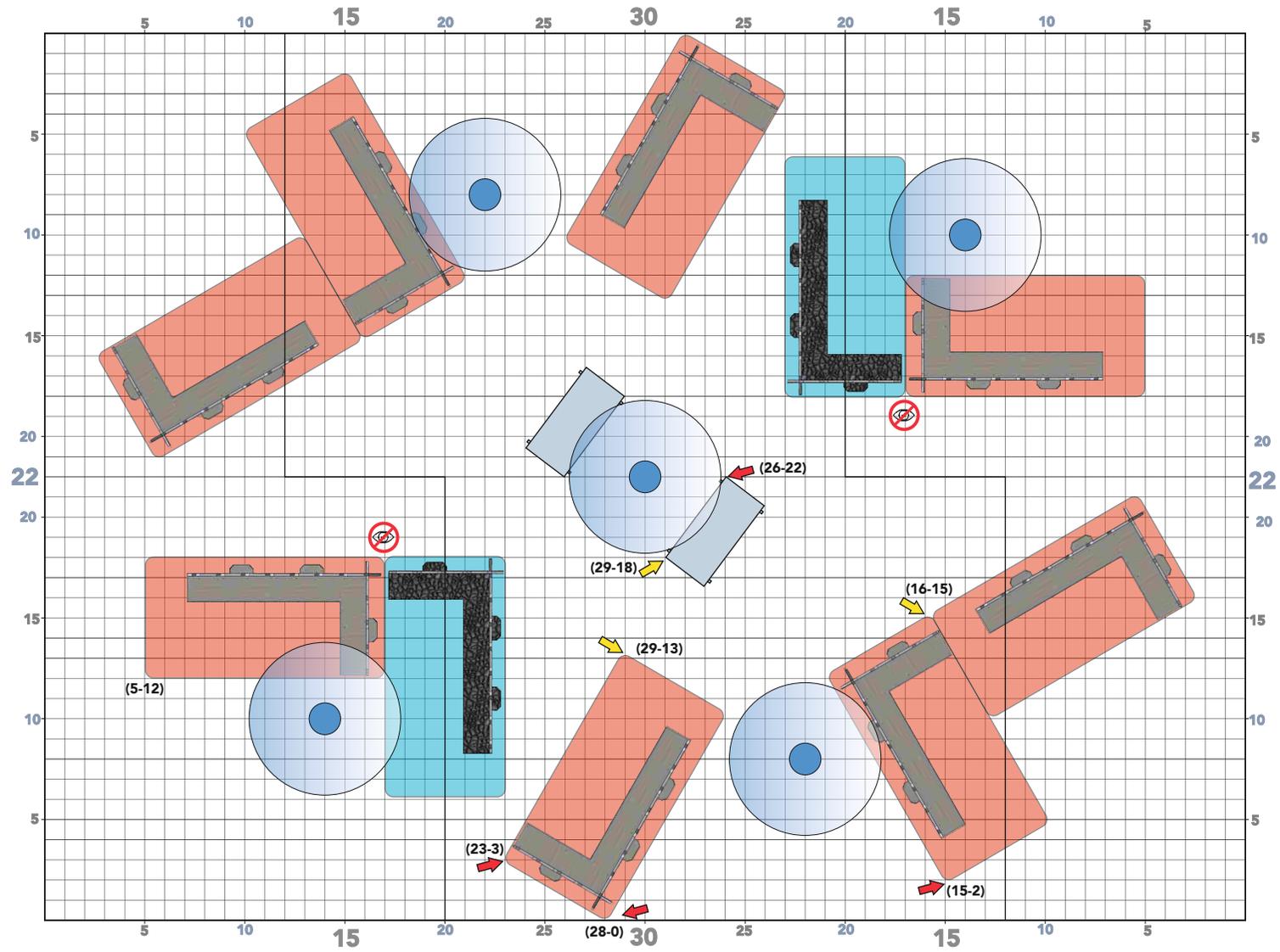
MAP 53: Medium - Tipping Point



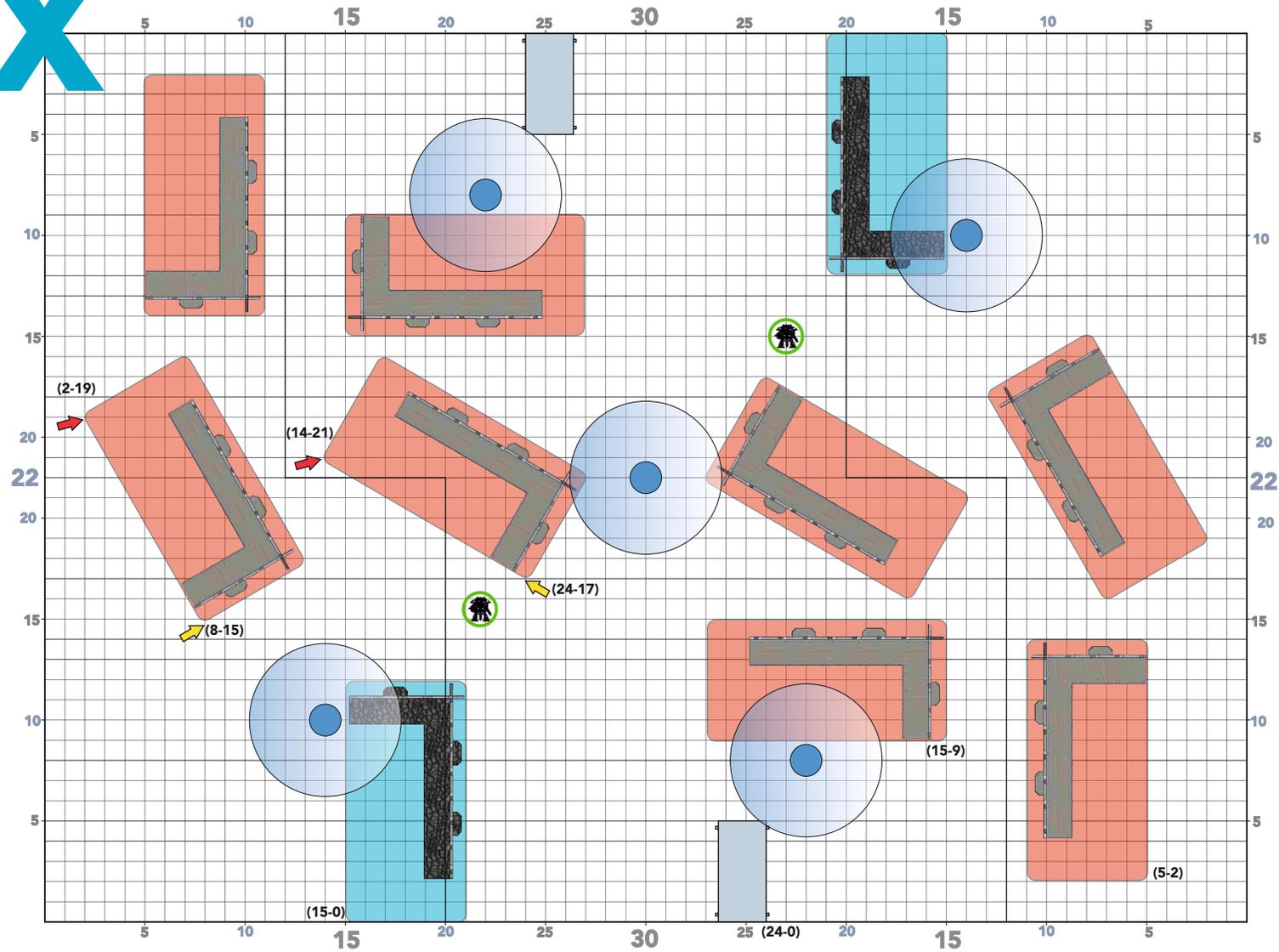
MAP 54: Medium - Tipping Point



MAP 55: Light - Tipping Point



MAP 56: Light - Tipping Point



MAP 57: Medium - Sweeping Engagement

