



WORLD TEAM CHAMPIONSHIP

2 0 2 3

**10th Edition
WARMMASTER GT
TERRAIN MAP PACK**

V1 Change Notes and Clarifications

* The WTC community had been testing a non public version of the 10th edition maps for several weeks. After rigorous testing and feedback from our community in this short available time it was decided to have a map pack with following points in mind.

- Symmetrical maps
- Maps that have ruins with bases as the main piece of terrain type.

* The following changes have been implemented from the previous editions map pack.

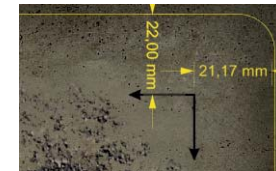
- Ruins are now placed on top of a base with the size of 12"x6". In WTC there will be markings on the bases to show where exactly place the walls on these bases.

(Walls are positioned to be 22 millimetres or less away from the two closest edges of the footprint. NO model can be wholly placed in that space.)

(All the measurements in this map pack shown to the base of the ruin and NOT to the actual walls)

- To show measurements, a grid system is used. We are aiming to add in exact measurements in the following days.

- For this version, only ruins and containers are used.



There are in total 48 maps that have been designed for WTC 2023. Each of these maps are numbered from 1 to 48. 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 the order that the maps are played during WTC.

Round 1: Hammer and Anvil

Round 2 & 5: Crucible of Battle

Round 3 & 6: Sweeping Engagement

Round 4 & 7: Search and Destroy

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, further announcement will come regarding which exact maps these will be.

Note: The 3D visualisations are missing from this version. We will make the best attempt to add them in the following days.

If you have any feedback we would like to hear them. Feel free to contact us through the World Team Championship Facebook page.

v3ol Updates: **Warmaster GT Map List has been added. Distance between floor levels have been clarified.**

TERRAIN INDEX v1

<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>

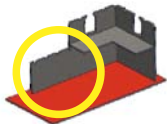


Warmaster GT will use the following list of maps.

Round 1: Map 3 - Round 2: Map 2 - Round 3: Map 4 -

Round 4: Map 12 - Round 5: Map 7 - Round 6: Map 6

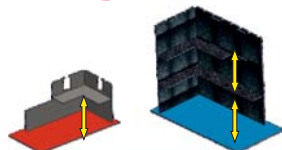
Round Shadow: Map 10 - Round 7: Map 5 - Round 8: Map 14



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.



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)



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.

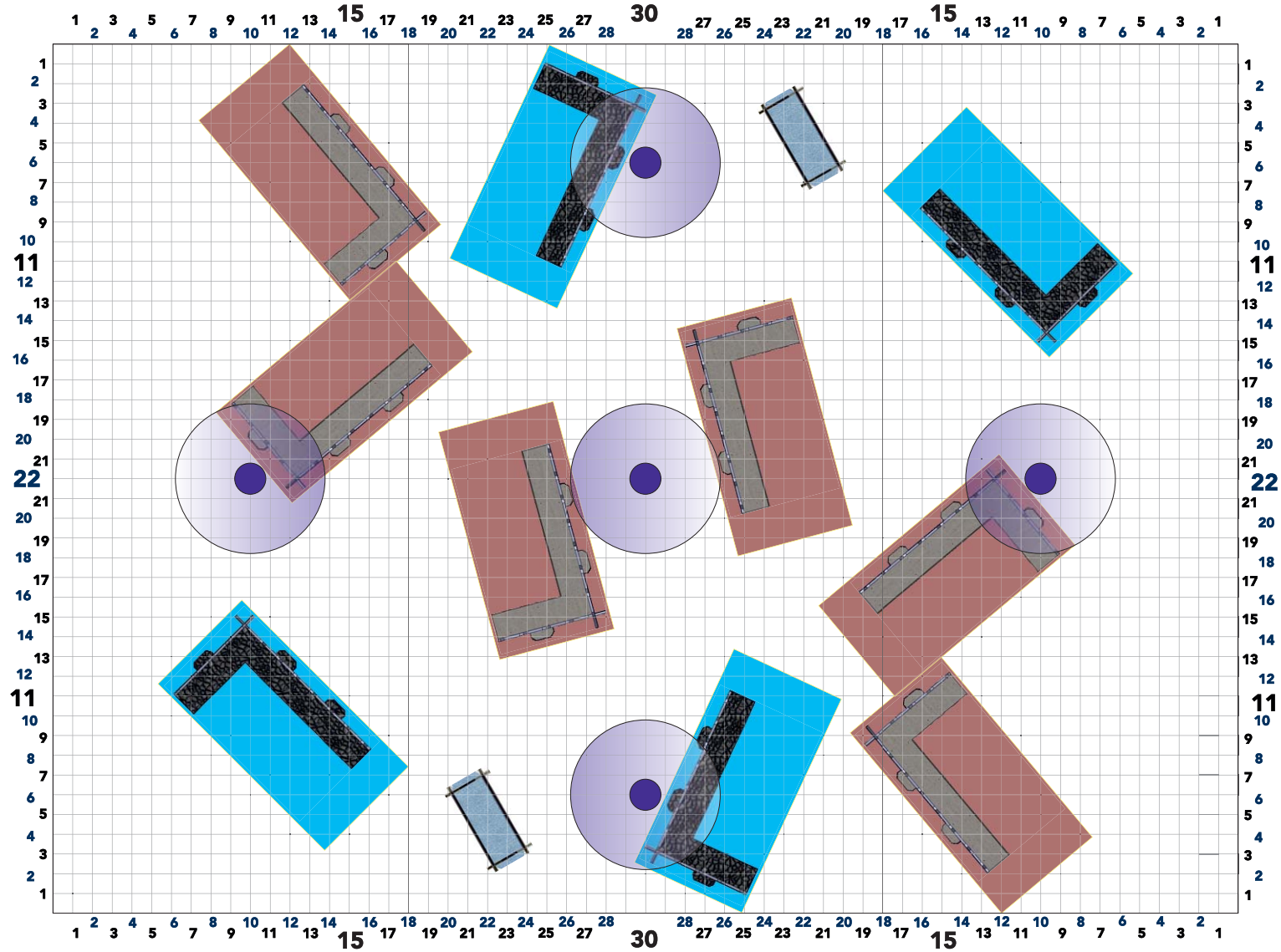
Event Terrain Producer:



Official WTC Licensed Terrain Producers:

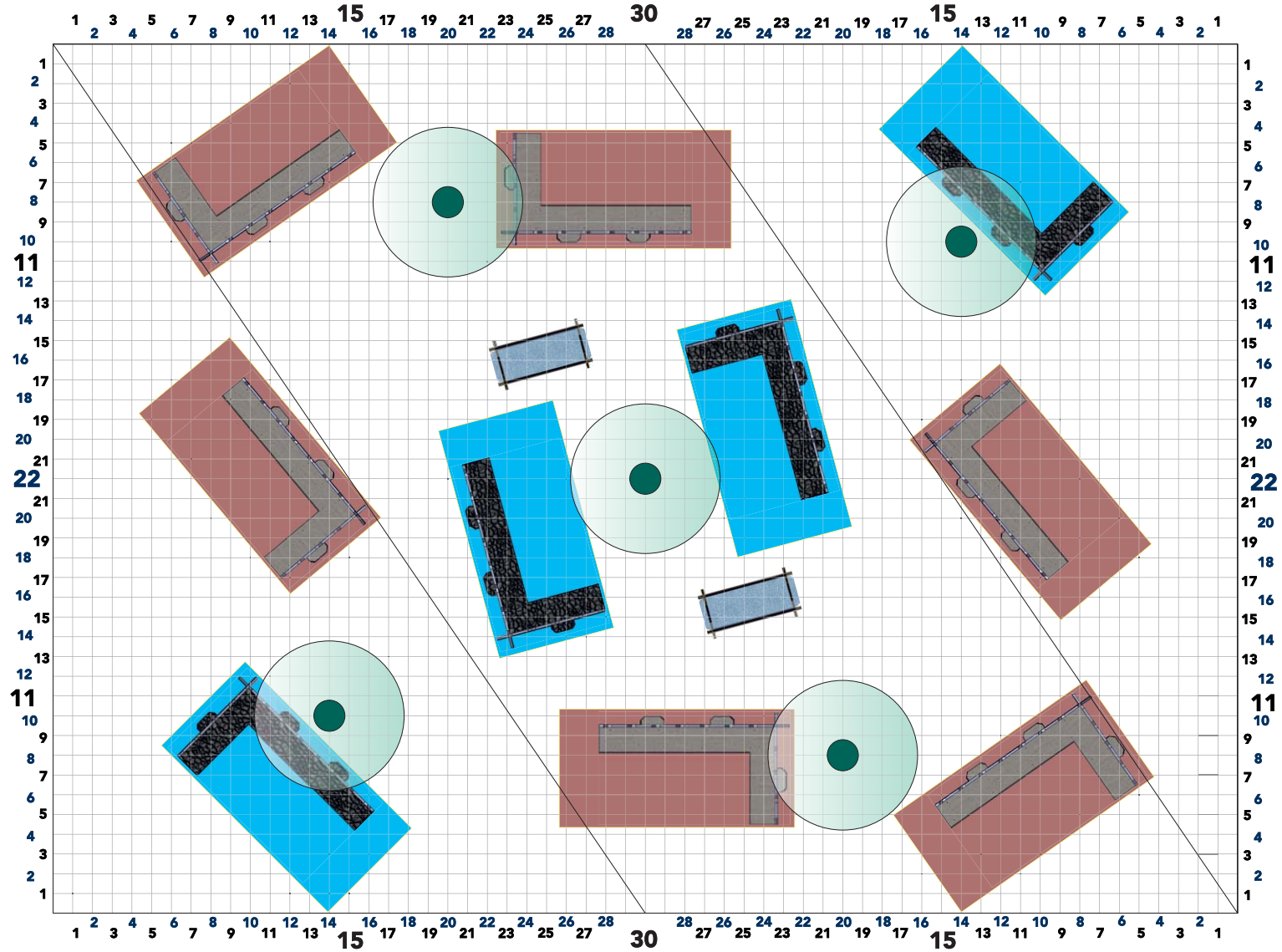


MAP 3: Medium - Hammer and Anvil



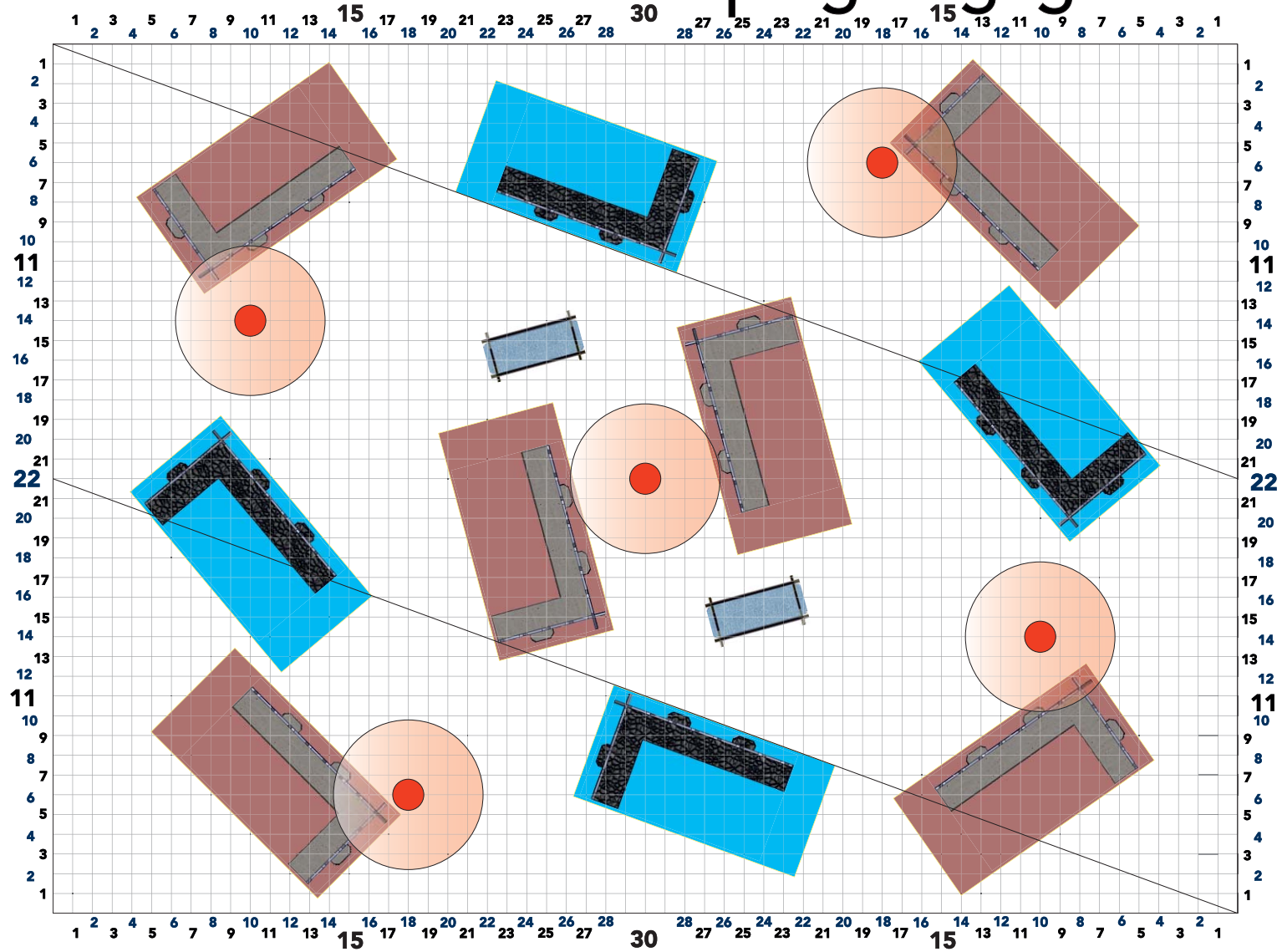
ROUND 1

MAP 2: Medium - Crucible of Battle



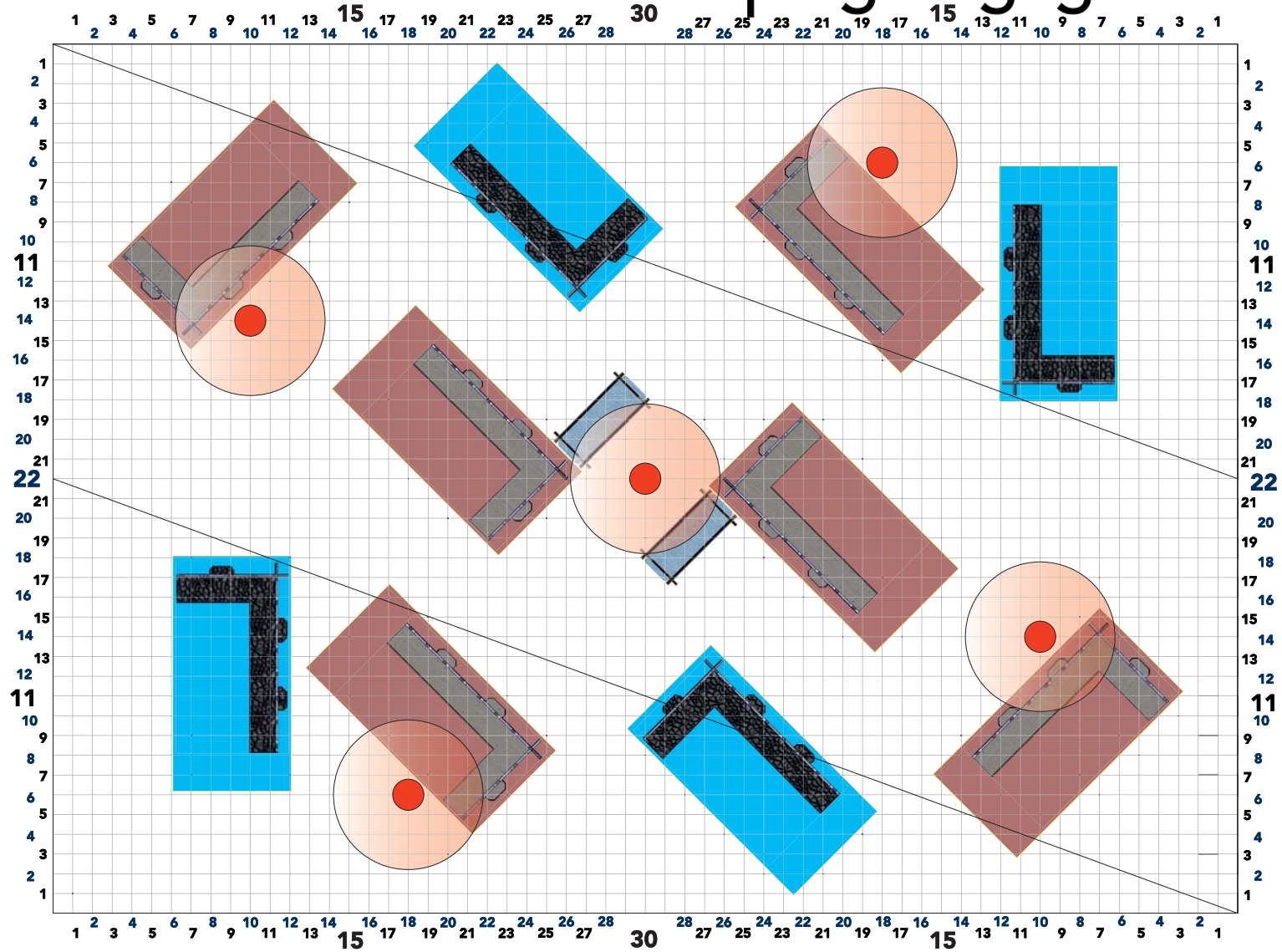
ROUND 2

MAP 4: Medium - Sweeping Engagement



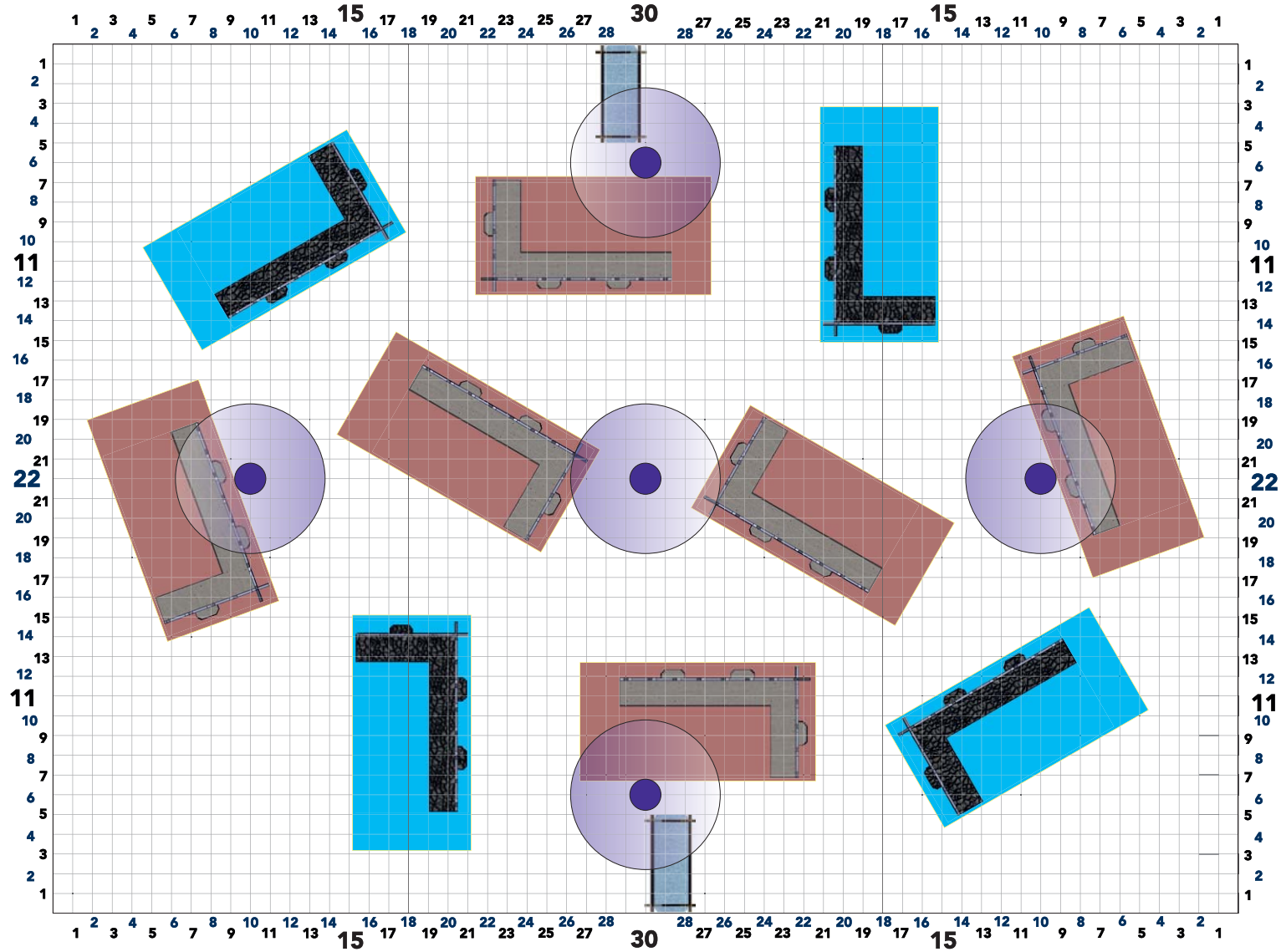
ROUND 3

MAP 12: Medium - Sweeping Engagement



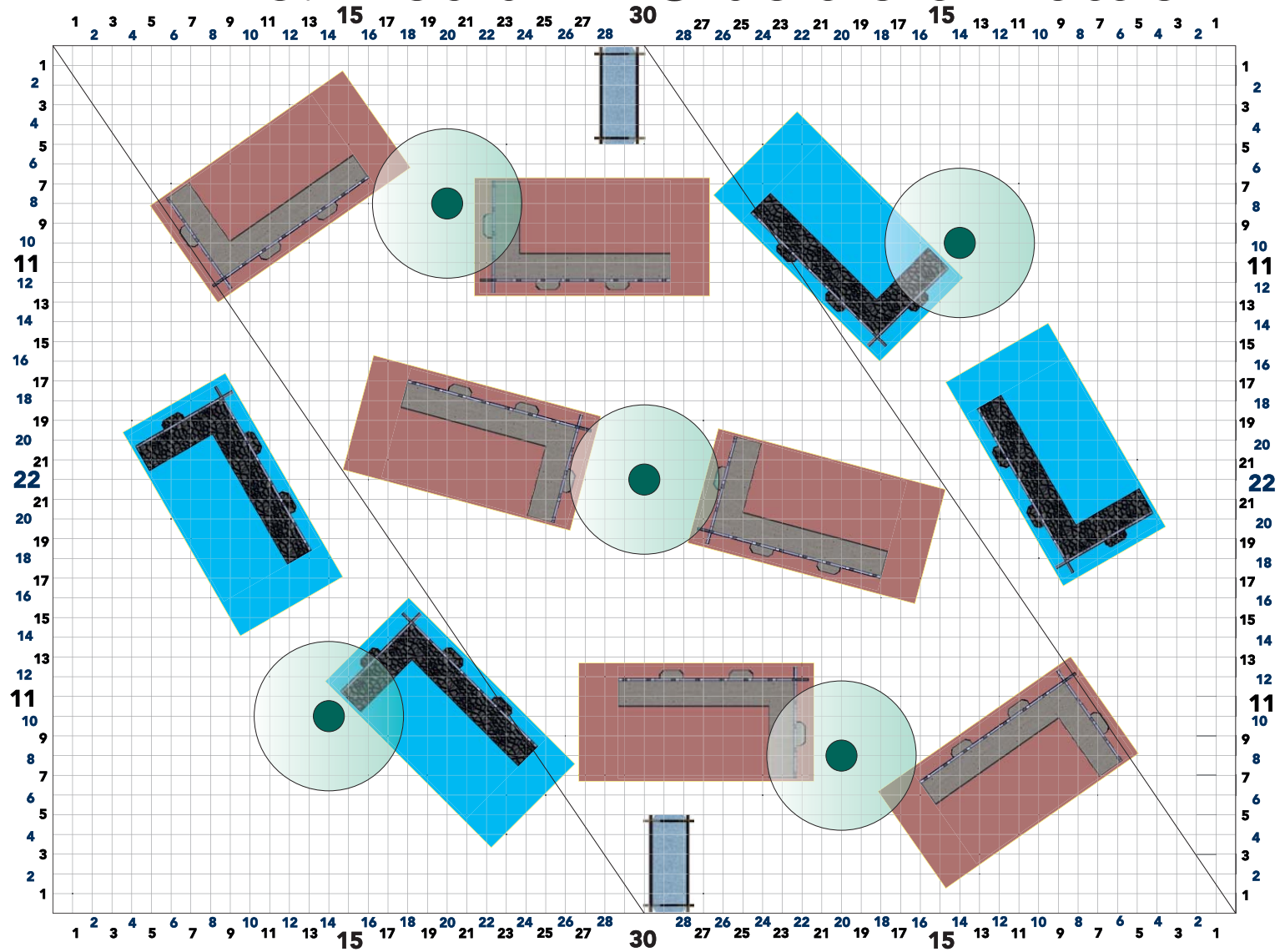
ROUND 4

MAP 7: Medium - Hammer and Anvil



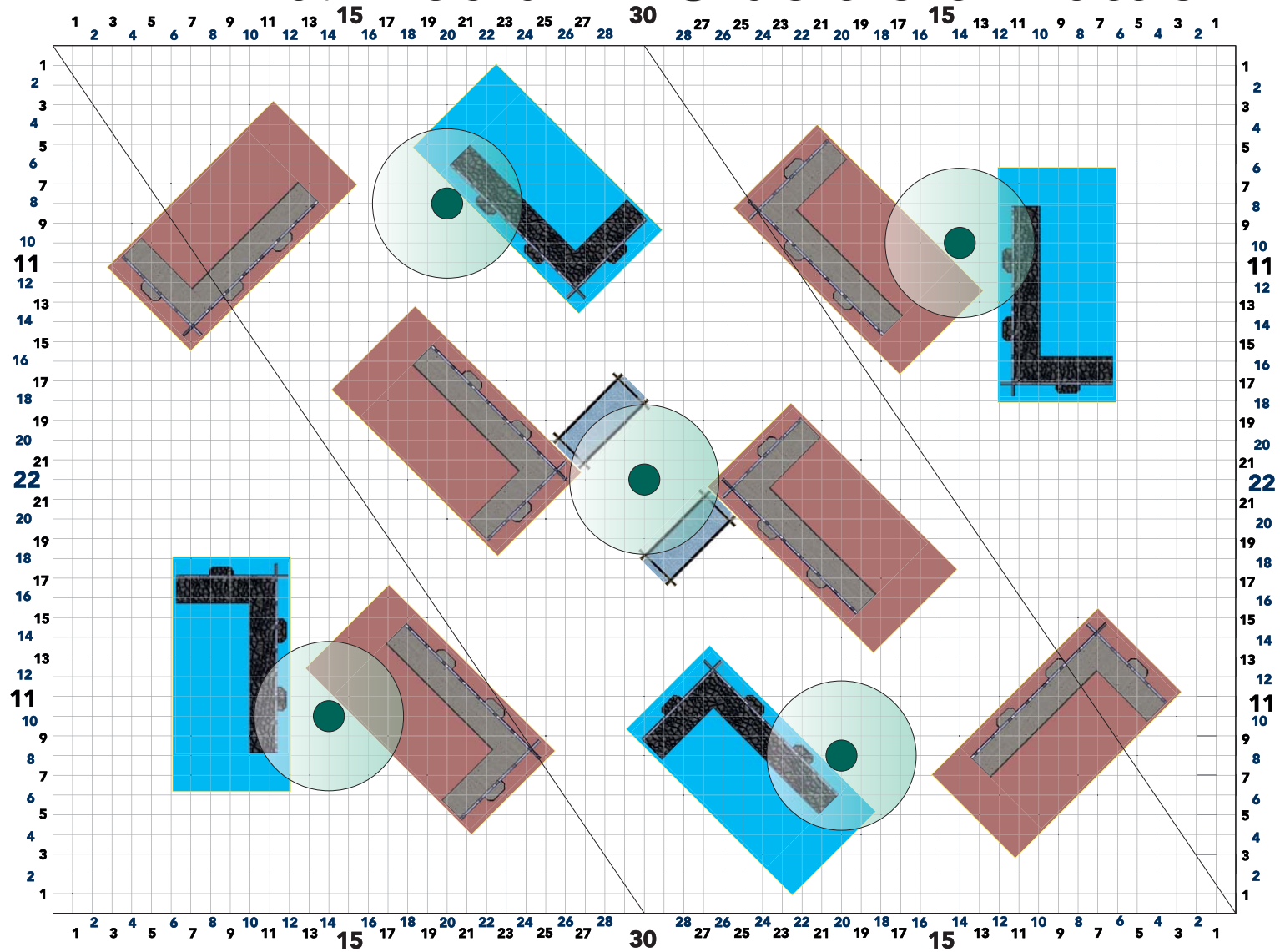
ROUND 5

MAP 6: Medium - Crucible of Battle



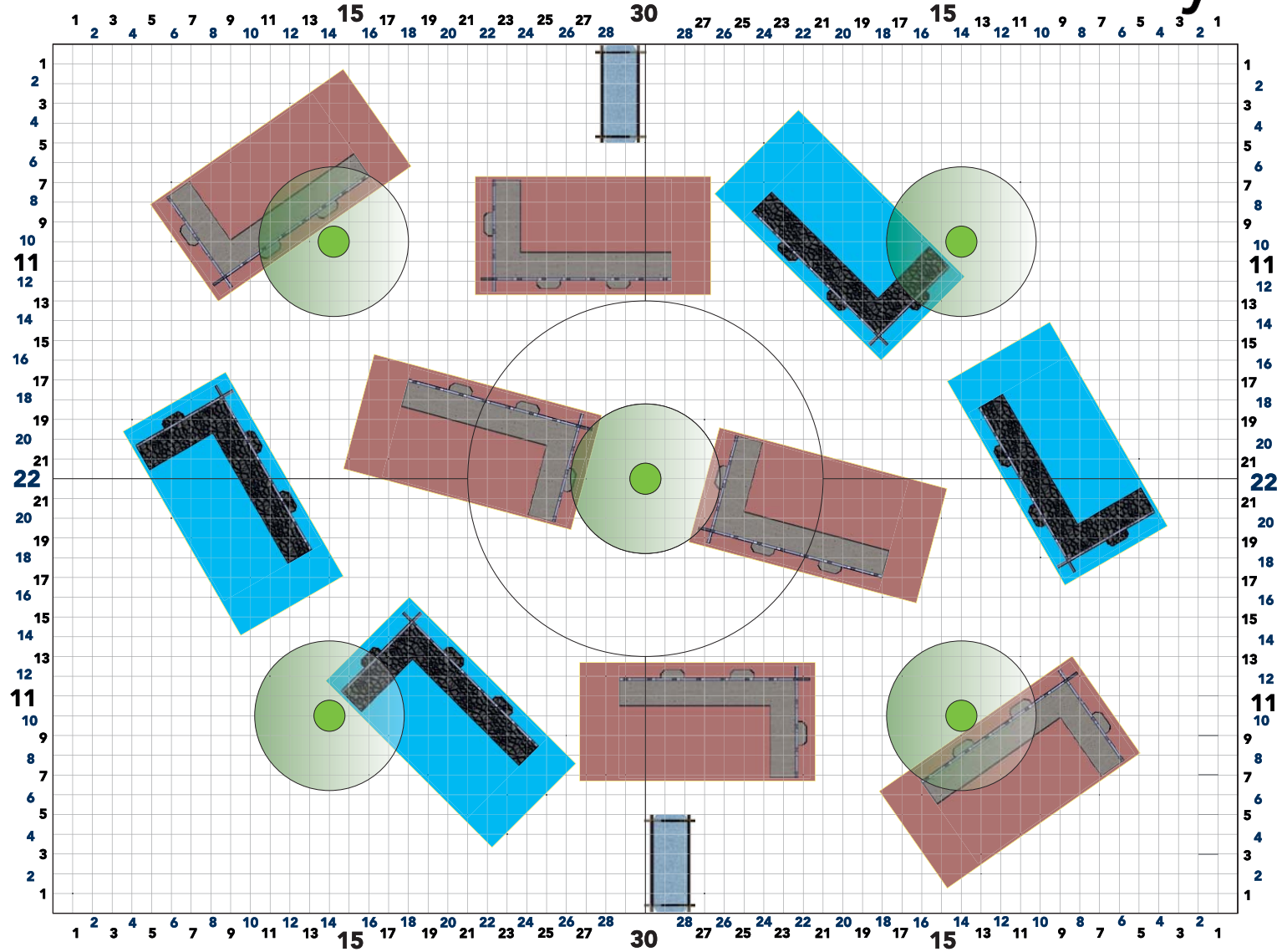
ROUND 6

MAP 10: Medium - Crucible of Battle



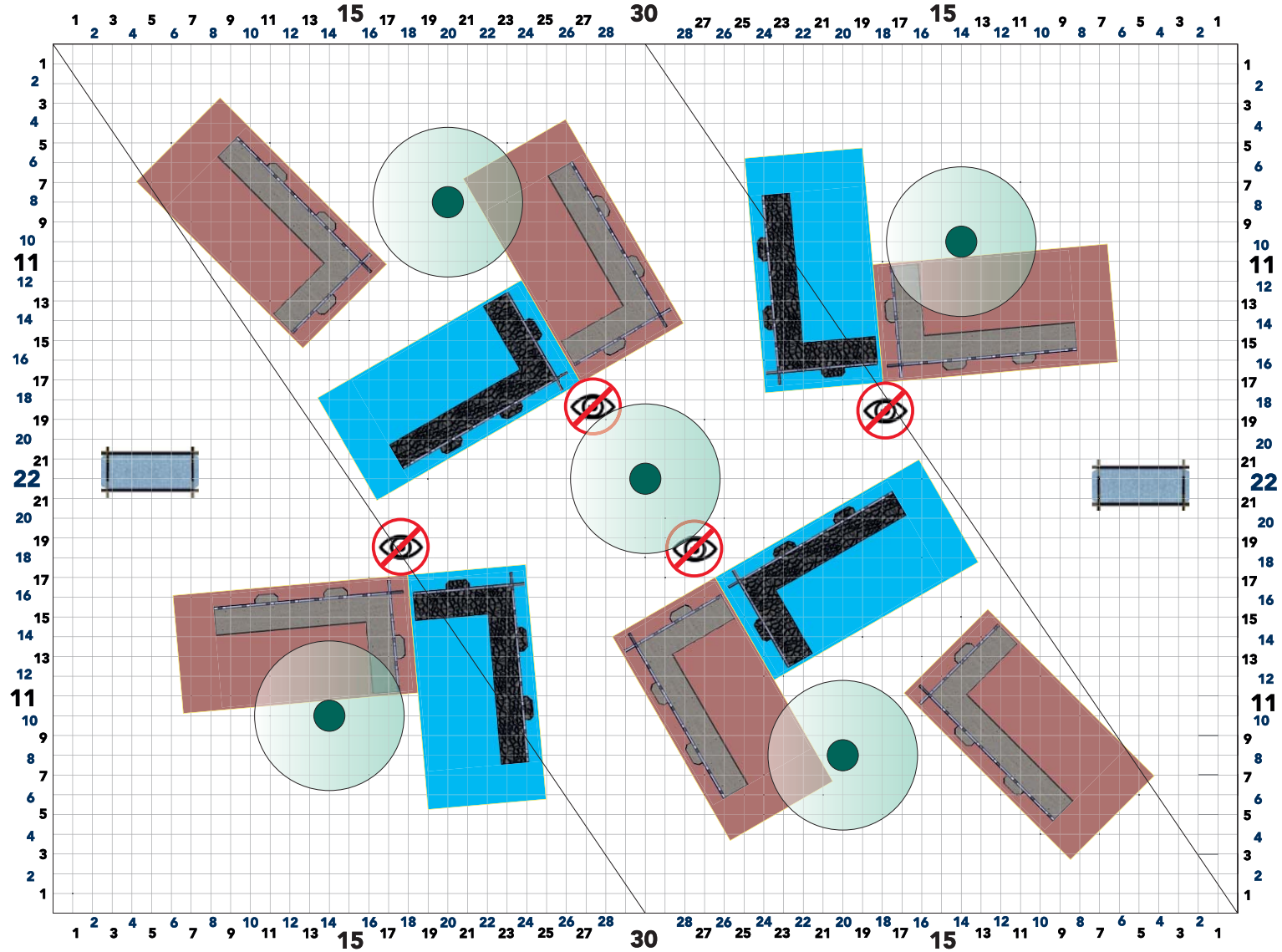
ROUND SHADOW

MAP 5: Medium - Search and Destroy



ROUND 7

MAP 14: Medium - Crucible of Battle



ROUND 8