



WORLD TEAM CHAMPIONSHIP

2 0 2 6

10th Edition
TERRAIN MAP PACK
Chapter Approved (2.4)

2026 V2.4

Change Notes and Clarifications

* This draft version of the 2025 v2.2 WTC Map Pack is our proposal for the 2025 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. If you have any feedback or reports please post them on the WTC Discord

- 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. (Except for BETA maps, see below)

This pack is organised by deployment zones in WTC.



For Warmaster GT, maps 4-5 will be used.

2025 v1.1 Updates:

- * The map types of Heavy-Medium-Light have been discarded, from now on the maps are organised with deployment zones and a singular number.
- * BETA maps have been added for players who still want to use WTC maps for Dawn of War and Sweeping Engagement. These maps come with a prototype element that has 0" height.

2025 v1.3 Updates:

- * Coordinates added to all Team Event Maps.
- * Objective visibility improved and 40mm markers added to objective centers.

2025 v2 Updates:

- * Corners of all ruins have been changed to be full 90 degree corners instead of rounded ones.
- * Coordinates updated/corrected where necessary.

2025 v2.1 Updates:

- * Terrain line of sight description clarified.
- * Some measurements corrected.
- * Knight movement symbols corrected.

2025 v2.3 Updates:

- * Crucible of Battle 4-5, Search and Destroy 1-3-7 now come with special directives regarding the center containers. 
- * Hammer and Anvil - Hidden Supplies map added per player request.

2026 v2.4 Updates:

- * Small Ruin Model Placement Explanation added.
- * Wrong coordinates corrected. (Placement on Maps NOT changed.)

2026 V2.4

Referee Instructions

WTC Terrain issues and how to solve them.

1. Terrain should be set up correctly and checked by both players

2. Terrain may have some corners that have only 1 set of coordinates and some that have 2. This is because there are some corners that do not have a whole number measurement for that corner and this was deemed to be the simplest solution.

3. If the terrain is incorrect then both players should be able to resolve the issue between themselves without the need to get a referee. If however this isn't possible depending on the stage of the game that you are at the referee may do the following:

a. If deployment has not started the referee may ask players to go back to the start of the game and set up the table correctly, players will then need to re-setup the clock with the remaining time left in the round as time will have passed while doing so as well as re-do all of their pregame steps.

b. If deployment has started the referee will make sure the table is in the correct layout. Players will be instructed to move the terrain without moving models unnecessarily so that the game state is not interrupted where it can be avoided. The referee will then discuss the units that have been deployed with their controlling player to try to get to a suitable game state. For example, a player may have deployed a unit with Scout in such a way as to move behind a ruin, after the terrain has been moved that may no longer be possible and so the referee will assist where they can to ensure that the intent is matched.

c. If the roll for first turn has happened then the referee will ensure that the table is in as fair a state as possible, i.e. it is symmetrical, and that objectives are able to be held by both players from the same sides of the buildings on each side. The layout may not perfectly match the map pack because it will be done with minimal disruption to the game and units may be moved where a referee feels that it is appropriate to attempt to preserve the game state. Please note that if you have made it to this point before noticing that the terrain is different there may not be anything that the referee can do without causing one player a disadvantage therefore it is extremely important that the terrain is checked by both players prior to starting the game.

Penalties for not setting up the terrain correctly.

For a first offence there will be an official warning given.

For the Second and subsequent offences there will be a yellow card given.

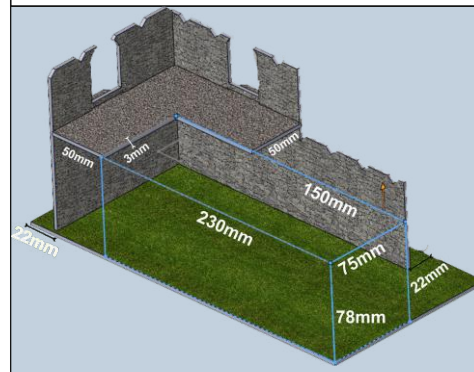
Please note that penalties are given to both players as a personal penalty regardless of who set up the table.

Therefore make sure that you check the tables when you arrive at them, don't just assume that your coach or someone else that has set up the table has done it correctly.

The referee team will take a severe view on anyone that we feel is attempting to weaponize this policy.

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THREE STOREY RUIN 3D View 	THREE STOREY RUIN Map View 	Dimensions Length: 9" Width: 5" Height: 9,5" Footprint Size: 12"x6" (Accessible Area 10.5x5")	Rules Terrain Category: Ruins All floor widths are 33mm.
TWO STOREY RUIN 3D View 	TWO STOREY RUIN Map View 	Dimensions Length: 9" Width 5" Height: 5.01" Footprint Size: 12"x6" (Accessible Area 10.5x5")	Rules Terrain Category: Ruins Clarification: Treat all ground floor windows as closed Top floor width is 51mm.
CONTAINERS 3D View 	CONTAINERS Map View 	Dimensions Length: 5" Width: 2,5" Height: 5" Footprint Size: NO additional footprint	Rules Terrain Category: Armoured Containers Clarification: You can NOT draw line of sight between the gaps between a container and another container or the table floor.
PROTOTYPE RUIN BETA 	PROTOTYPE RUIN Map View 	Dimensions Length: 6" Width 5" Height:0"	Rules Terrain Category: Ruins Clarification: Does not have any vertical elements.



You can find the "internal area" of a WTC Small Ruin on the left.

- The total area, including under the floor; is 128x280mm wide.
- The area that that can be considered to have "free vertical space" is 230x75mm wide.
- Wall thickness is 3mm in all cases.
- Ruin corner is 22mm away from corners.

One of the most common questions asked to the WTC is

"Does my model fit entirely within this ruin?" so we decided to provide a graphic that accurately depicts the terrain as it should be played at WTC, with the exact dimensions and measurement so that every player can measure for themselves if their model fits within the space available. This is no guarantee that your model will be allowed to fit in that space at our events, as it is entirely dependent on the models being assembled as per the assembly instructions, and not subject to any modeling deviations, including optional assemblies. Our referees on site will be the ultimate judges in cases of models where it is unclear if it could, should or would fit entirely within that space. Players are highly encouraged to discuss with their opponents for any models where this type of interaction may come into play during Deployment so that there are no unpleasant surprises or experiences when the game progresses.

* Map Guide

TERRAIN INDEX v2.4



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 part of ruin/container)



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



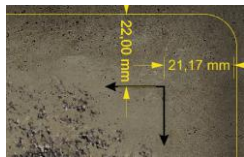
Shows if a knight sized base (110mm oval base) can or can NOT pass through the marked gap normally.



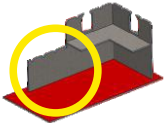
A knight sized base (110mm oval base) CAN move around the container from all sides normally.



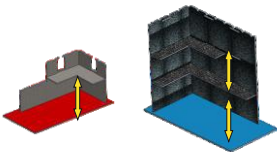
The terrain used at the WTC is played with a What You See Is What You Get mentality meaning that the physical terrain is an actual representation of what it is. Windows, walls, flaps and the footprints are played with the terrain piece as it is for all movements, visibility and any other rules.



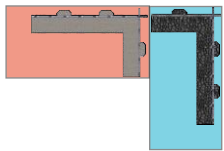
- Ruins are placed on top of a base with the size of 12"x6". In WTC there will be markings on the bases to show where exactly place the walls on these bases.
(Ruin corners, not the extrudes; are positioned to be 22 millimetres or less away from the two closest edges of the footprint.
NO model can be 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.



fter placing the containers, make sure there is a 110mm gap between the two containers shown by moving them each an equal distance.
(55mm from center of table.) (Crucible of Battle 4-5, Search Destroy 1-3-7)

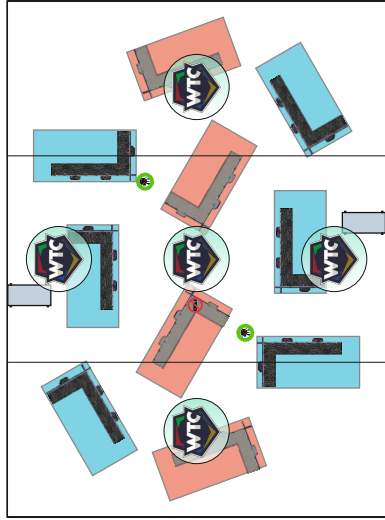
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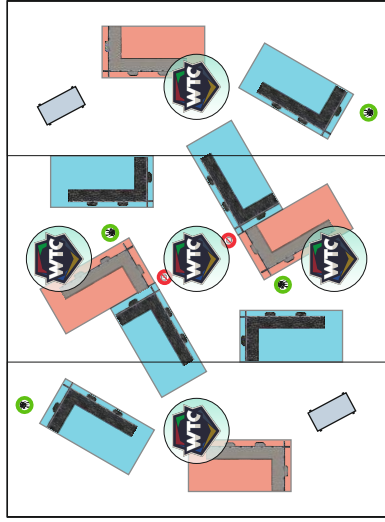
Official WTC Licensed Terrain Producers:



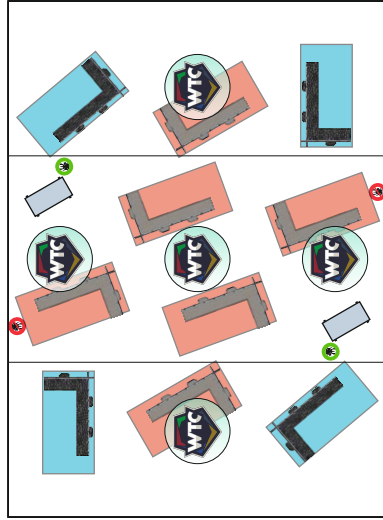
HAMMER AND ANVIL



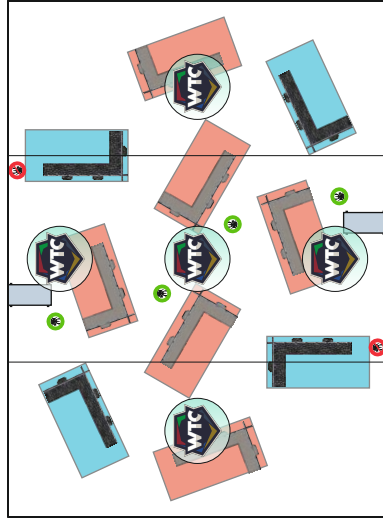
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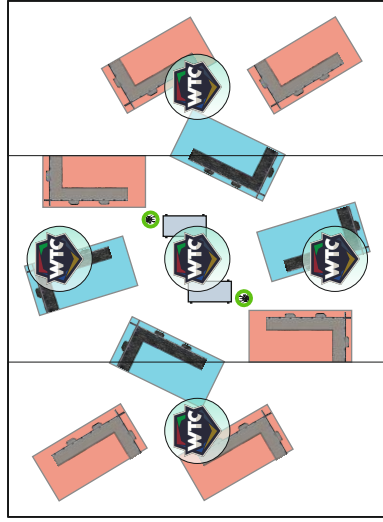
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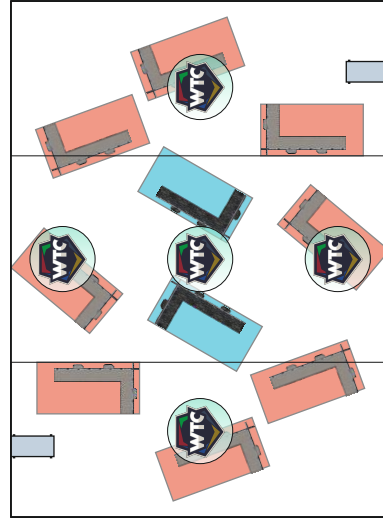
HAMMER AND ANVIL - 3



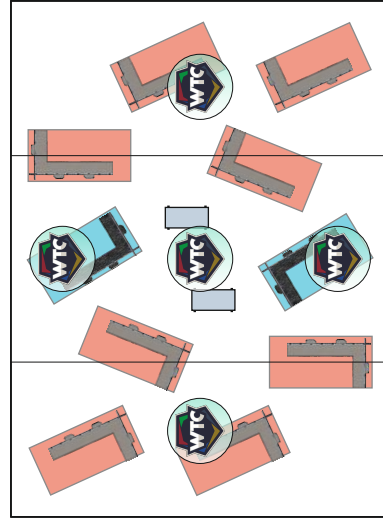
HAMMER AND ANVIL - 4 - 5



HAMMER AND ANVIL - 6

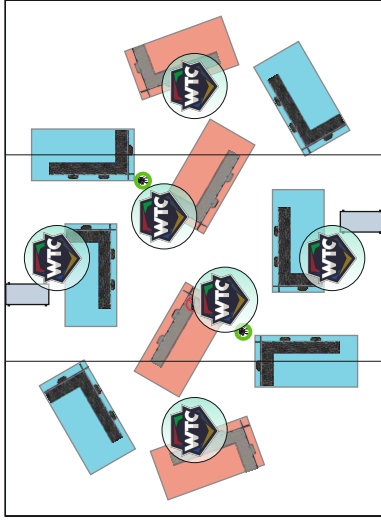


HAMMER AND ANVIL - 7

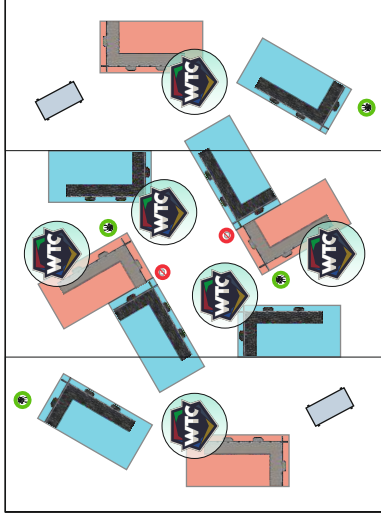


HAMMER AND ANVIL - 8

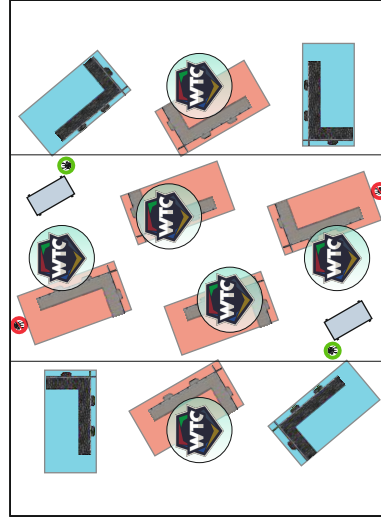
HAMMER AND ANVIL - HIDDEN SUPPLIES



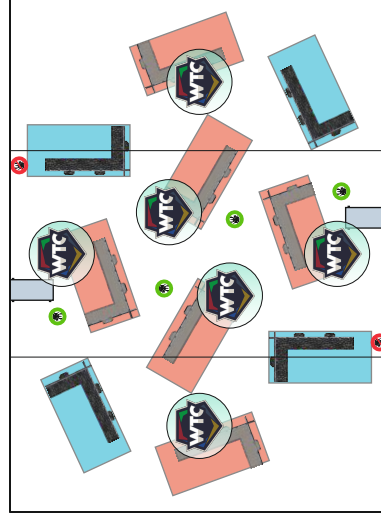
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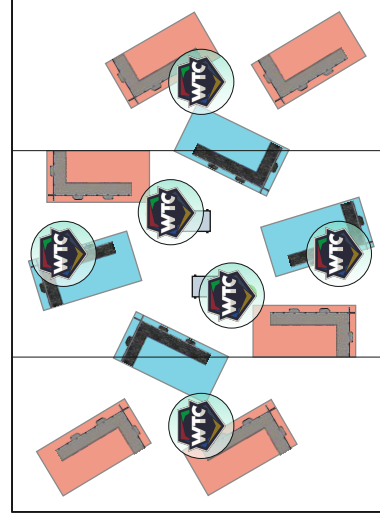
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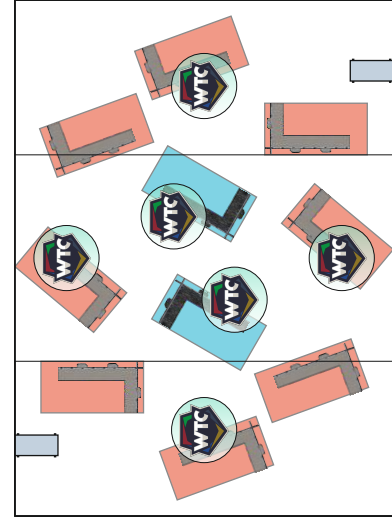
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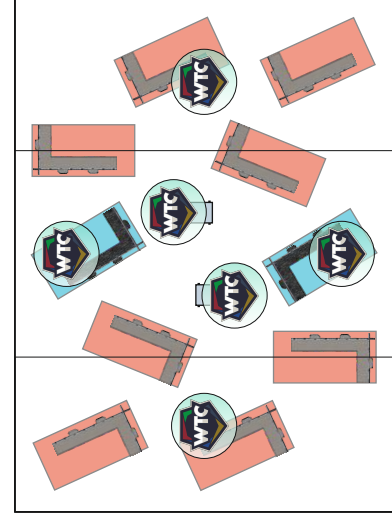
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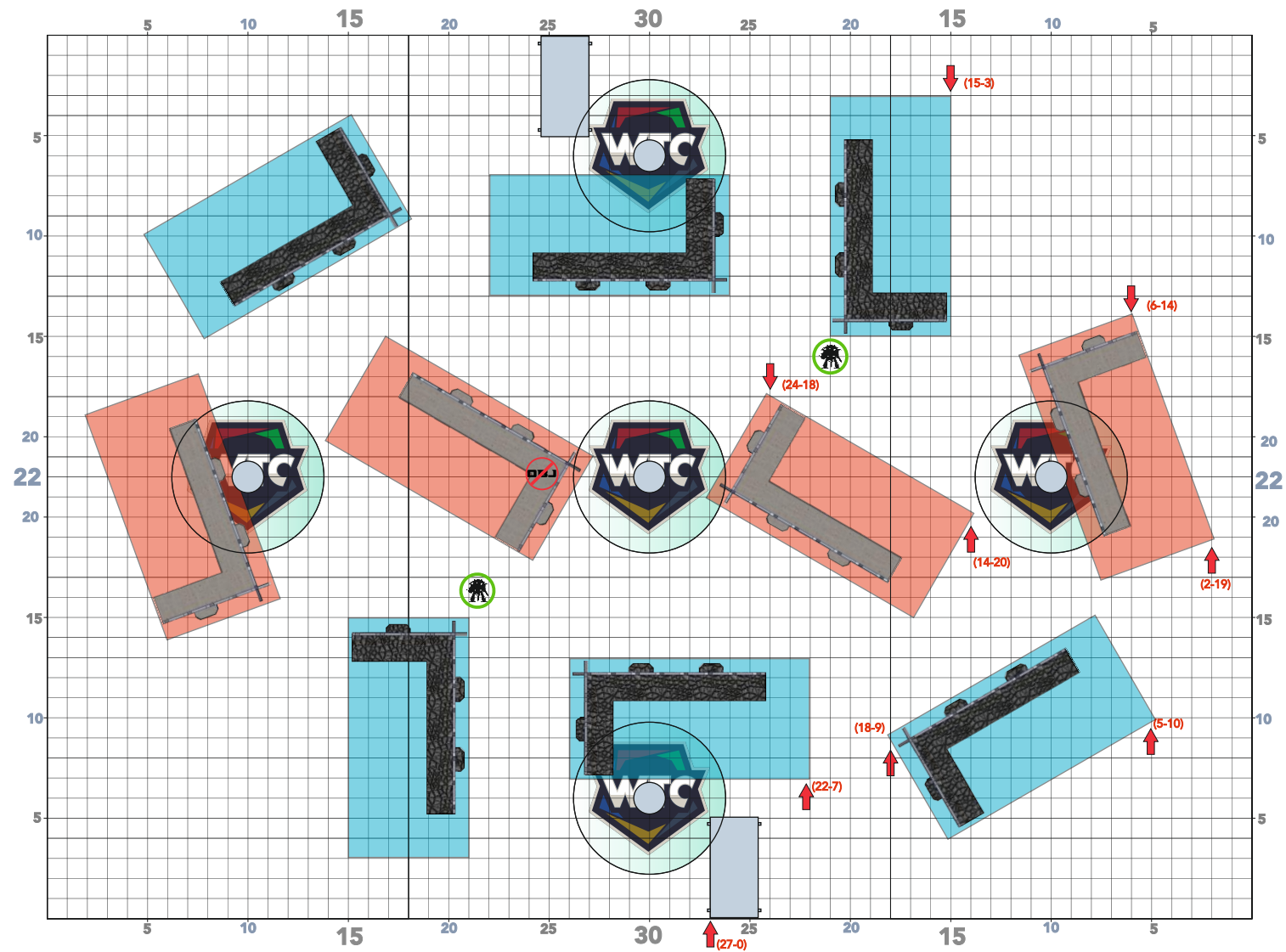
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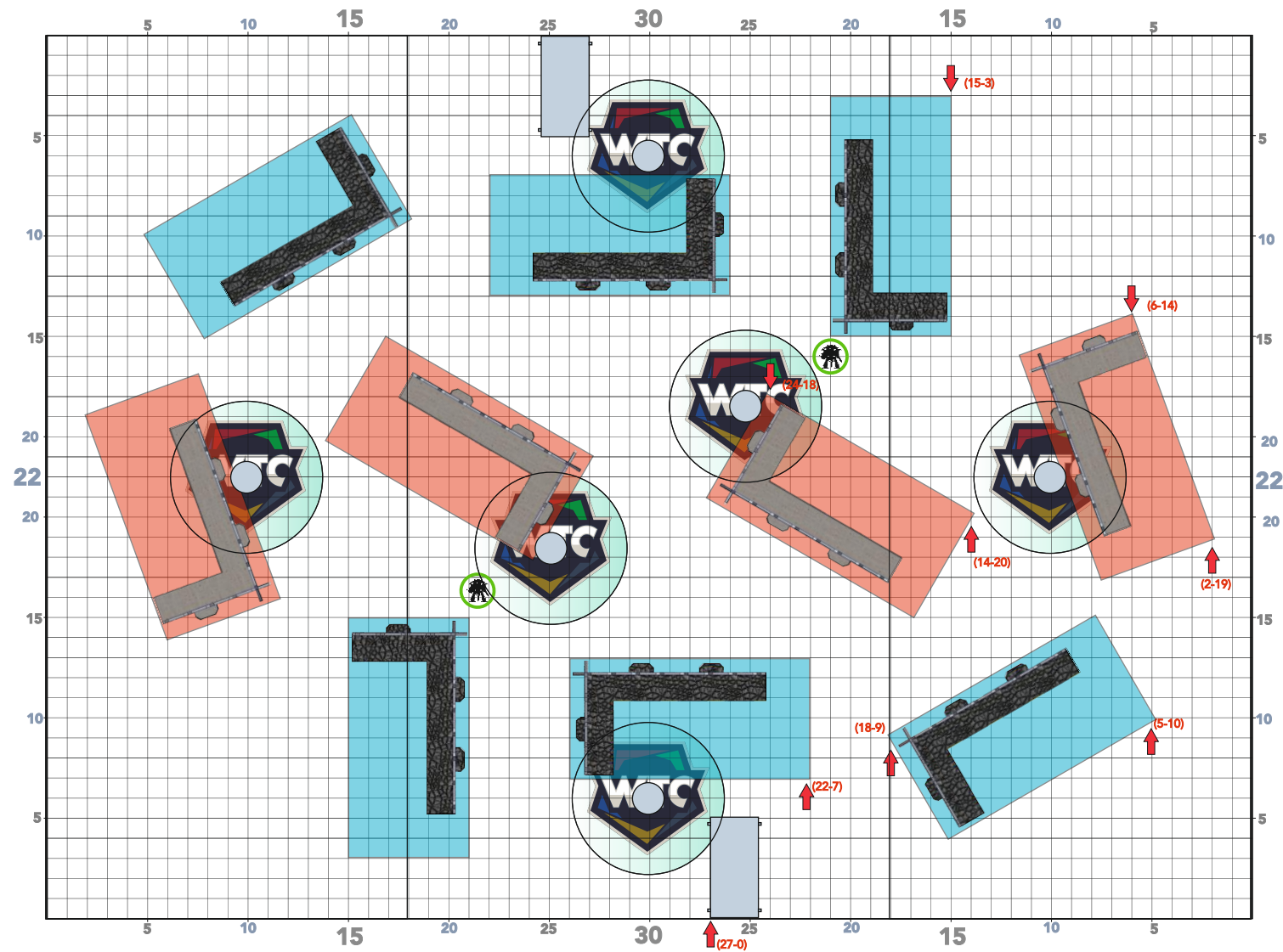
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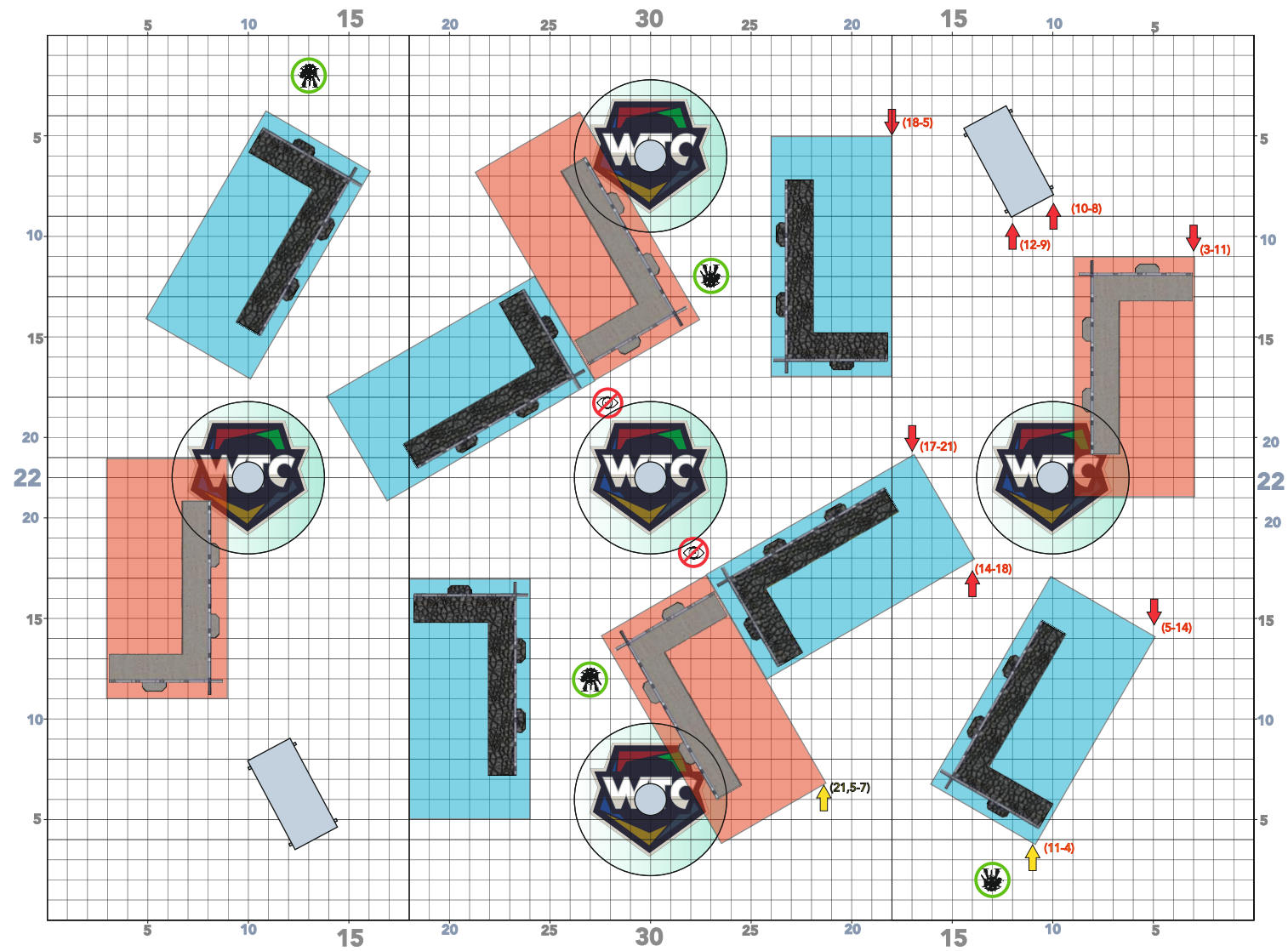
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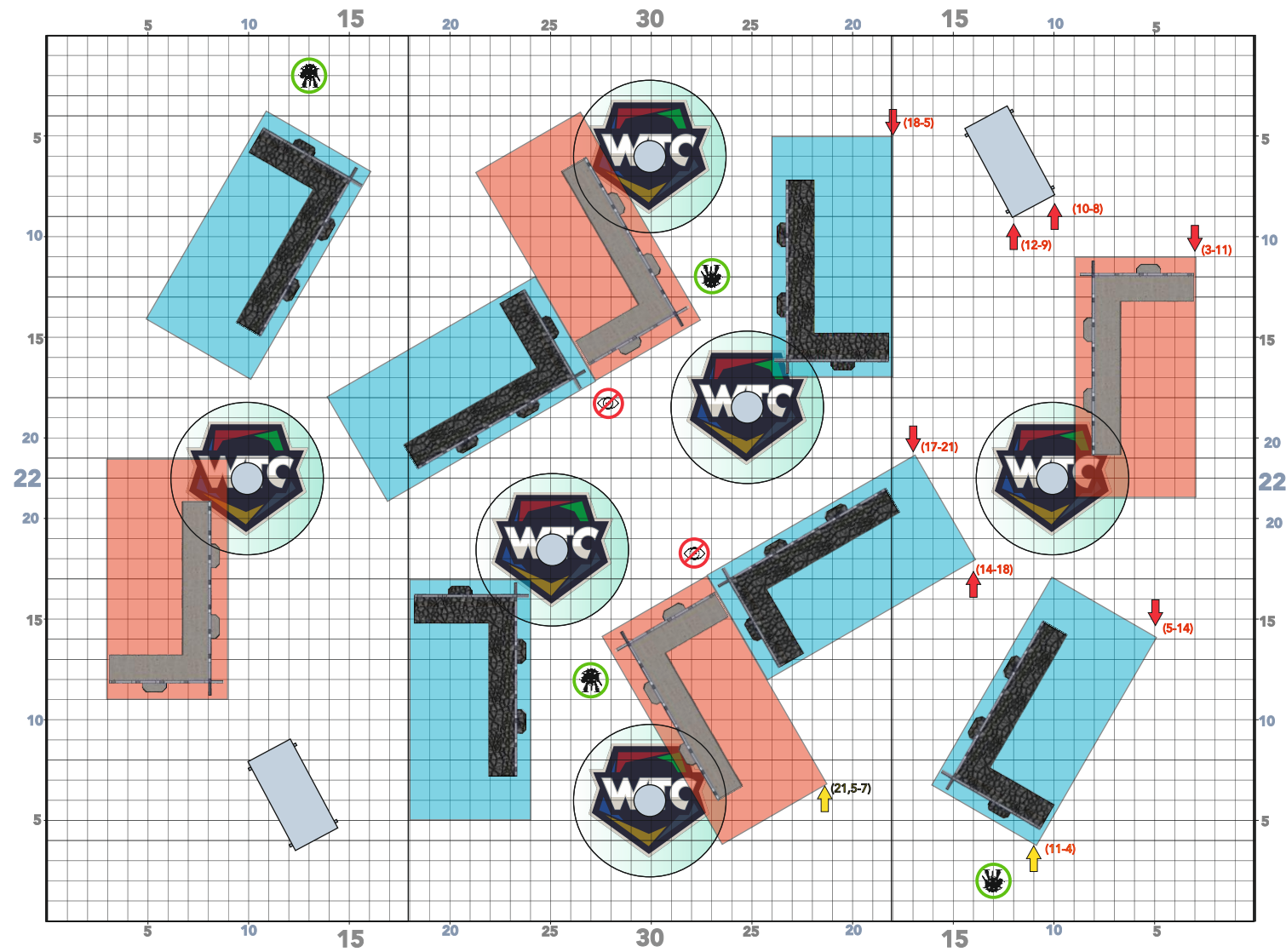
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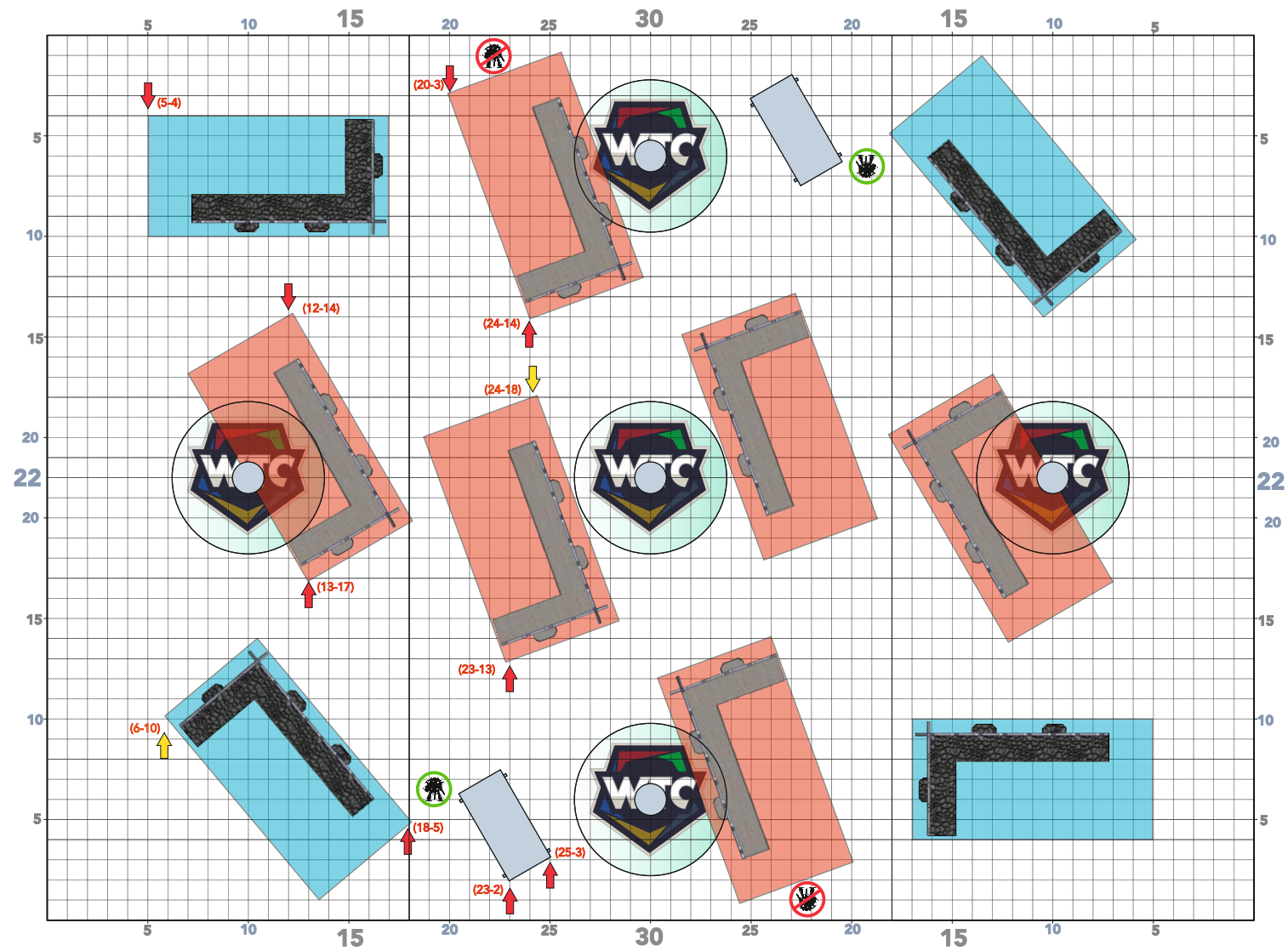
HAMMER AND ANVIL - 1-HIDDEN SUPPLIES



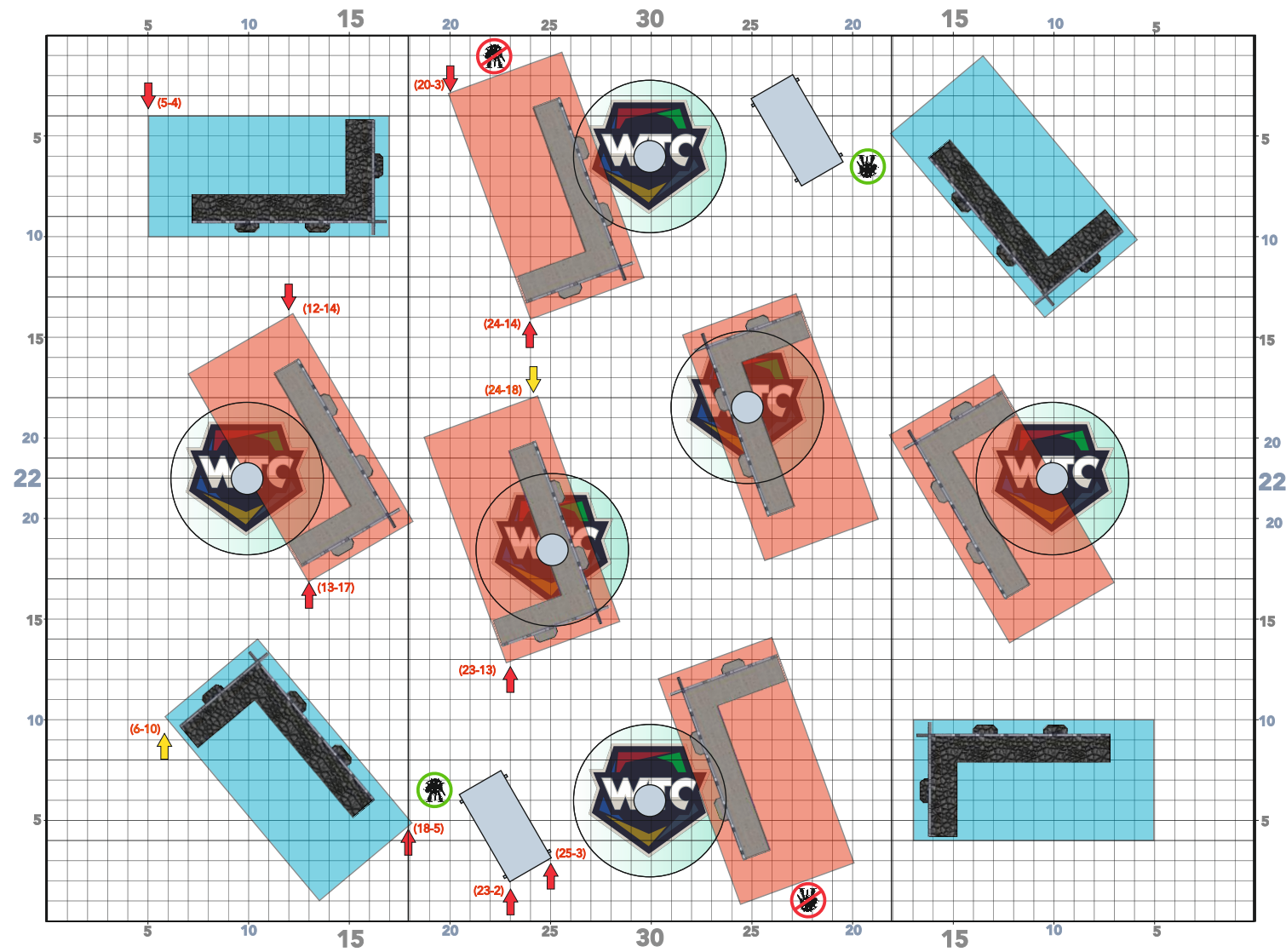
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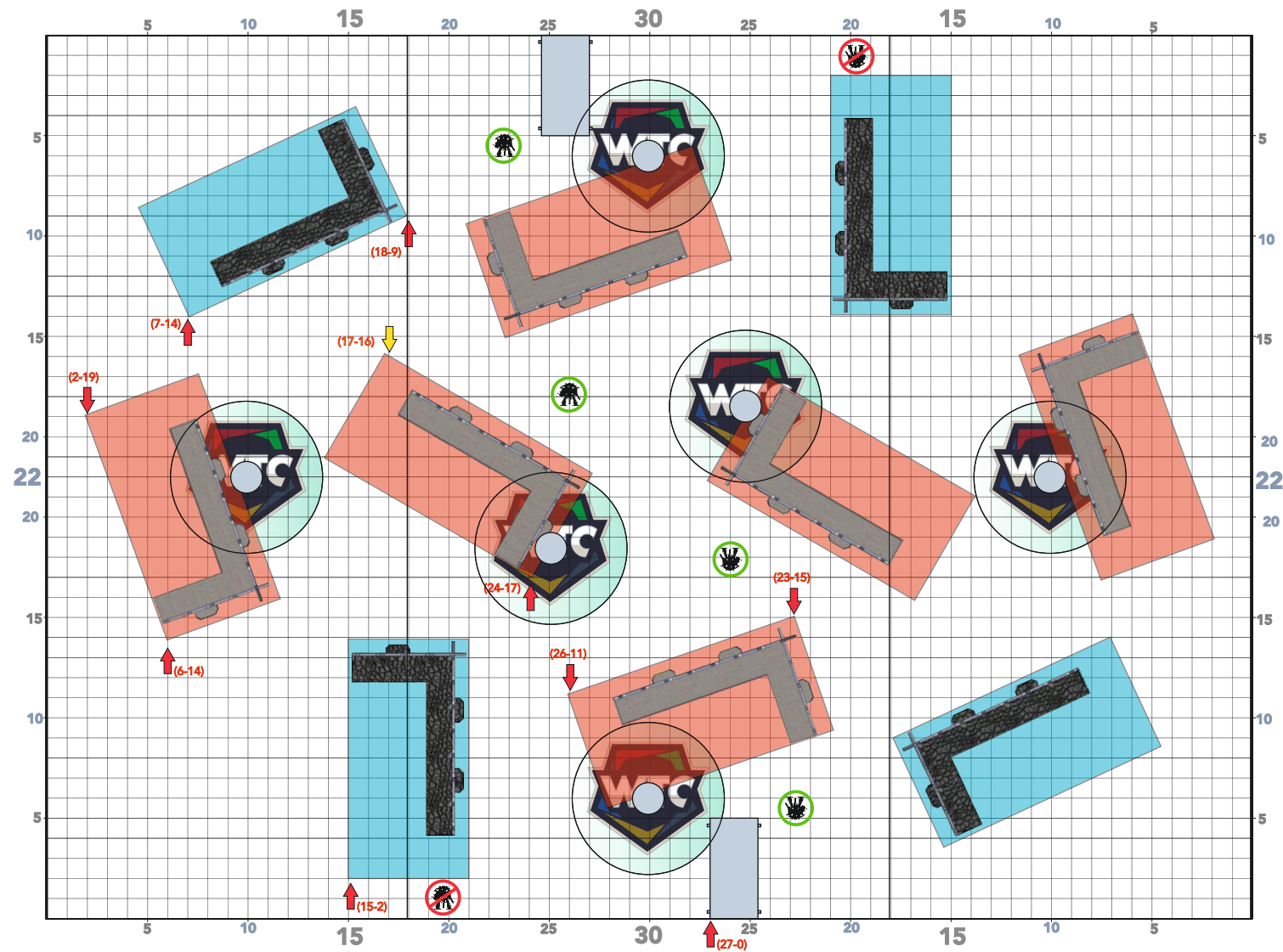
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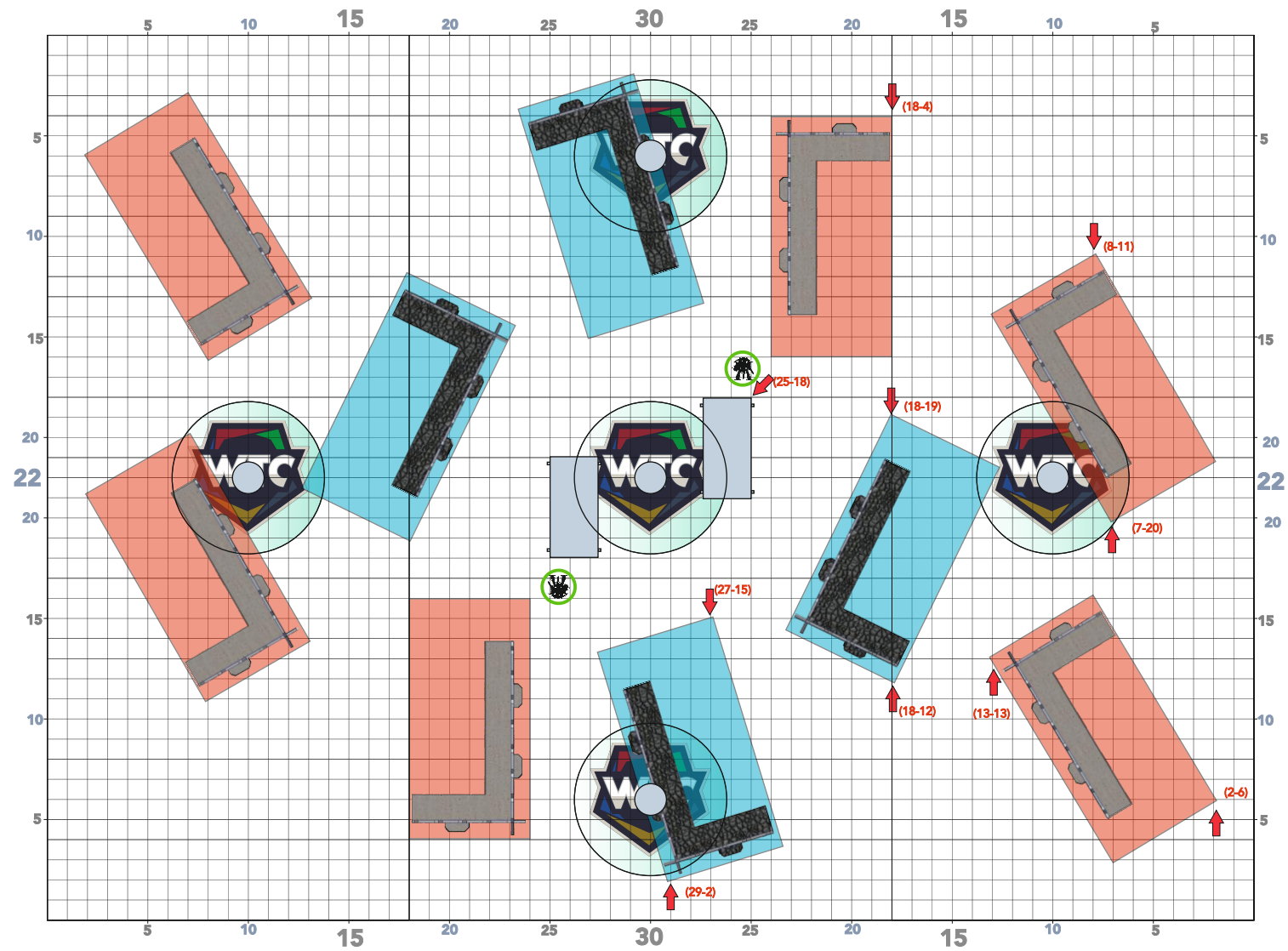
HAMMER AND ANVIL - 3



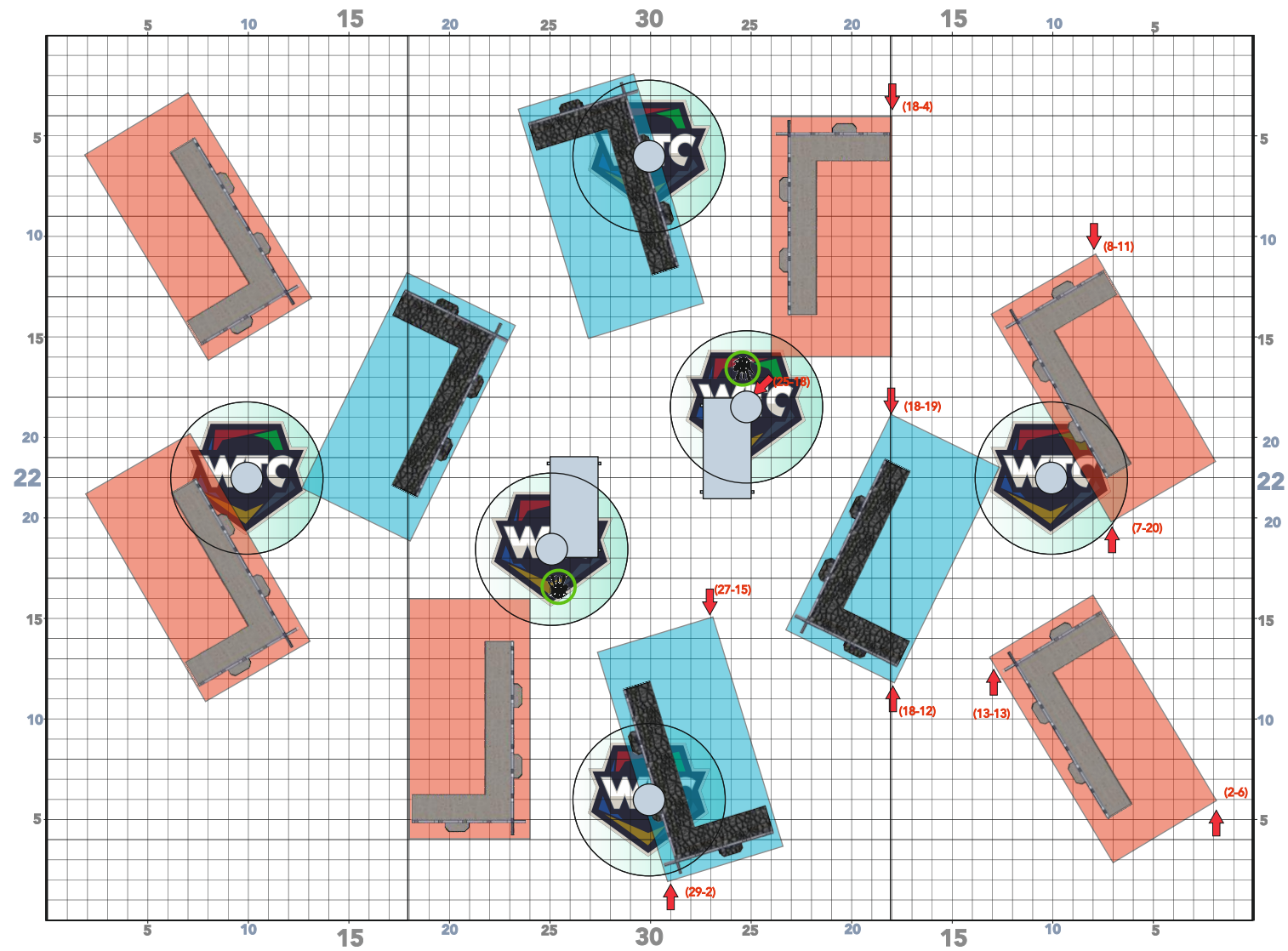
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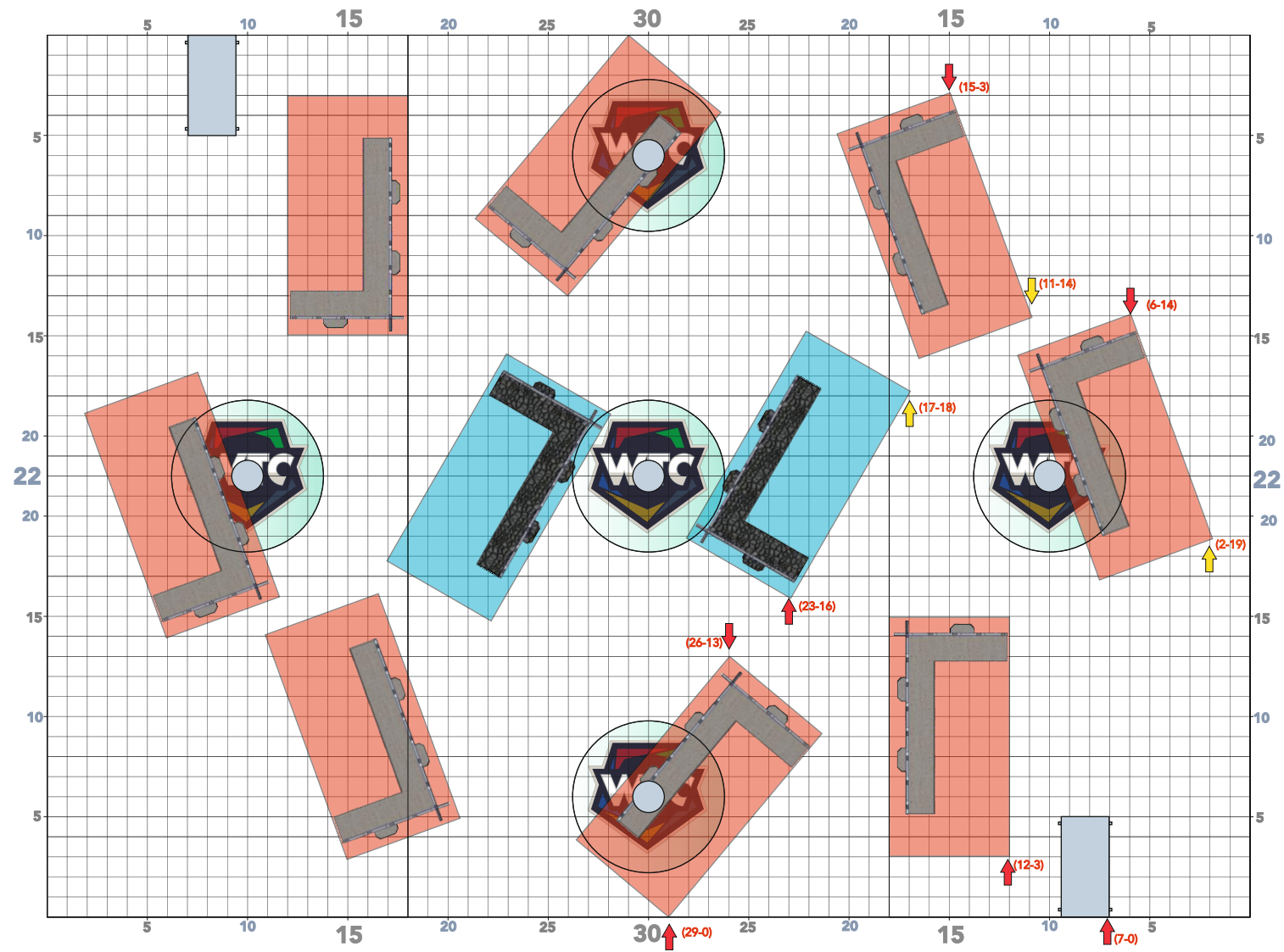
HAMMER AND ANVIL - 4 - 5-HIDDEN SUPPLIES



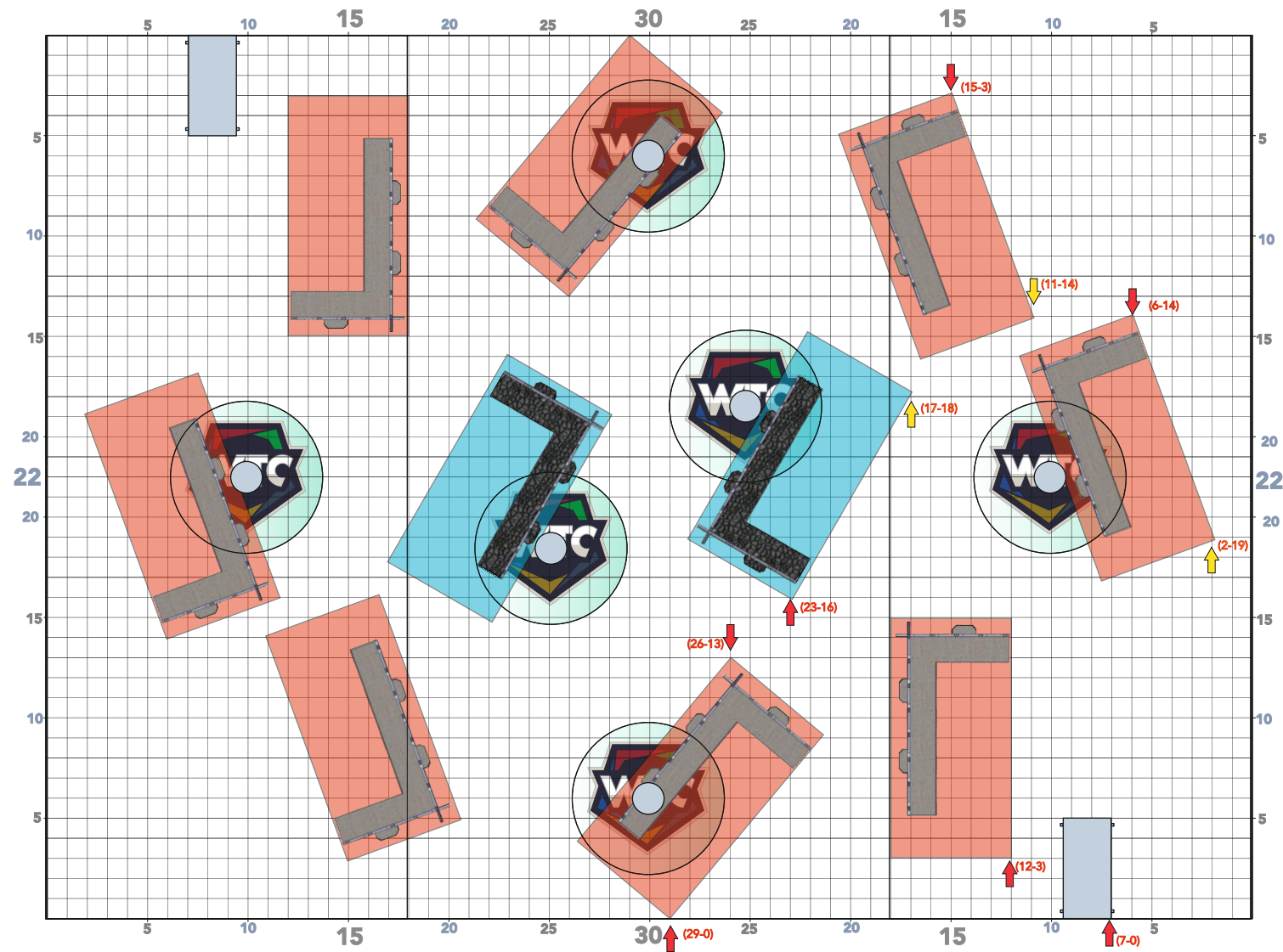
HAMMER AND ANVIL - 6



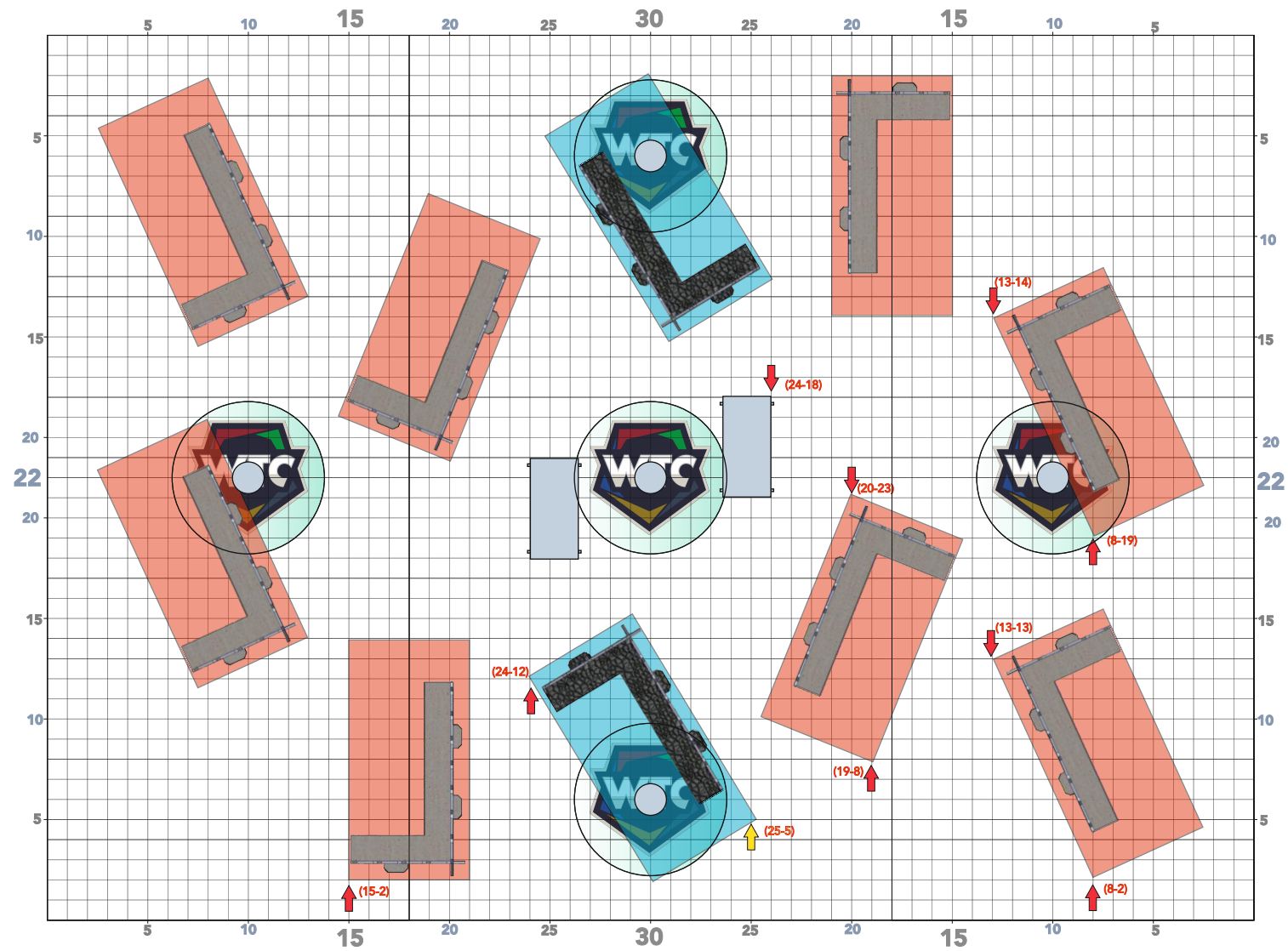
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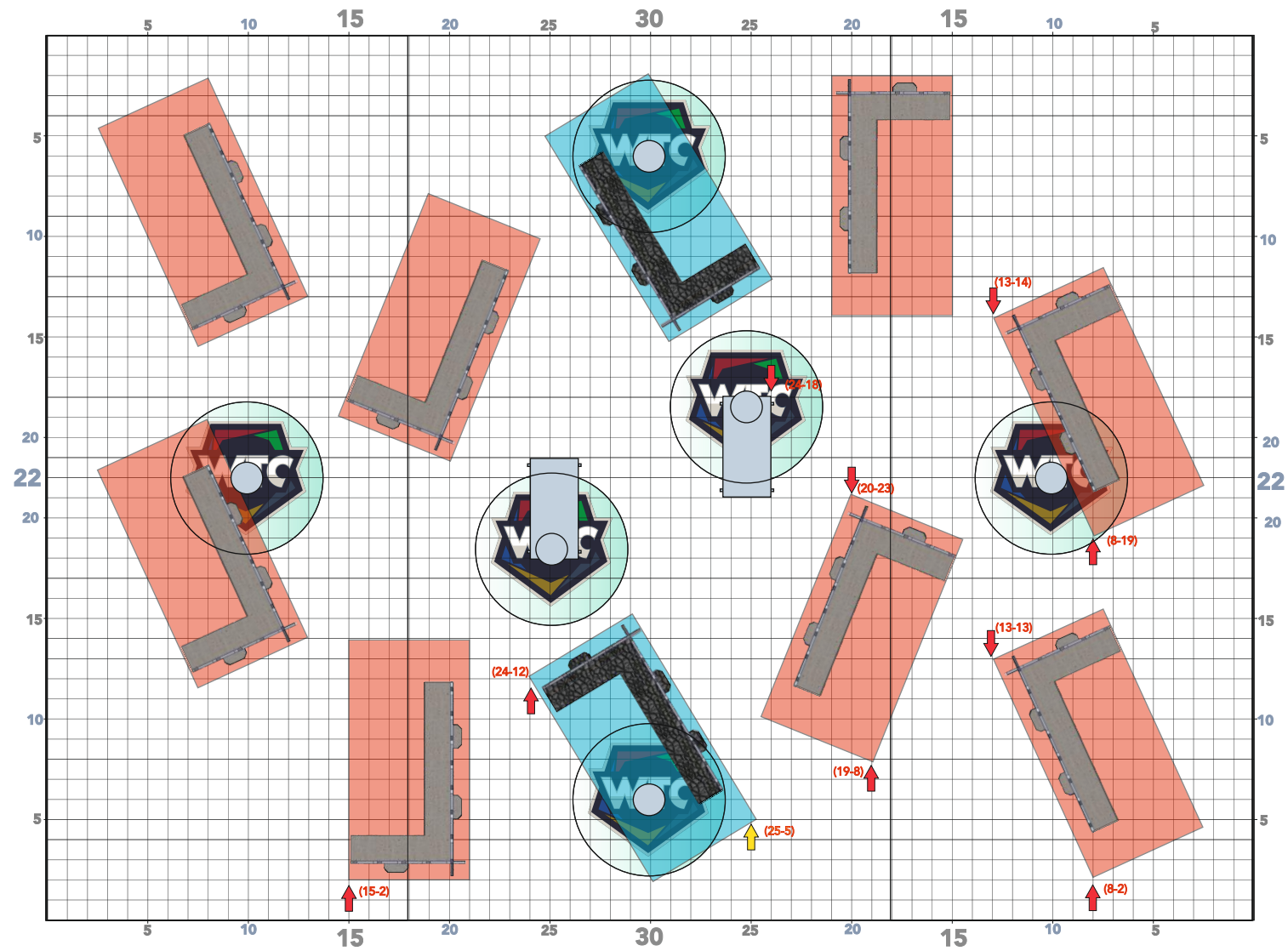
HAMMER AND ANVIL - 7



HAMMER AND ANVIL - 7-HIDDEN SUPPLIES

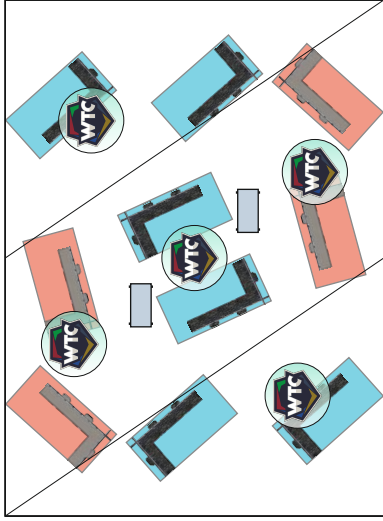


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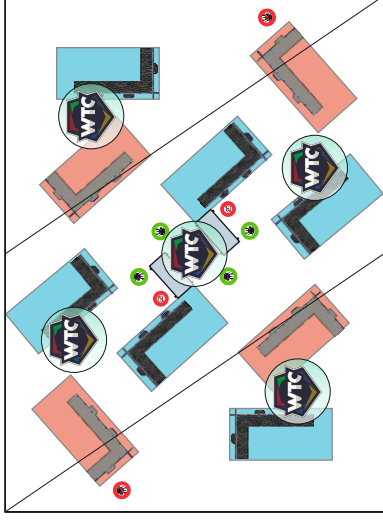


HAMMER AND ANVIL - 8

CRUCIBLE OF BATTLE



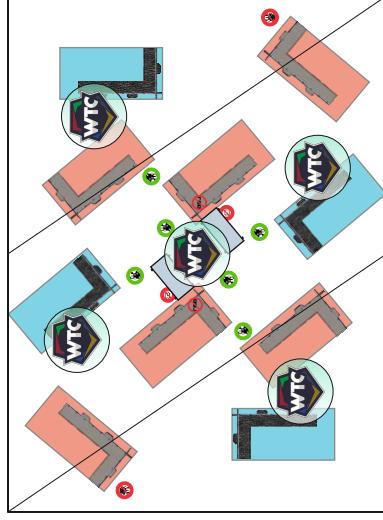
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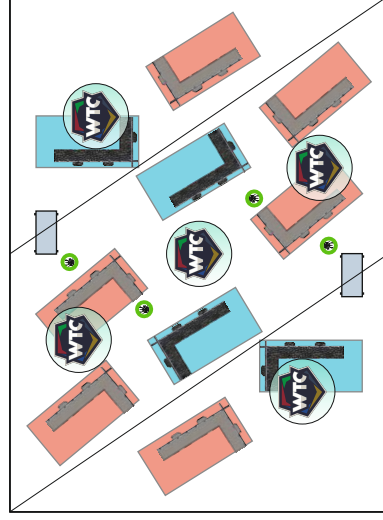
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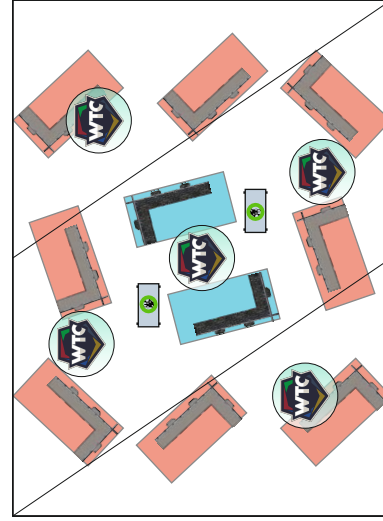
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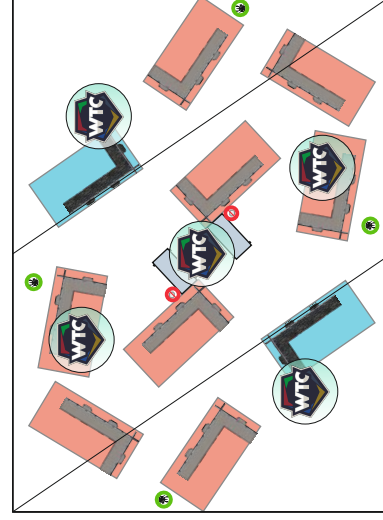
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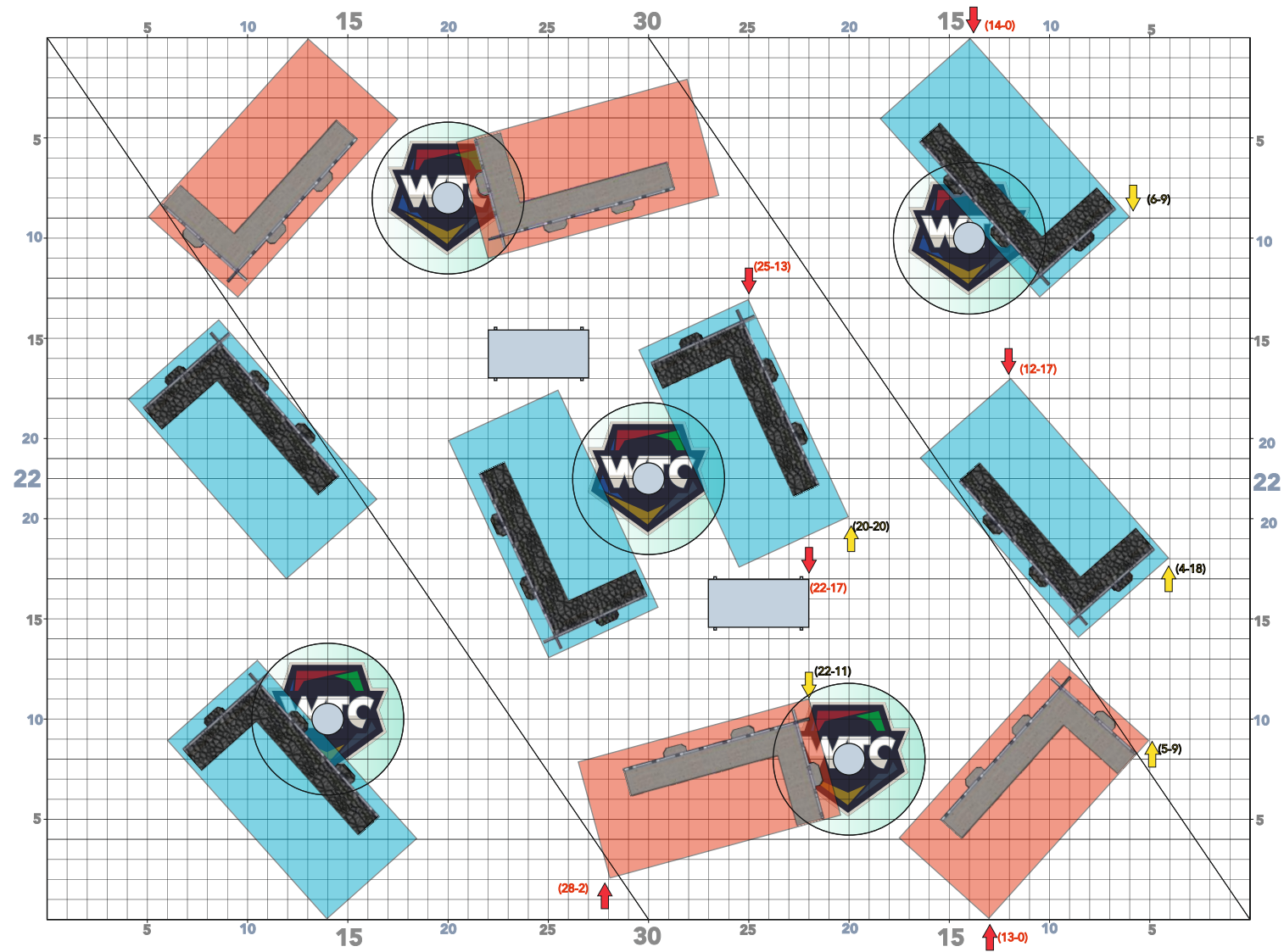
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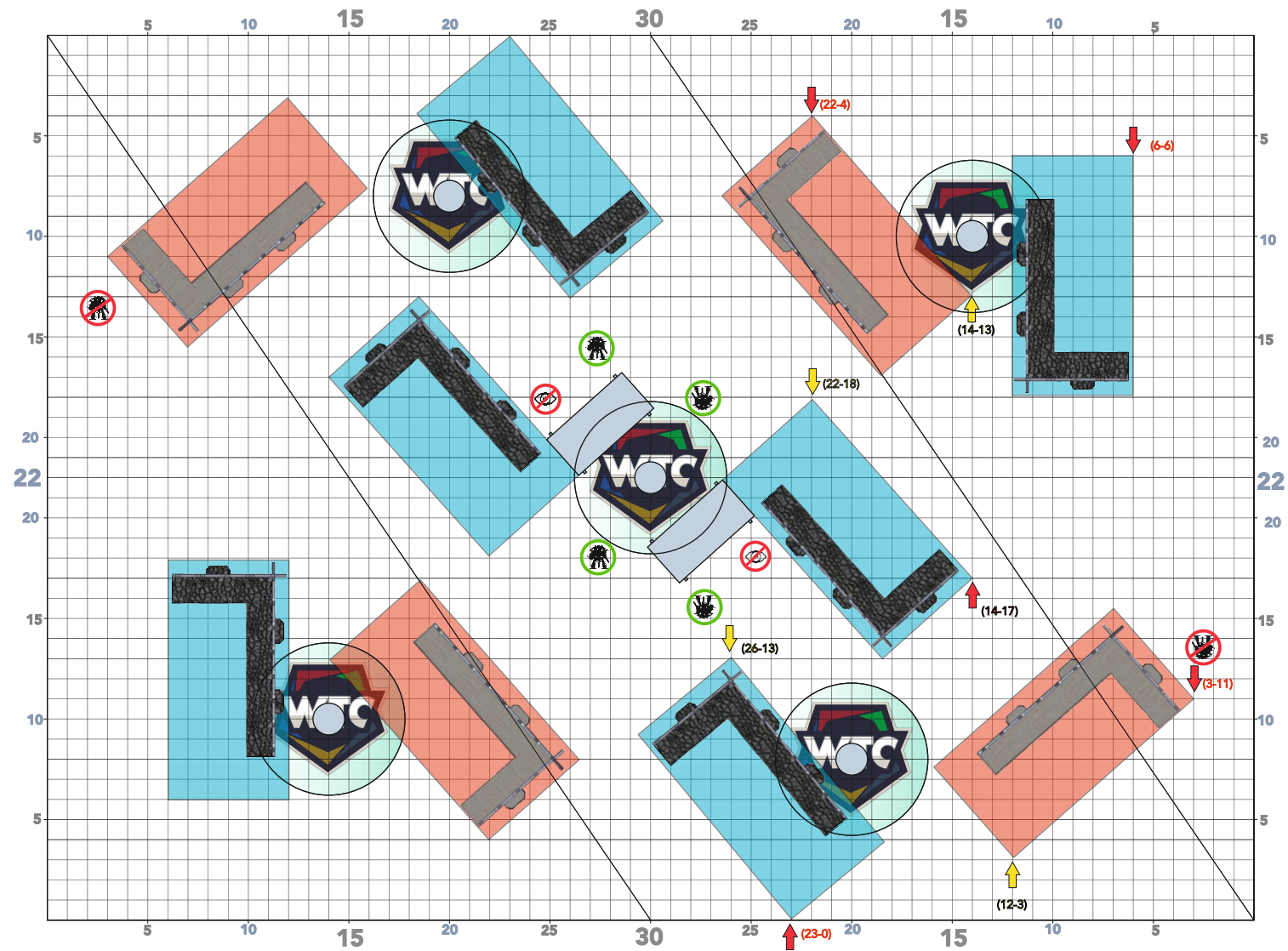
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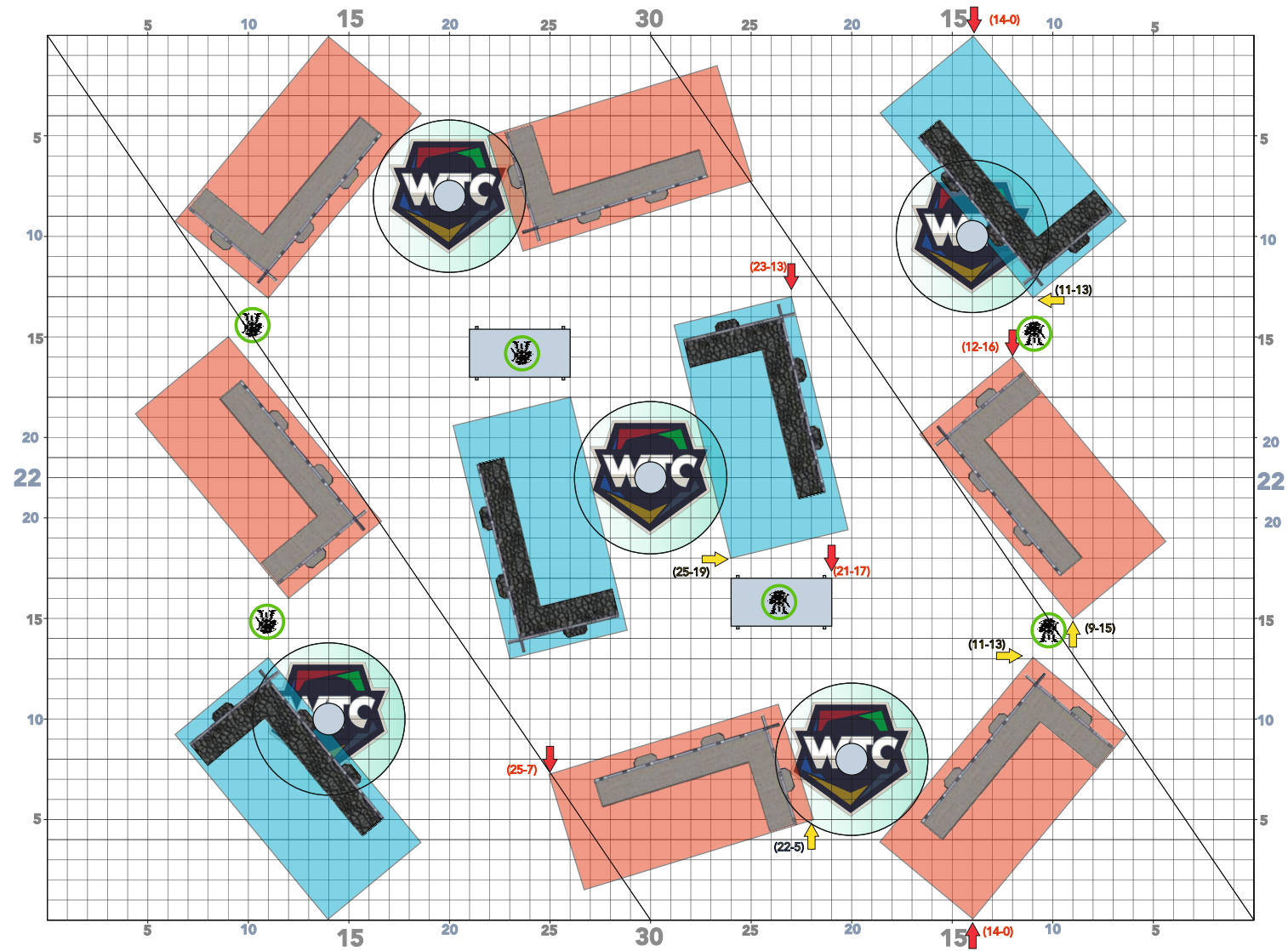
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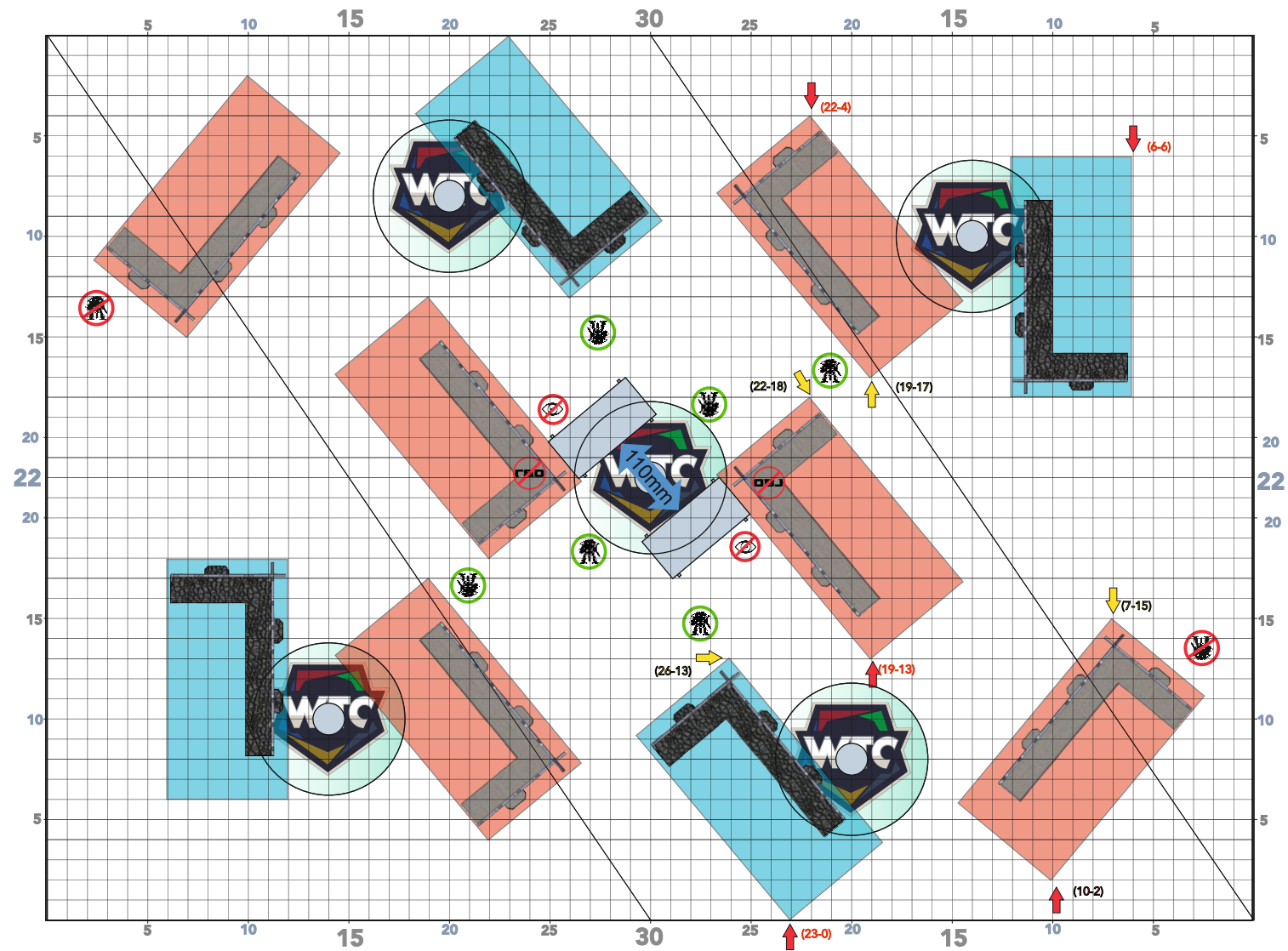
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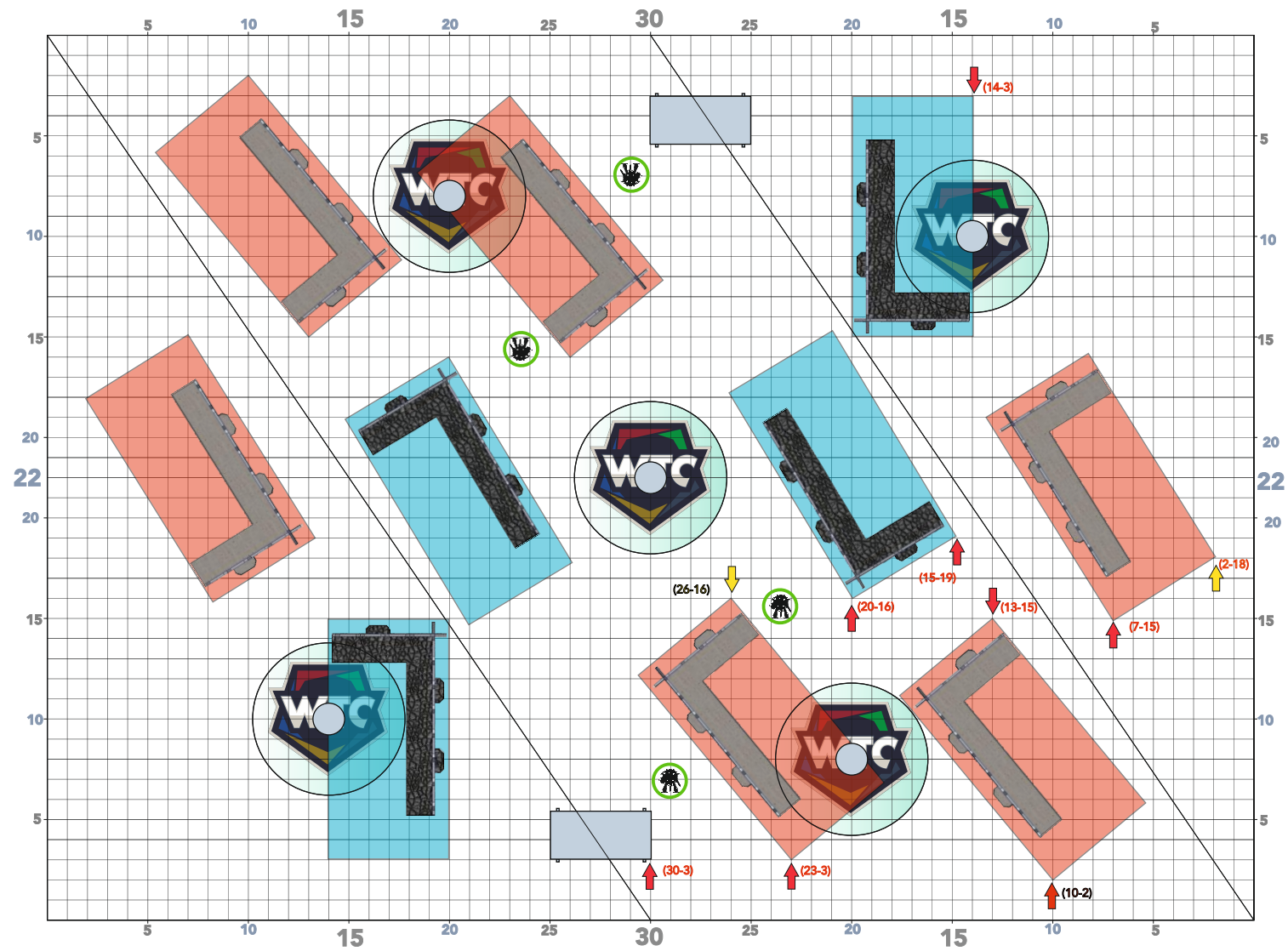
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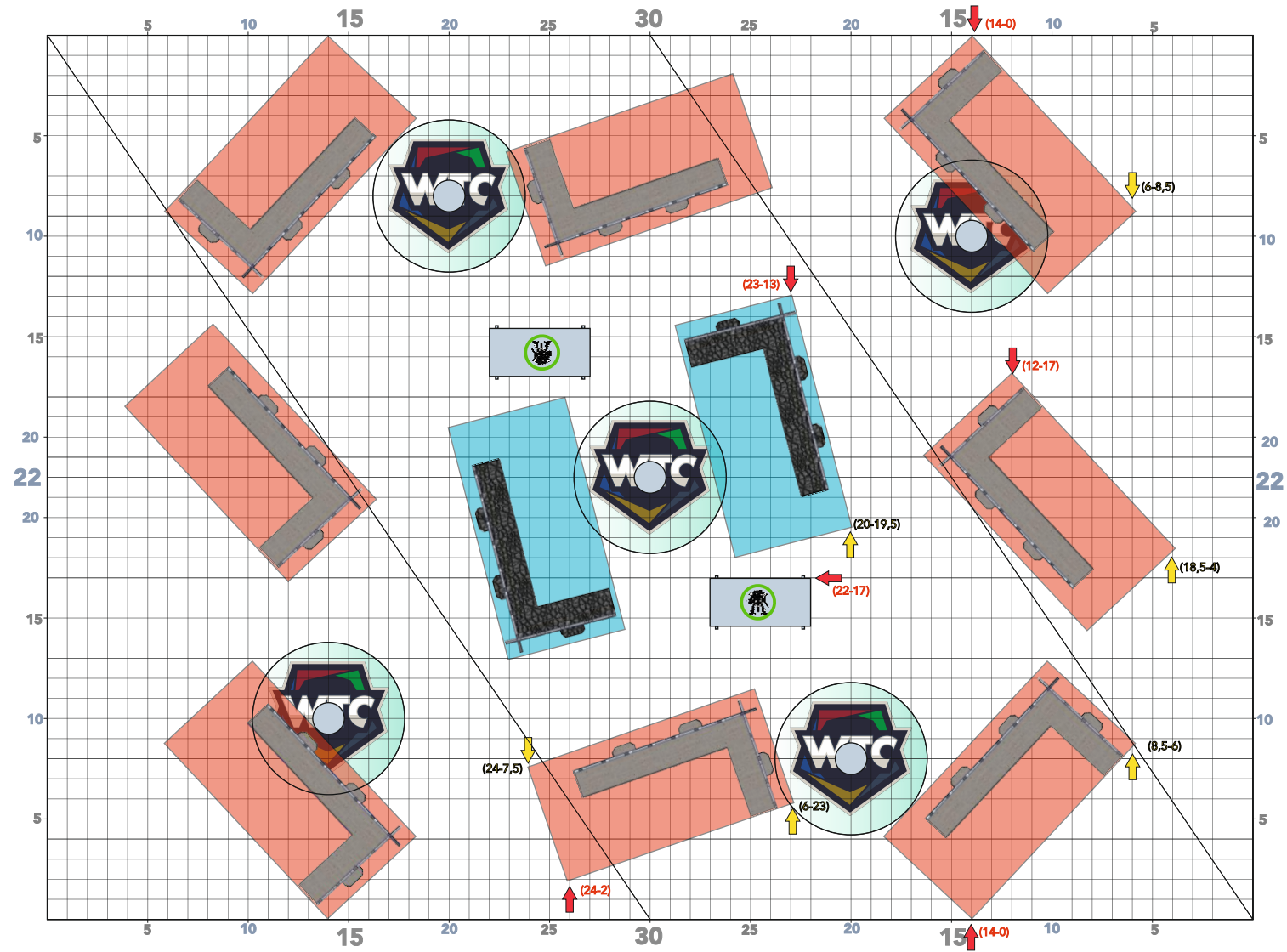
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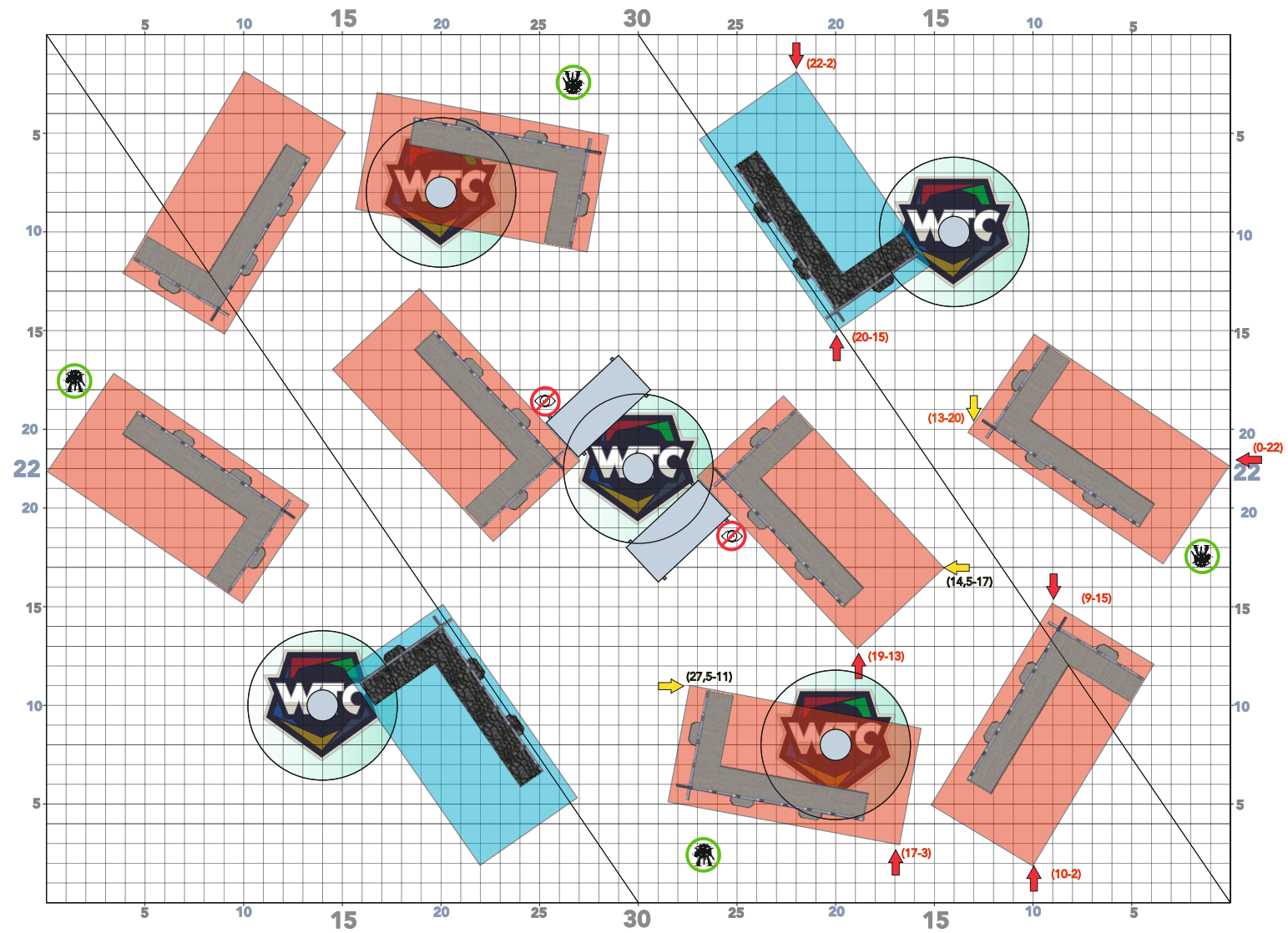
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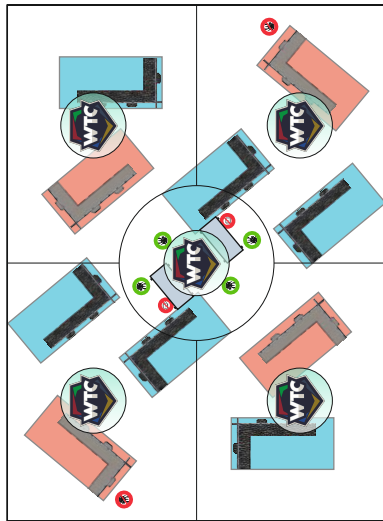


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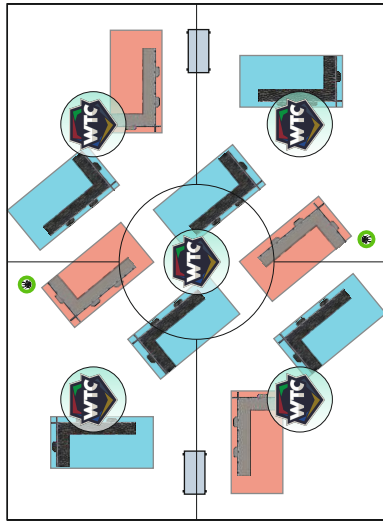


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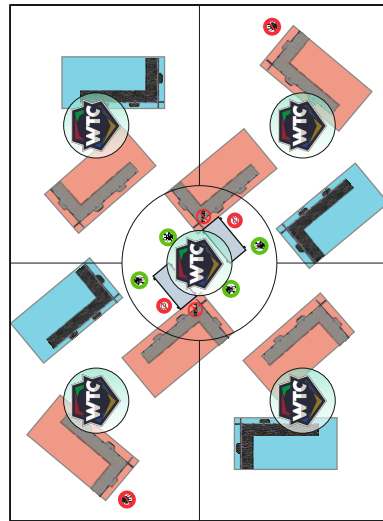
SEARCH AND DESTROY



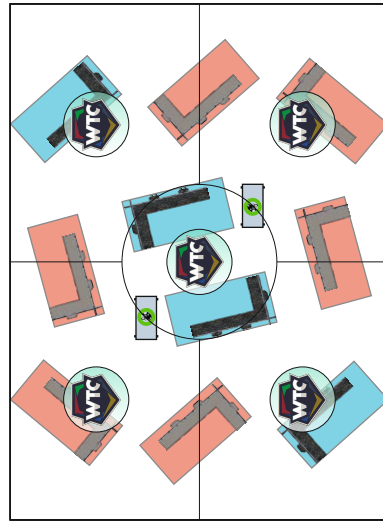
SEARCH AND DESTROY - 1



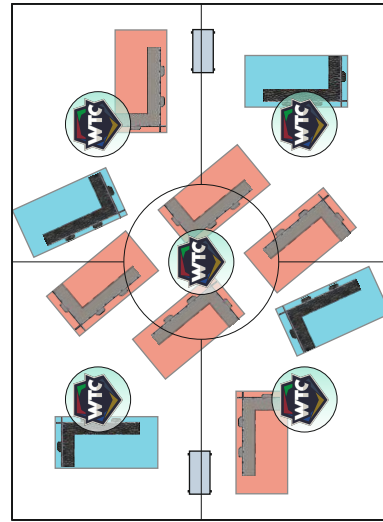
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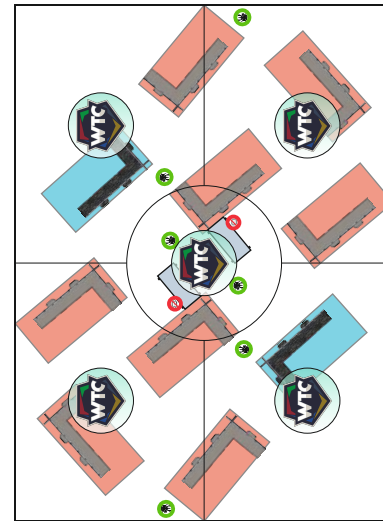
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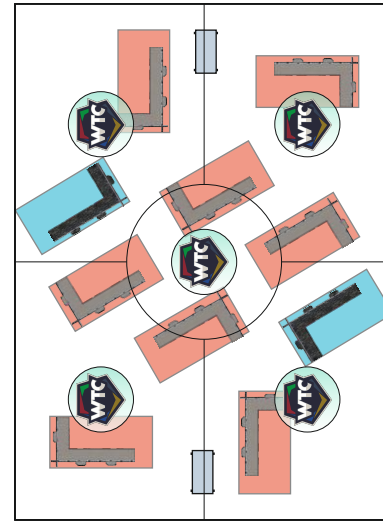
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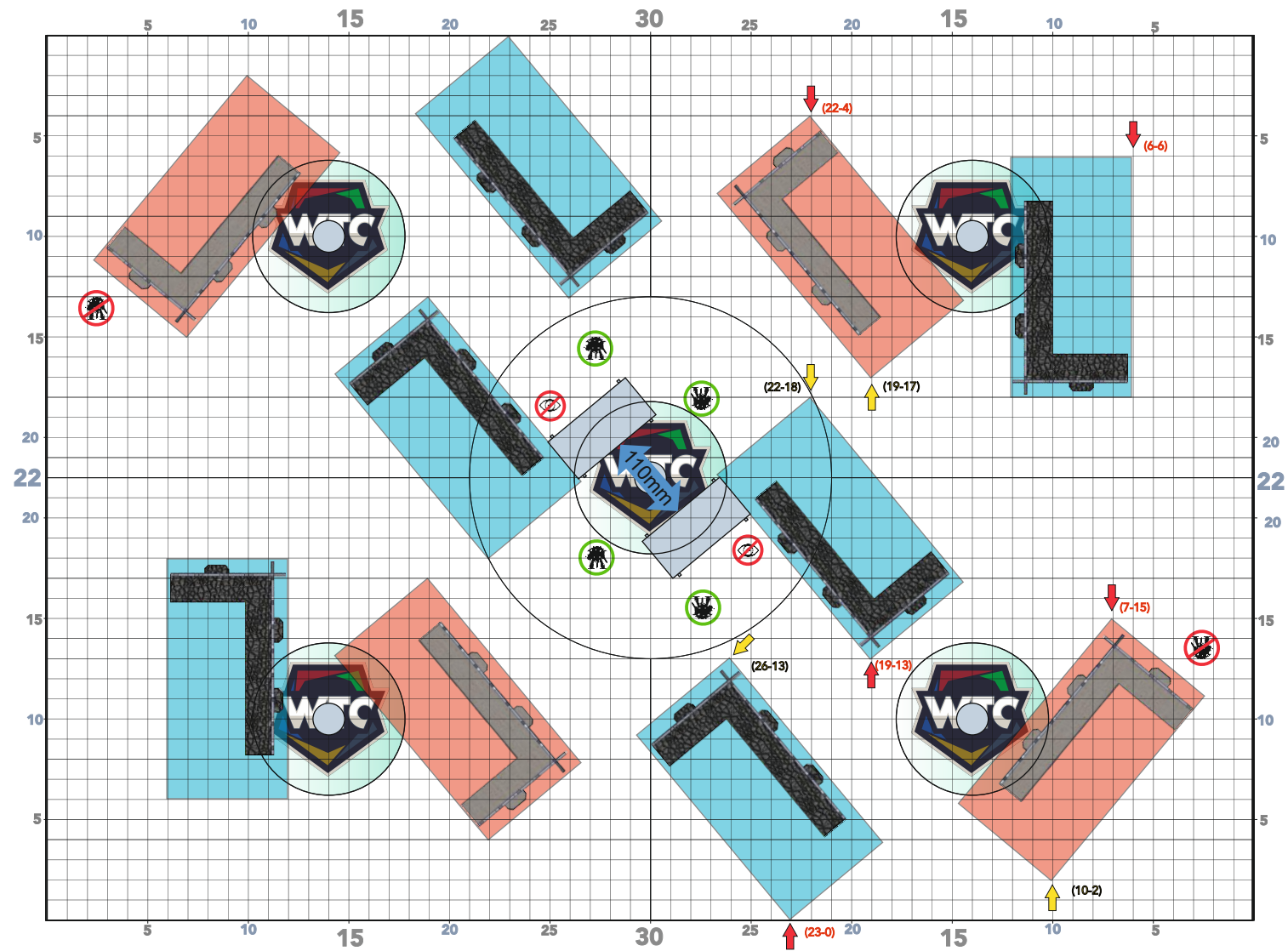
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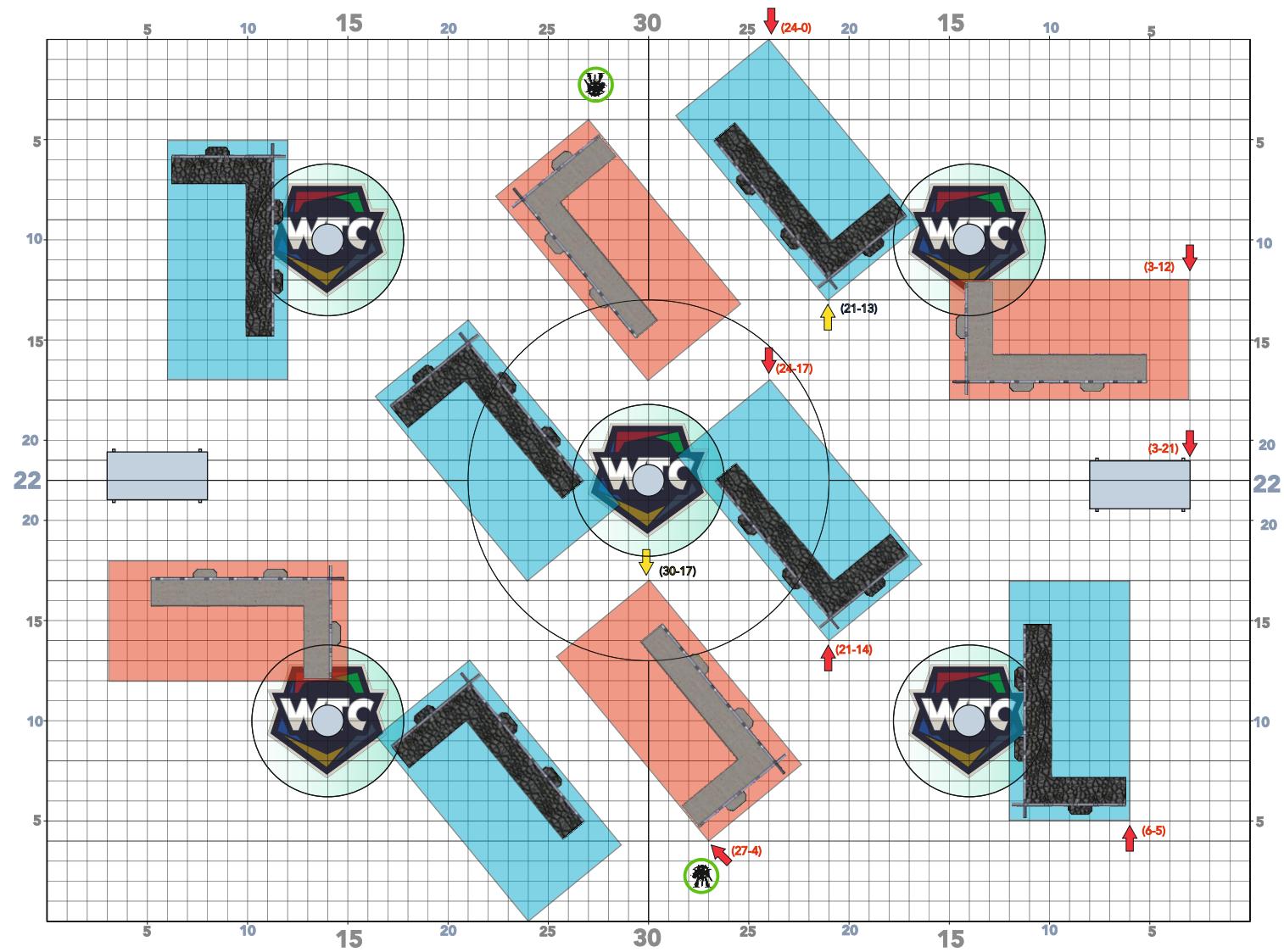
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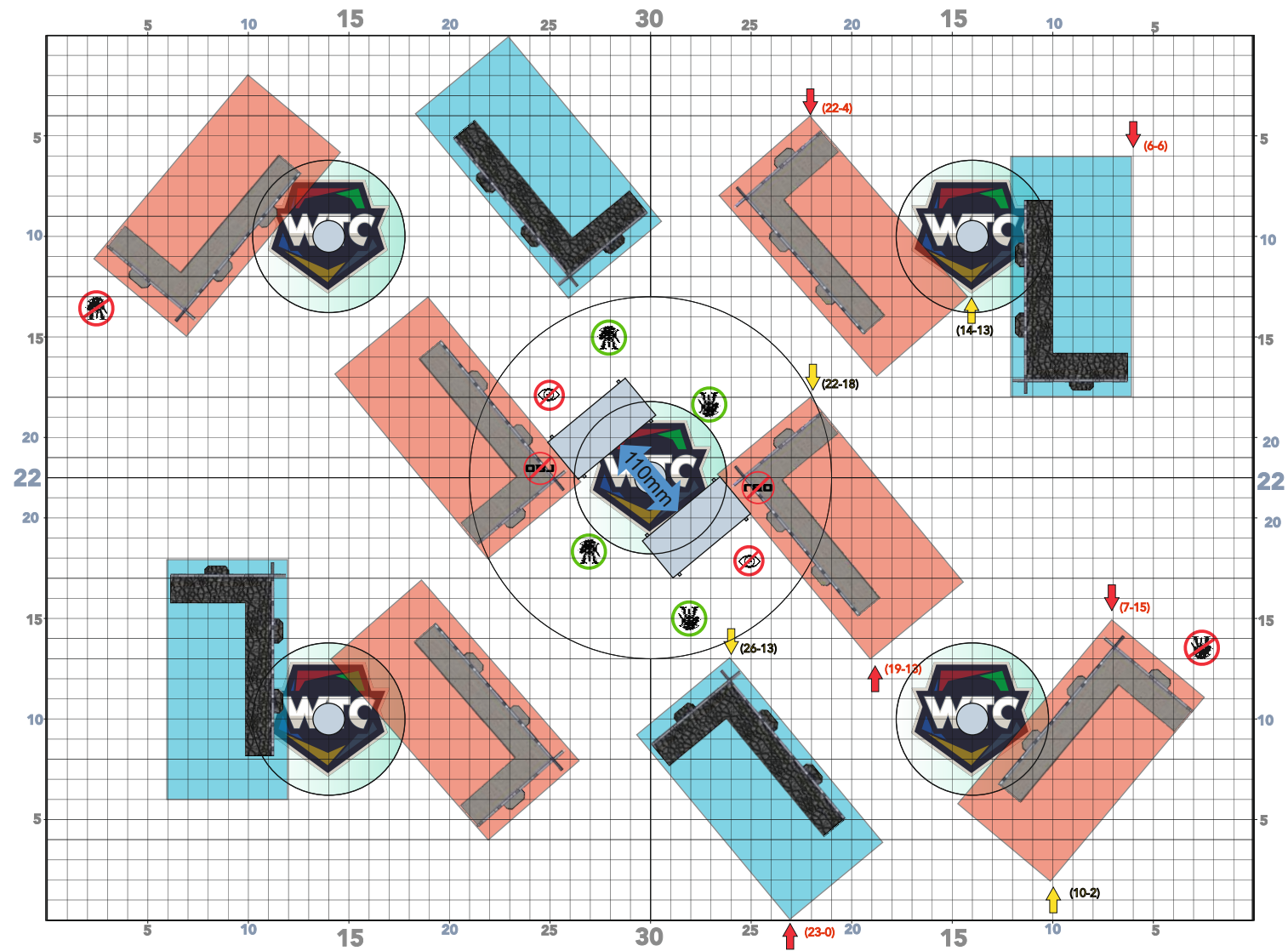
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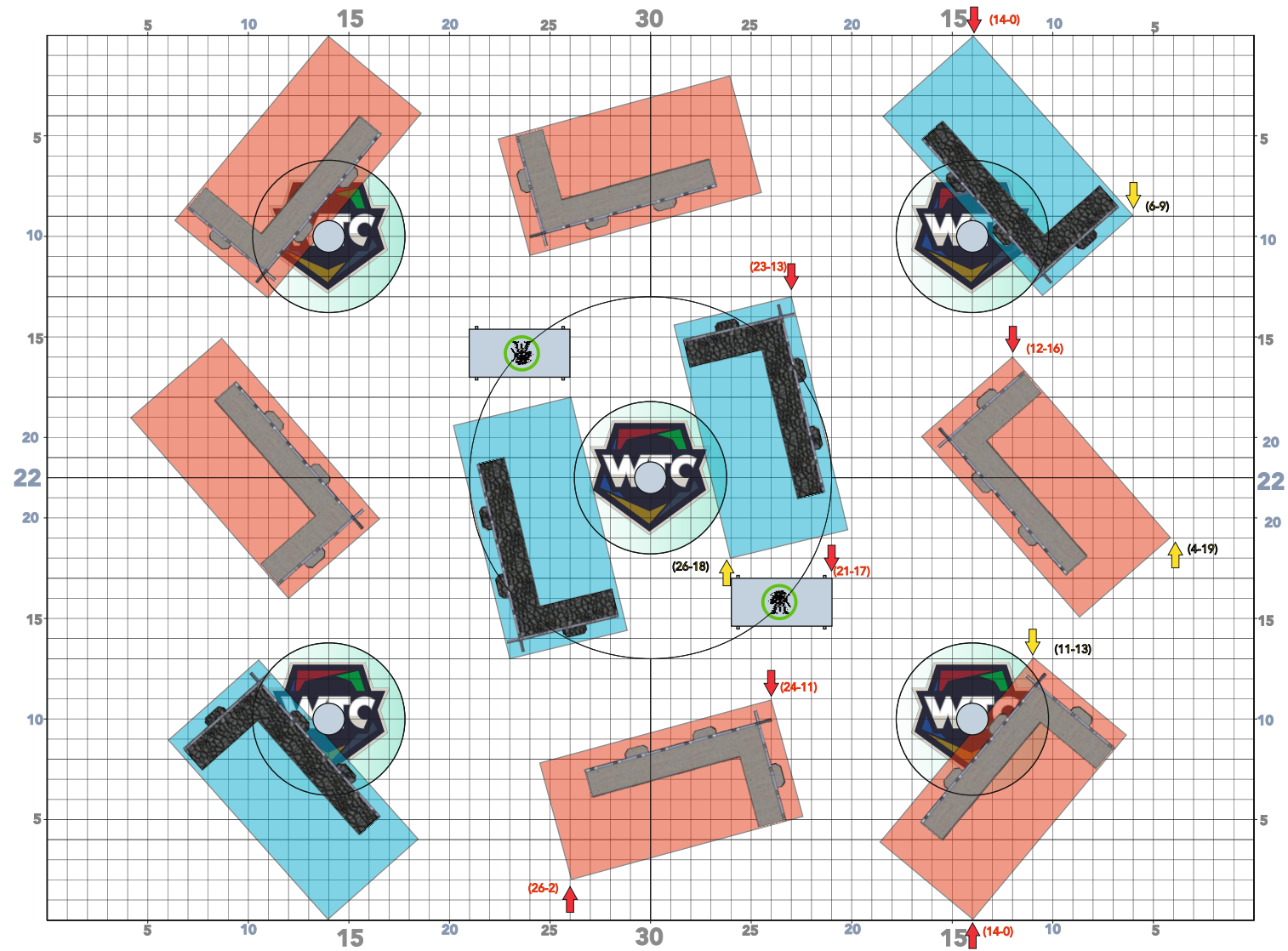
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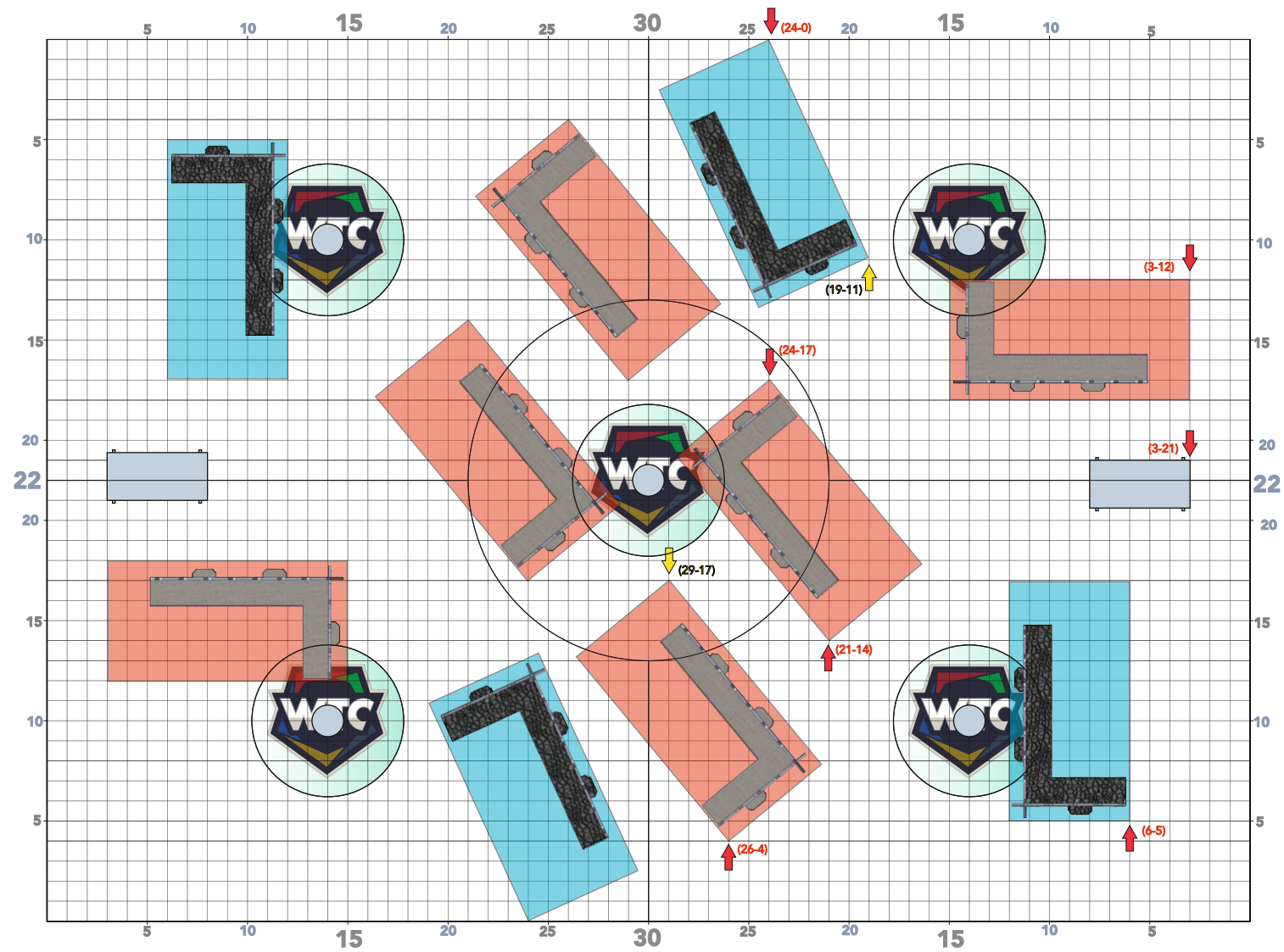
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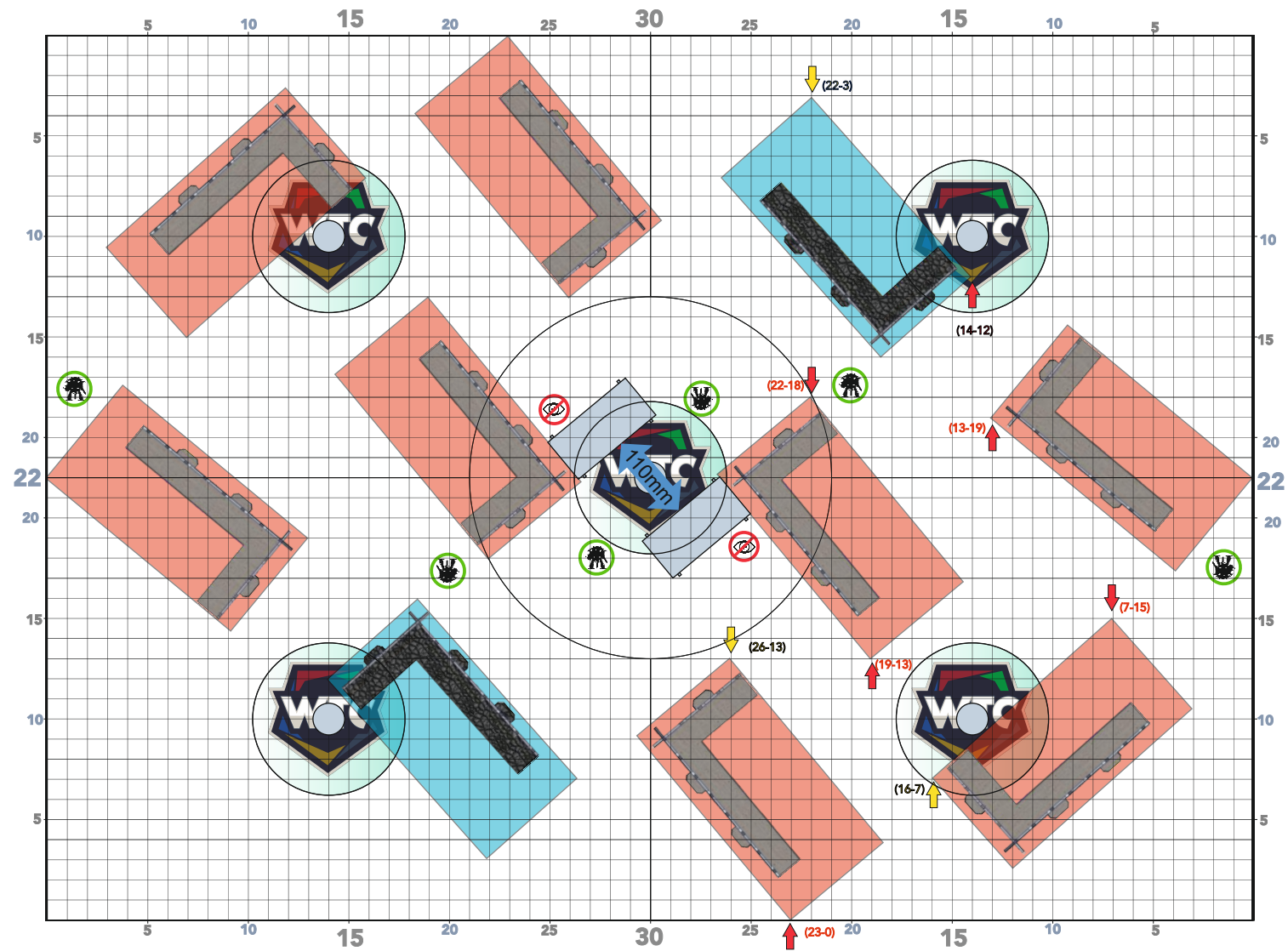
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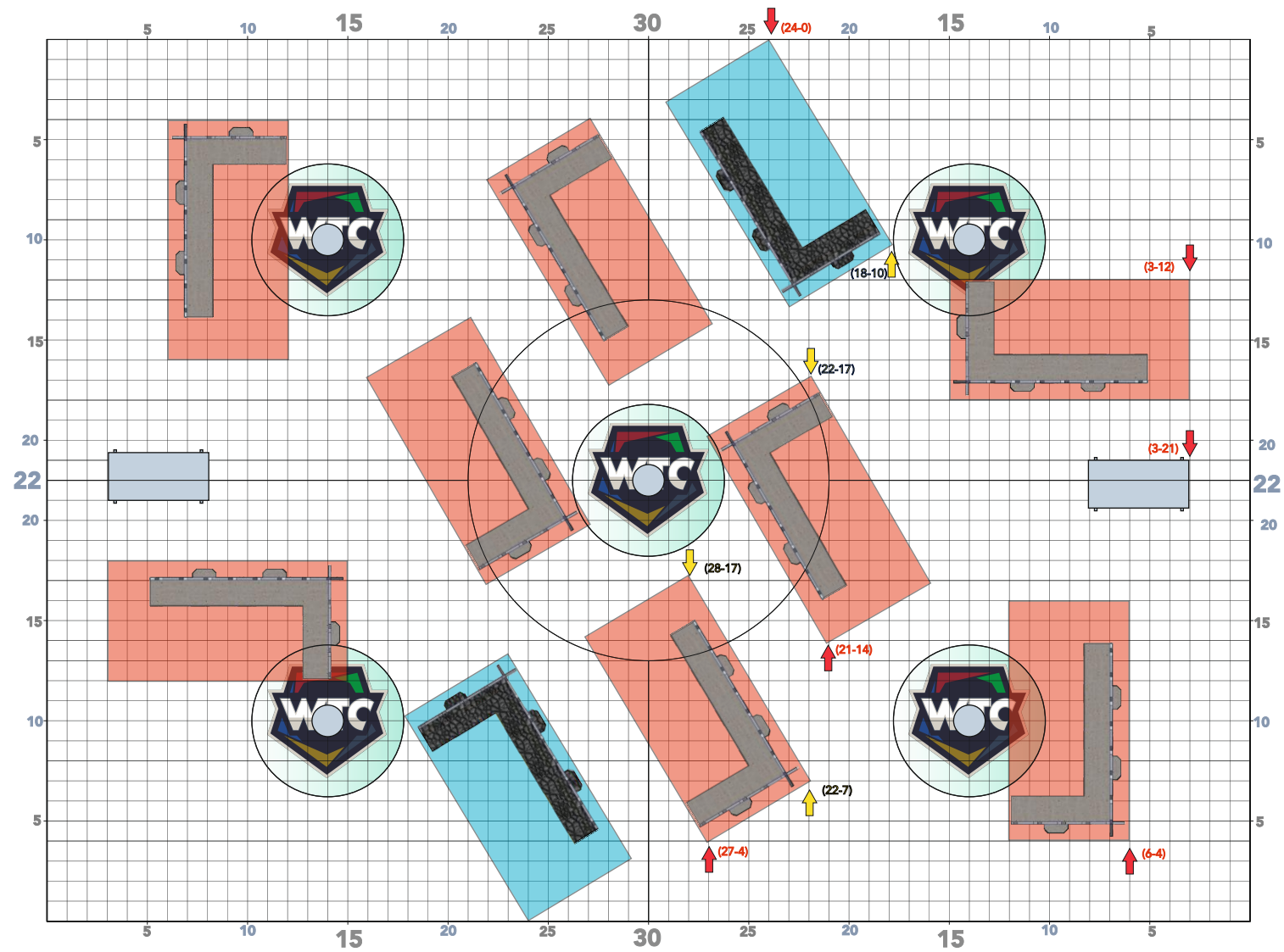
SEARCH AND DESTROY - 4 - 5



SEARCH AND DESTROY - 6

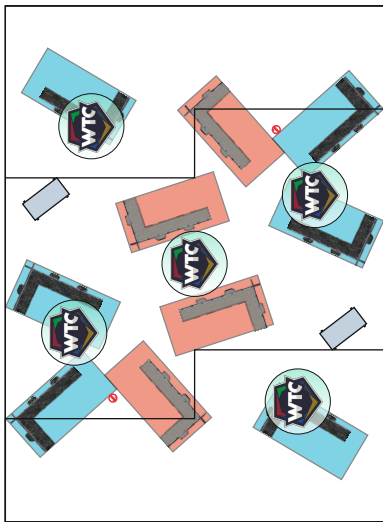


SEARCH AND DESTROY - 7

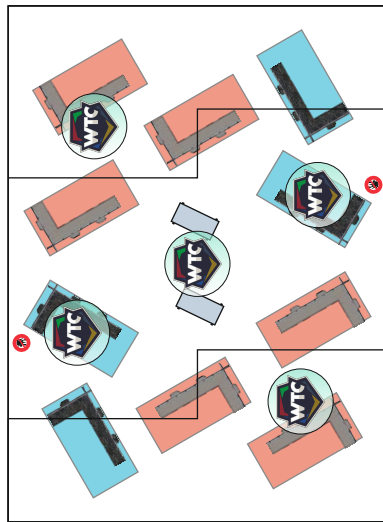


SEARCH AND DESTROY - 8

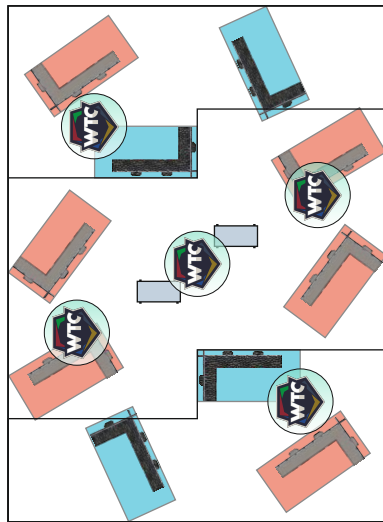
TIPPING POINT



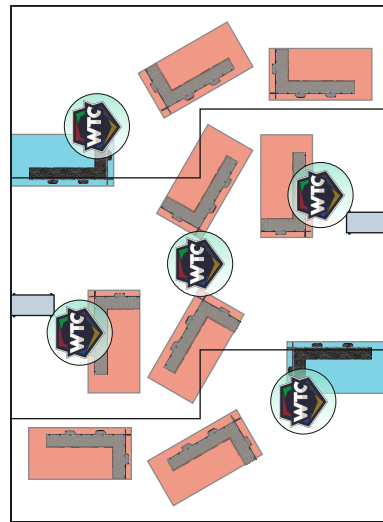
TIPPING POINT - 2



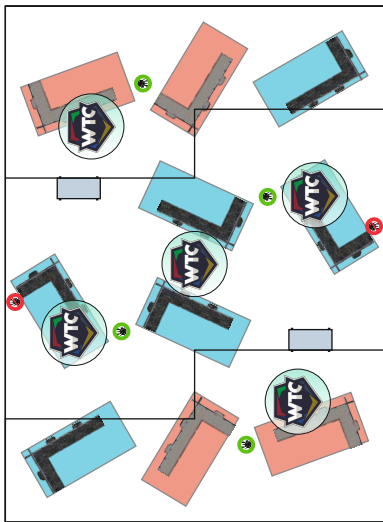
TIPPING POINT - 4 - 5



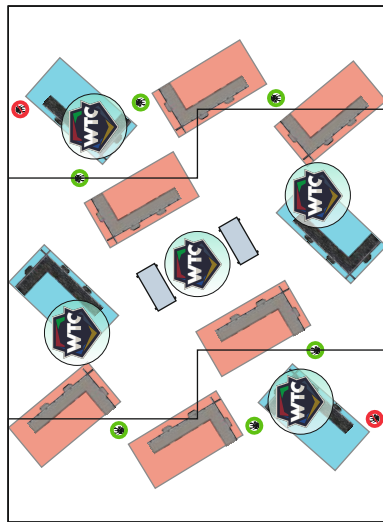
TIPPING POINT - 6



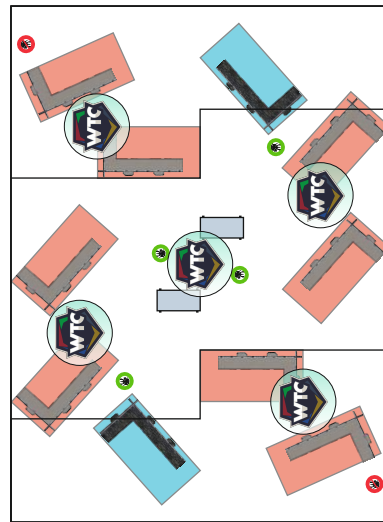
TIPPING POINT - 8



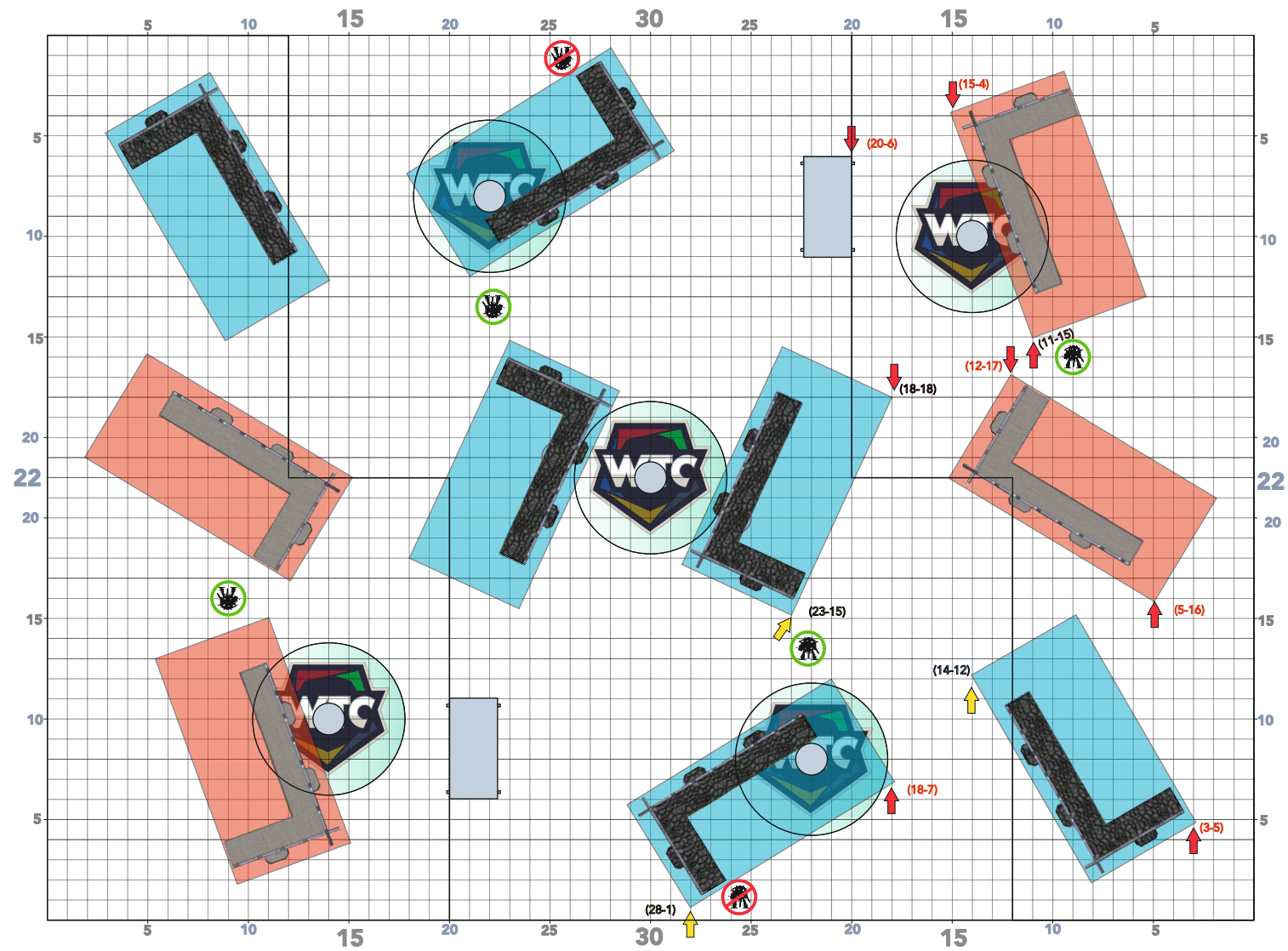
TIPPING POINT - 1



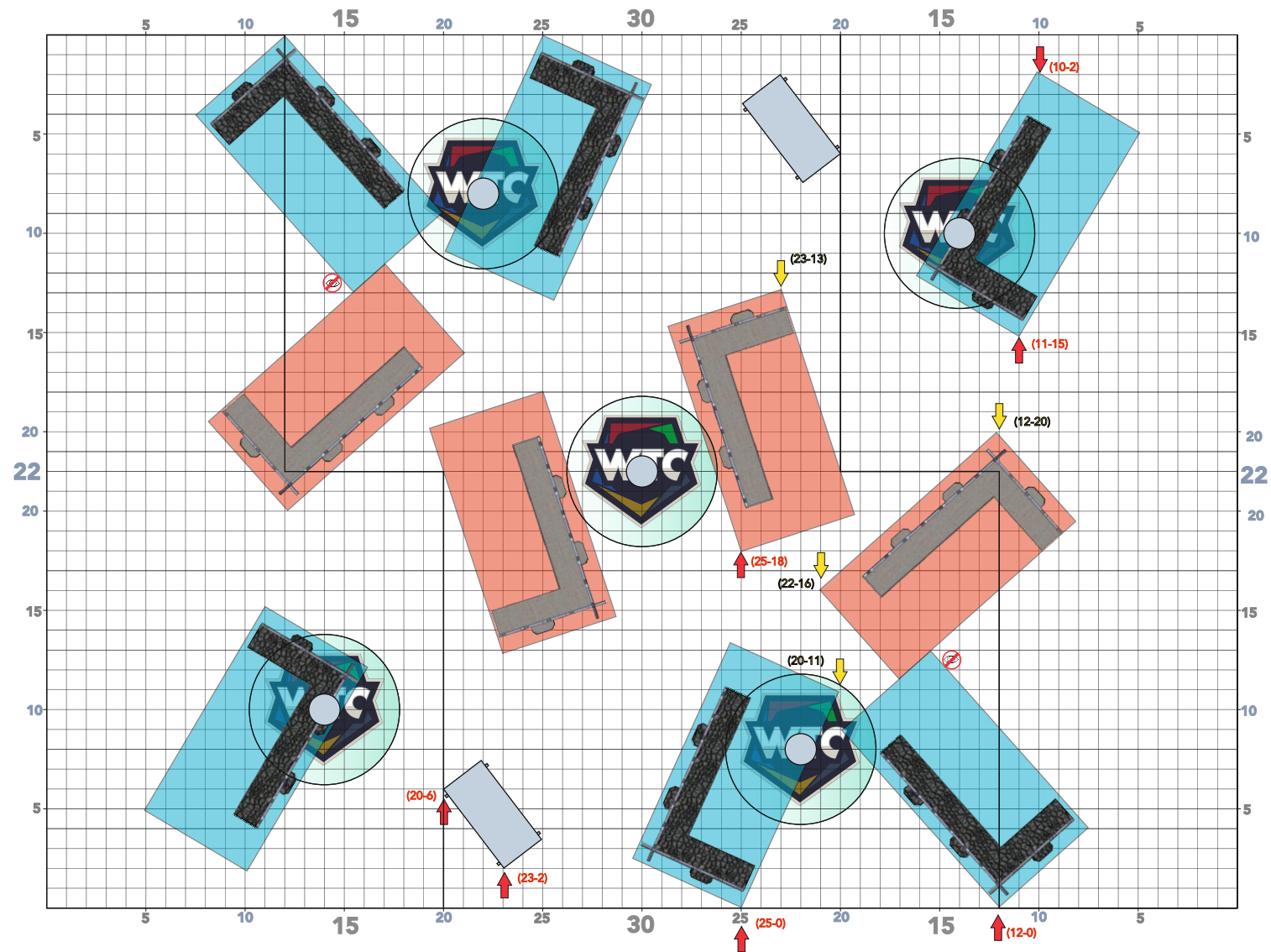
TIPPING POINT - 3



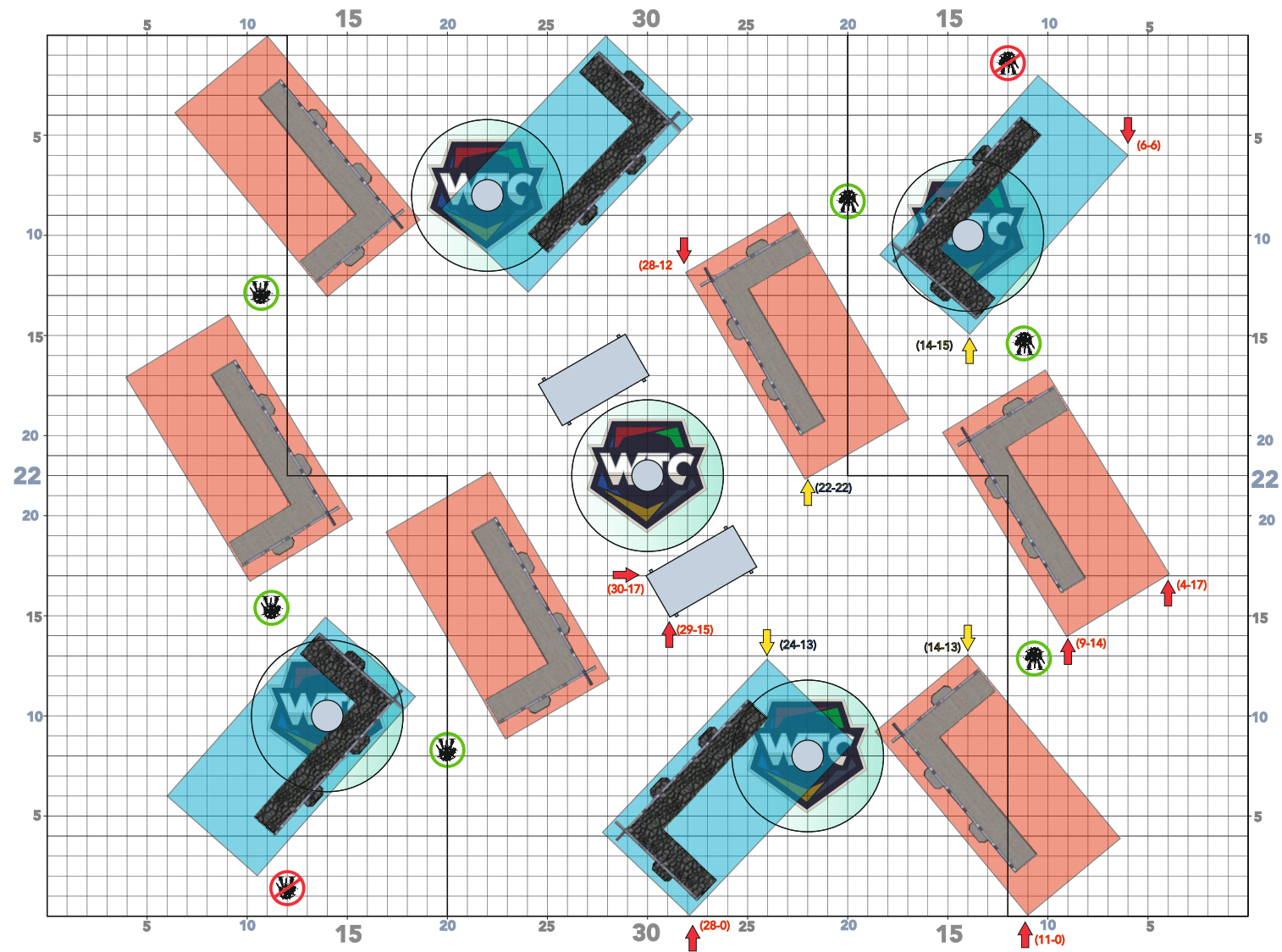
TIPPING POINT - 7



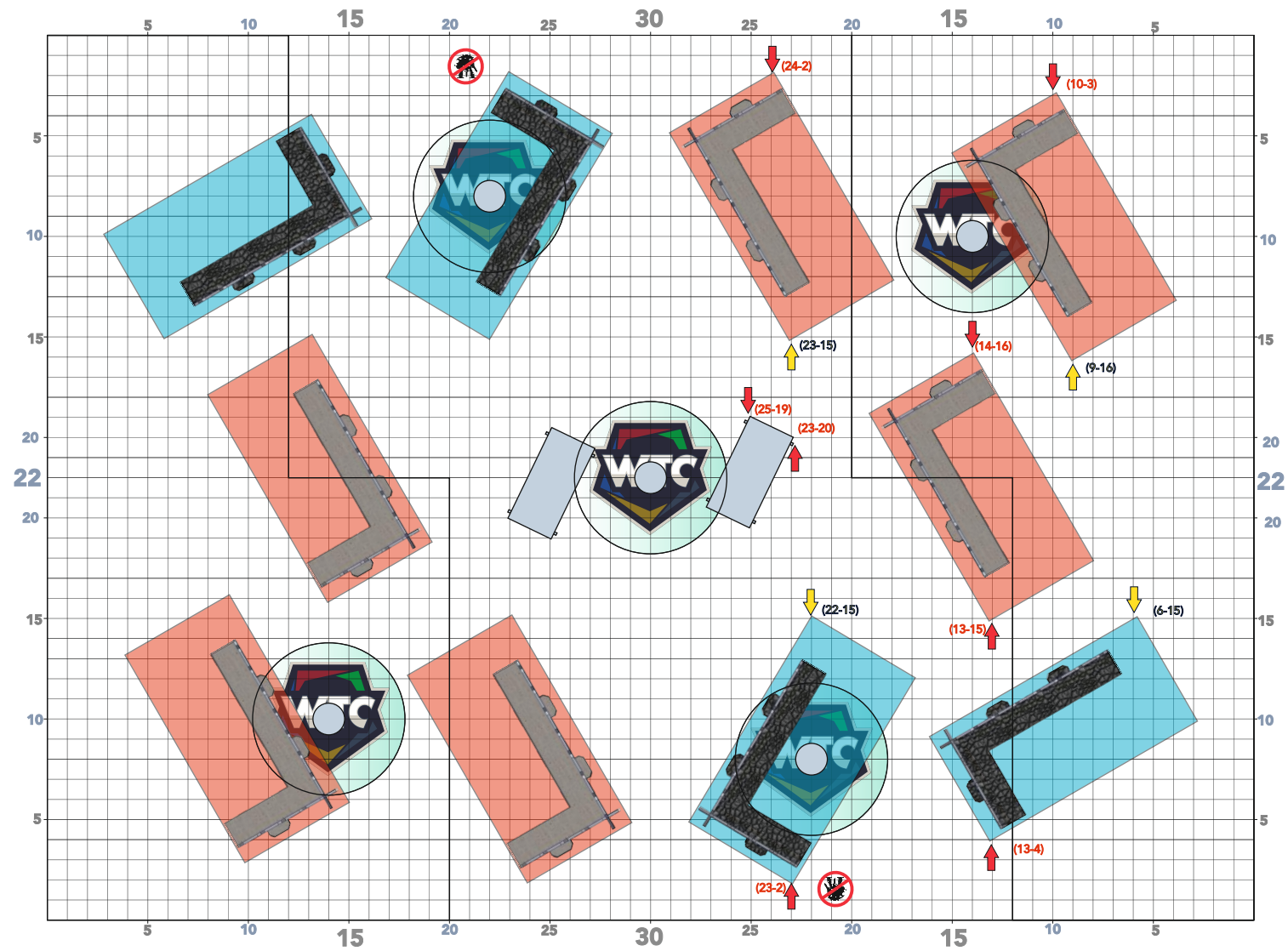
TIPPING POINT - 1



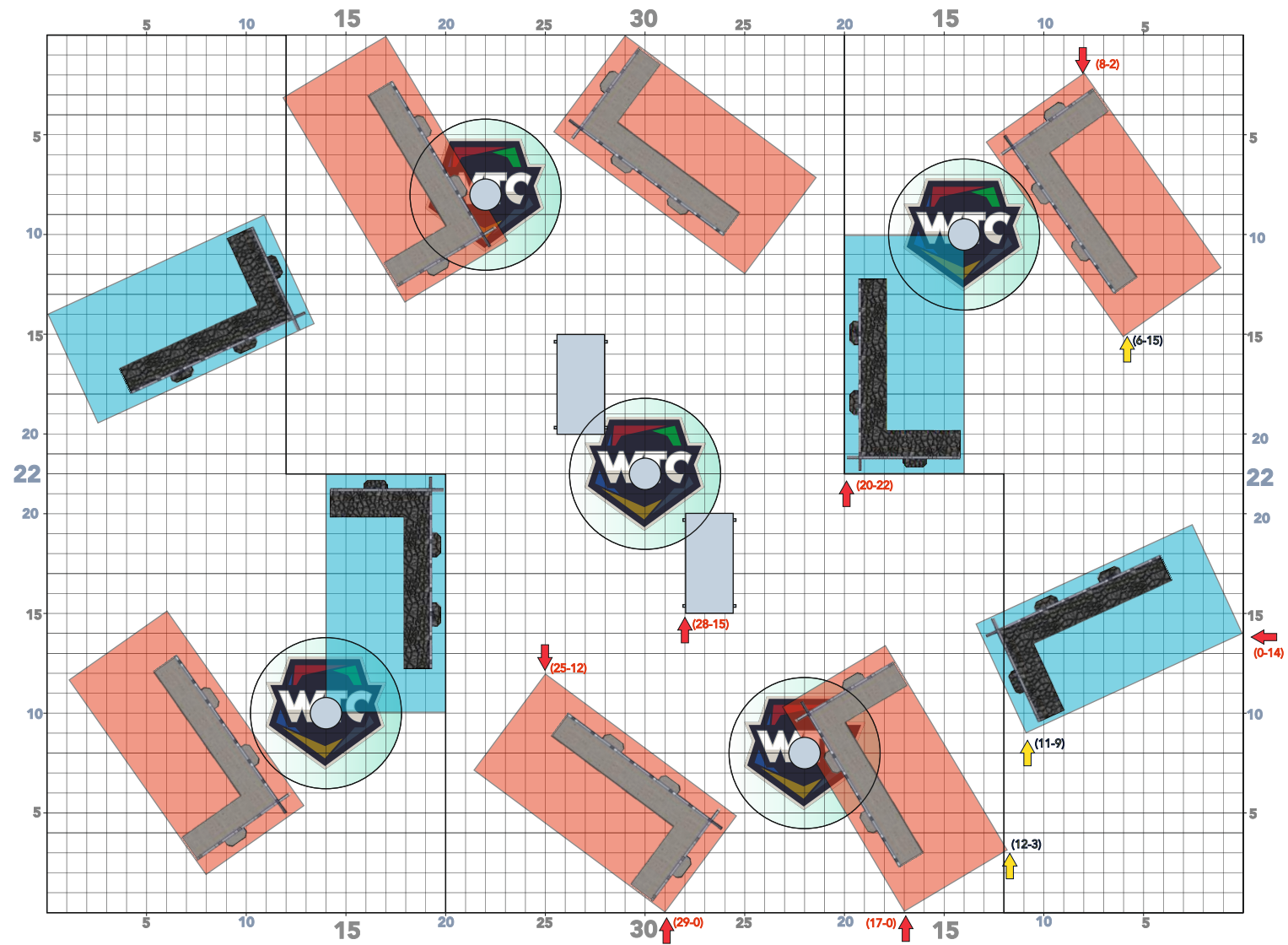
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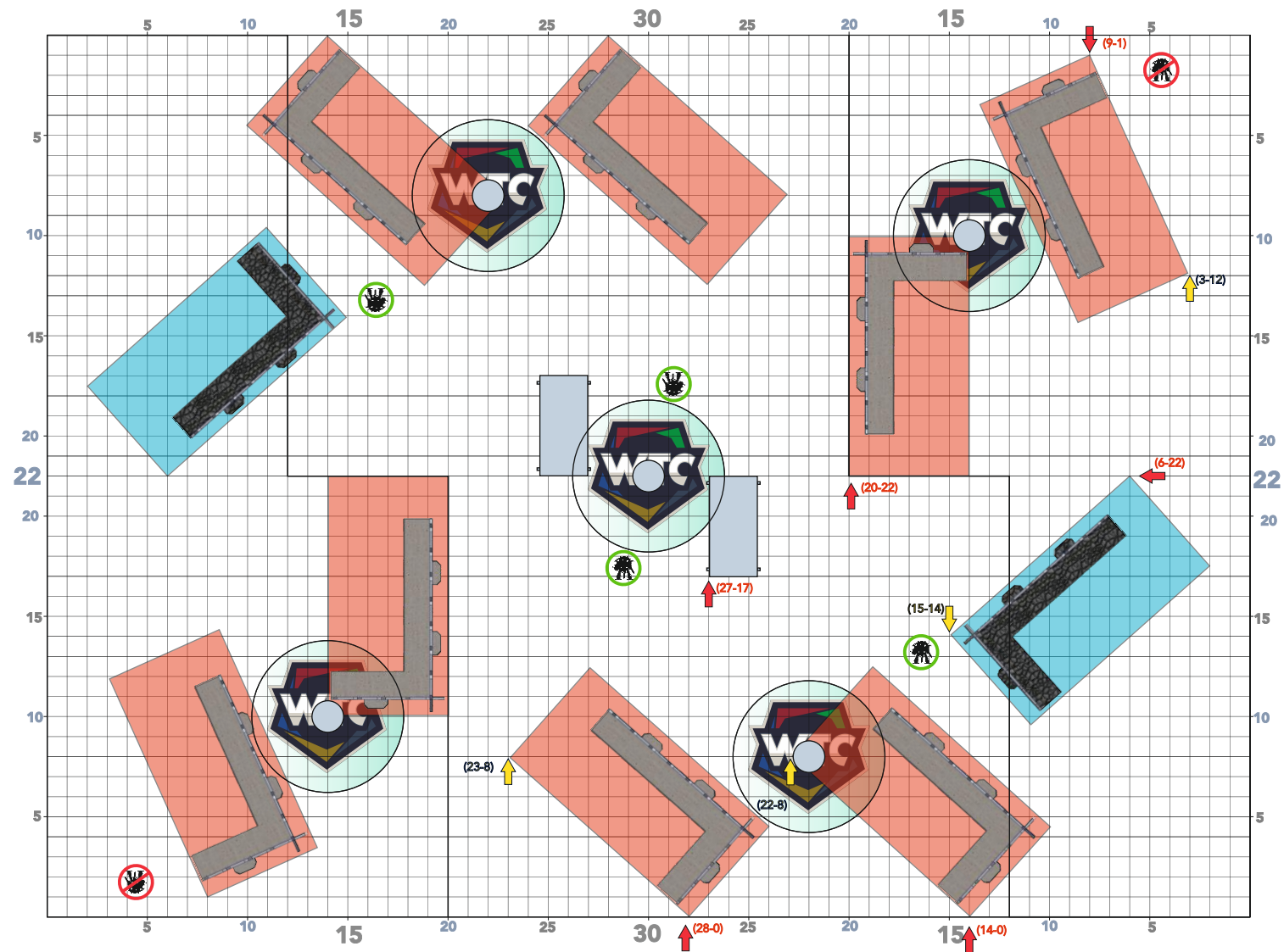
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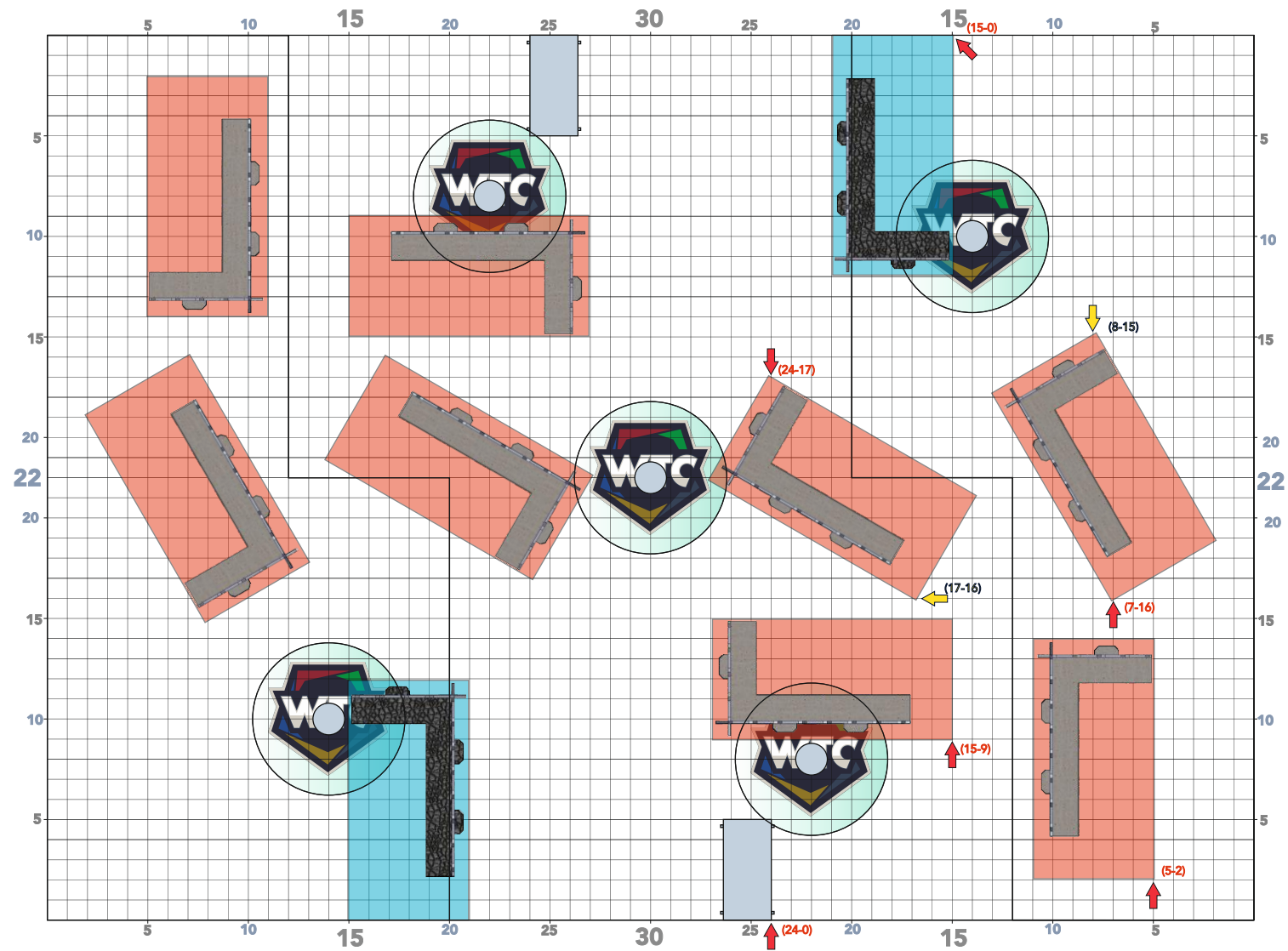
TIPPING POINT - 4 - 5



TIPPING POINT - 6

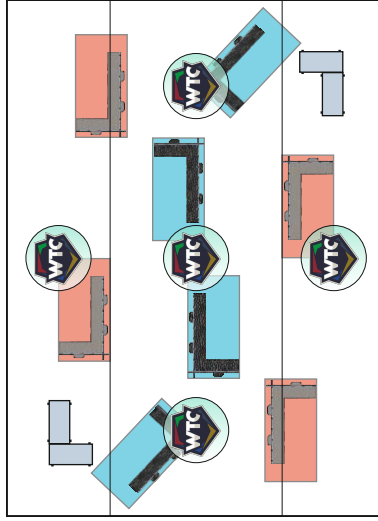


TIPPING POINT - 7

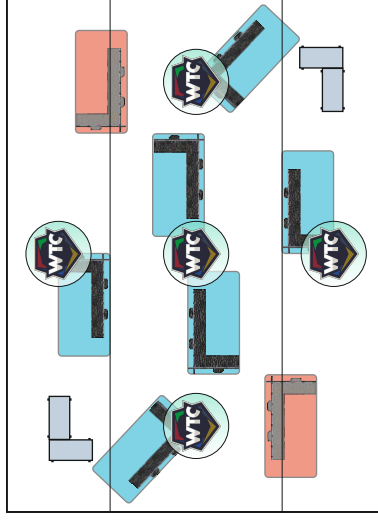


TIPPING POINT - 8

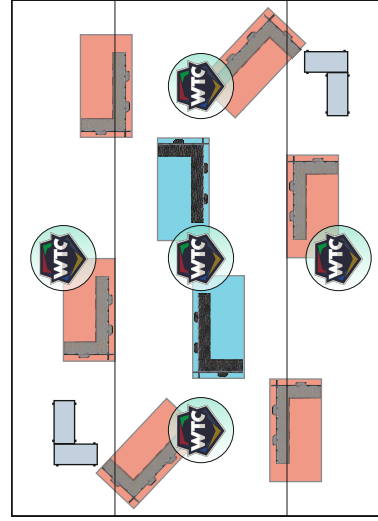
DAWN OF WAR



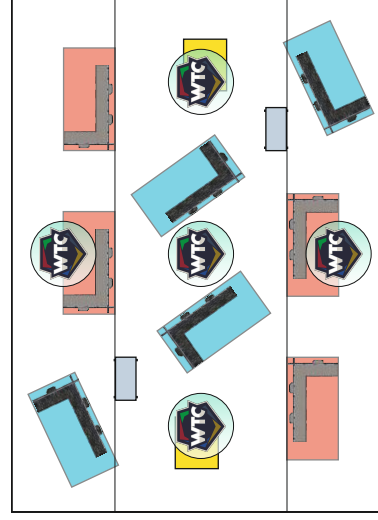
DAWN OF WAR - 1



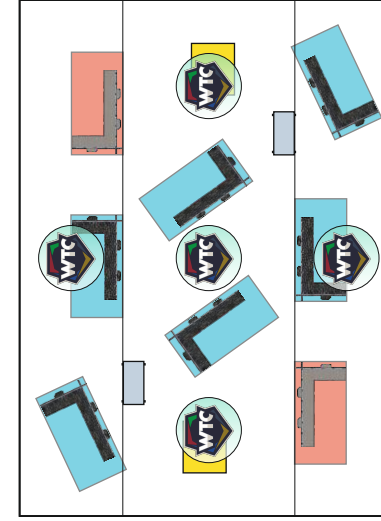
DAWN OF WAR - 2



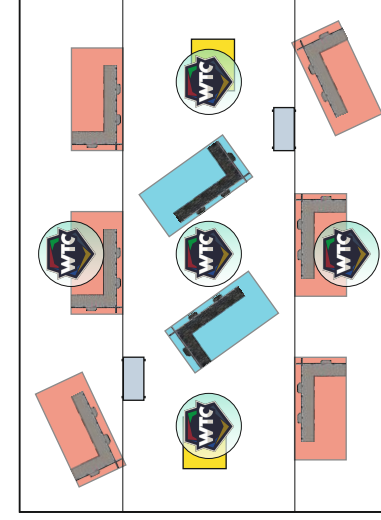
DAWN OF WAR - 3



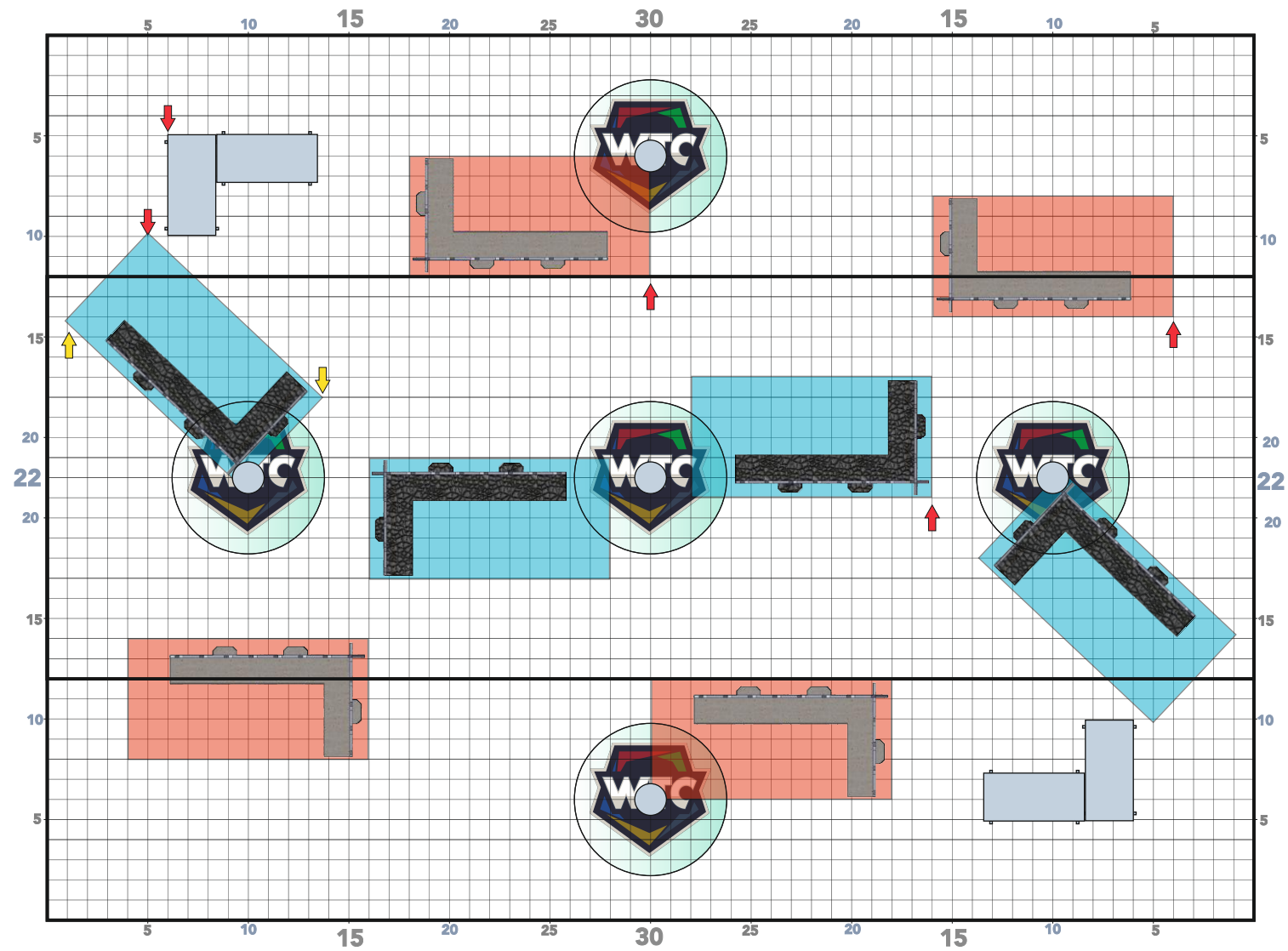
DAWN OF WAR - 4 **BETA**



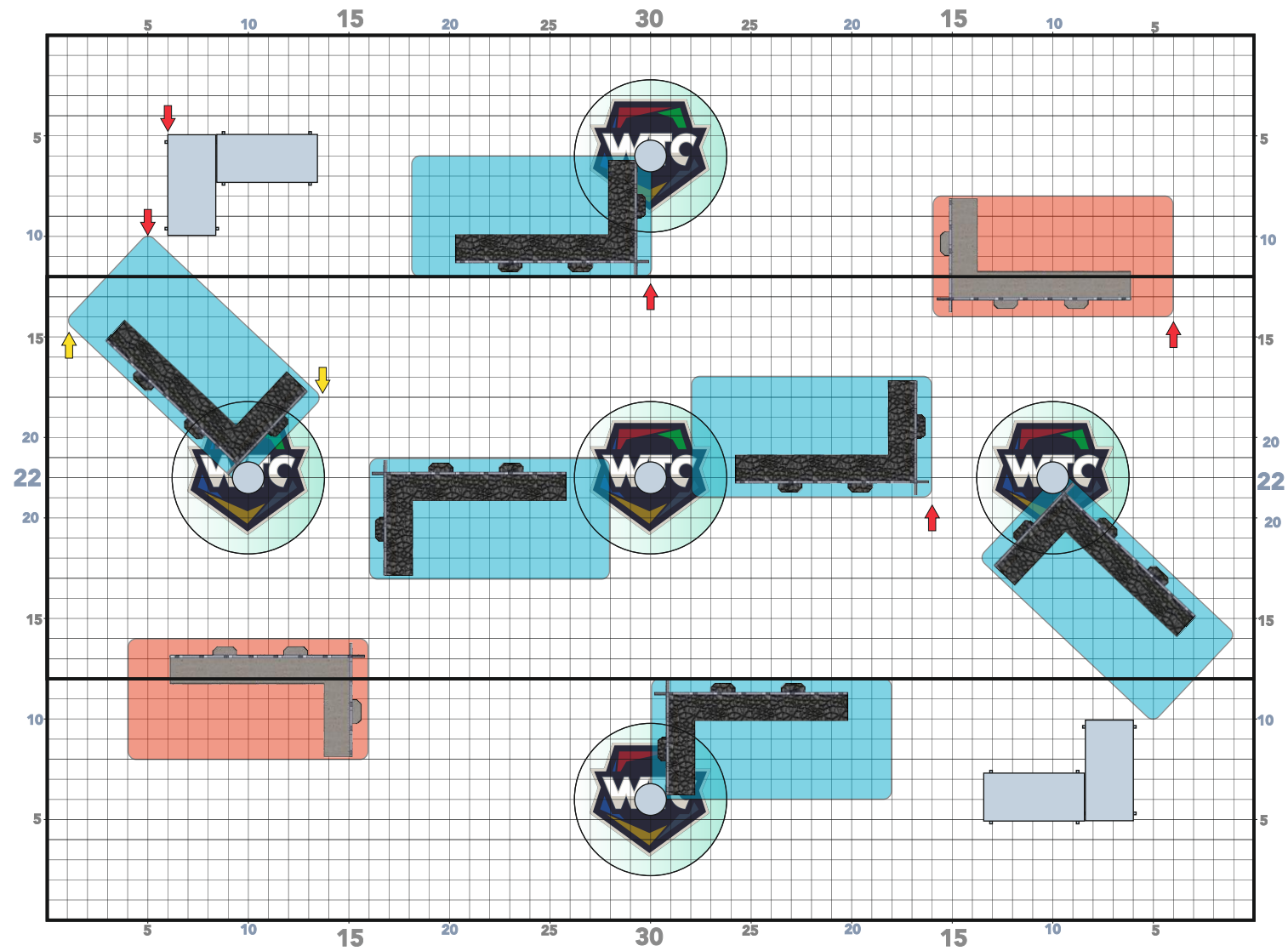
DAWN OF WAR - 5 **BETA**



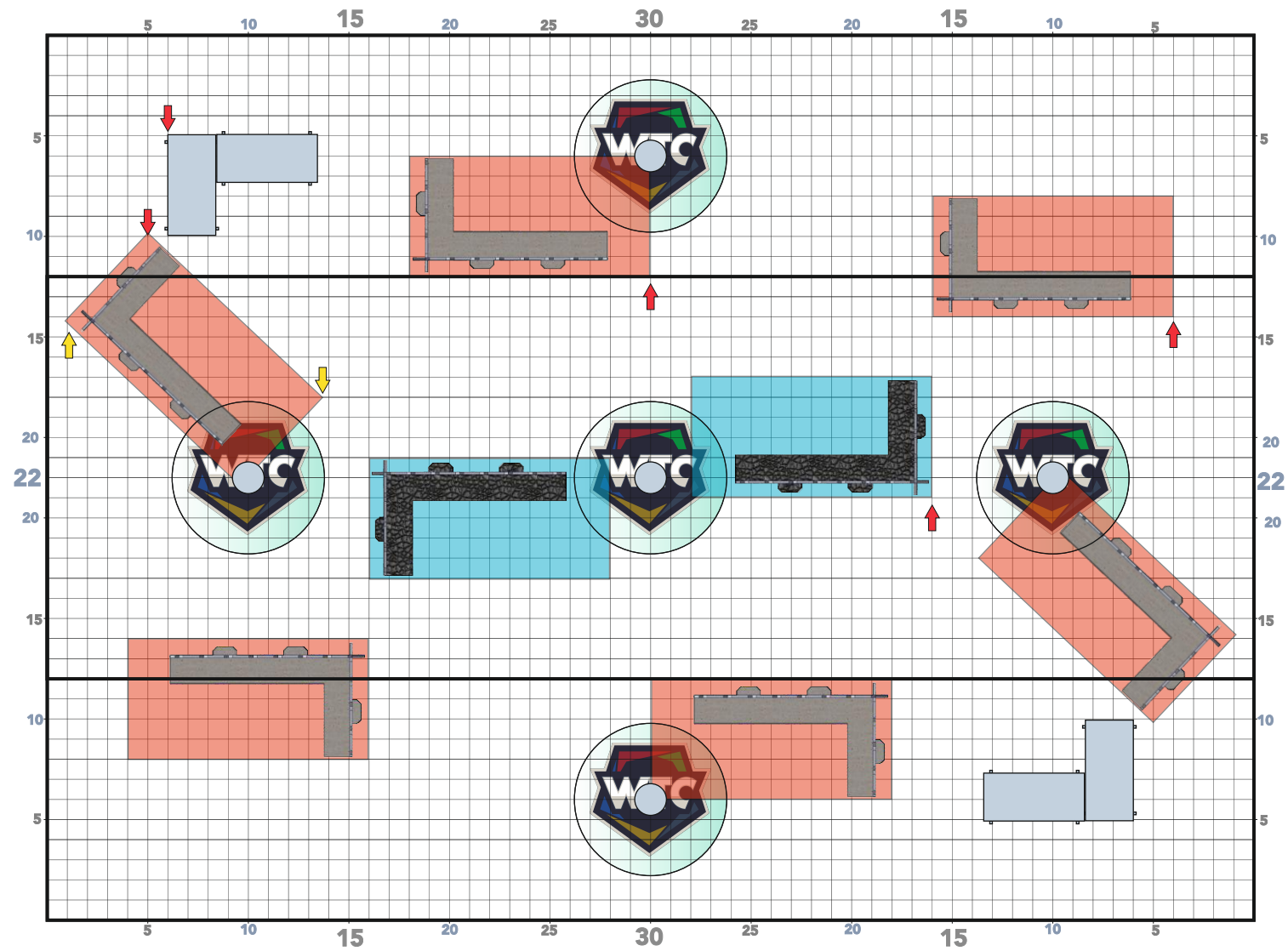
DAWN OF WAR - 6 **BETA**



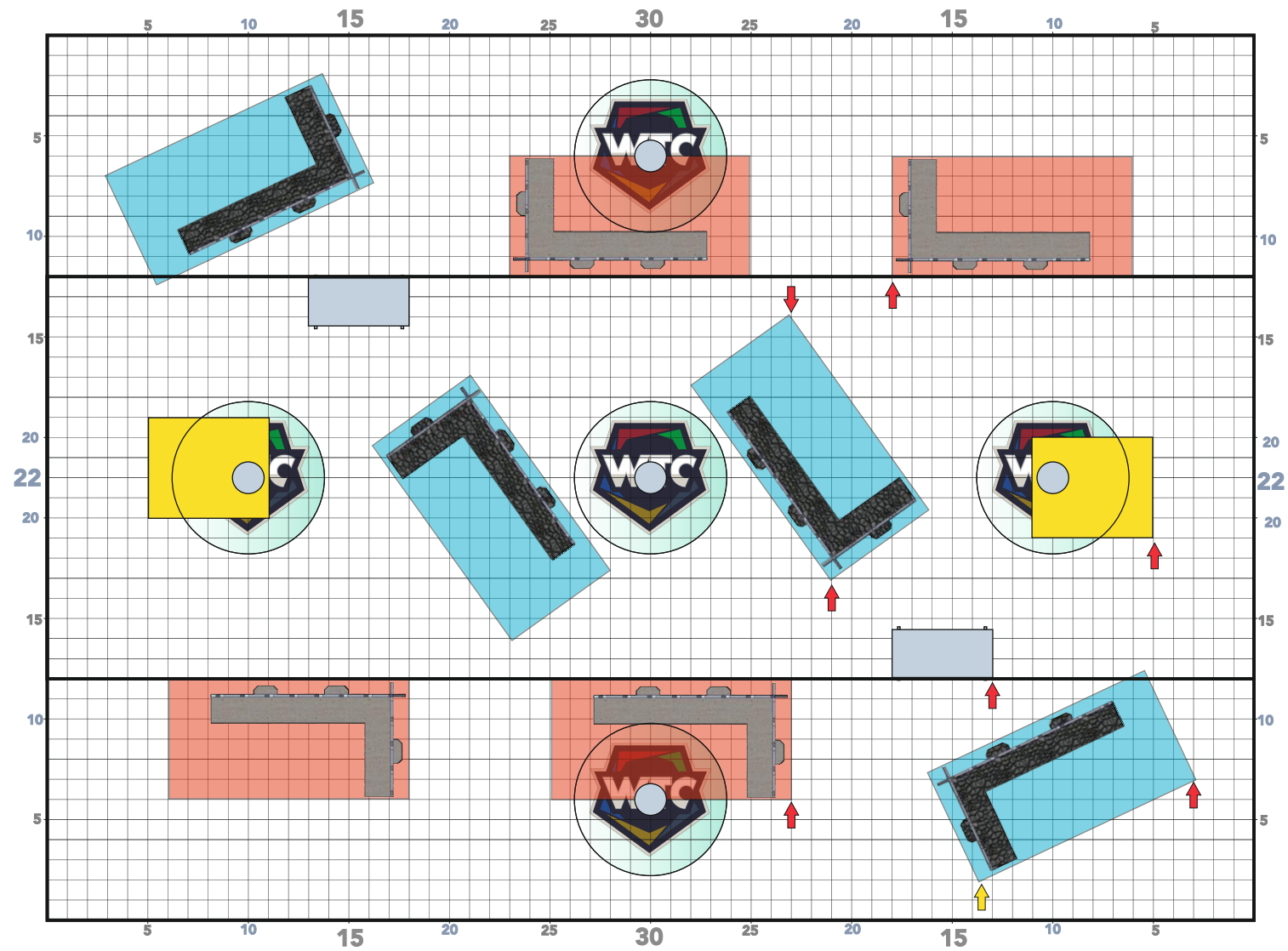
DAWN OF WAR - 1



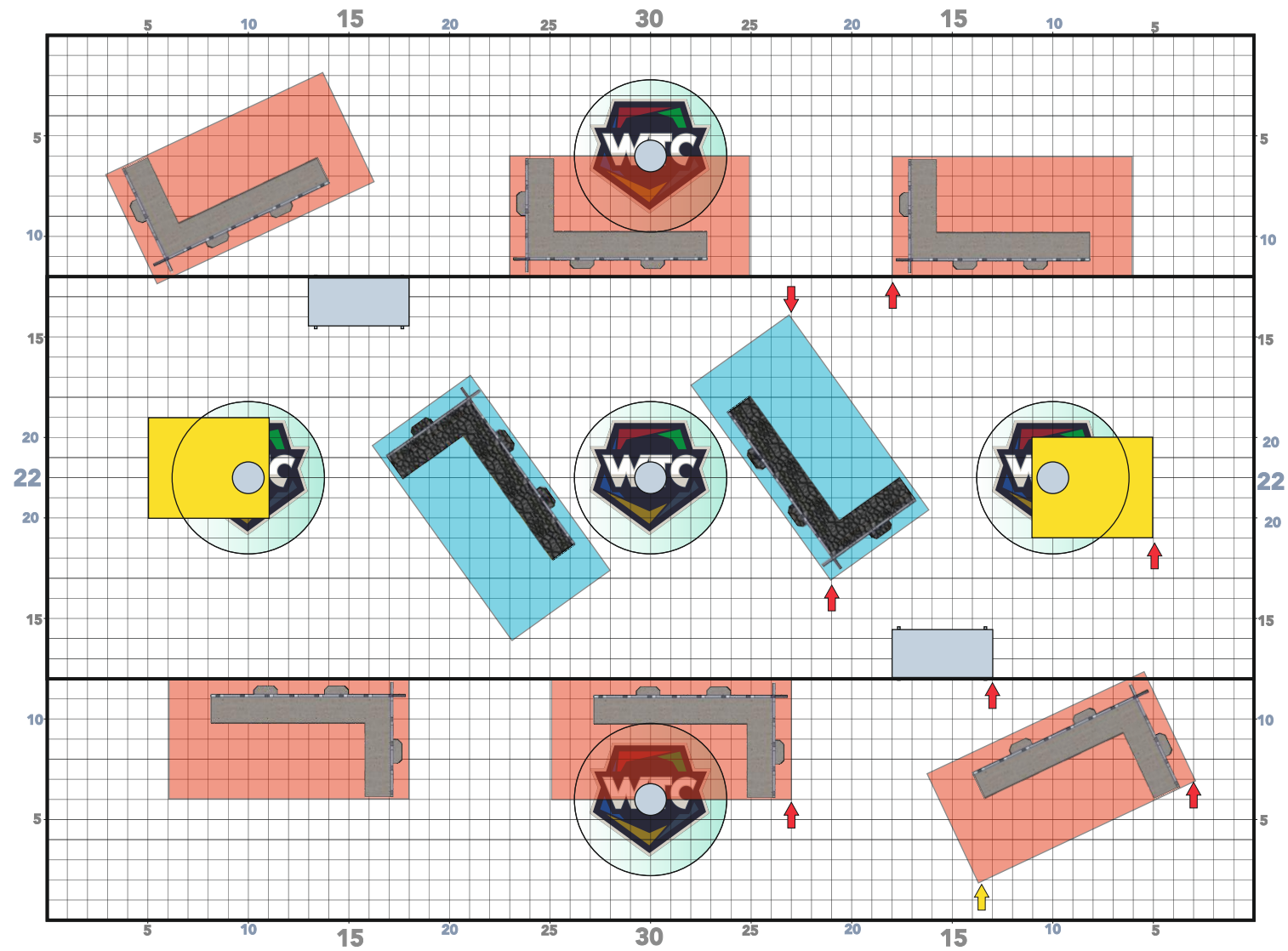
DAWN OF WAR - 2



DAWN OF WAR - 3

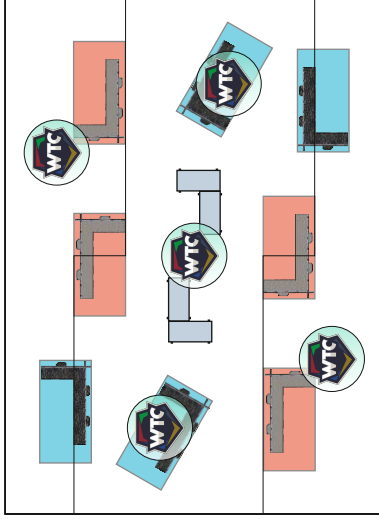


DAWN OF WAR - 4 BETA

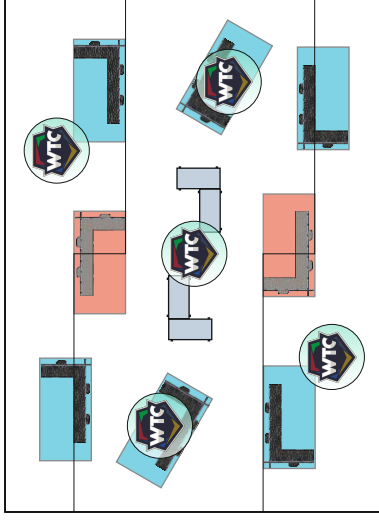


DAWN OF WAR - 6 **BETA**

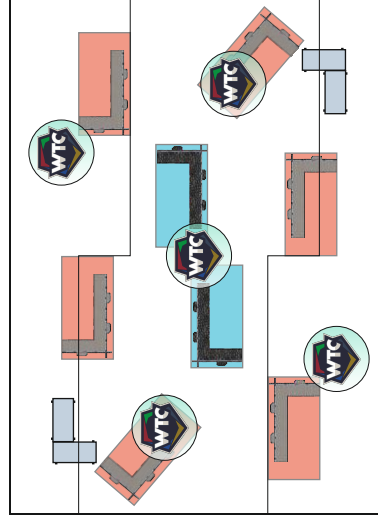
SWEEPING ENGAGEMENT



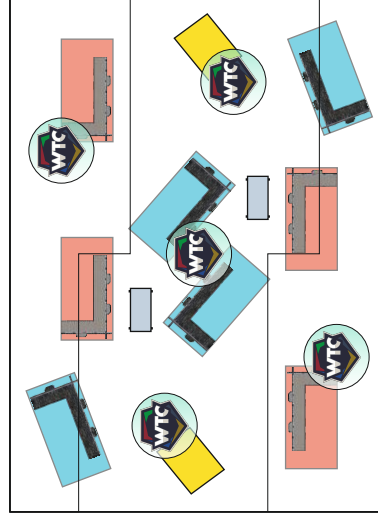
SWEEPING ENGAGEMENT - 1



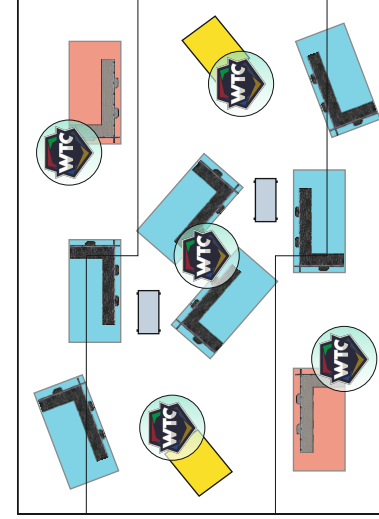
SWEEPING ENGAGEMENT - 2



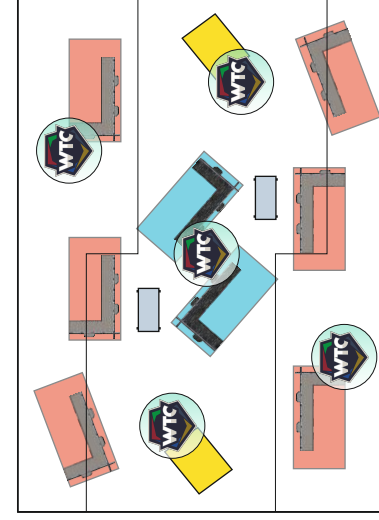
SWEEPING ENGAGEMENT - 3



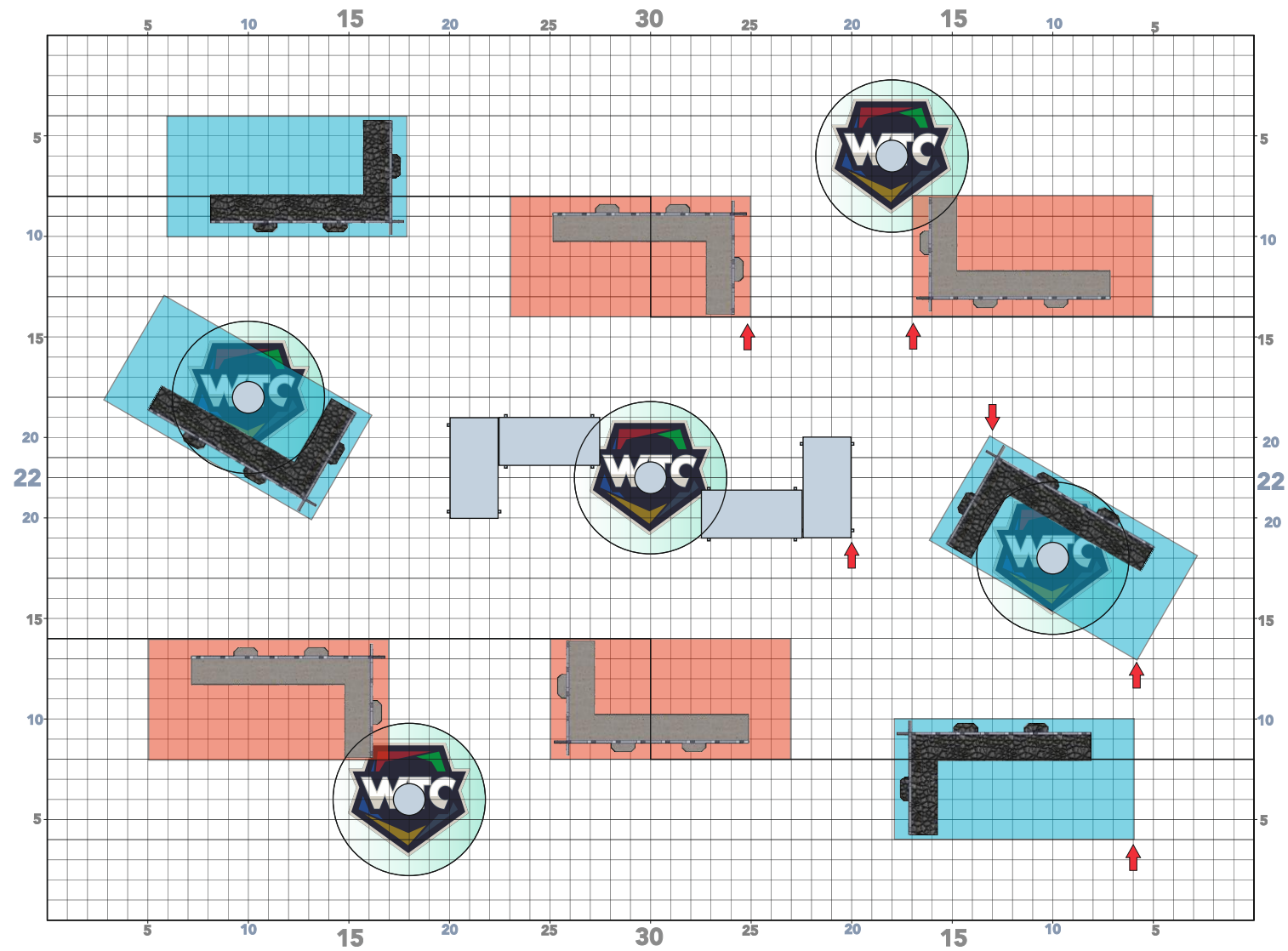
SWEEPING ENGAGEMENT - 4 BETA



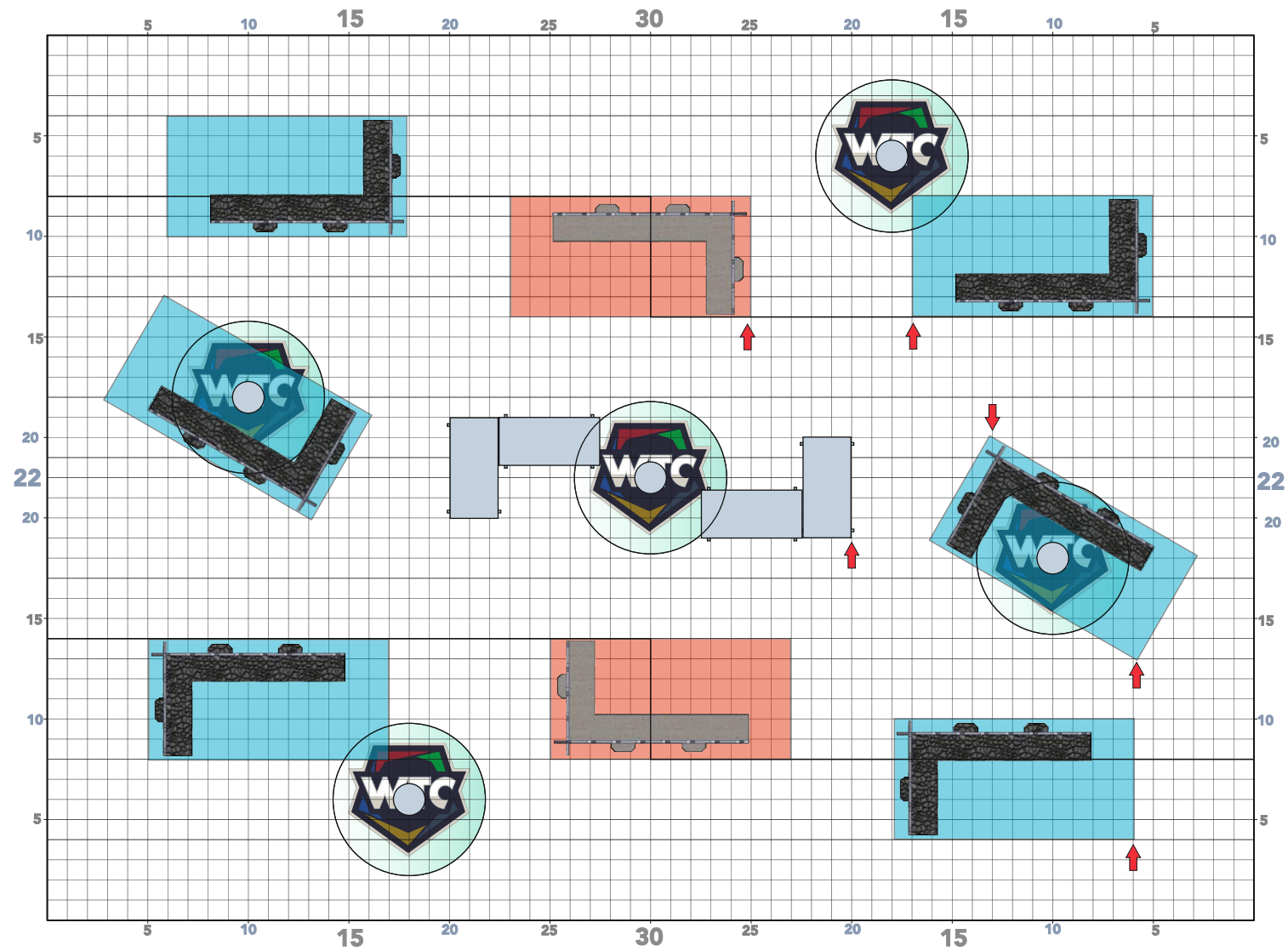
SWEEPING ENGAGEMENT - 5 BETA



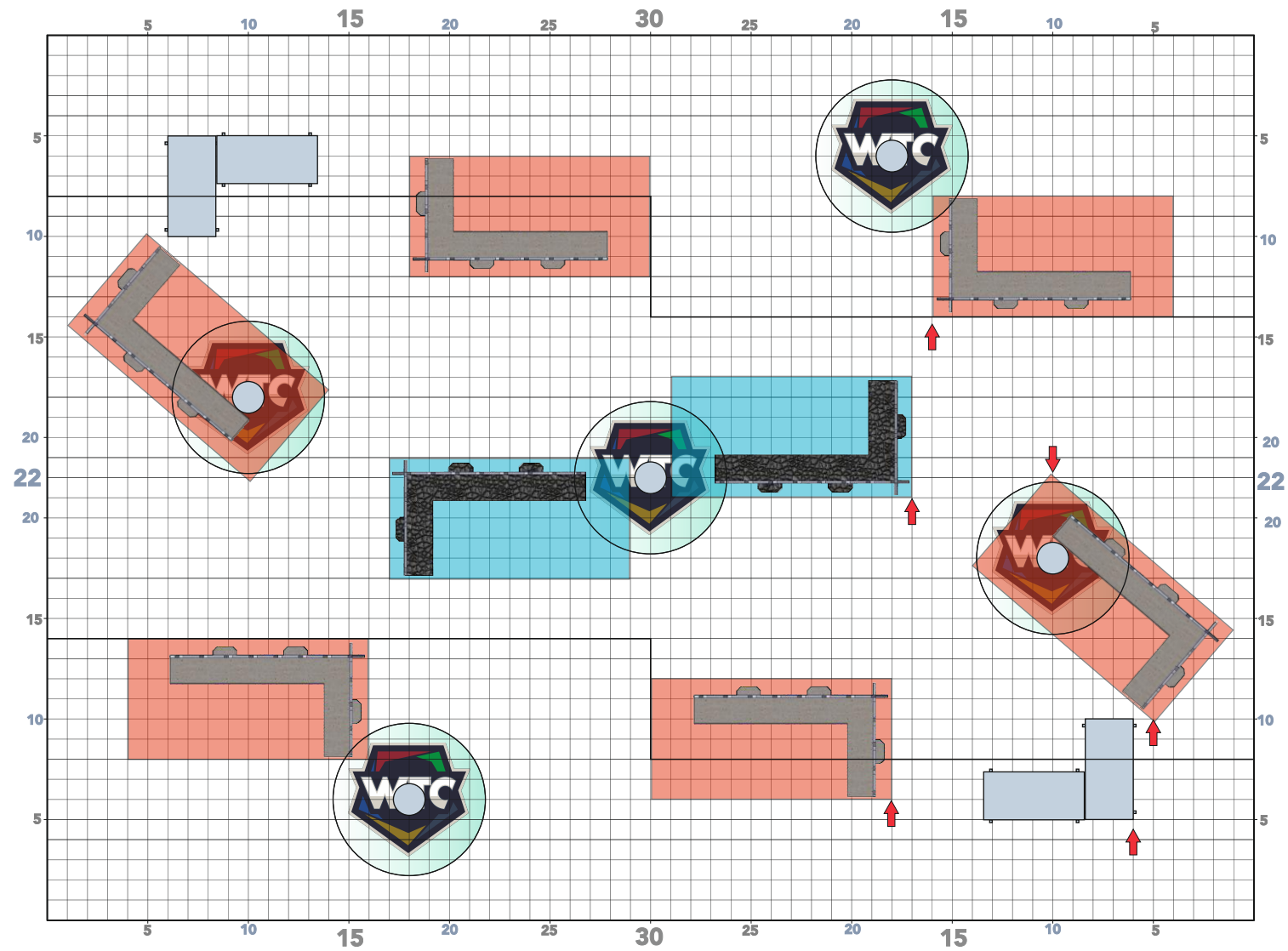
SWEEPING ENGAGEMENT - 6 BETA



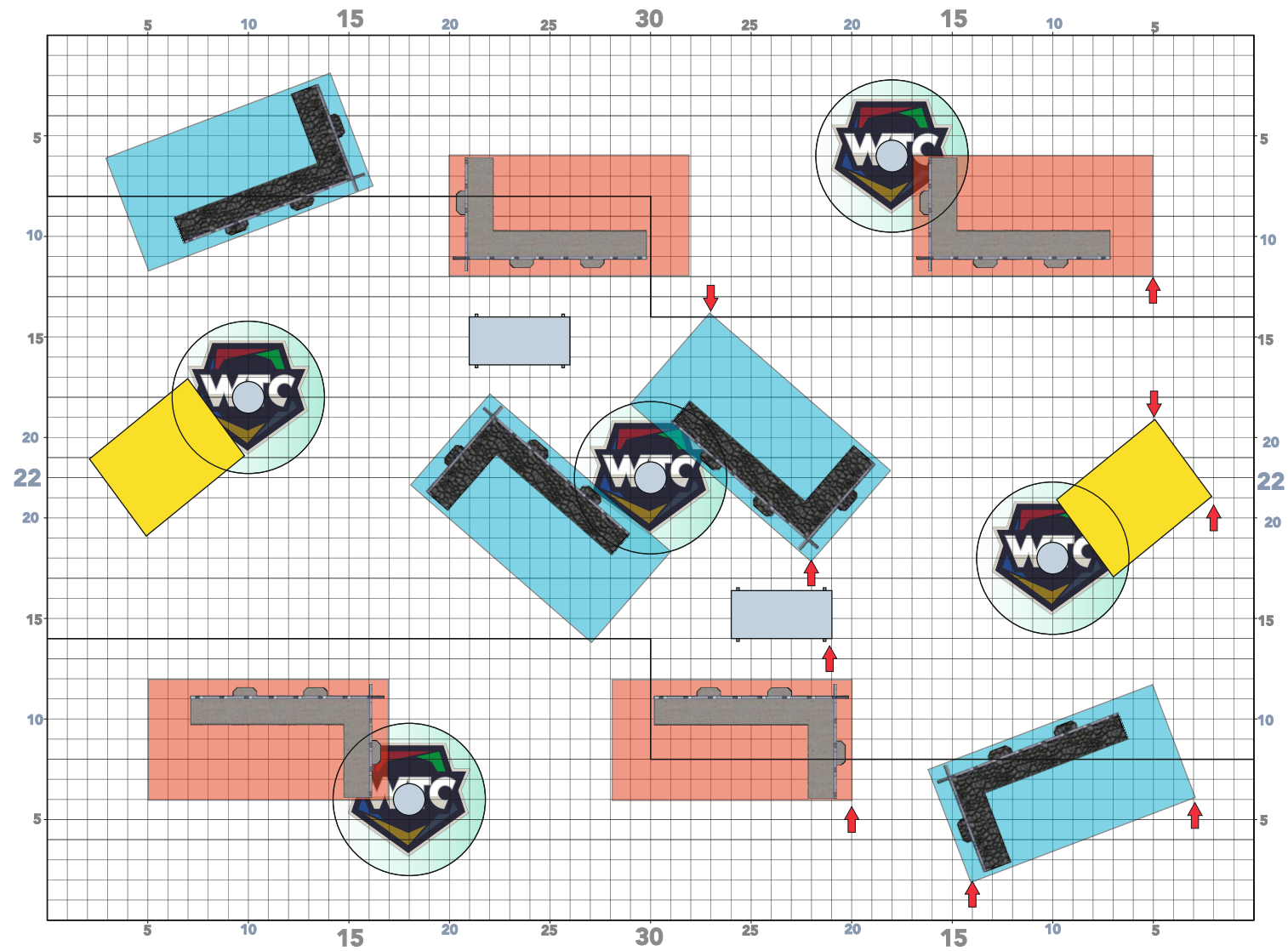
SWEEPING ENGAGEMENT - 1



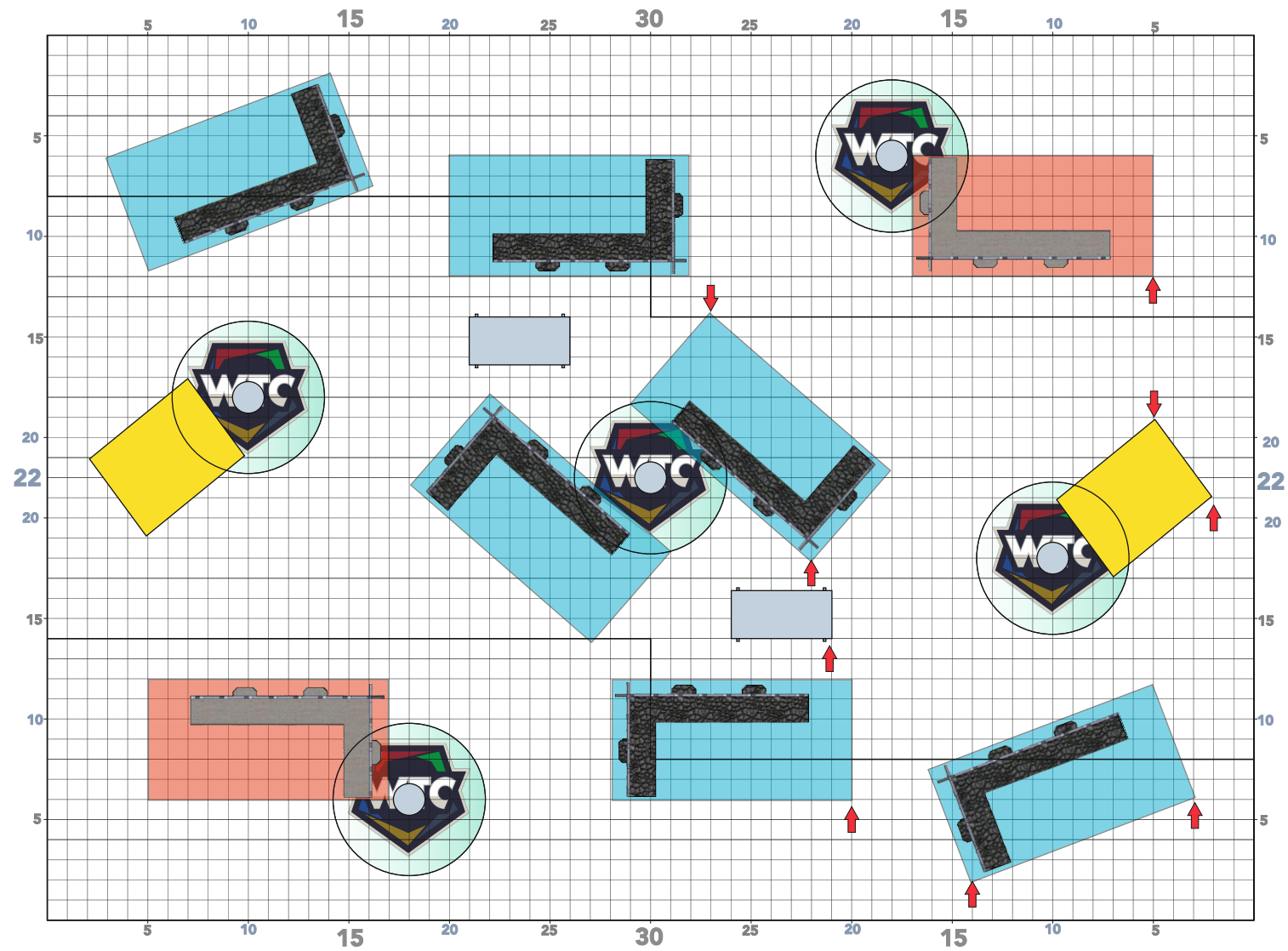
SWEEPING ENGAGEMENT - 2



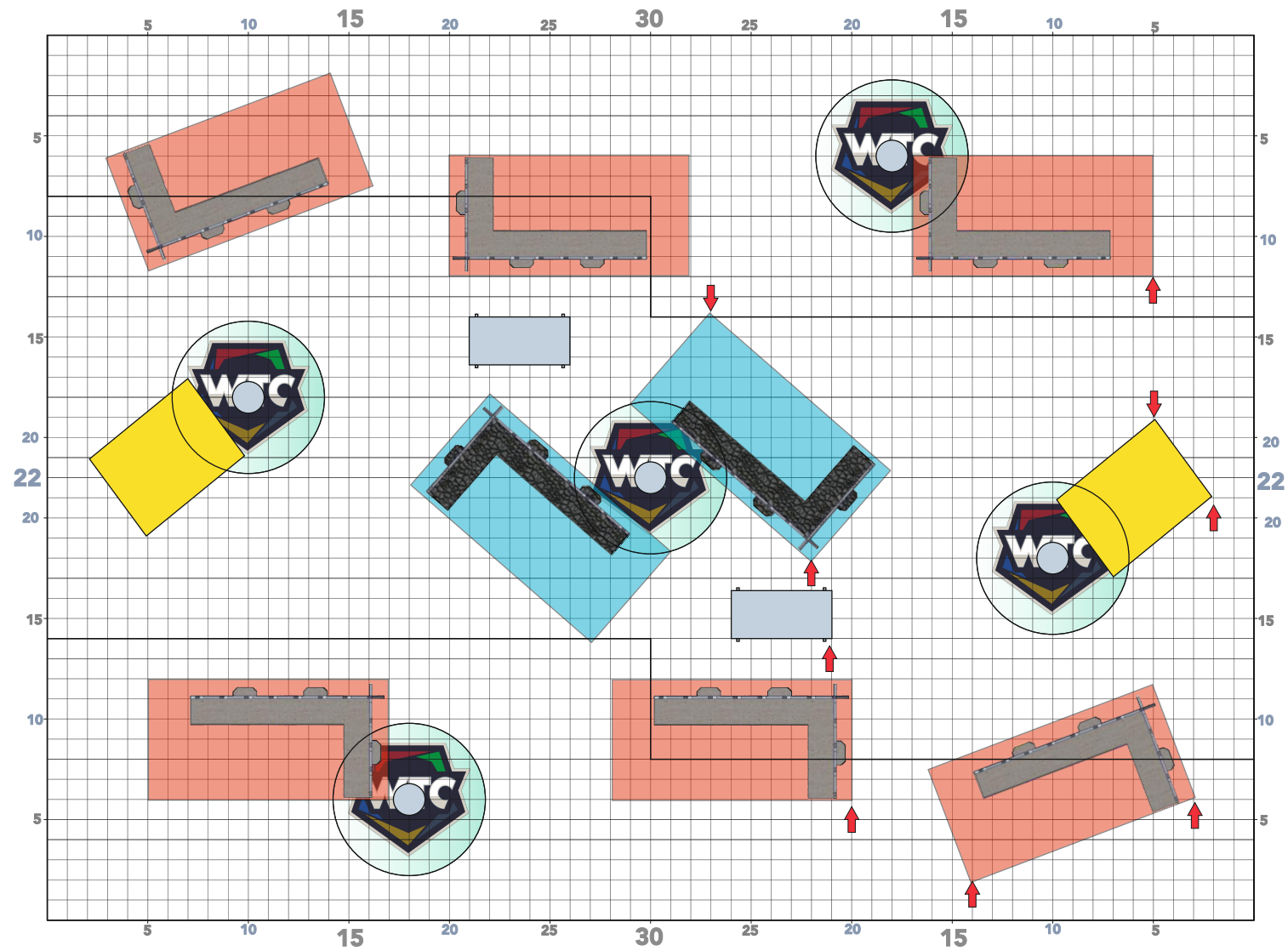
SWEEPING ENGAGEMENT - 3



SWEEPING ENGAGEMENT - 4 BETA



SWEEPING ENGAGEMENT - 5 BETA



SWEEPING ENGAGEMENT - 6 **BETA**