

TERRAIN AND MISSION PACK

UPCOMING EVENTS

- The Summer International Team Tournament - Aug / SOLD OUT
- The London GT - September: quite simply, the biggest 40k tournament in the world ~~aside~~ ~~from LV0~~. 1000+ players for 40k, and most other popular game systems represented. / [TICKETS NOW LIVE](#)
- The Coventry GT - October / [Tickets Live NOW](#)
- The Autumn International Team Tournament - November / Coming Soon - Tickets now LIVE
- The Leicester GT - December / [Tickets NOW LIVE](#)
- The Nottingham GT - January / [Tickets NOW LIVE](#)
- The Manchester GT - February / [Tickets NOW LIVE](#)
- The Windsor GT - March / [Tickets NOW LIVE](#)

Tickets to the BIGGEST event in the home of Warhammer - the Nottingham GT are now available [HERE](#).

INTRODUCTION

We encourage all those of you who attend our events to provide feedback on the document via email below to contact@uktc.events

This pack covers the information on our mission selection and terrain maps only; for all the practical information on the venue, local hotels, travel, and socials, please see the [Location Pack](#) for the event. For the policies we employ for officiating our events, see our [Policies and Procedures Pack](#). For the information on format, round times and other tournament specific information, see the [Tournament Pack](#).

Please note that this is a live document. It will be continually updated and reference should always be made to the most recent edition.

Change Log:

V2.0 Wholesale updates for Beta Testing ongoing.

V2.1 Lock prior to Leeds

V2.2 Minor but impactful changes to maps for rounds 1 and 4.

V2.3 Round 4 map changed. Missions 6-10 added.

TERRAIN

The terrain for your games will be on each table for you to arrange in accordance with the maps below. Each map has been drafted to create the most balanced, competitive 40k experience possible for attendees of all levels and across multiple games. Please note that no model or player may abuse terrain to gain an unsportsmanlike advantage.

These maps have been designed to allow for the most common army builds and cannot simultaneously cater to very unusual lists while still being balanced for the vast majority of common tournament army archetypes.

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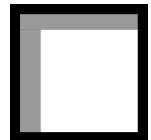
HOW TO SET UP TERRAIN

Each round uses a primary mission, mission rule and deployment map combination and has a unique terrain layout to match. When you arrive at the table please set up the objectives for your mission and then set up the terrain according to these maps. The maps list dimensions where placement of the terrain is not obvious by making reference to the deployment zone or objectives. As an additional aid the maps are on a 1" by 1" grid and objective control zones are marked out to make the intent of the terrain placement clear.

TYPES OF TERRAIN

The measurements of the terrain pieces given below are approximate and provided only as indicative of the pieces we use. They do not supersede measurements taken from the actual pieces on the table.

'Large L Shape' This terrain piece has a base size of approximately 20 x 20 cm and two line of sight blocking wall faces also of 20cm x 20cm. It has three levels. **Played using the rules for Ruins from the rule book.**

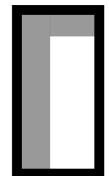


'Medium L Shape' This terrain piece has a base size 4.5 cm wide. The wall is 3mm wide and the middle of the wall is 2.5cm from the inside edge of the base and 2cm from the outside edge. There is a single level 10cm high where there are apertures so the wall does not naturally block line of sight. On the ground floor there are no apertures and line of sight is naturally blocked.



The wall is 15cm high. The small side is 15cm long and the long side is 20cm long. The walls are 20cm and 15cm to the point at which they meet and the base of the ruin is 22cm by 17cm. **Played using the rules for Ruins from the rule book.**

'Small L Shape' This terrain piece has a base size of 10 x 20 cm and two line of sight blocking wall faces of approximately 11cm x 20cm and 11cm x 10cm respectively, **as such, it is over 4" high.** It has one level at 10cm. **Played using the rules for Ruins from the rule book.**



'New Ruins' This terrain piece has a base size of 3" x 9". **Played using the rules for Ruins from the rule book.** It is formed by 2 tiny Ls and a base. Each tiny L is mostly less than 2" in height and rises to 3" in height where the two walls meet



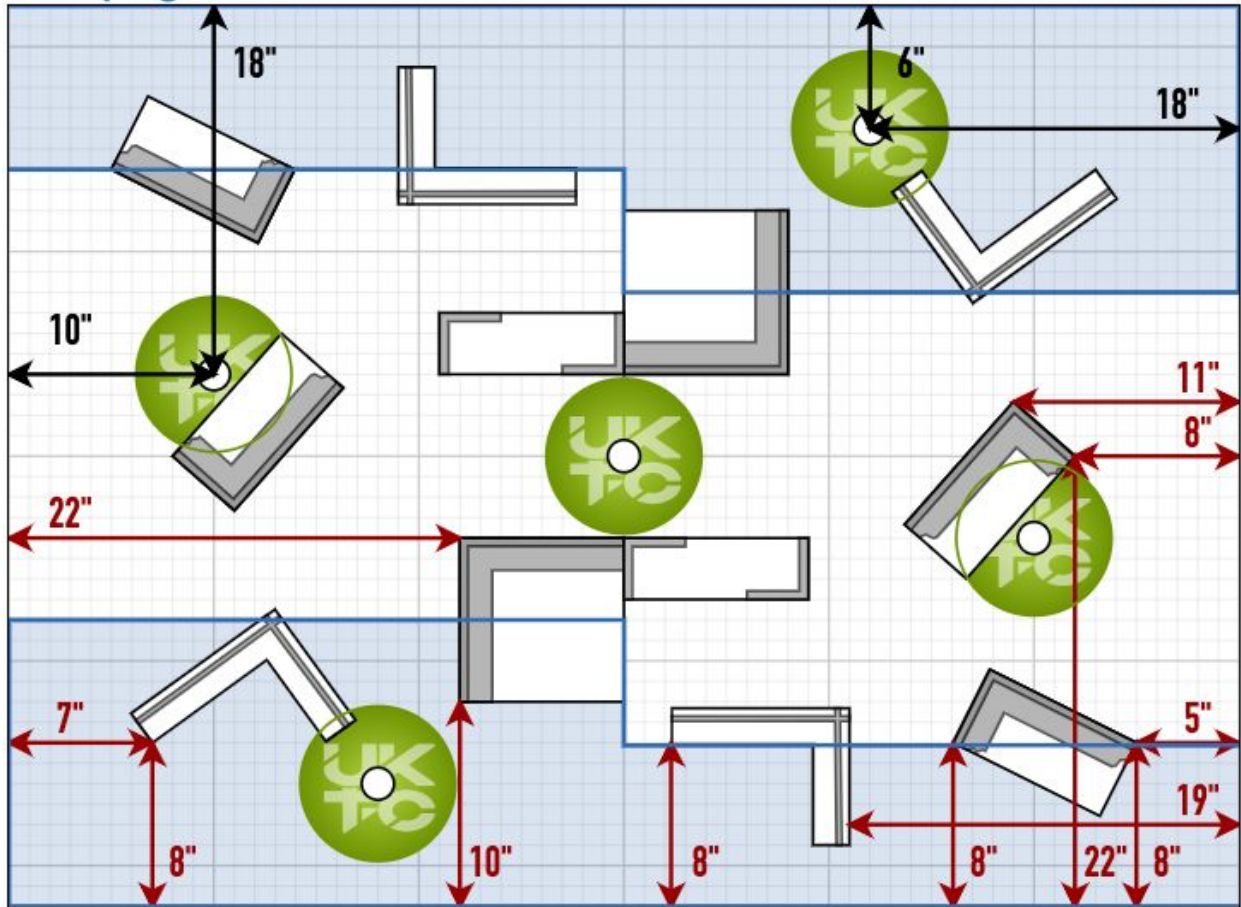
ROUNDS AND MISSIONS

Each round has an associated mission and map to be played. If you are playing in a 3 round event, disregard rounds 4 onwards etc.

MISSIONS AND MAPS

Round 1

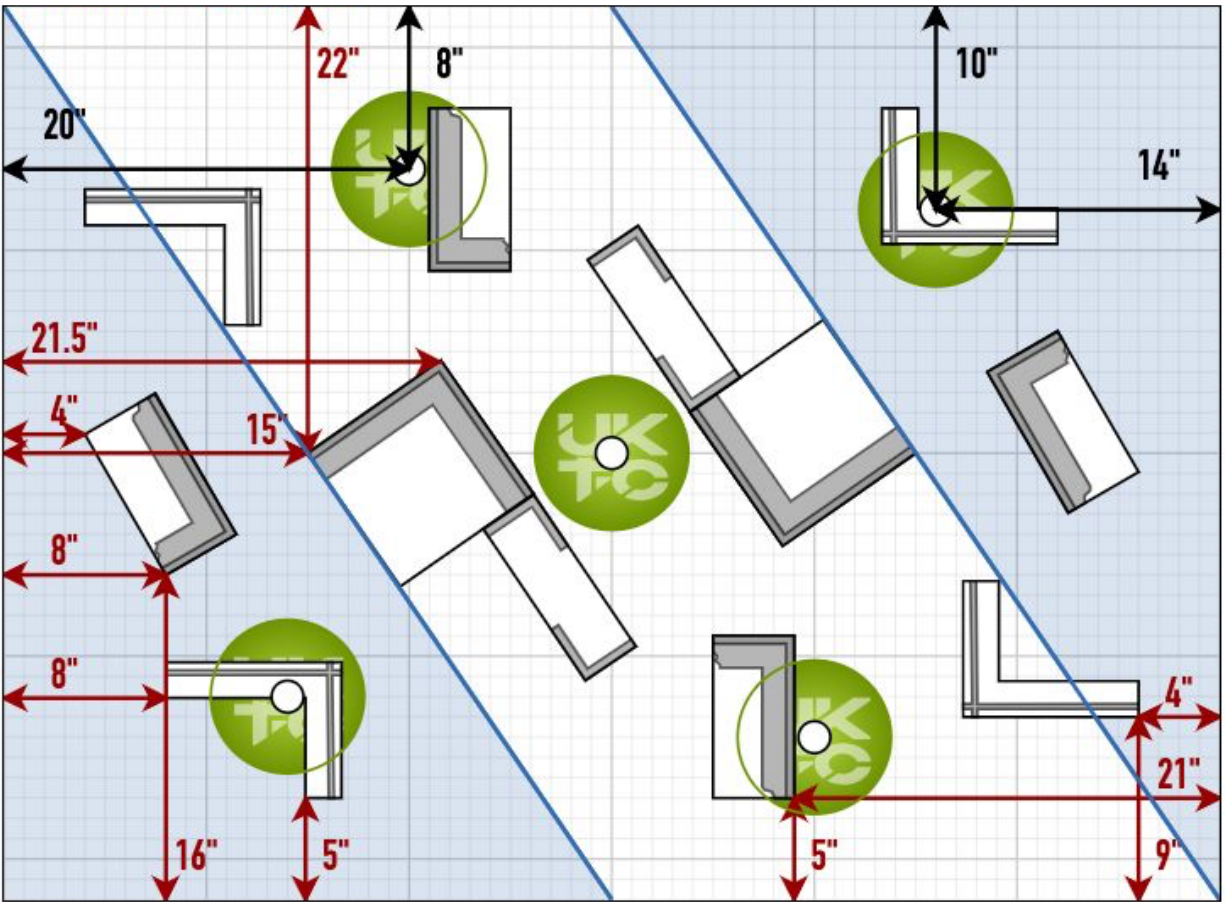
- Primary - Terraform



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Round 2

- Primary - Purge the Foe

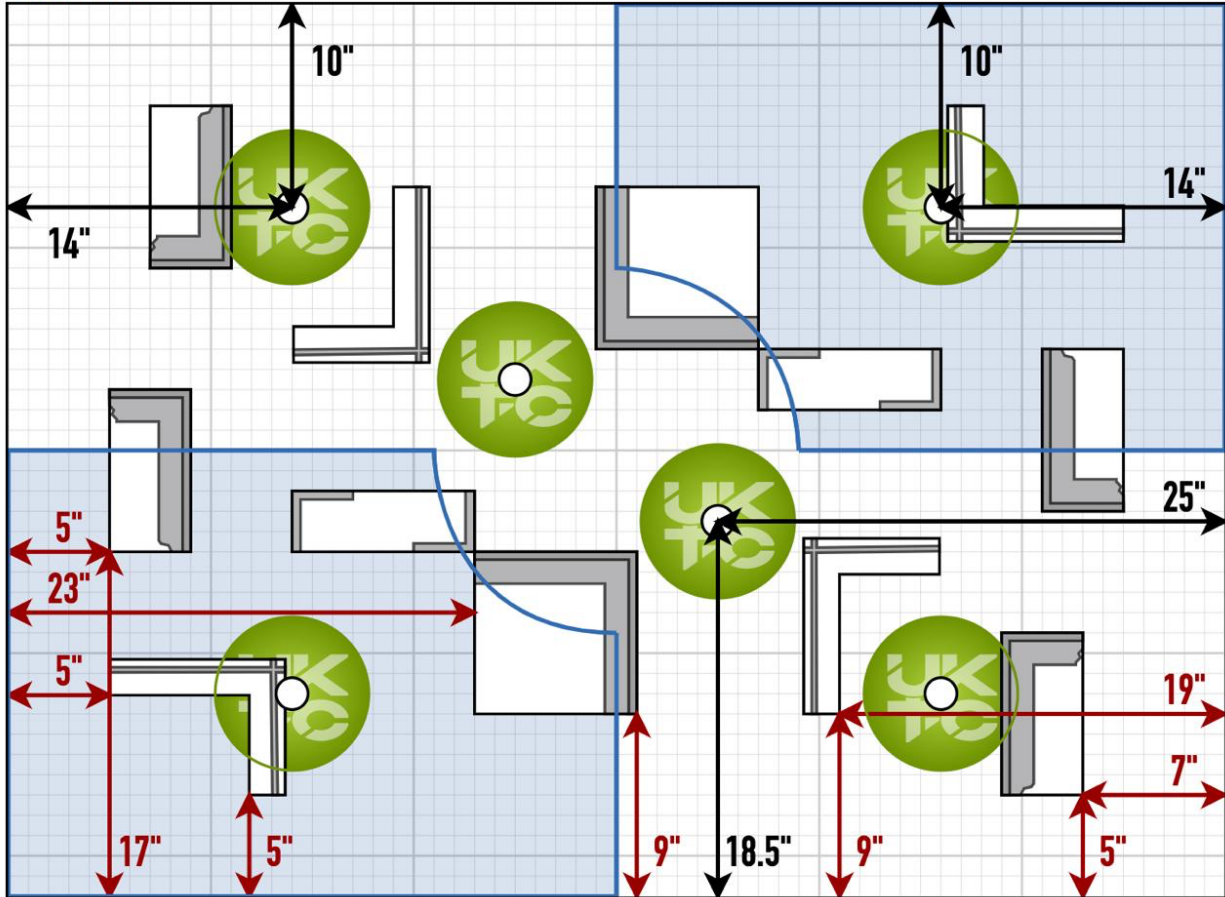


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Round 3

- Primary - Hidden Supplies

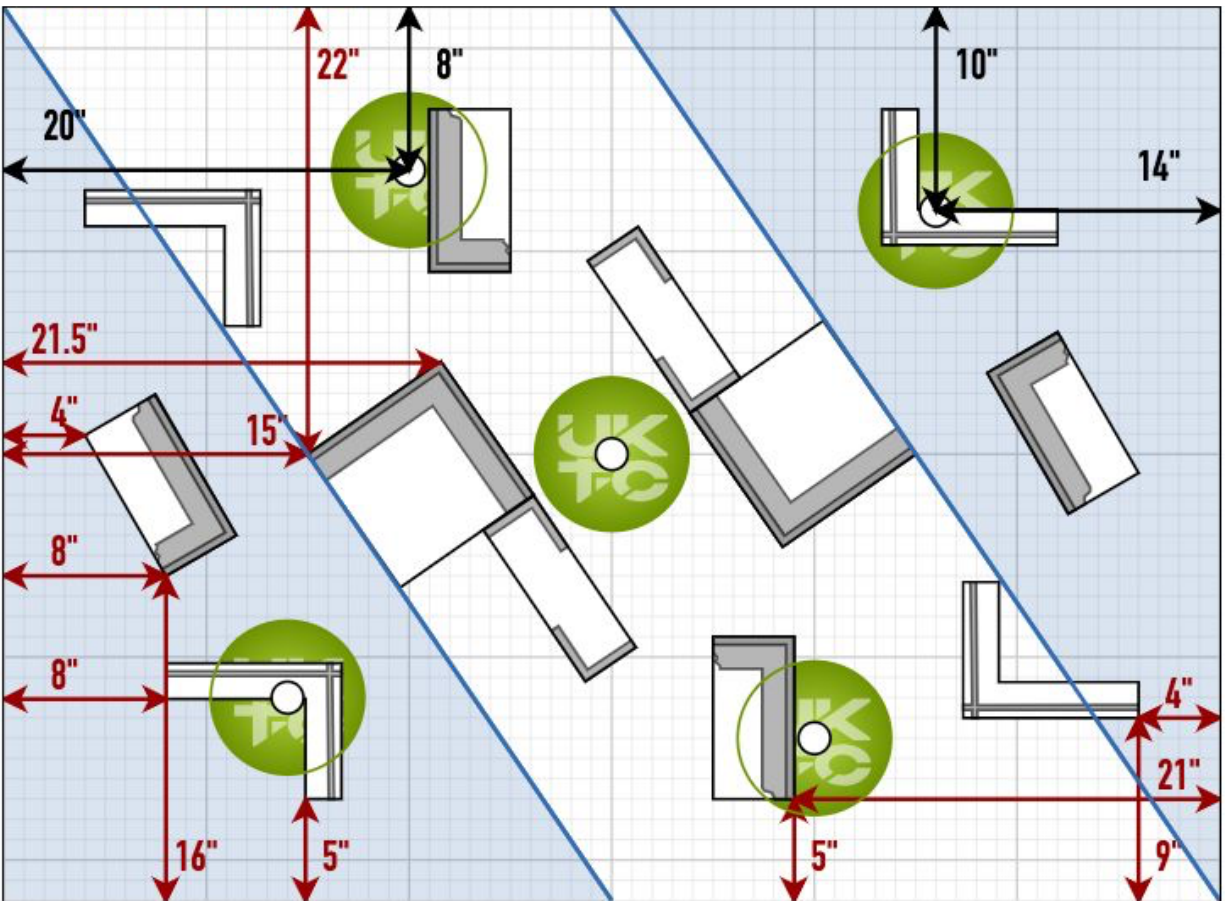
Round 3



- Interim update: Central L moved 1" down.

Round 4

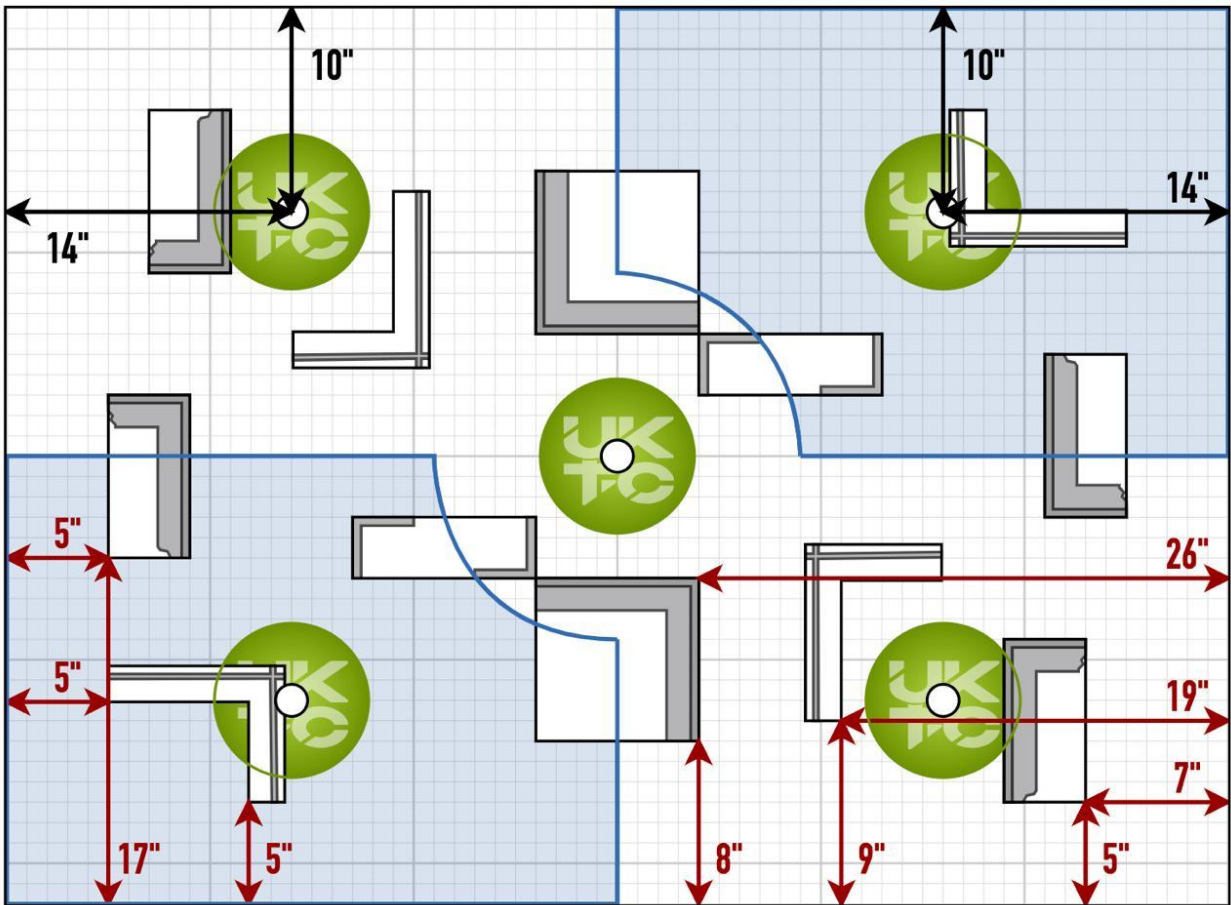
- Primary - Linchpin



V2.3 Update, map changed to Crucible of Battle

Round 5

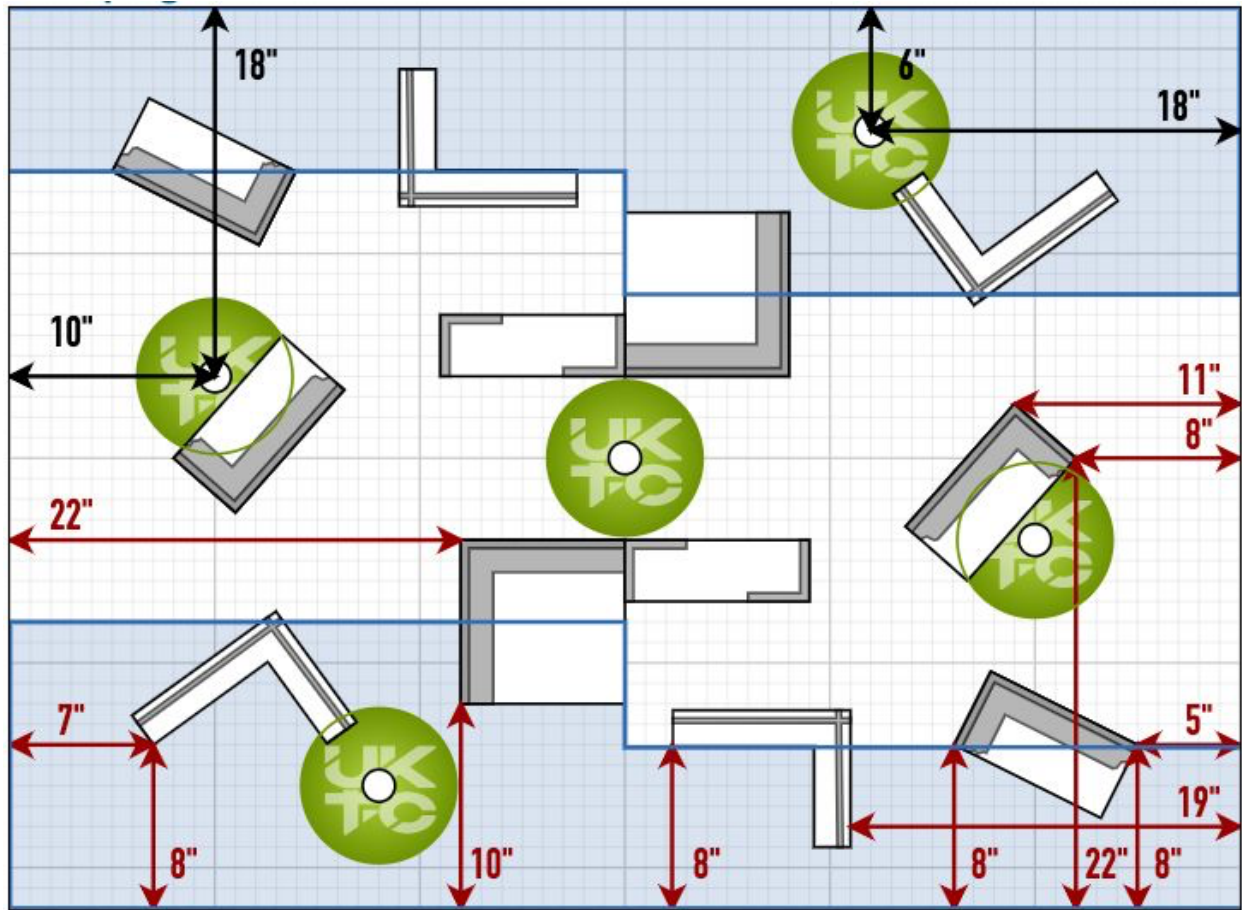
- Primary - Take and Hold



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Round 6

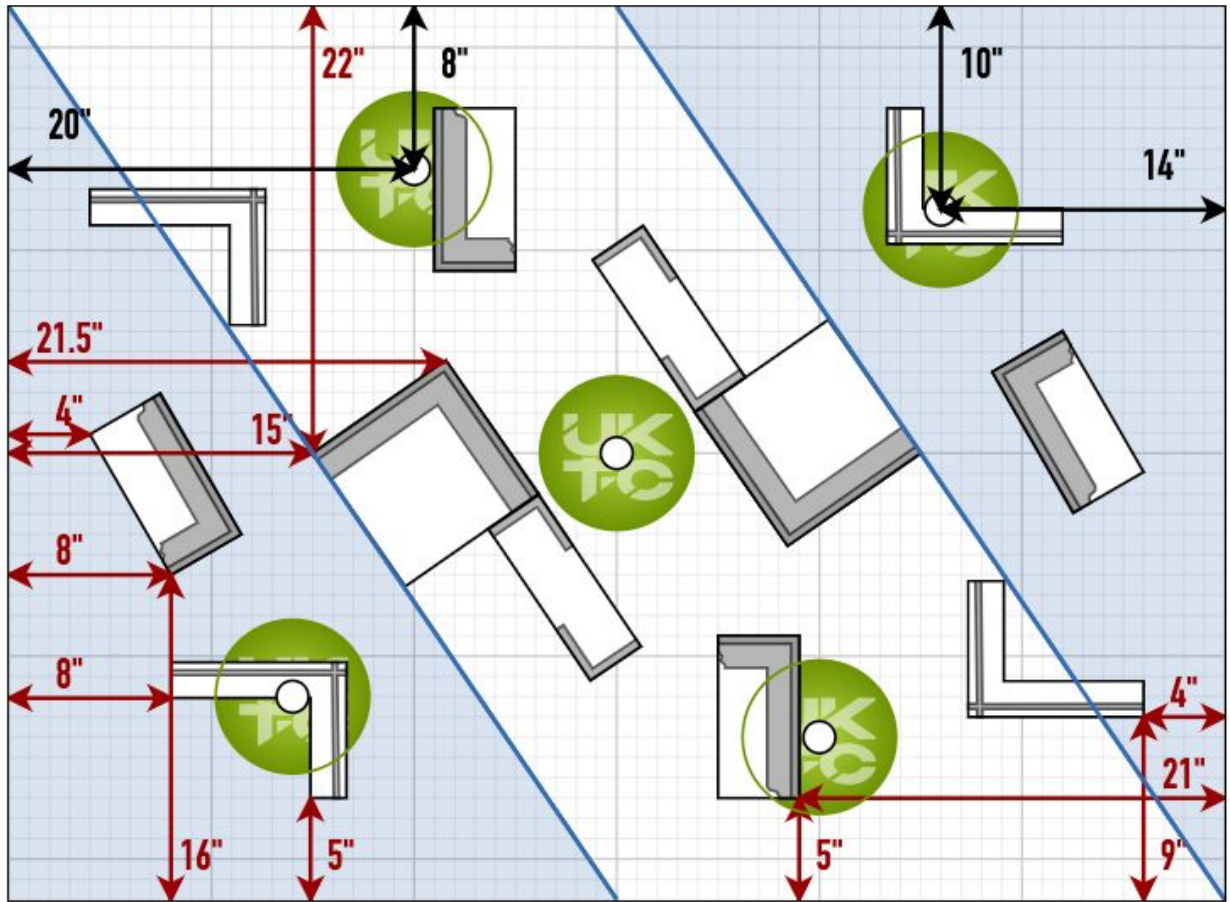
- Primary - Terraform



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Round 7

- Primary - Purge the Foe

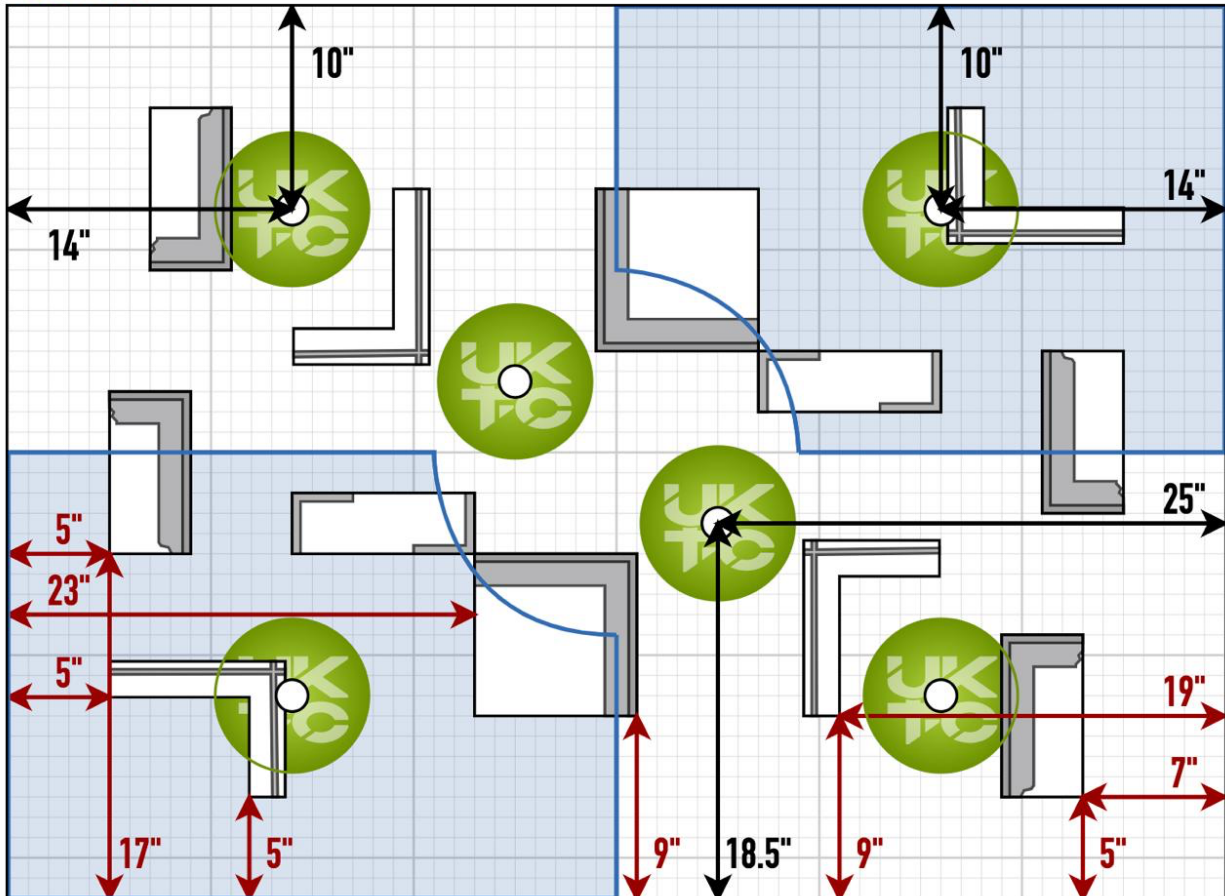


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- Primary - Hidden Supplies

- Primary - Hidden Supplies

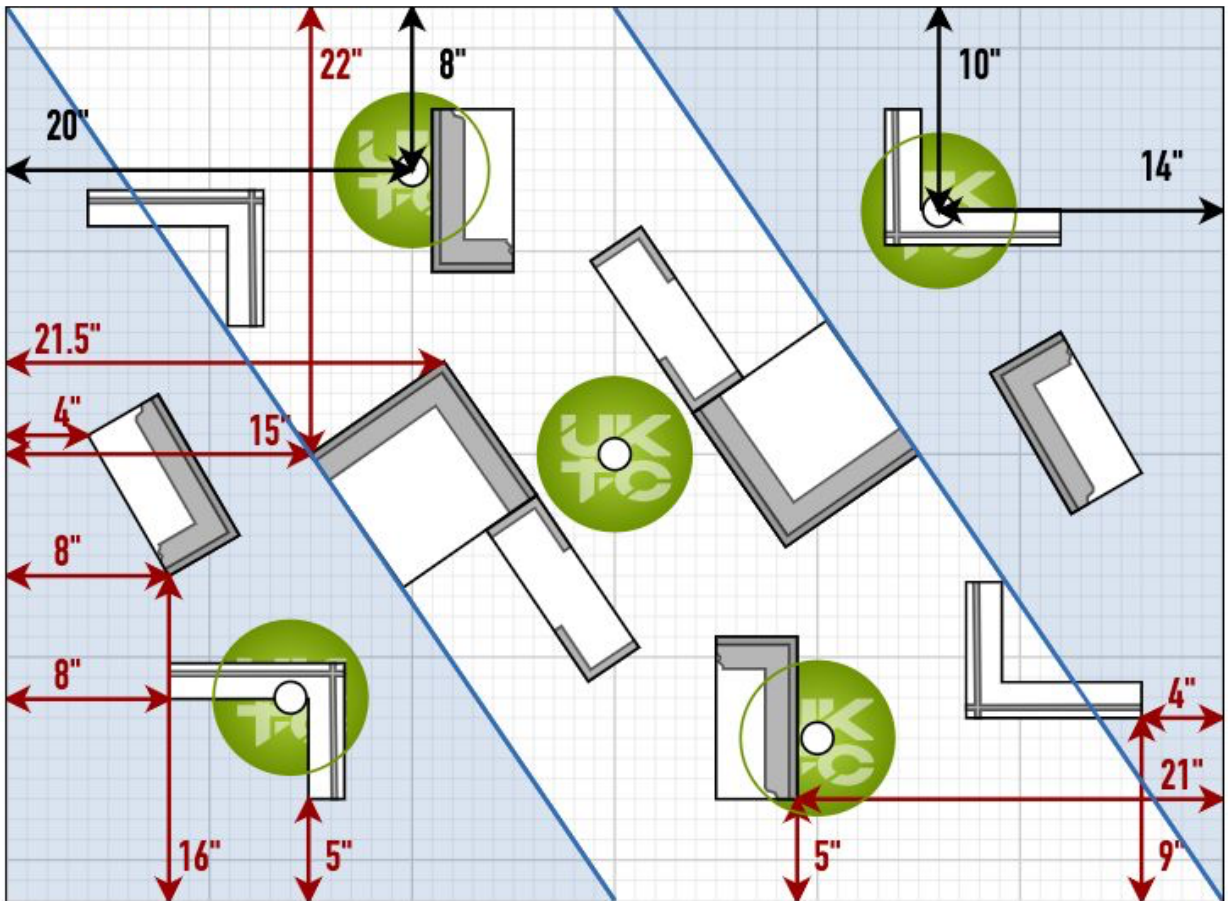
Round 3



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Round 9

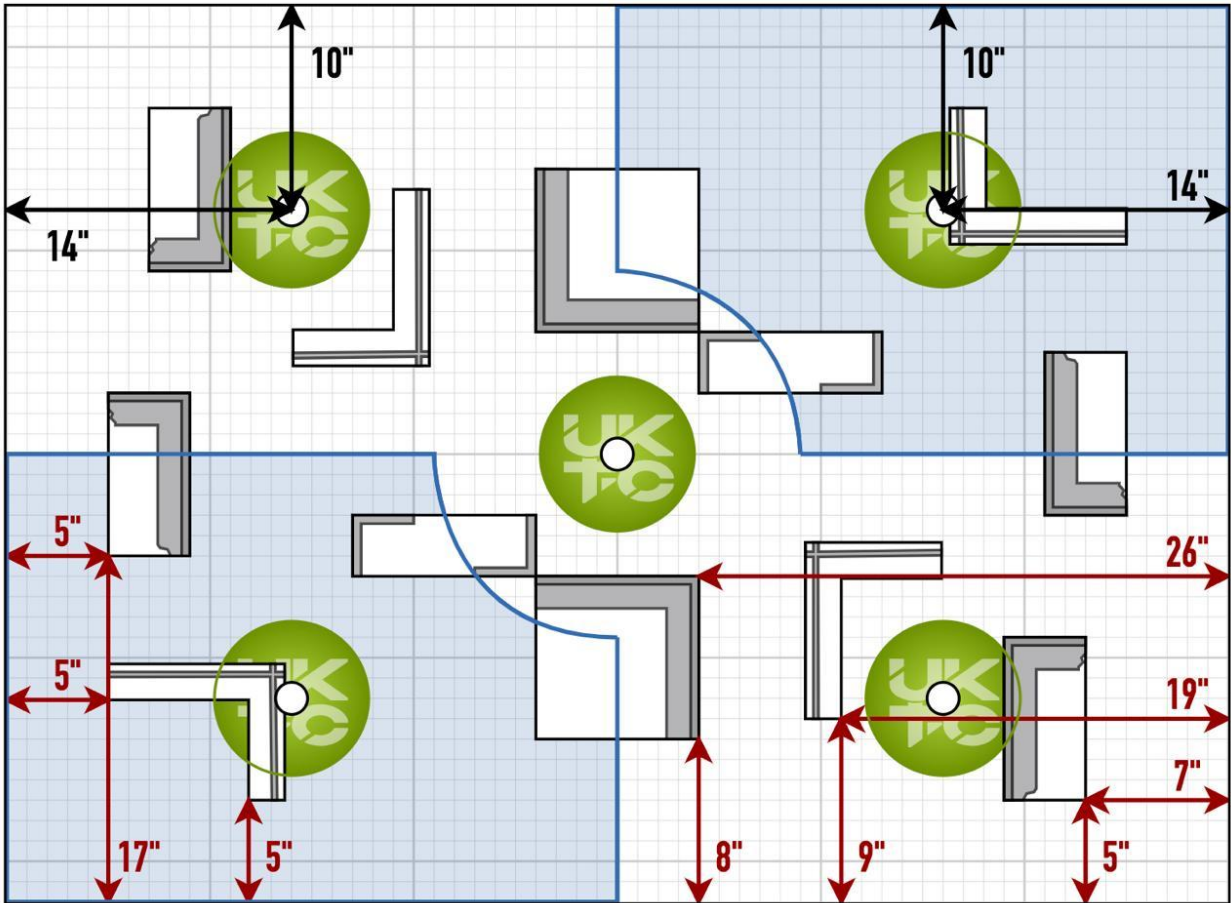
- Primary - Linchpin



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Round 10

- Primary - Take and Hold



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