



TERRAIN AND MAP PACK V1.0

This packet serves to establish the standard criteria for acceptable terrain within the National Tabletop League (NTL). The first four layouts are direct reproductions of the layouts recommended by Games Workshop in their tournament companion document. Following these, the next four layouts have been custom-designed by Art of War, focusing on enhancing the strategic and tactical aspects of table selection in a team format.

In the photos you will see terrain examples from Bigbear and Away Games Terrain. This is not the required style of terrain pieces however it is what you will see at a lot of events.

The approach of utilizing Games Workshop's recommended terrain layouts and then reconfiguring them for the subsequent four layouts aims to achieve a format that is both enjoyable and aligned with the creators' vision, all while simplifying the process for event organizers.

Each gaming table consists of 12 terrain pieces, maintaining consistency across every layout. However, these pieces will vary in placement from one table to another. In total, there are eight distinct layouts, each designed to accommodate every mission. For each set of eight tables, one of each layout will be featured.

Utilizing only eight table layouts for all missions streamlines the workload for both tournament organizers and players, as it eliminates the need to rearrange tables round by round once the terrain is set up. This not only eases the logistical burden but also lowers the barriers for teams entering events, while preserving substantial strategic depth when selecting a table.

Within the following pages, you will find detailed information about the specific terrain pieces we have employed, including measurements and layouts tailored to various deployment styles.

NOTE: We also accept the use of all WTC terrain and layouts.

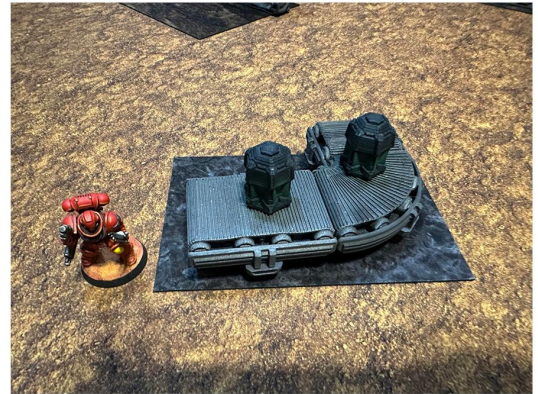
TERRAIN TYPES

Type: 4x Small Rubble

Dimensions: 4" x 6" foot print

Physical Features: Barrels, small debris, anything really which is less than 2" in height

Rules: Obscuring terrain, if it sits flat it fits, models can move over without penalty



Type: 2x Small Ruins

Dimensions: 10" x 5" foot print

Physical Features: This is a smaller style ruin. Although the entire dimension counts as a ruin, the physical features matter for blocking los and charging. We use a 7" by 5"

Rules: Obscuring terrain, All windows are considered blocked, floors optional



Type: 4x Large Ruin

Dimensions: 12" x 6" foot print

Physical Features: 10" x 5" ruin which fills most of the outline of the terrain mat. Physical features matter for blocking los and charging.

Rules: Obscuring terrain, All windows are considered blocked, floors optional



Type: 2x Large Home Base Ruin

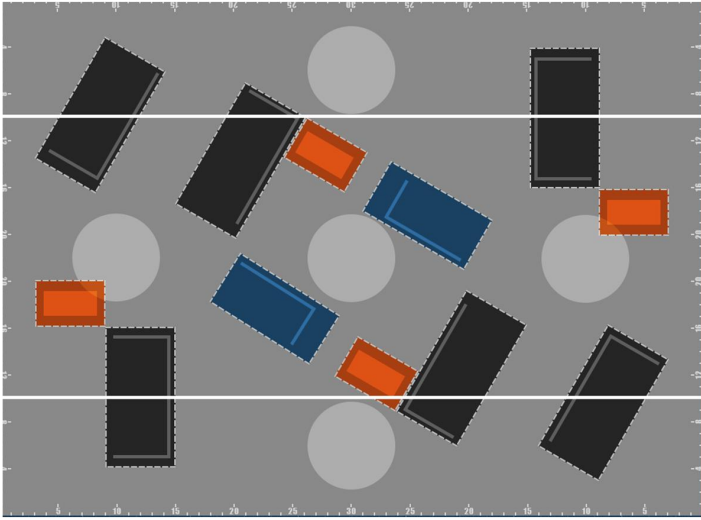
Dimensions: 12" x 6" foot print

Physical Features: Tall 10" x 5" ruin which fills most of the outline of the terrain mat. The U-shape is important to ensure a safe deployment area. Physical features matter for blocking los and charging.

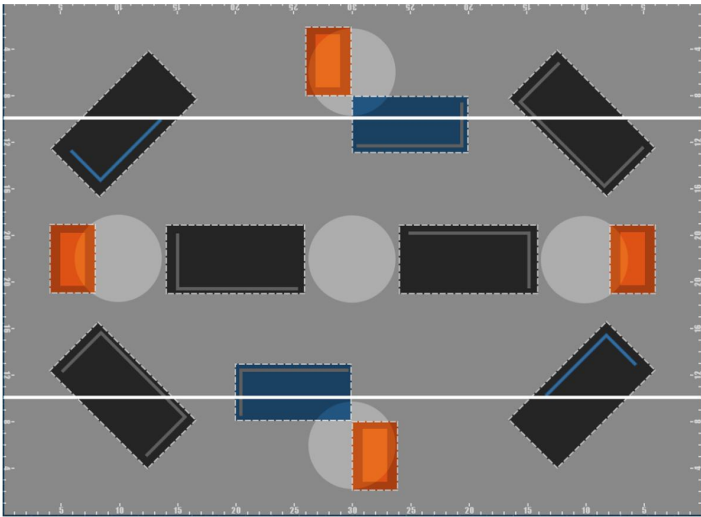
Rules: Obscuring terrain, windows are considered blocked, floors optional. Height, tall enough to hide most vehicles and monsters



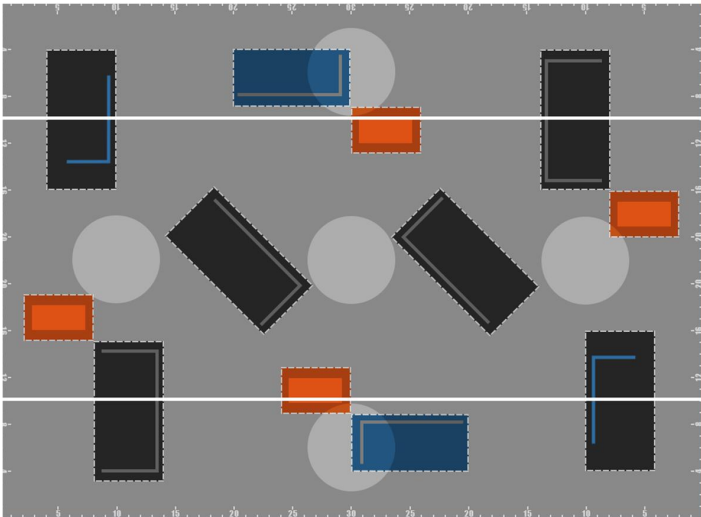
Dawn of War Games Workshop Layout 1



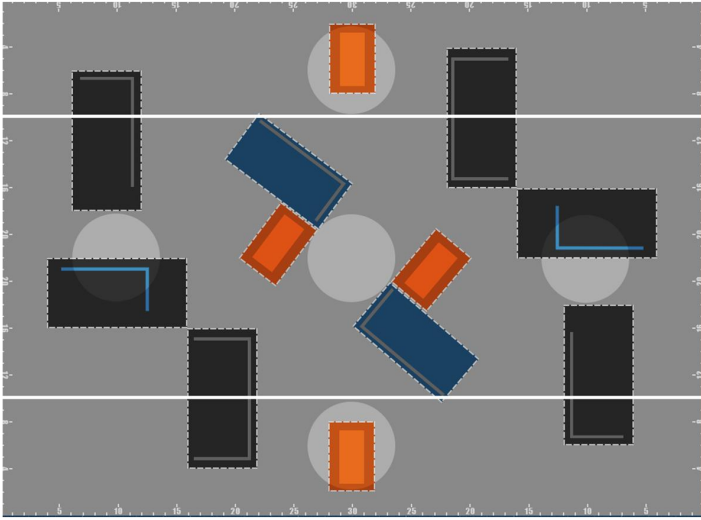
Dawn of War Games Workshop Layout 2



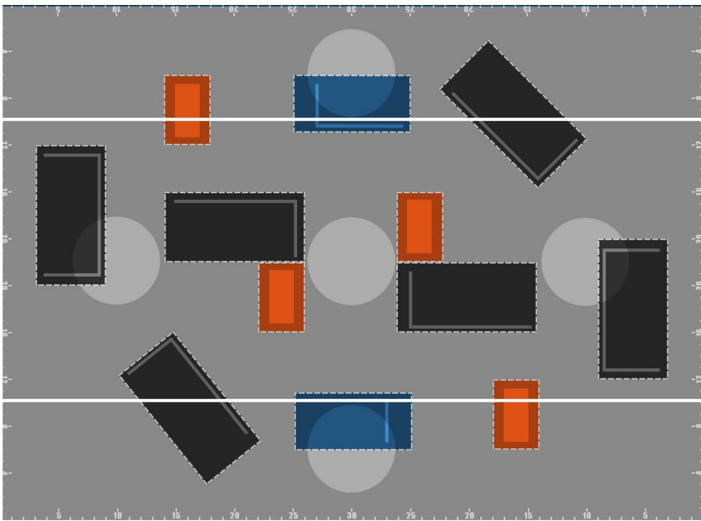
Dawn of War Games Workshop Layout 3



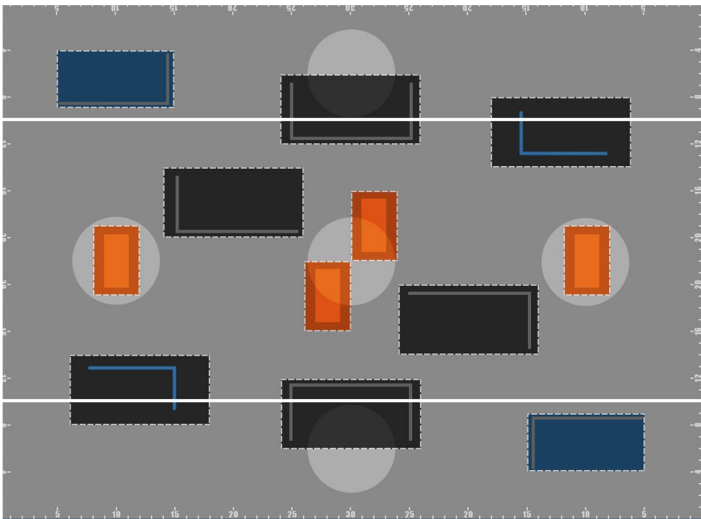
Dawn of War Games Workshop Layout 4



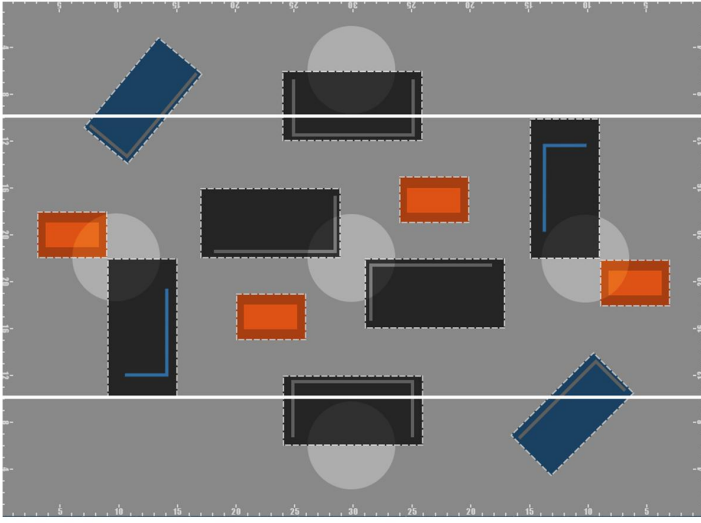
Dawn of War Art of War Layout 5



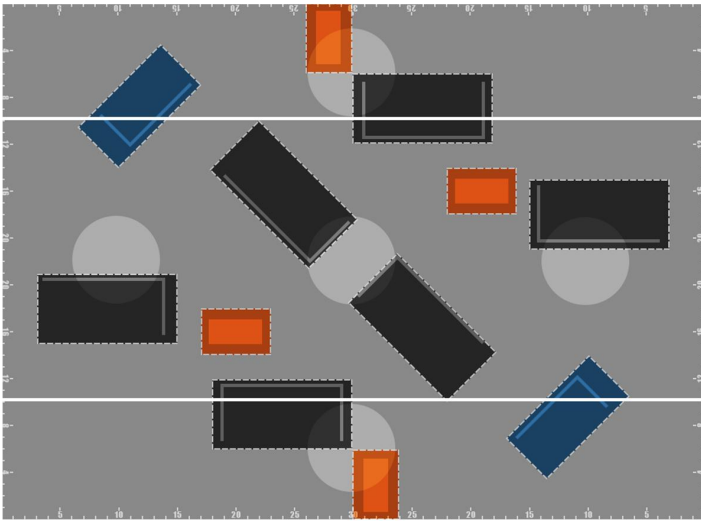
Dawn of War Art of War Layout 6



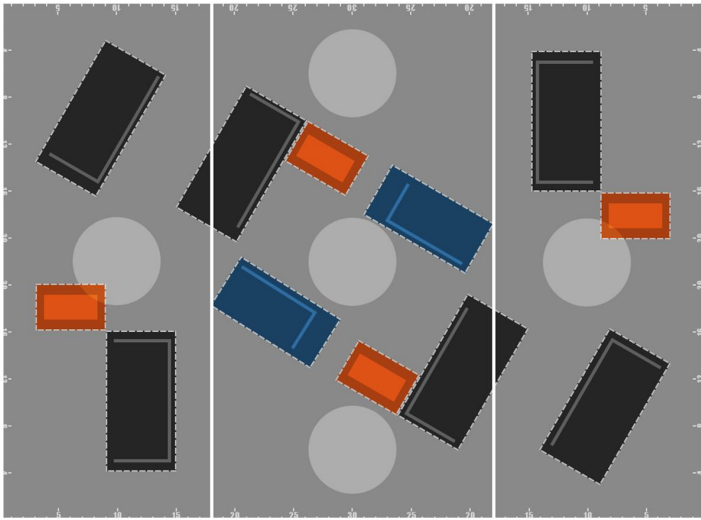
Dawn of War Art of War Layout 7



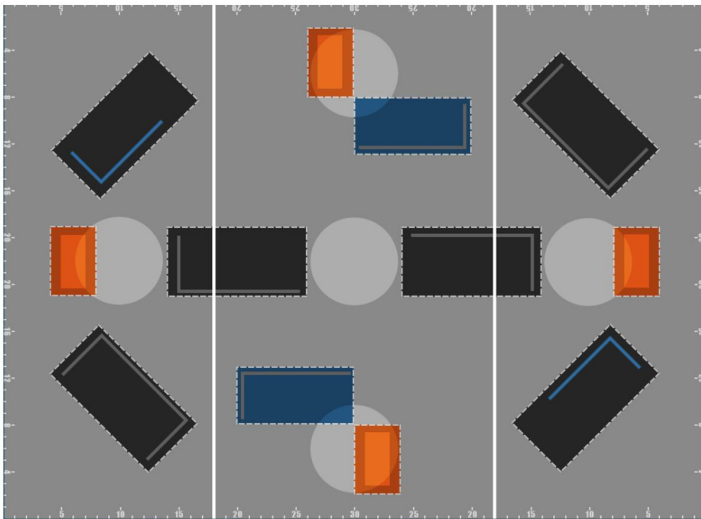
Dawn of War Art of War Layout 8



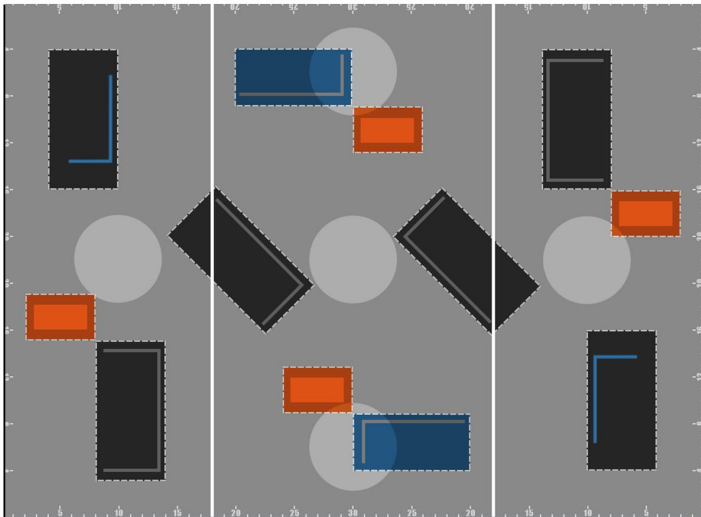
Hammer and Anvil Games Workshop Layout 1



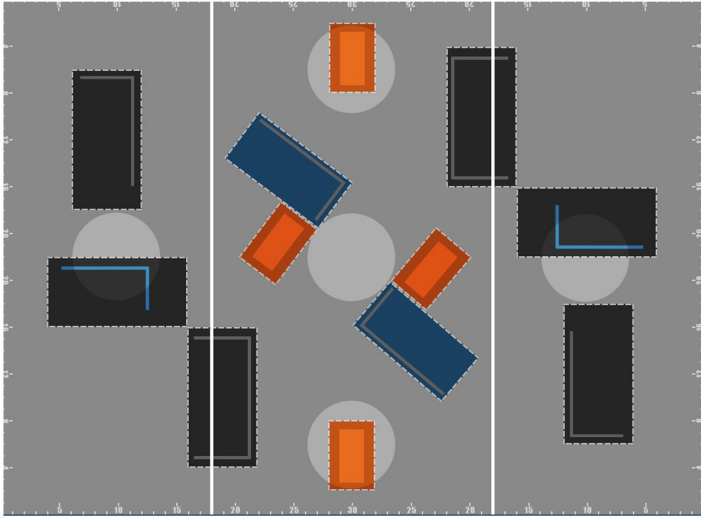
Hammer and Anvil Games Workshop Layout 2



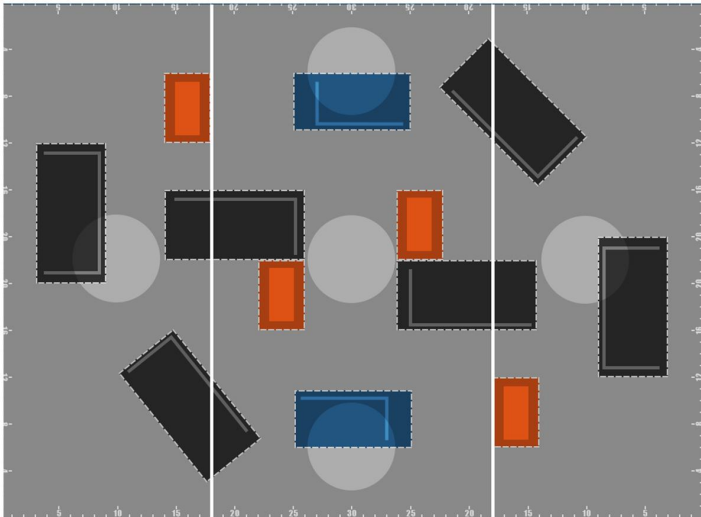
Hammer and Anvil Games Workshop Layout 3



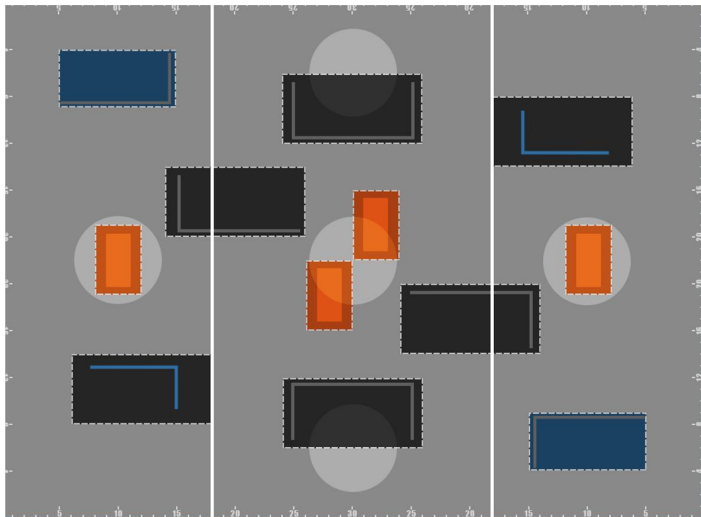
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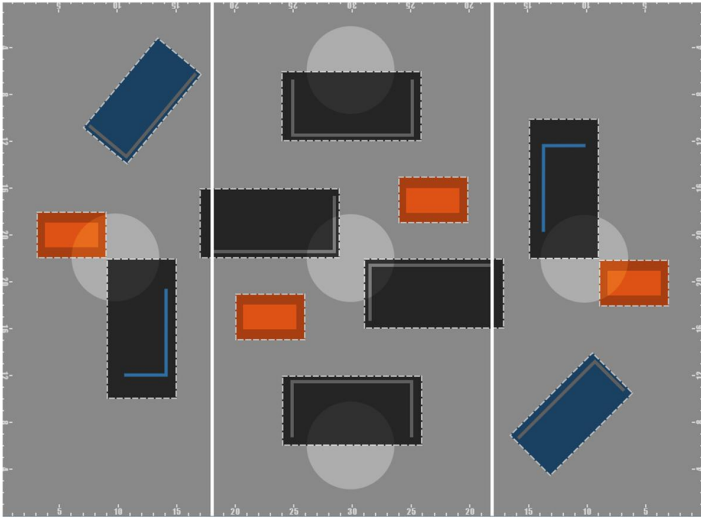
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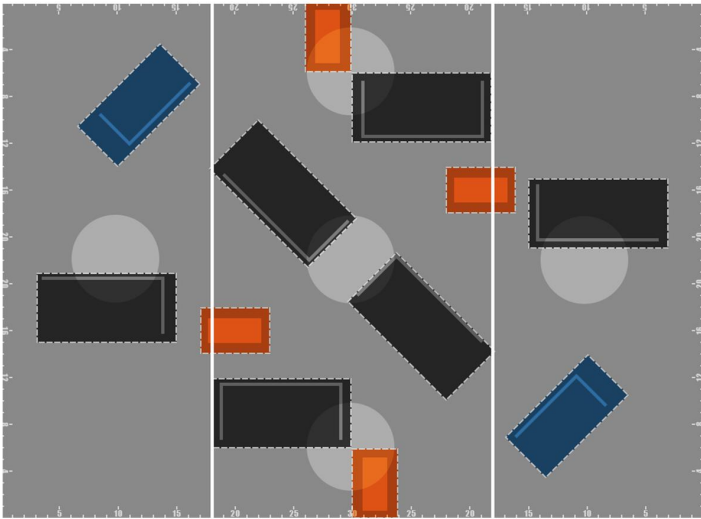
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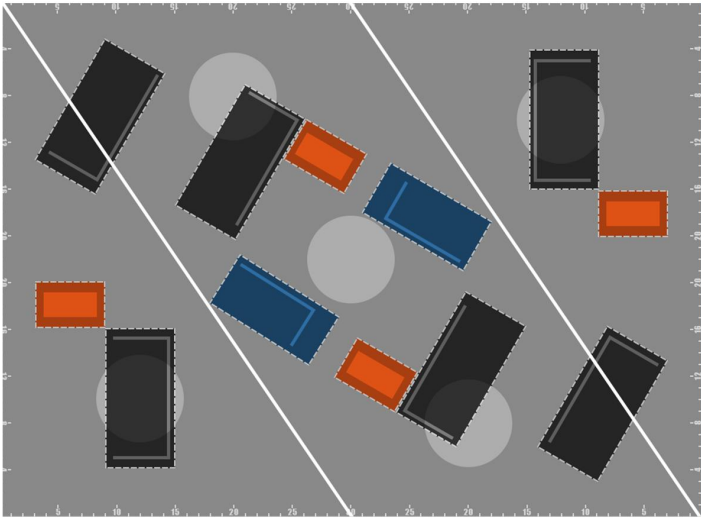
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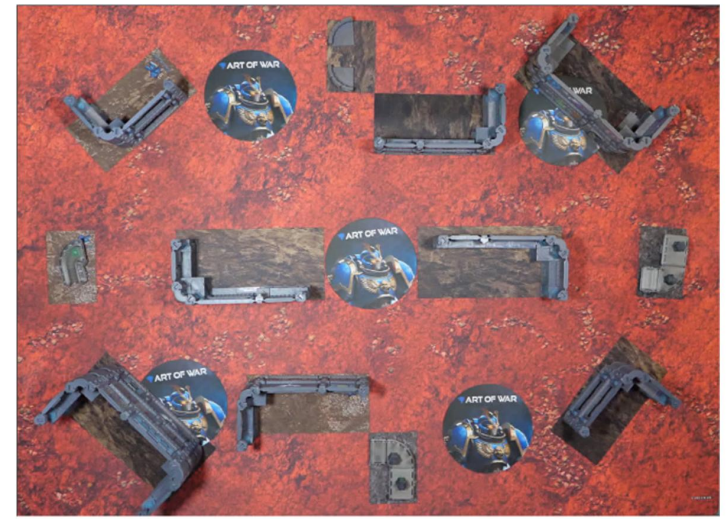
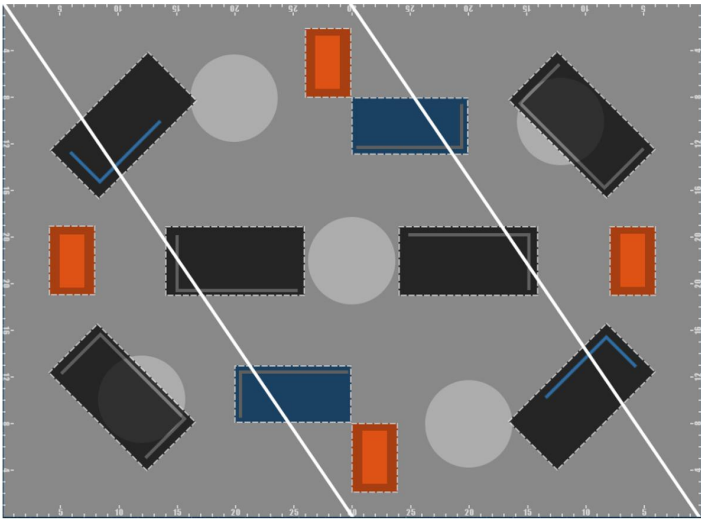
Hammer and Anvil Art of War Layout 8



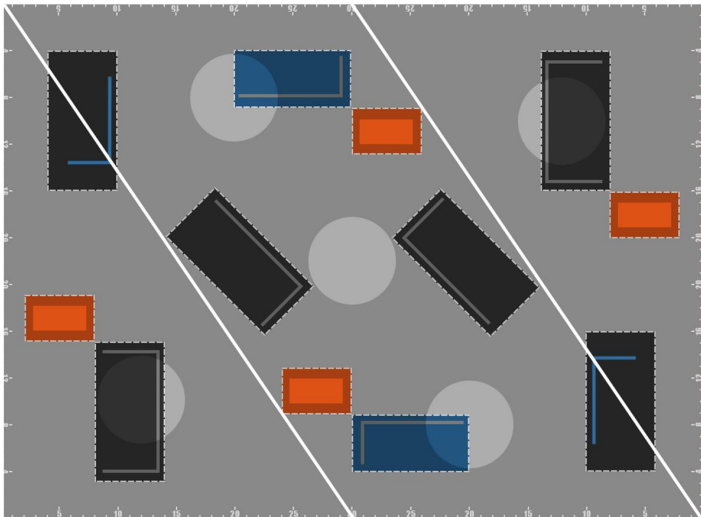
Crucible of Battle Games Workshop Layout 1



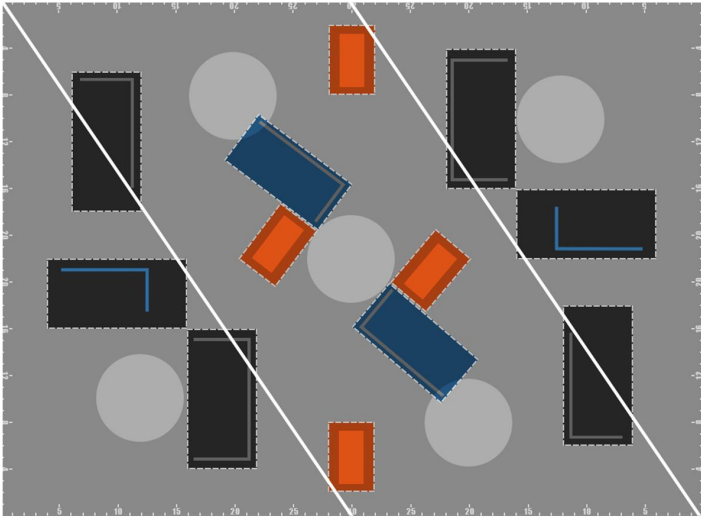
Crucible of Battle Games Workshop Layout 2



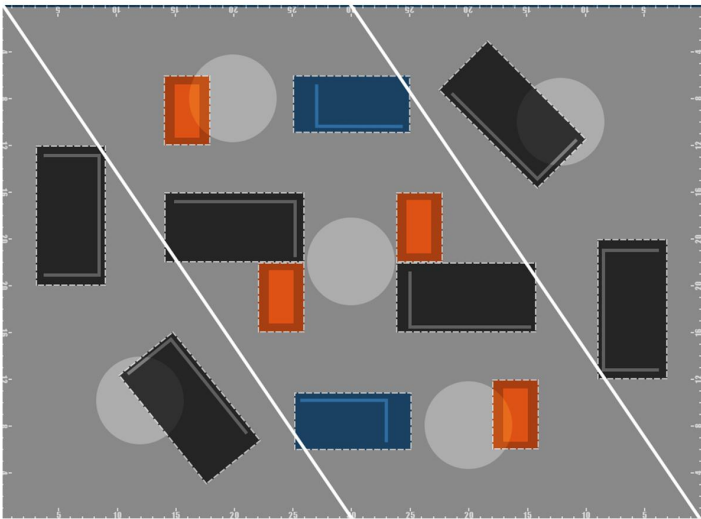
Crucible of Battle Games Workshop Layout 3



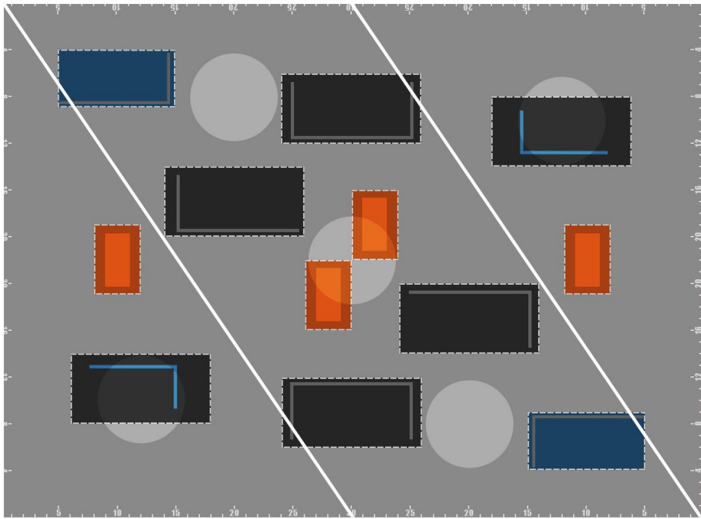
Crucible of Battle Games Workshop Layout 4



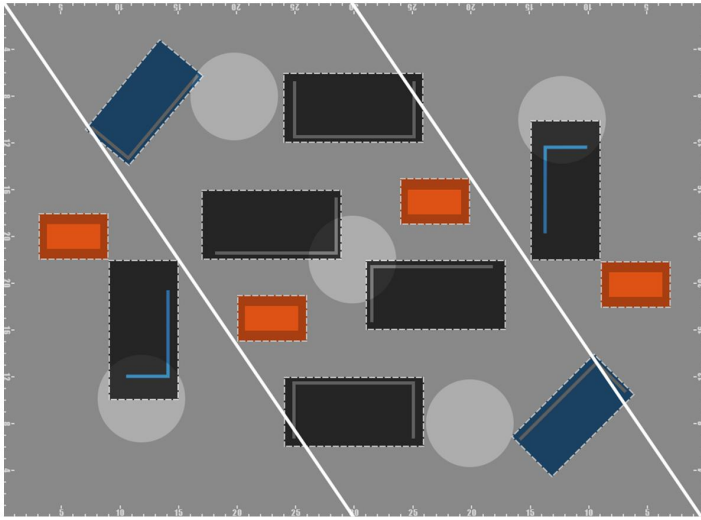
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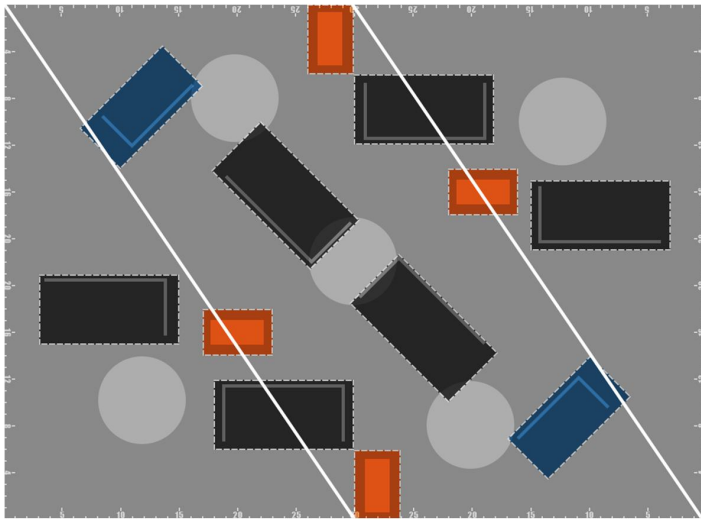
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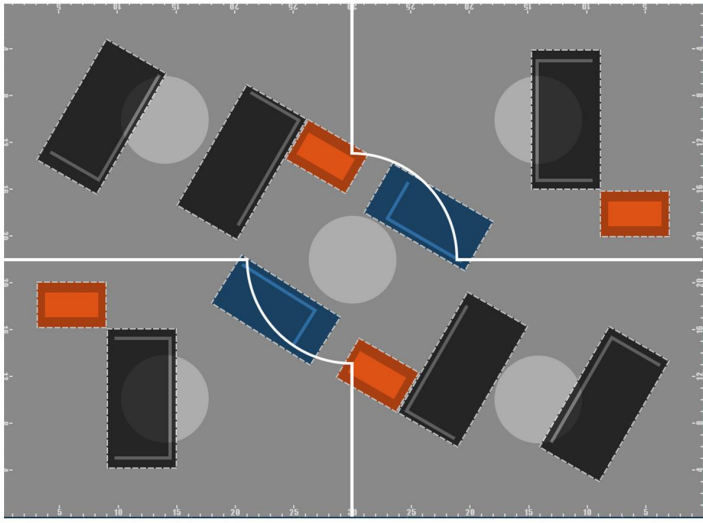
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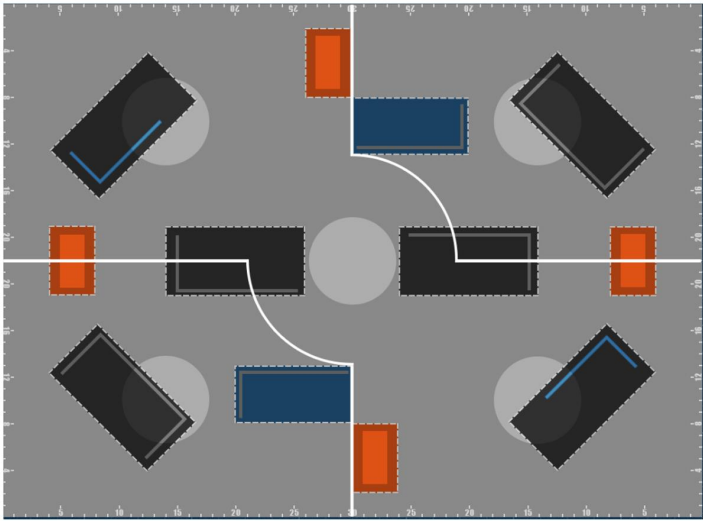
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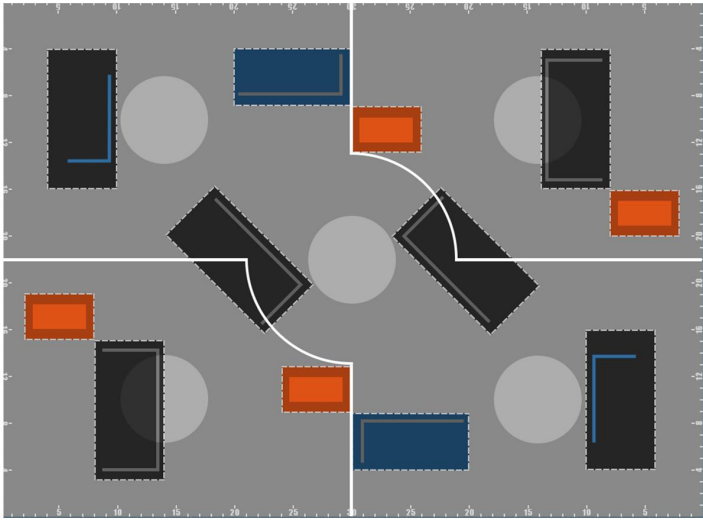
Search and Destroy Games Workshop Layout 1



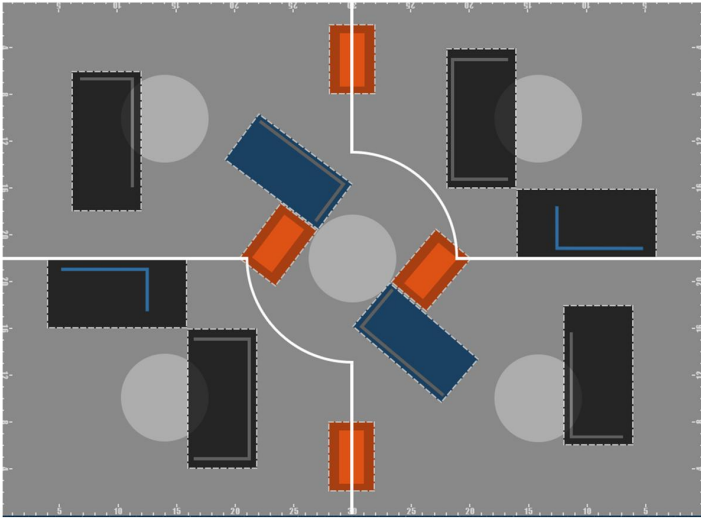
Search and Destroy Games Workshop Layout 2



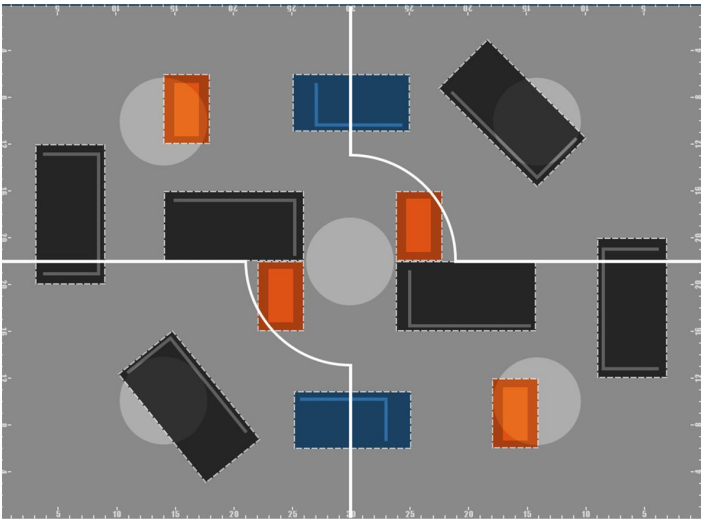
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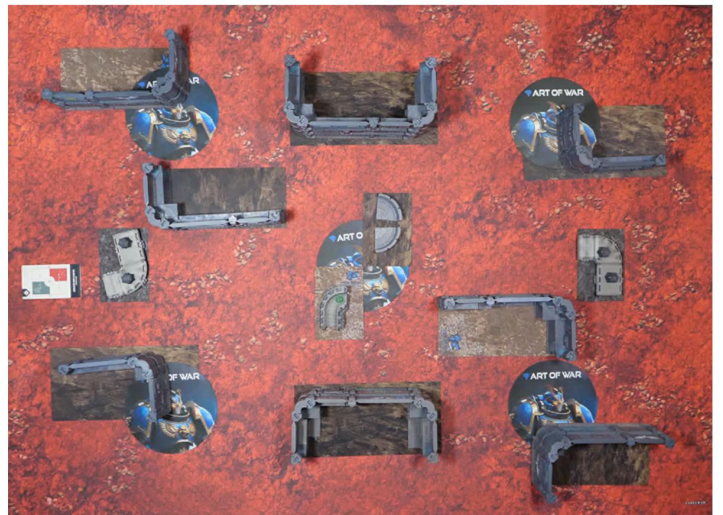
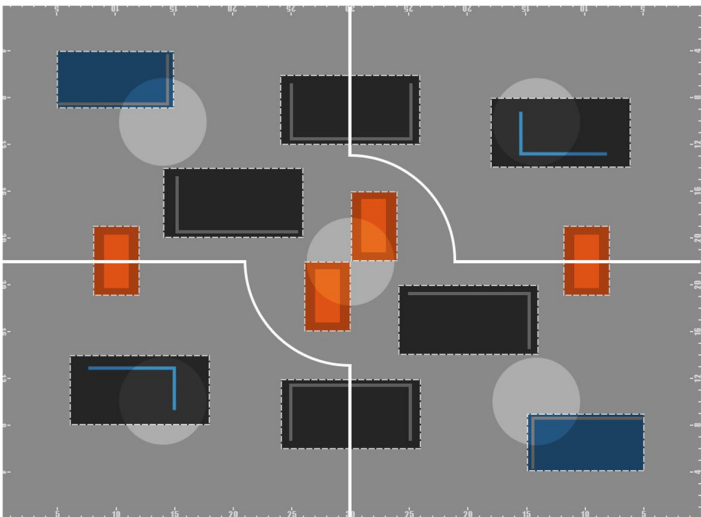
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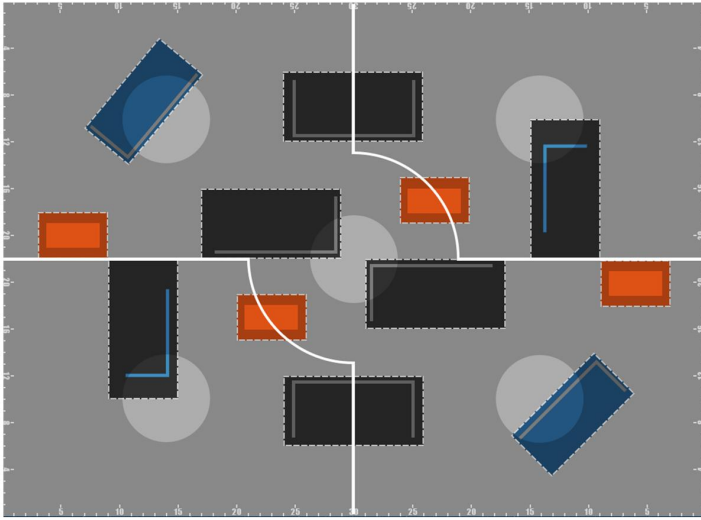
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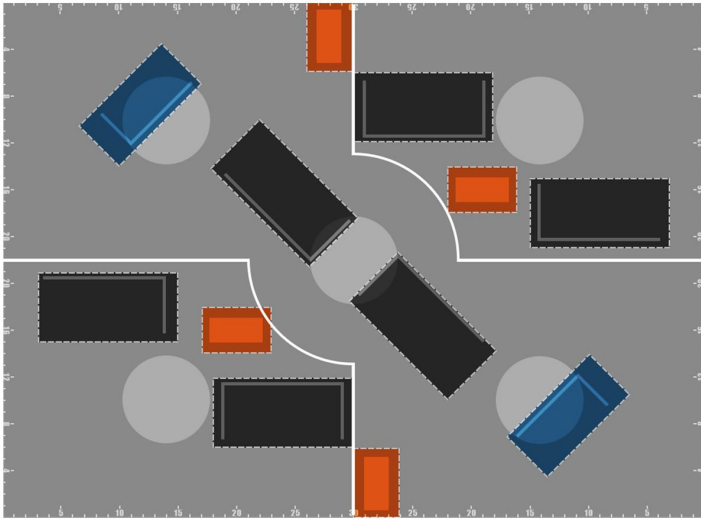
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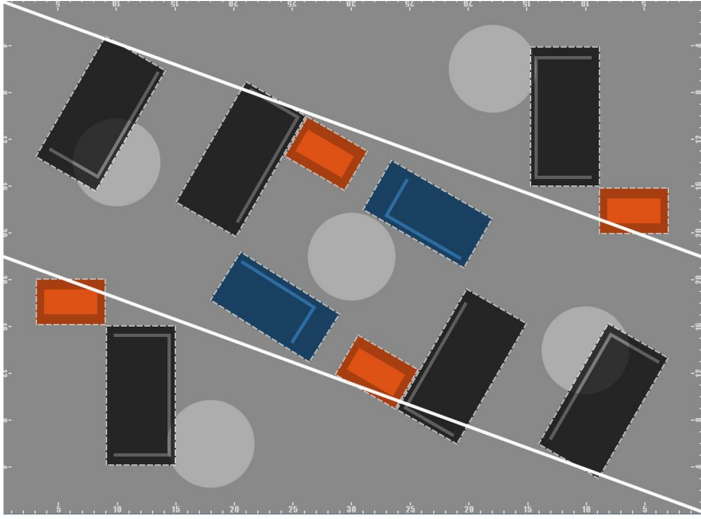
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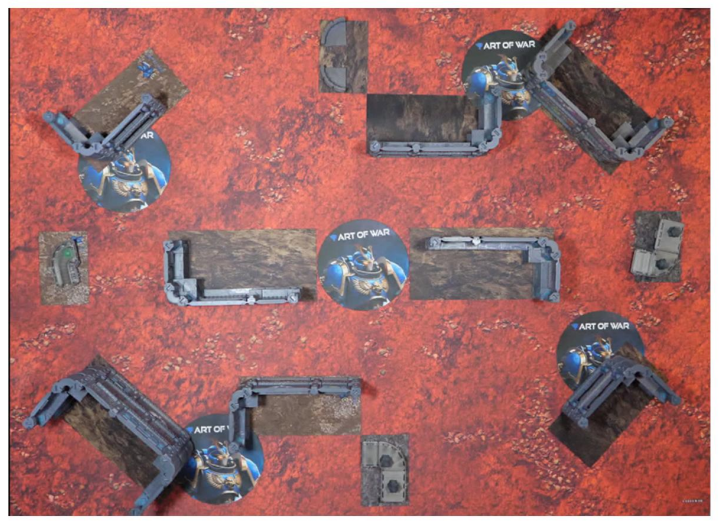
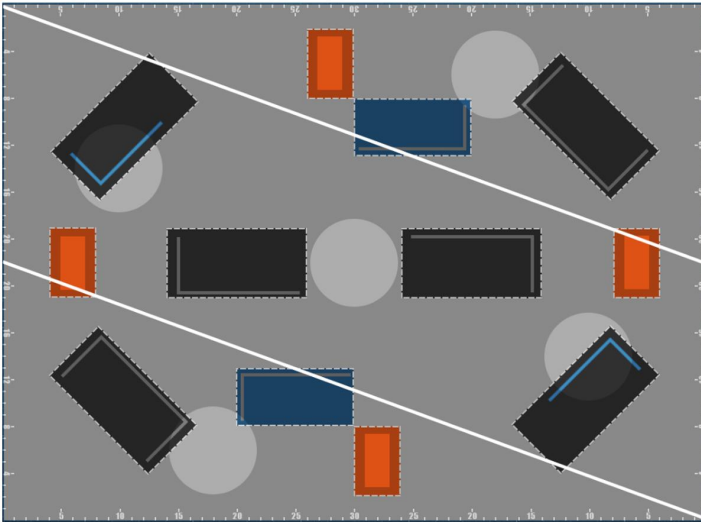
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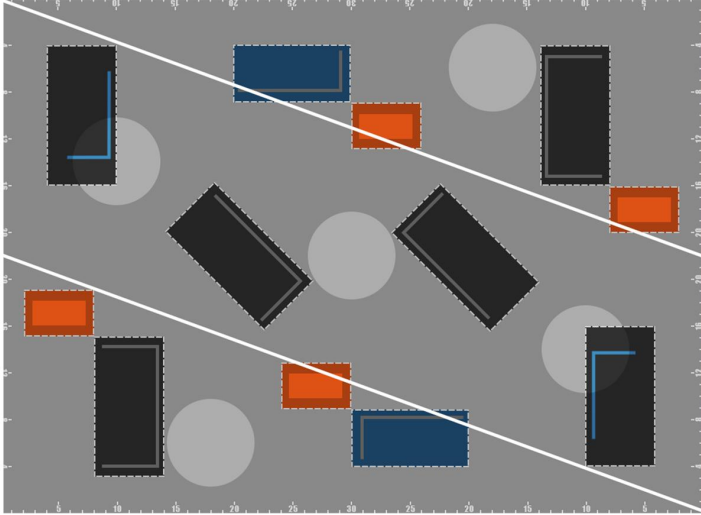
Sweeping Engagement Games Workshop Layout 1



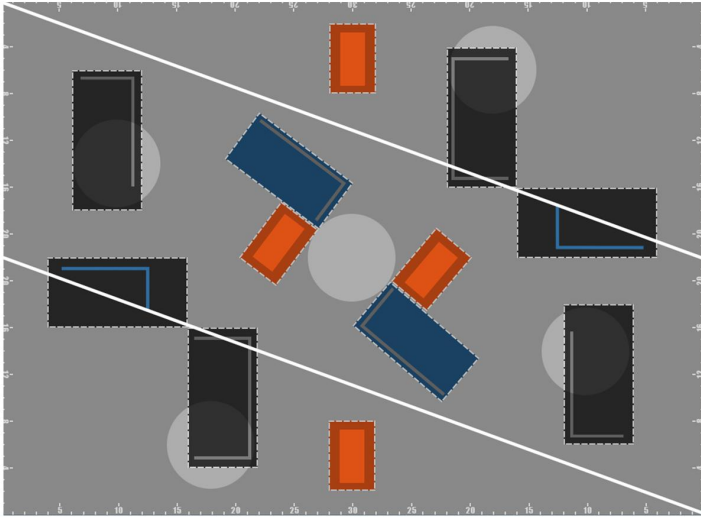
Sweeping Engagement Games Workshop Layout 2



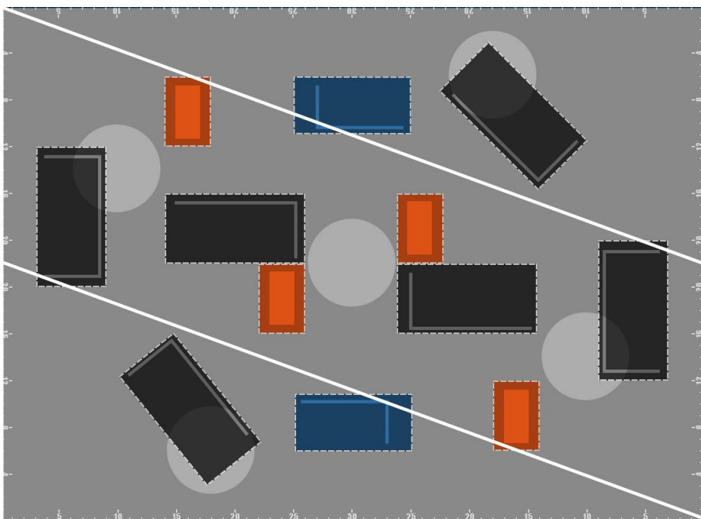
Sweeping Engagement Games Workshop Layout 3



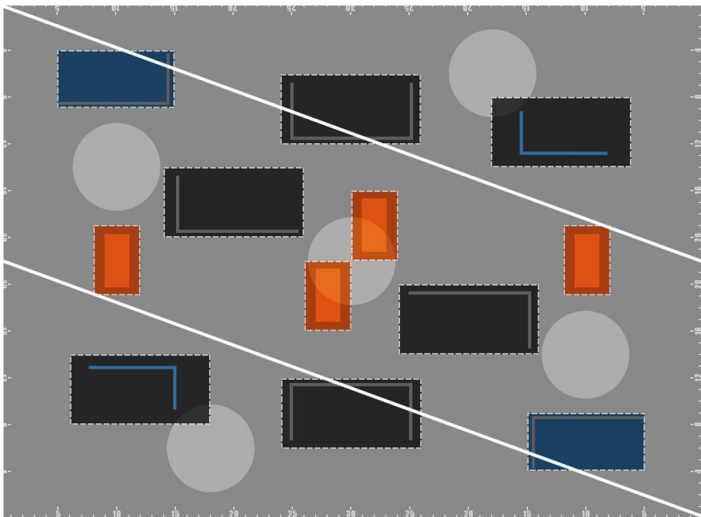
Sweeping Engagement Games Workshop Layout 4



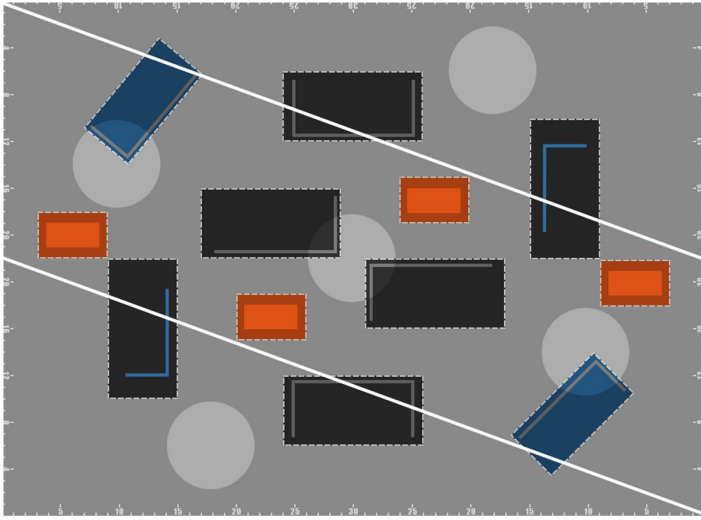
Sweeping Engagement Art of War Layout 5



Sweeping Engagement Art of War Layout 6



Sweeping Engagement Art of War Layout 7



Sweeping Engagement Art of War Layout 8

