



TERRAIN AND MAP PACK 6.25.24

This packet serves to establish the standard criteria for acceptable terrain within the National Tabletop League (NTL). All of the layouts follow the standard 8 Games Workshop layouts from the Pariah Nexus mission and companion.

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 aims to achieve a format that is both enjoyable and aligned with the creators' vision, all while simplifying the process for event organizers and players.

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 Ruin

Dimensions: 4" x 6" foot print

Physical Features: Crate

Rules: Obscuring terrain, if it sits flat it fits, models can move over without penalty. Models must pay to go up and down as if the crate is a second story.



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

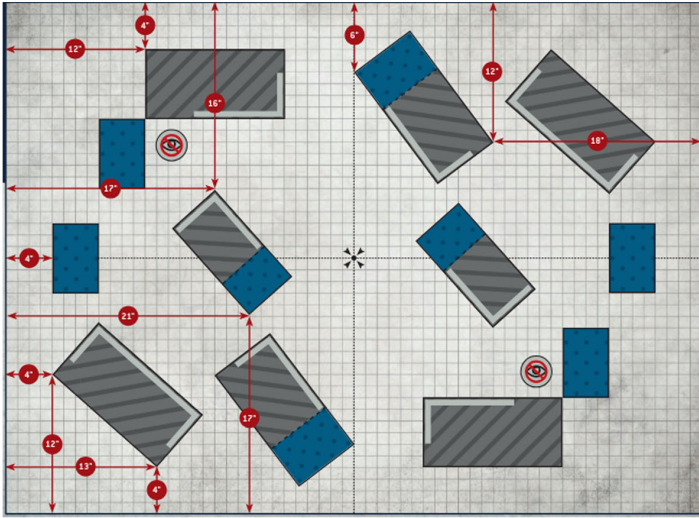
Dimensions: 12" x 6" foot print

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.

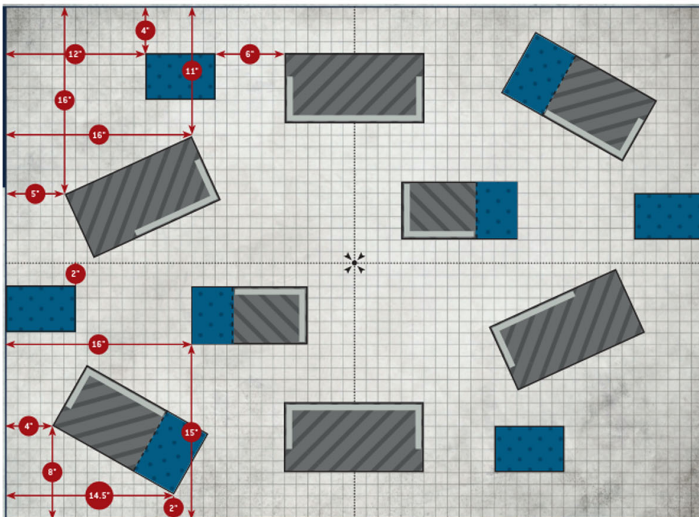
Rules: Obscuring terrain, windows are considered blocked, floors optional. Height, tall enough to hide most vehicles and monsters



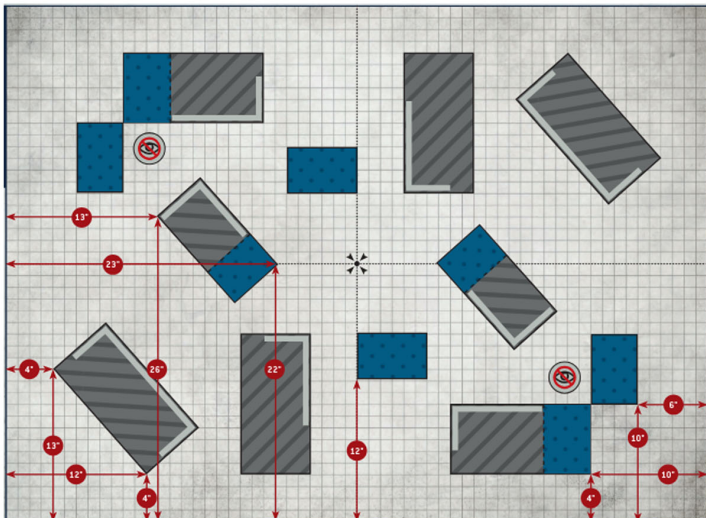
Games Workshop Layout 4



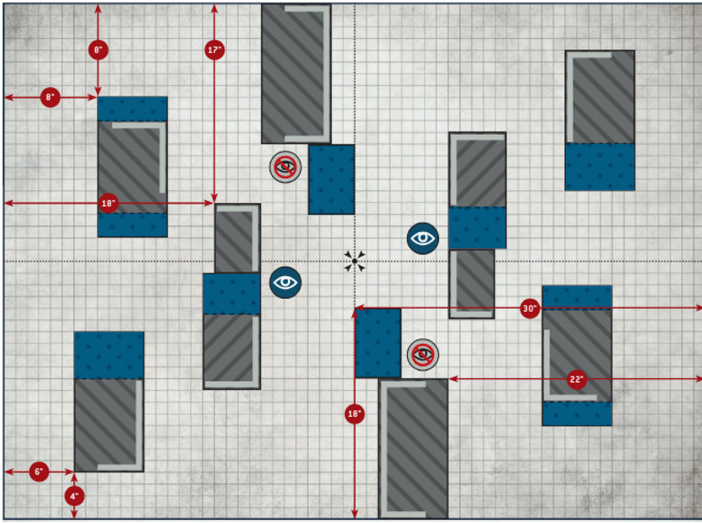
Games Workshop Layout 5



Games Workshop Layout 6



Games Workshop Layout 7



Games Workshop Layout 8

