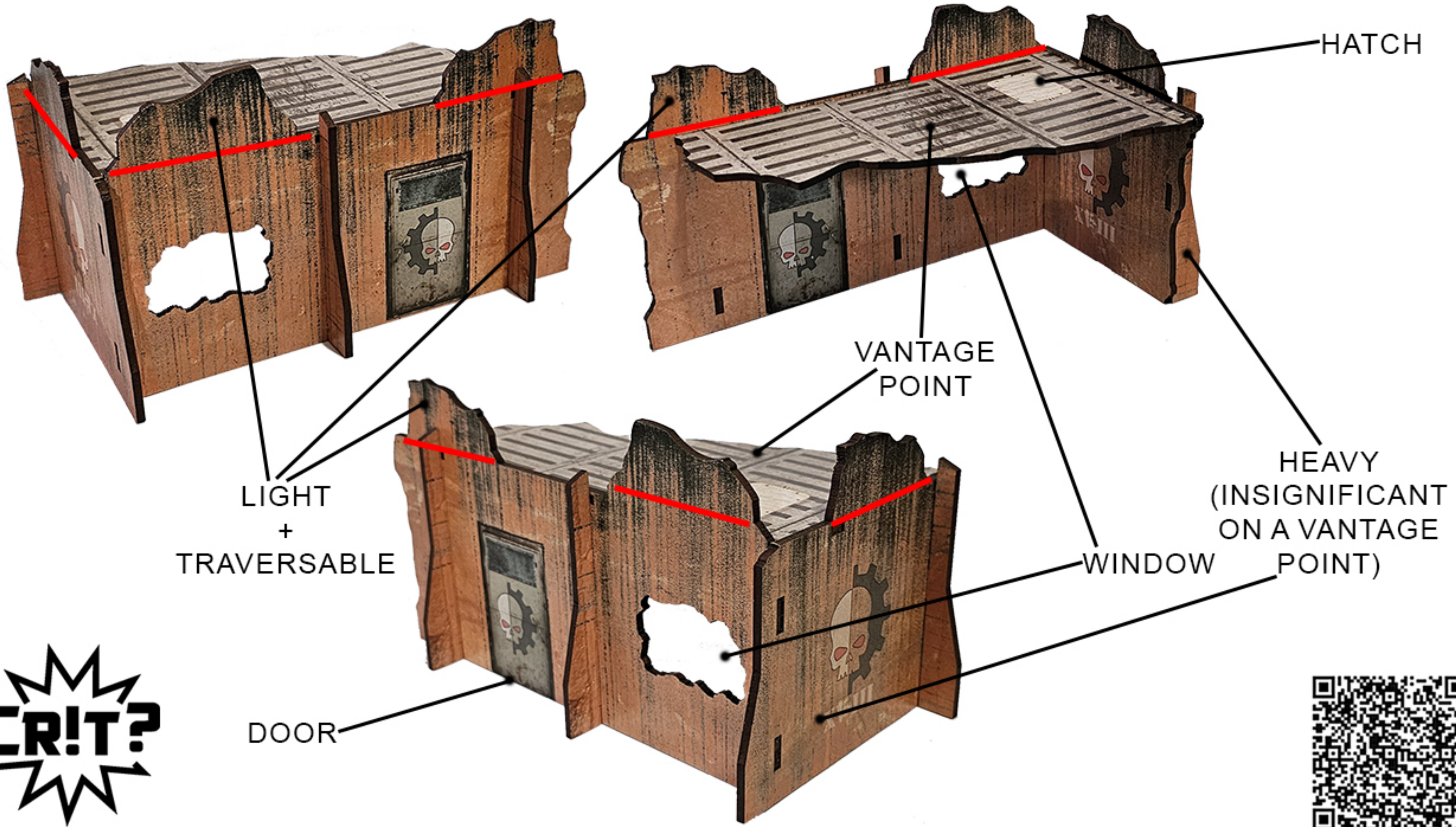


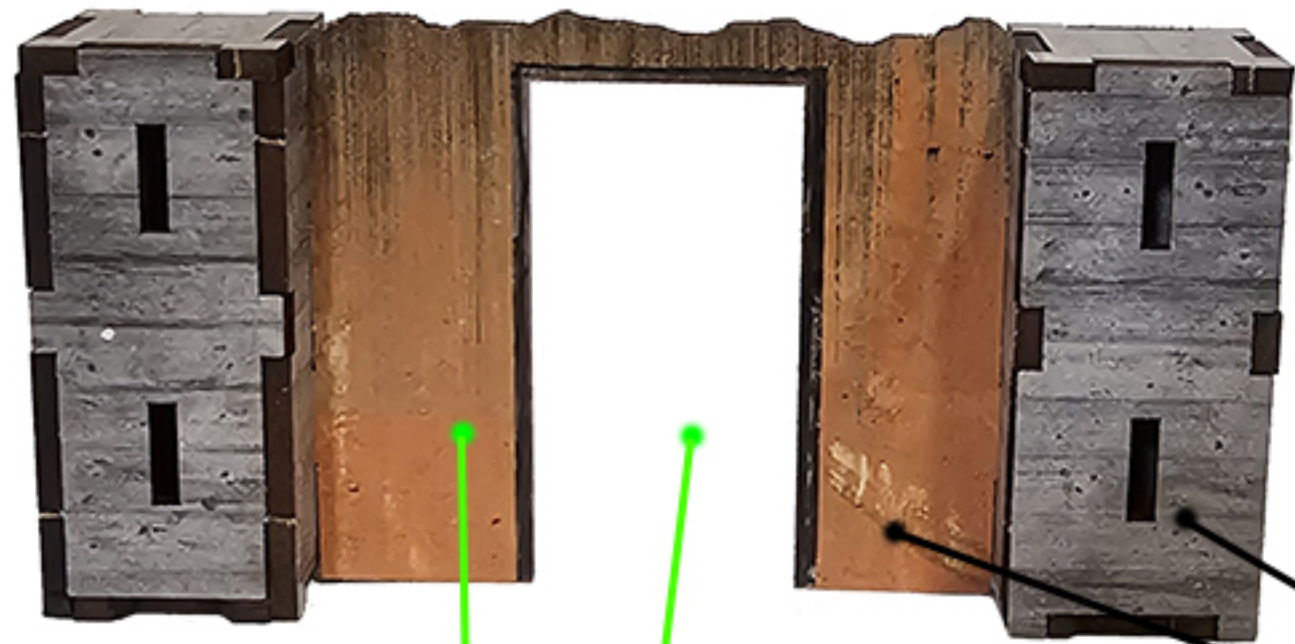
WTC KILL TEAM TERRAIN CYRAC MAP PACK





CRIT?





DOORWAY:

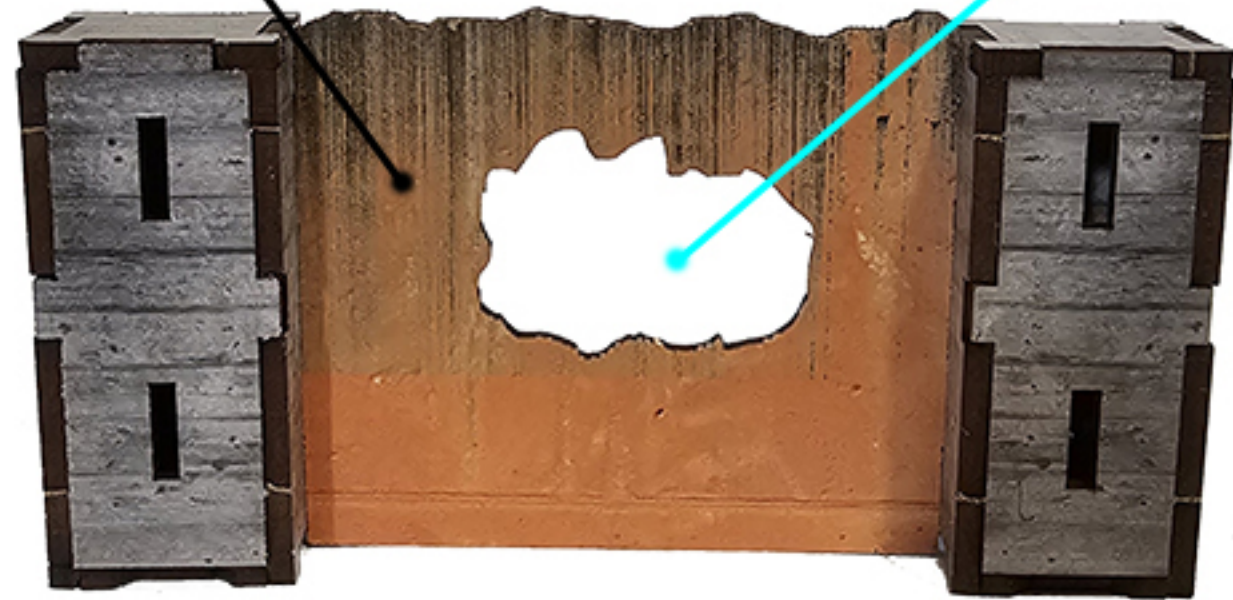
PROVIDES HEAVY COVER BUT ALSO
ALLOWS OPERATIVES TO MOVE
THROUGH DOORWAYS WITHOUT ANY
MODIFIERS/COST TO MOVEMENT



HEAVY

WINDOWS
ALLOW
VISIBILITY AND
LINE OF SIGHT
TO BE DRAWN
THROUGH THEM
BUT ARE NOT
TRAVERSABLE

WINDOW





HEAVY

(GAPS AT THE SIDES AND
BOTTOM OF THE HEAVY
WALL BLOCK VISIBILITY)



LIGHT
+
TRAVERSABLE

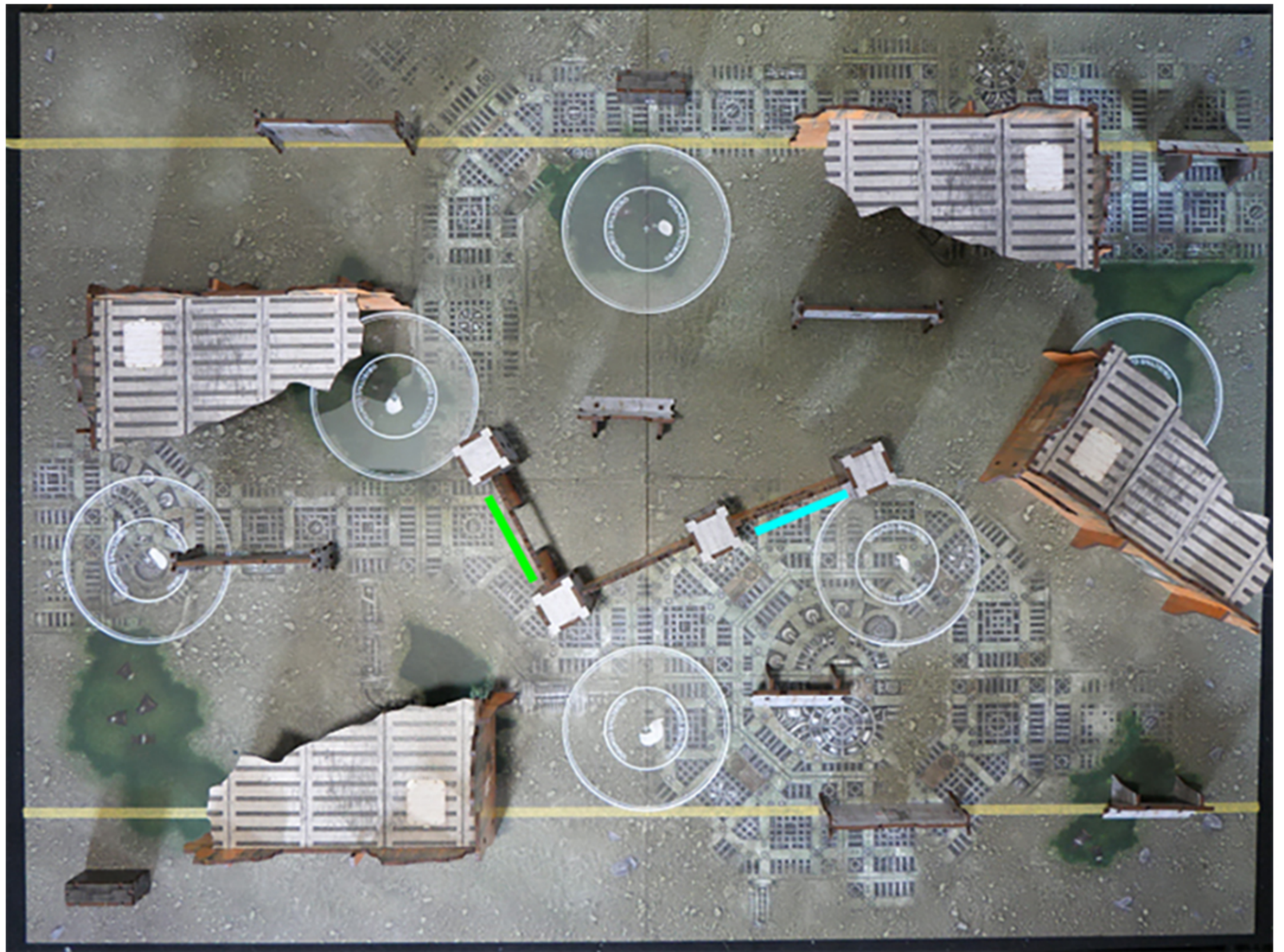
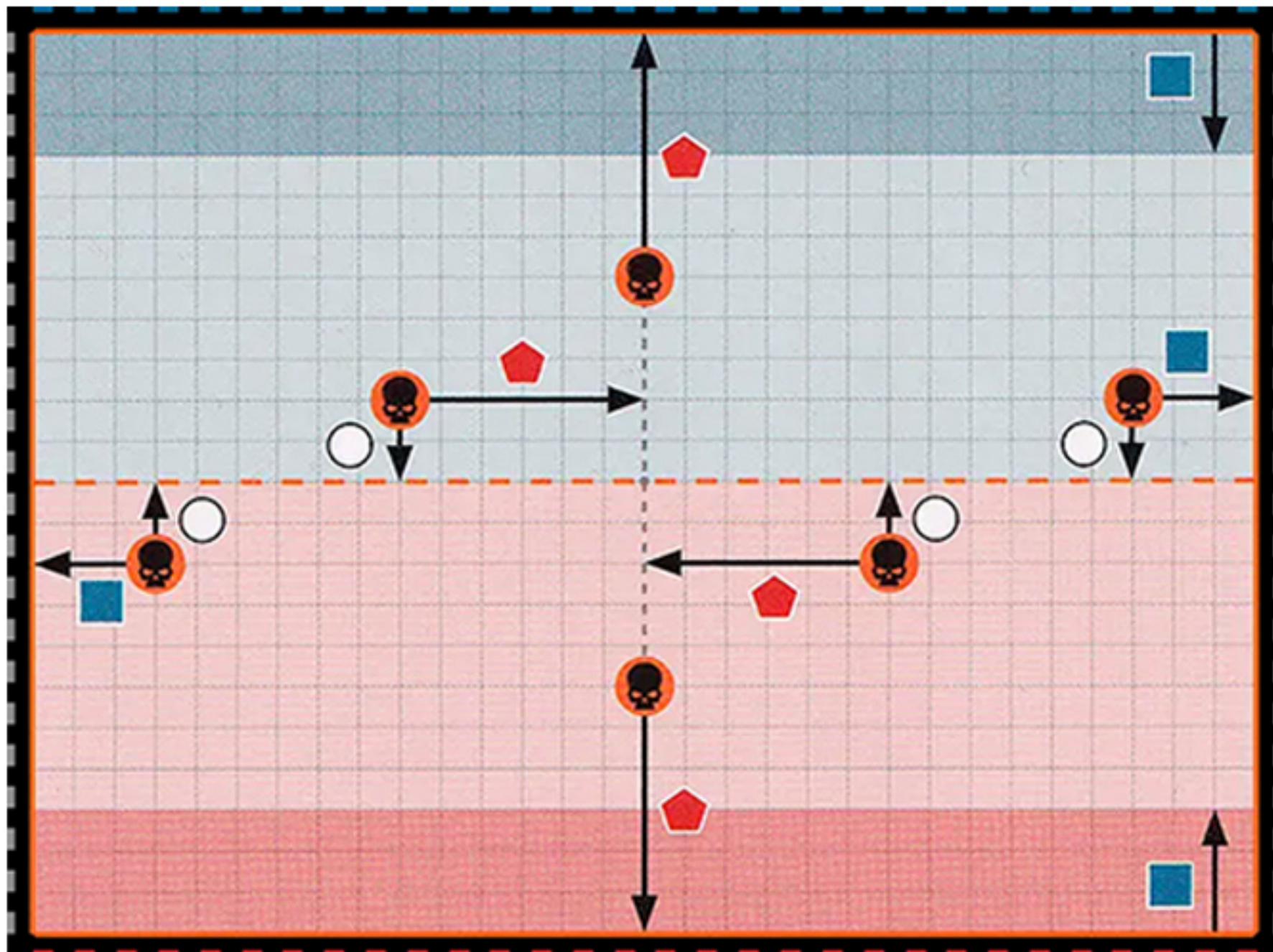


LIGHT
+
TRAVERSABLE



1 - SECTOR

MISSION	
A LOOT	B SECURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.
MISSION	MISSION
C CAPTURE	MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



CRIT?

**WTC KILL TEAM
TERRAIN**





A - THE GAP BETWEEN THE PILLAR AND WINDOW IS WIDE ENOUGH TO ALLOW A 40MM BASE TO PASS THROUGH.



C - THE BOTTOM BUILDING IS DIRECTLY ON THE EDGE OF THE DROPZONE, IT LOOKS FURTHER INTO THE DROPZONE FROM THE ORIGINAL IMAGE DUE TO THE BIRDSEYE POV SHOT.



B - THE GAP BETWEEN THE BUILDING AND THE EDGE OF THE BOARD IS WIDE ENOUGH FOR A 32MM BASE TO PASS THROUGH.

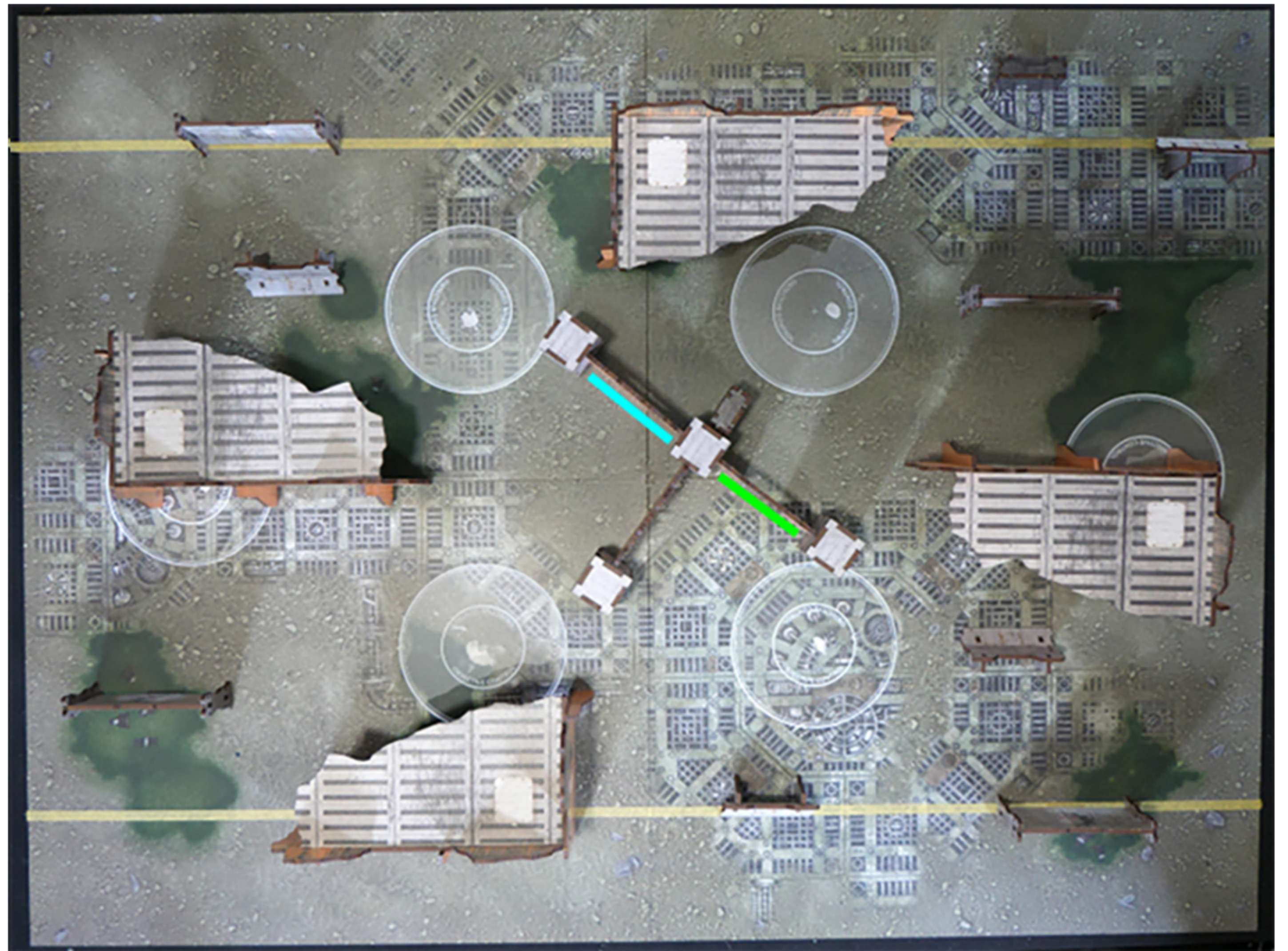
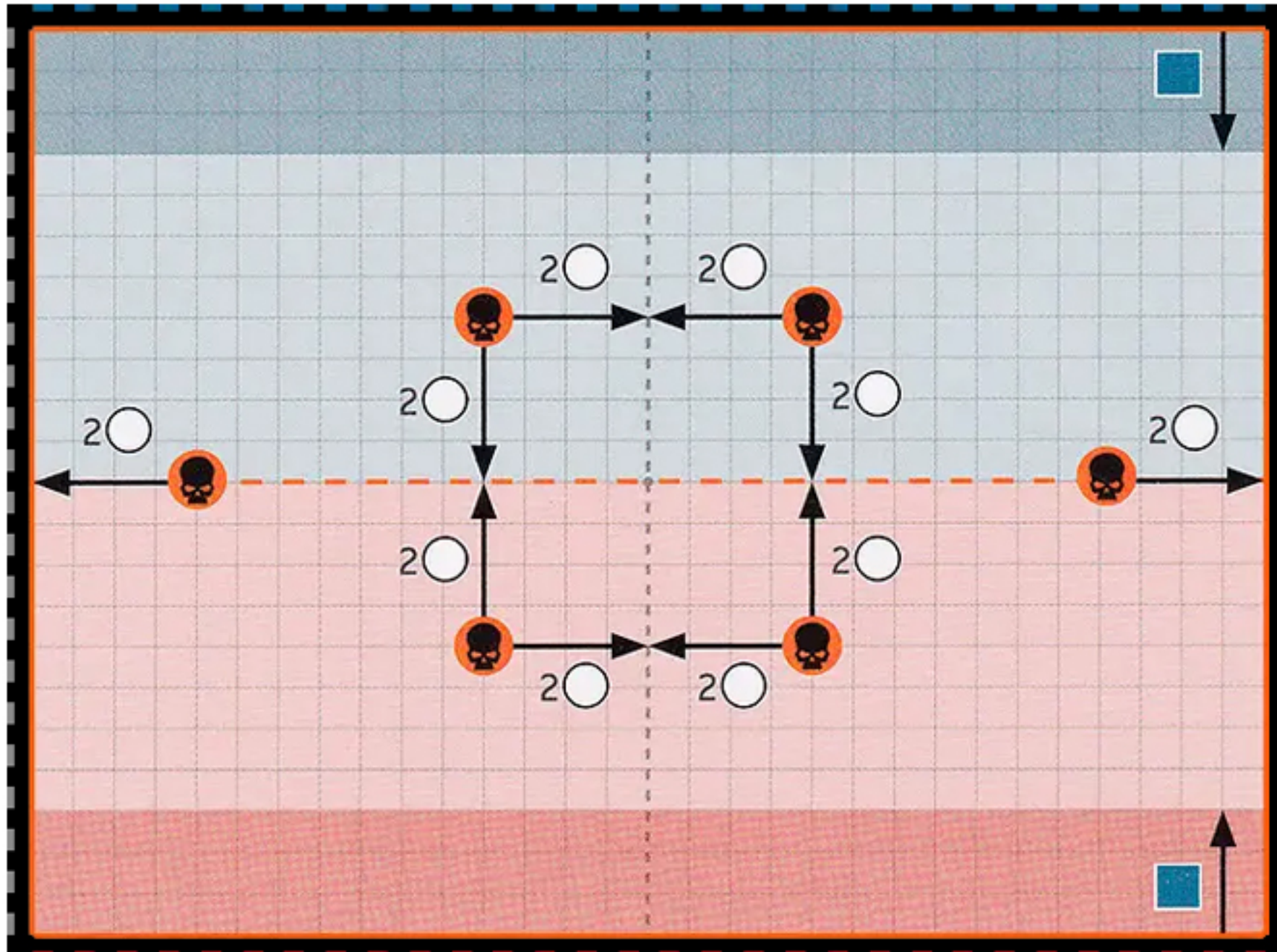


2 - CENTRE

MISSION	
A	LOOT
MISSION RULE Operatives can perform the following mission action:	
LOOT	1AP
An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle.	
MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	

MISSION	
B	SECURE
MISSION RULE Operatives can perform the following mission action:	
SECURE	1AP
An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	

MISSION	
C	CAPTURE
MISSION RULE	
Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operative control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	



CRIT?

**WTC KILL TEAM
TERRAIN**





A + B - BOTH OBJECTIVE MARKERS PICTURED SIT JUST ON THE EDGE OF THE BUILDING VANES

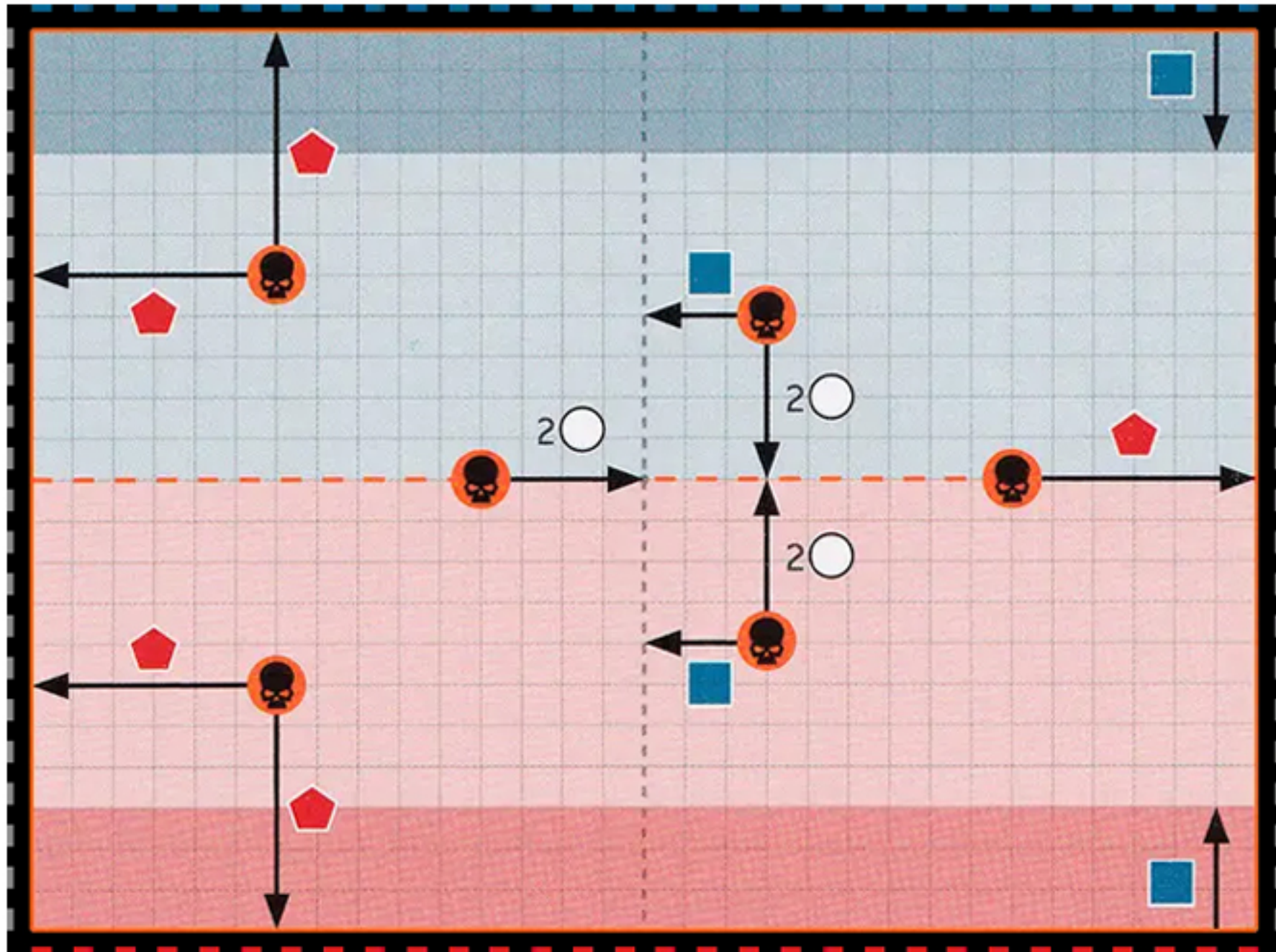


C - THE GAP BETWEEN THE BOTTOM LEFT BUILDING AND PILLAR IS WIDE ENOUGH FOR A 40MM BASE



3 - FLANK

MISSION	
A LOOT	B SECURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.
C CAPTURE	
MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	



CRIT?

**WTC KILL TEAM
TERRAIN**

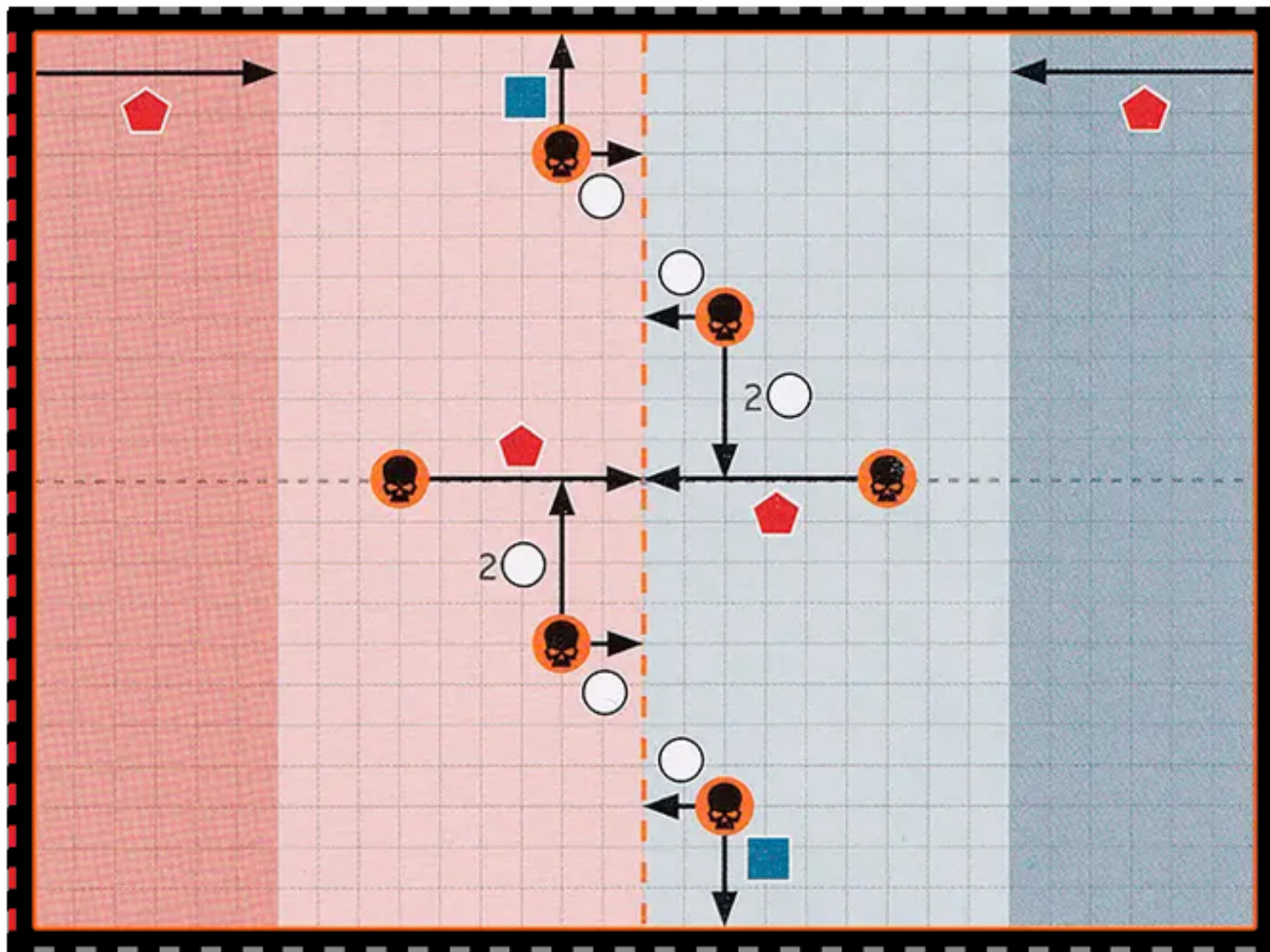


4 - STRAIT

MISSION	
A	LOOT
MISSION RULE Operatives can perform the following mission action:	
LOOT	1AP
An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle.	
MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	

MISSION	
B	SECURE
MISSION RULE Operatives can perform the following mission action:	
SECURE	1AP
An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	

MISSION	
C	CAPTURE
MISSION RULE	
Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	



CRIT?

**WTC KILL TEAM
TERRAIN**

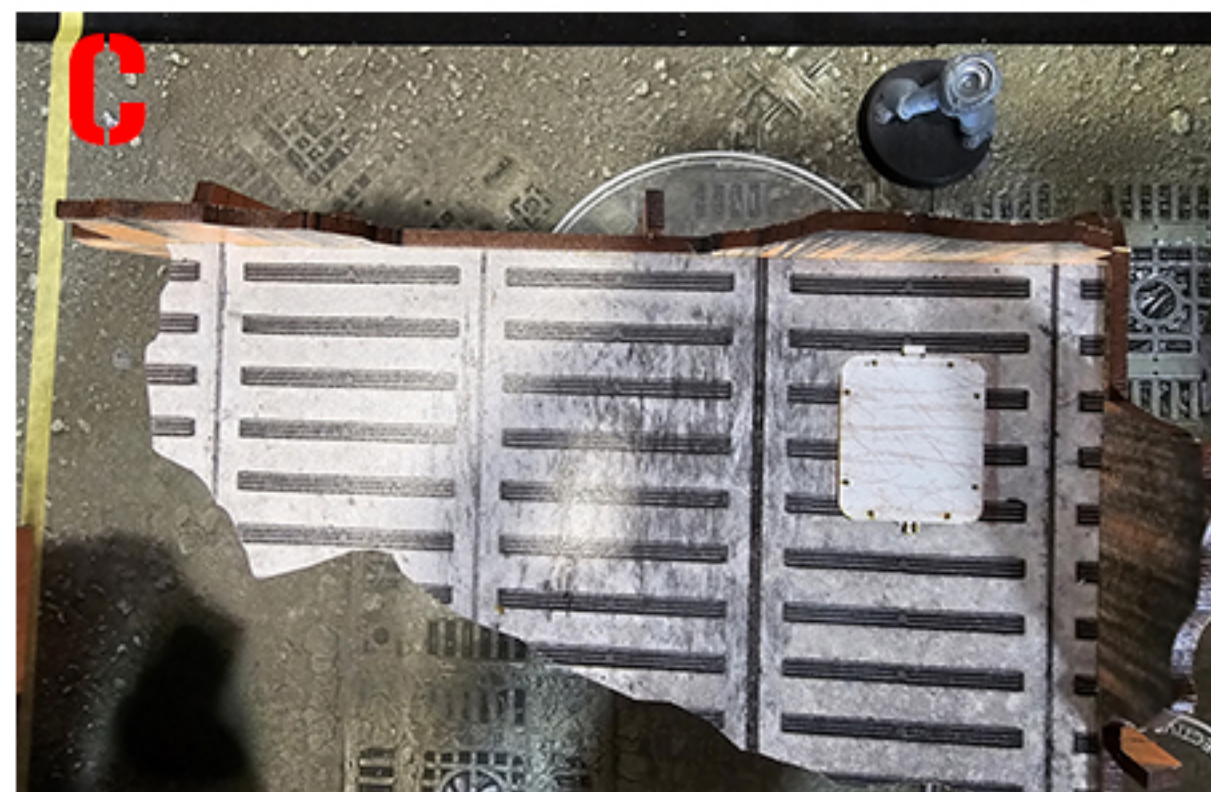




A - THE GAP ON THE BOTTOM-RIGHT SIDE OF THE MAP ALLOWS A 25MM BASE TO FIT



B - THE GAP BETWEEN THE PILLAR AND THE BUILDING IS WIDE ENOUGH FOR A 40MM BASE TO PASS THROUGH

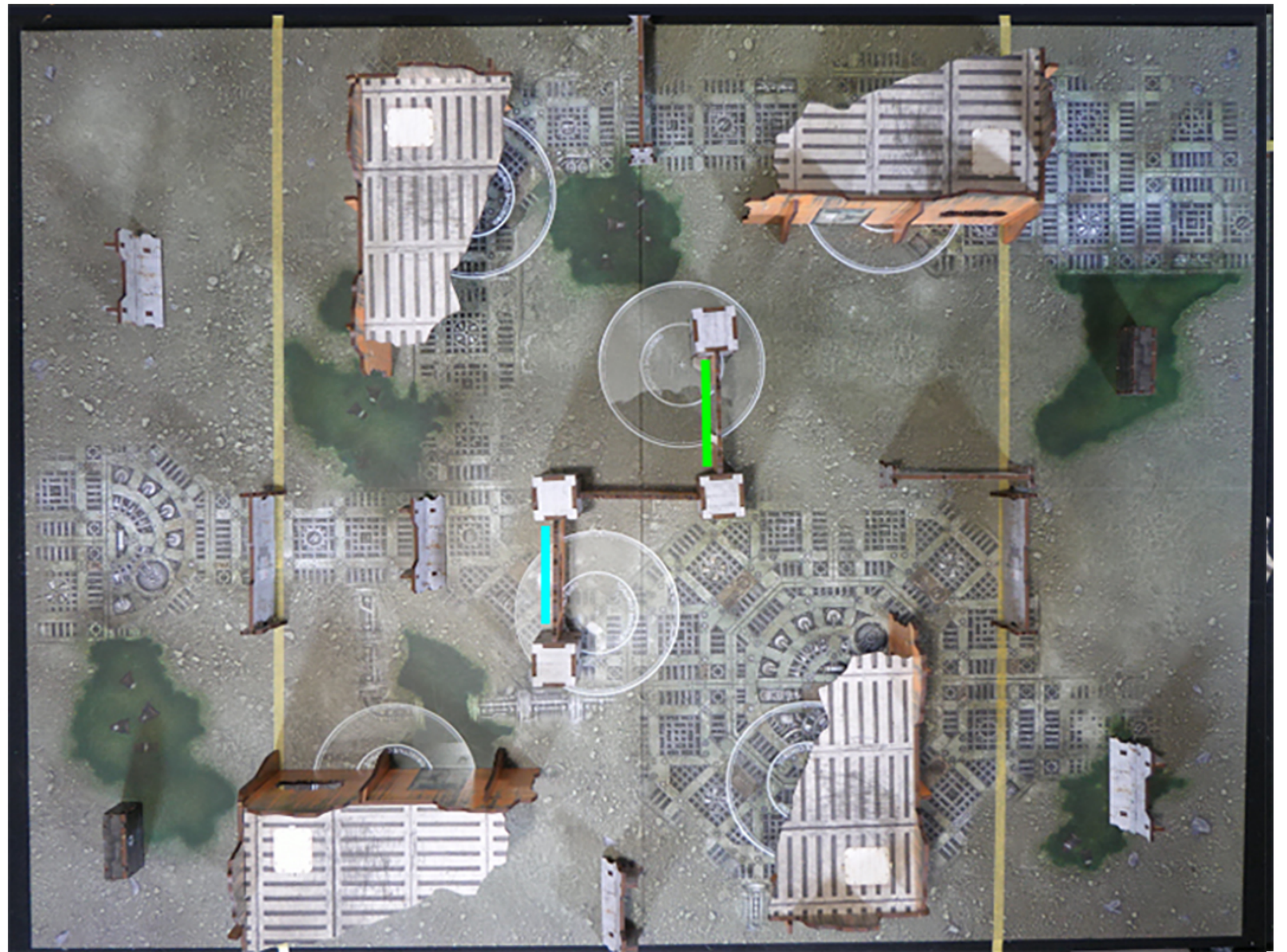
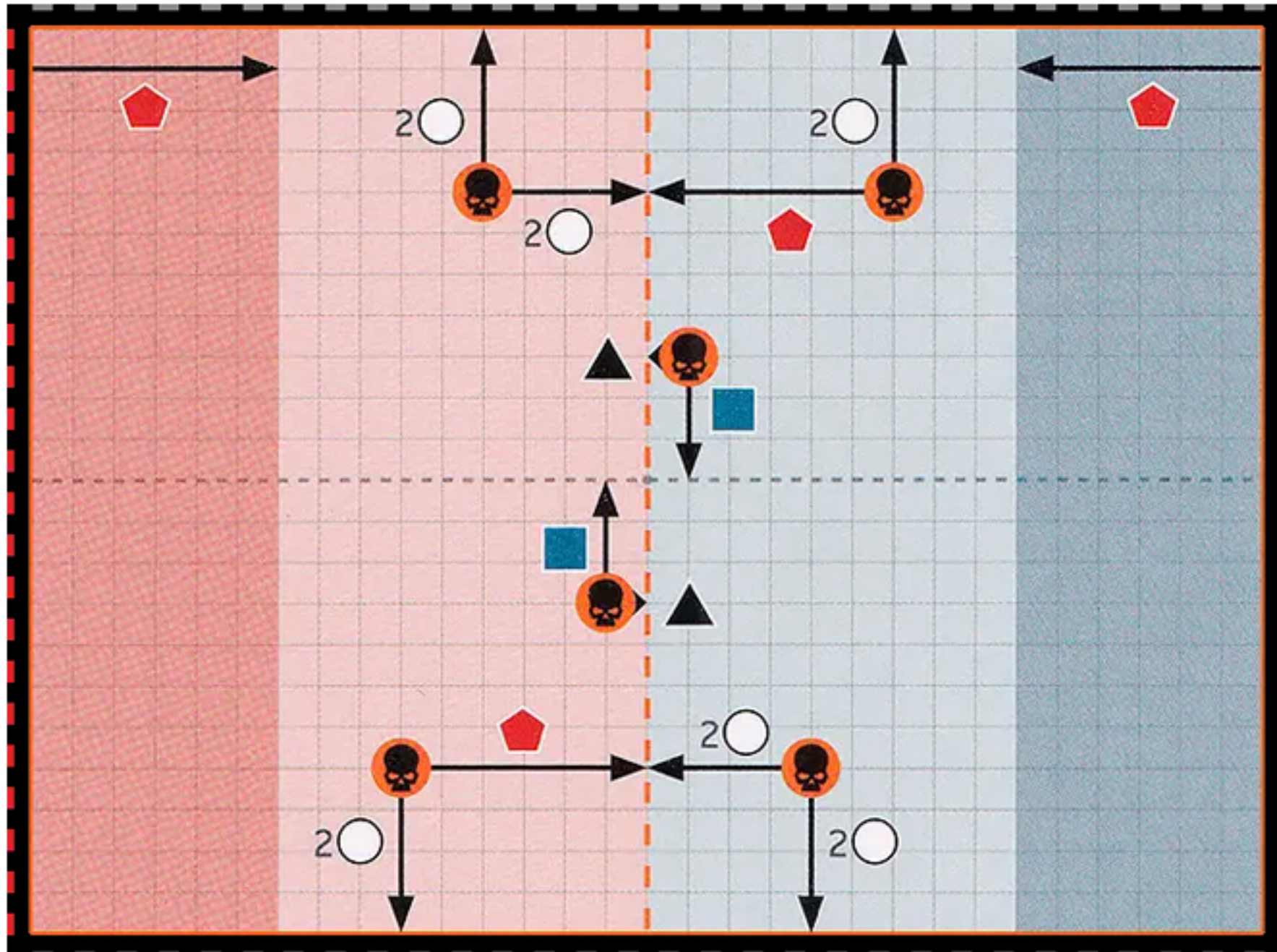


C - THE GAP BETWEEN THE BUILDING AND THE BOARD EDGE IN THE TOP RIGHT OF THE MAP IS ALLOWS 32MM BASES TO PASS AROUND



5 - BATTLEGROUND

MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



CRIT?

**WTC KILL TEAM
TERRAIN**





A + B - THE GAP FOR BOTH LEFT AND RIGHT BOTTOM BUILDINGS ARE WIDE ENOUGH FOR 25MM BASES TO MOVE PAST



C - THE TOP RIGHT BUILDING ALLOWS A 32MM BASE TO MOVE PAST

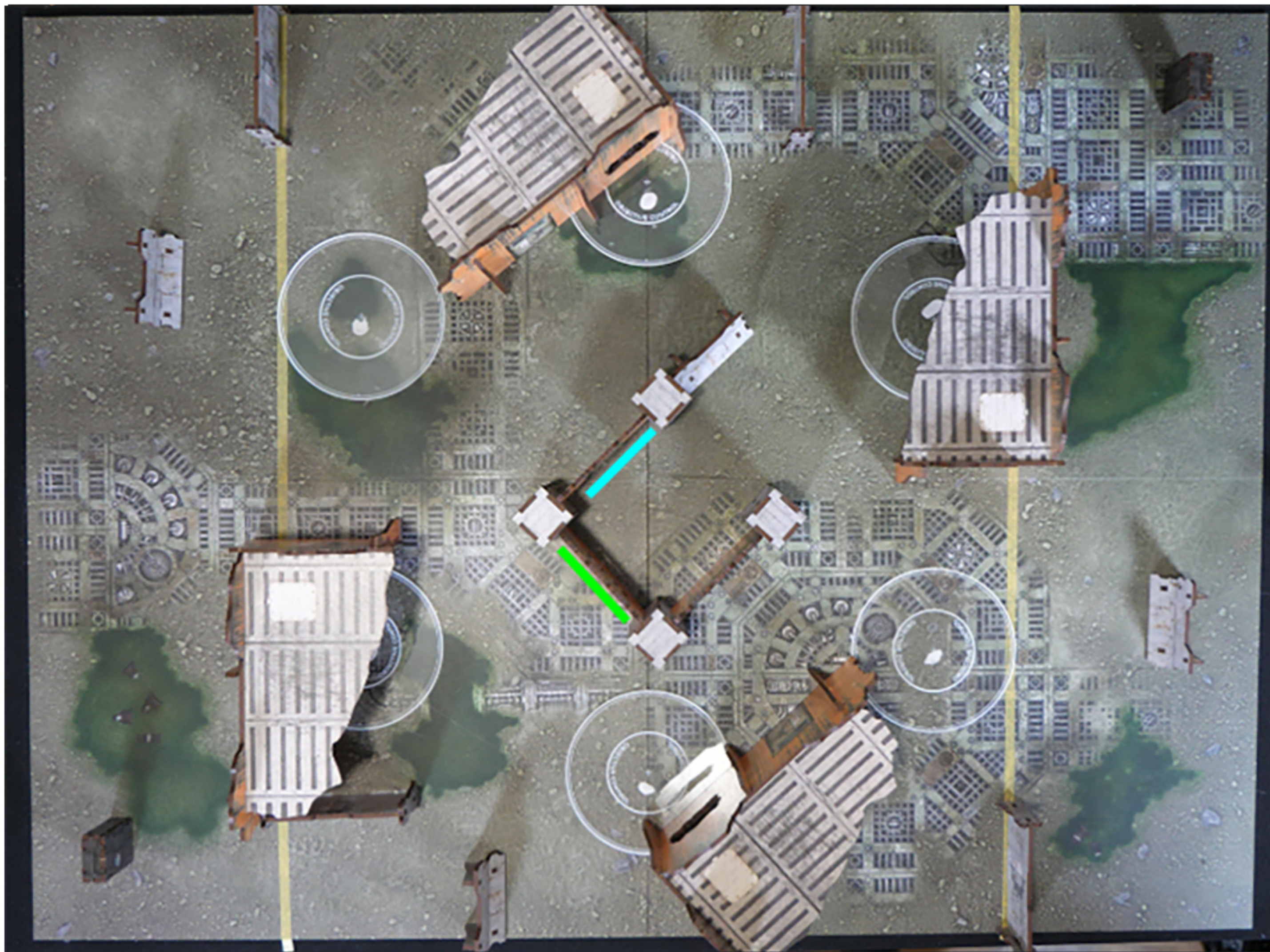
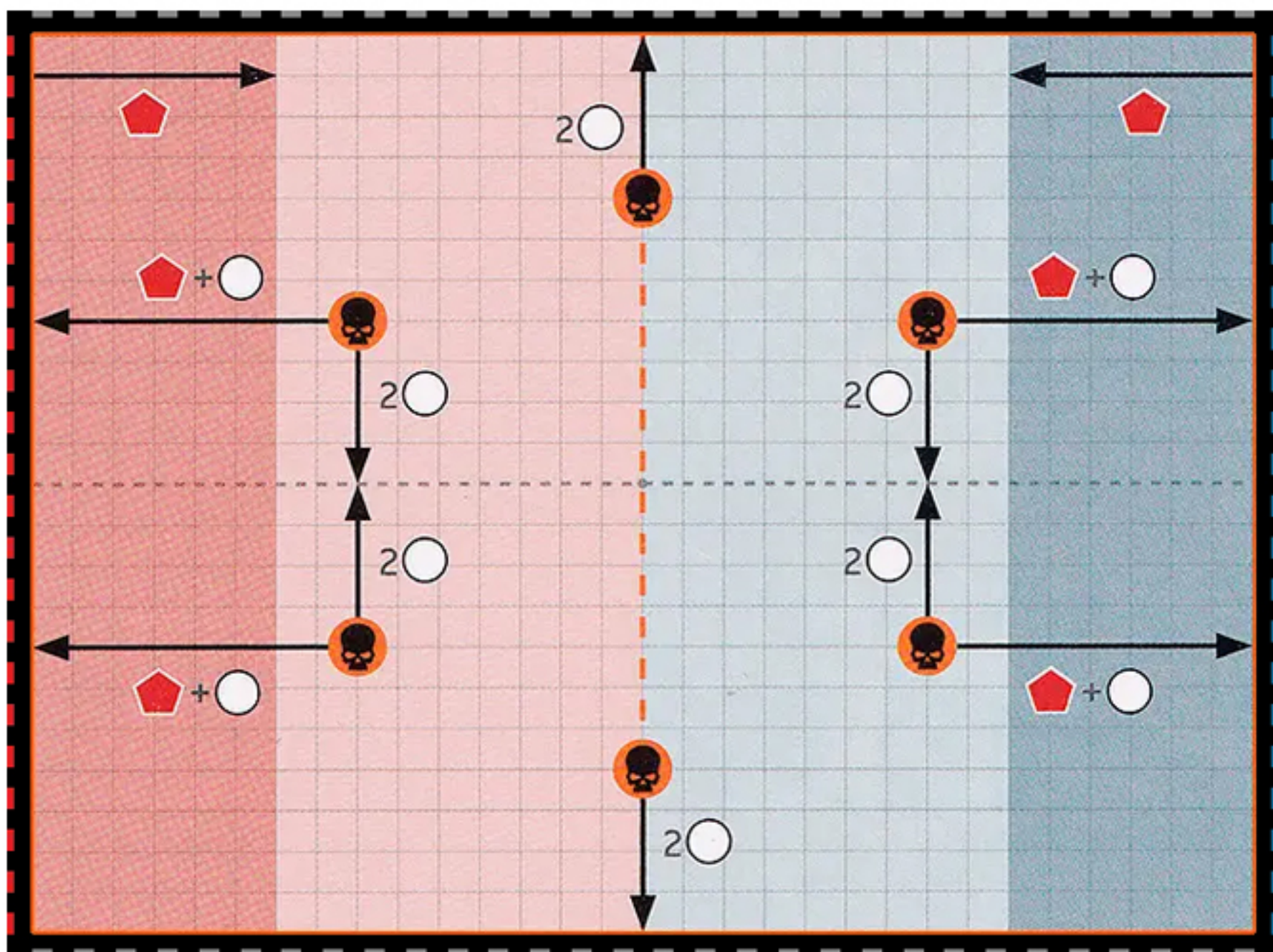


D - THE TOP LEFT BUILDING IS WIDE ENOUGH FOR A 40MM BASE TO MOVE PAST



6 - BOUNDARY

MISSION	
A LOOT	B SECURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.
C CAPTURE	
MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operative control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \odot of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	

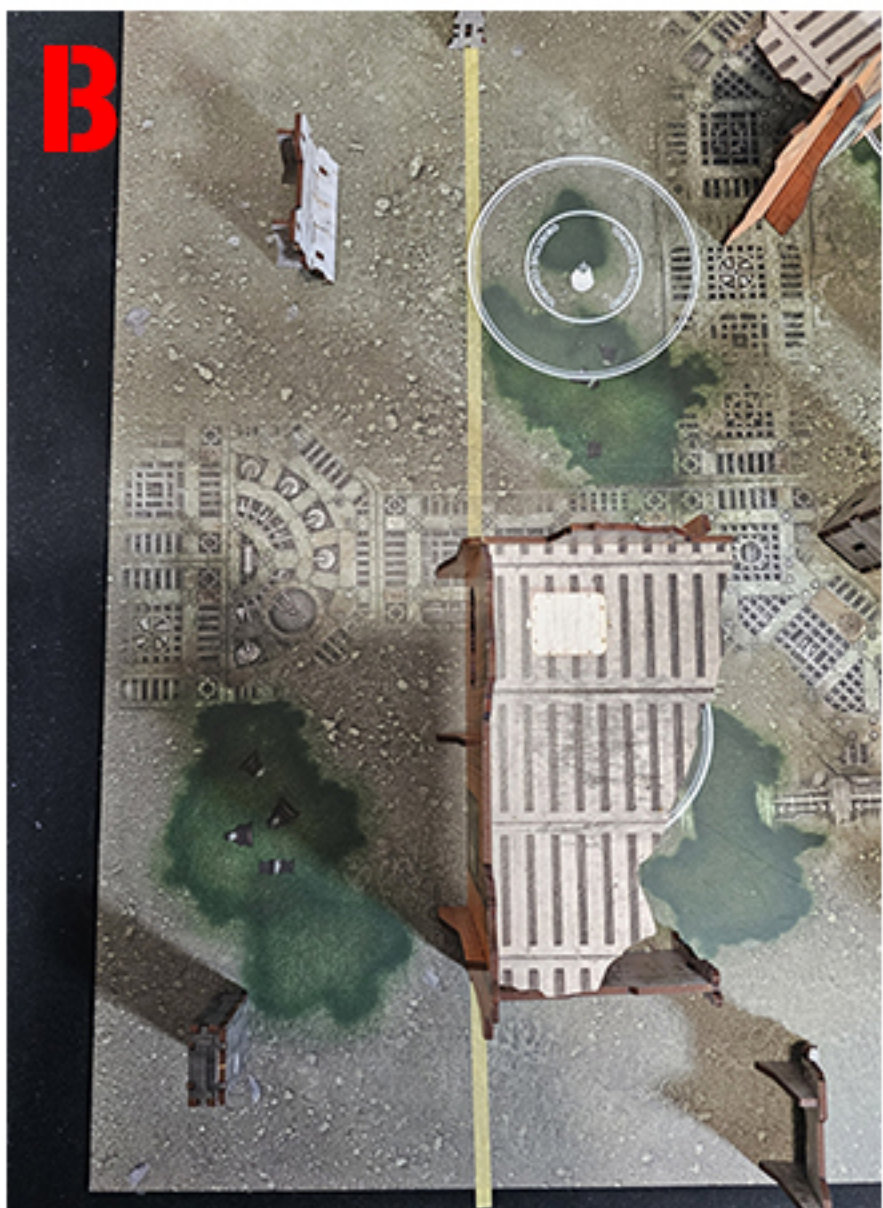


WTC KILL TEAM TERRAIN





A - BOTH THE BUILDING AND HEAVY WALLS SIT ON THE EDGE OF THE KILLZONE



B - THE BUILDING AND HEAVY WALL ARE DEPLOYED ON THE EDGE OF THE LEFT-SIDE DROP ZONE, AND LOOK OFF-SET DUE TO CAMERA ANGLES

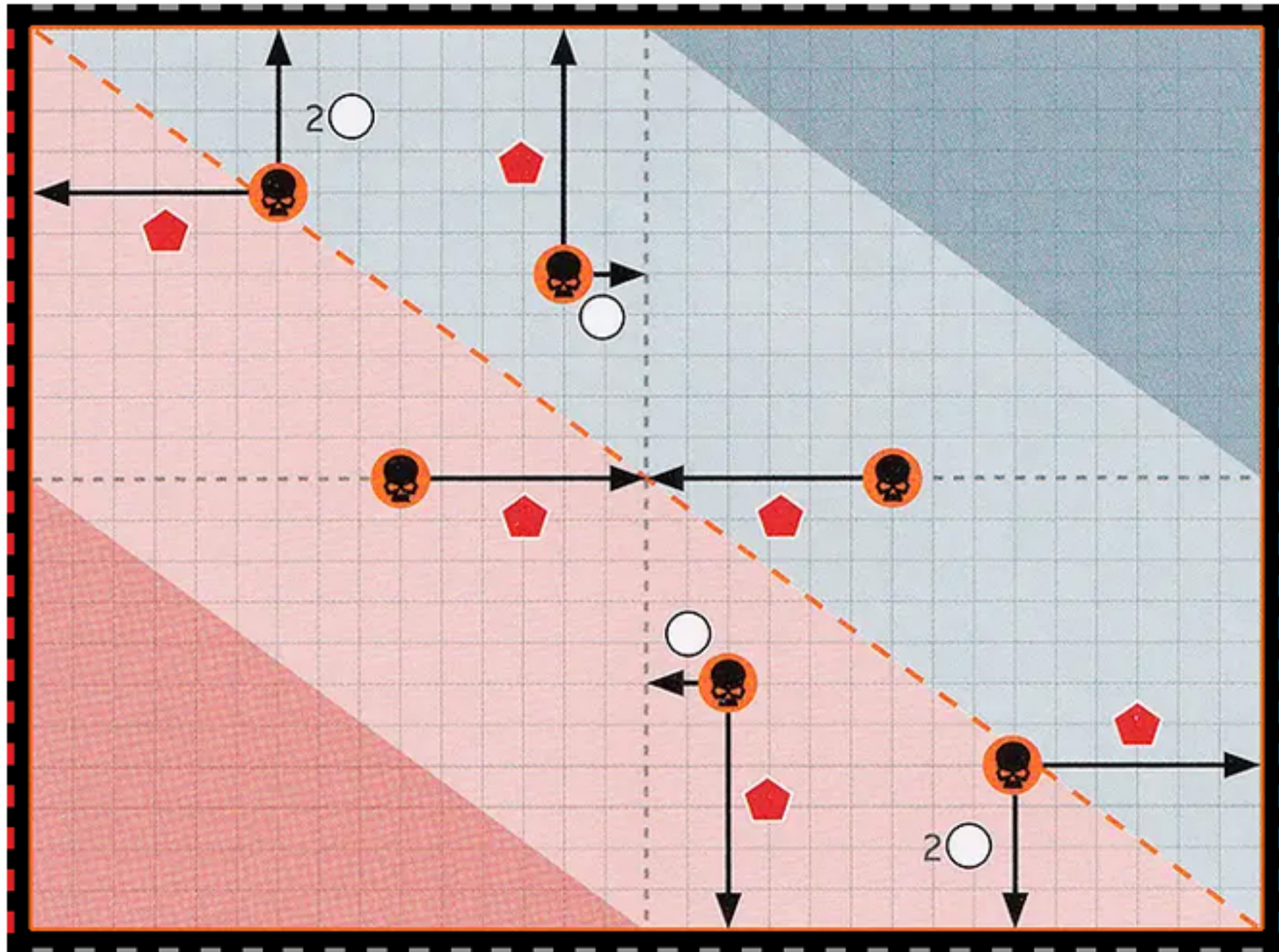


C - THE GAP BETWEEN THE TERRAIN FEATURES IN THE BOTTOM LEFT OF THE MAP ARE WIDE ENOUGH FOR A 40MM BASE TO PASS THROUGH FREELY



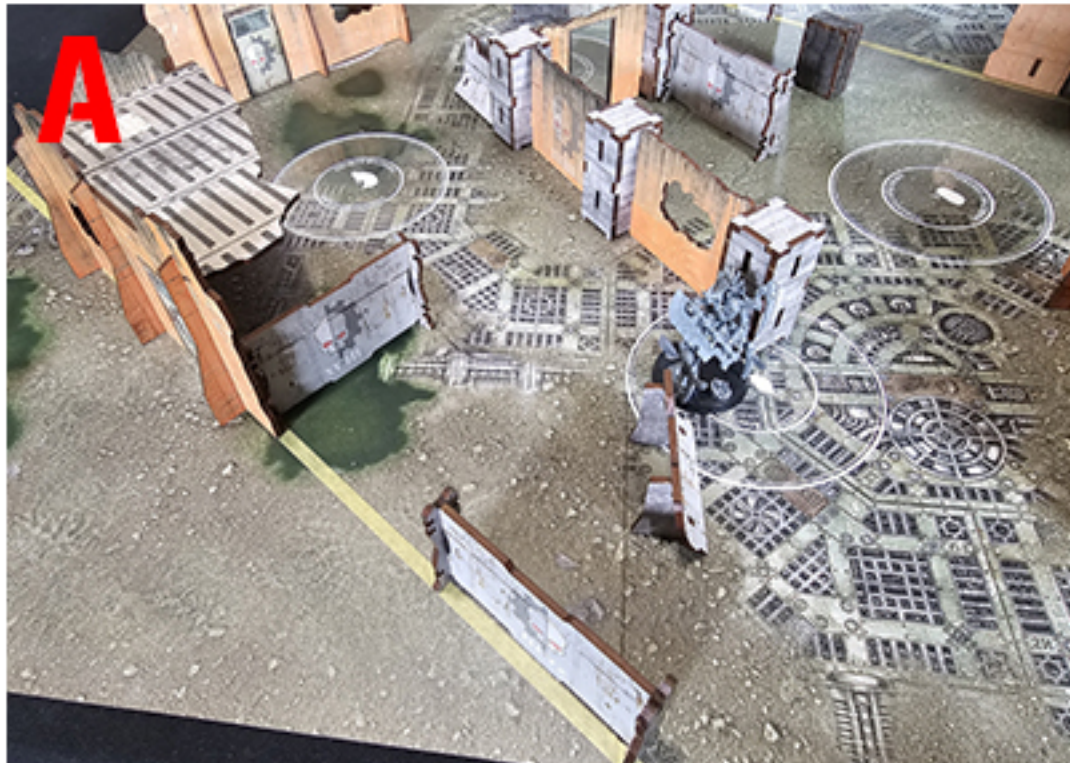
7 - JUNCTION

MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \bigcirc of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



WTC KILL TEAM TERRAIN

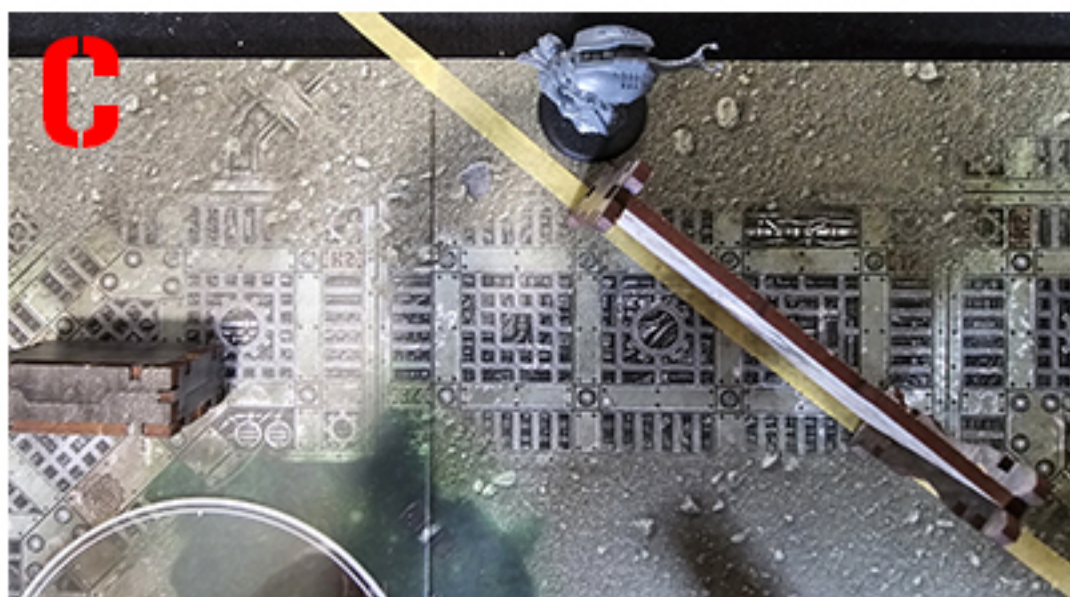




A - THE GAP BETWEEN THE PILLAR AND THE BARRICADE ALLOWS A 40MM BASE TO FIT



B - THE TOP LEFT BUILDING IS FAR ENOUGH FROM THE KILLZONE EDGE TO ALLOW A 32MM BASE TO MOVE PAST



C - A 25MM BASE CAN FIT IN THE GAP IN THE TOP RIGHT DROP-ZONE

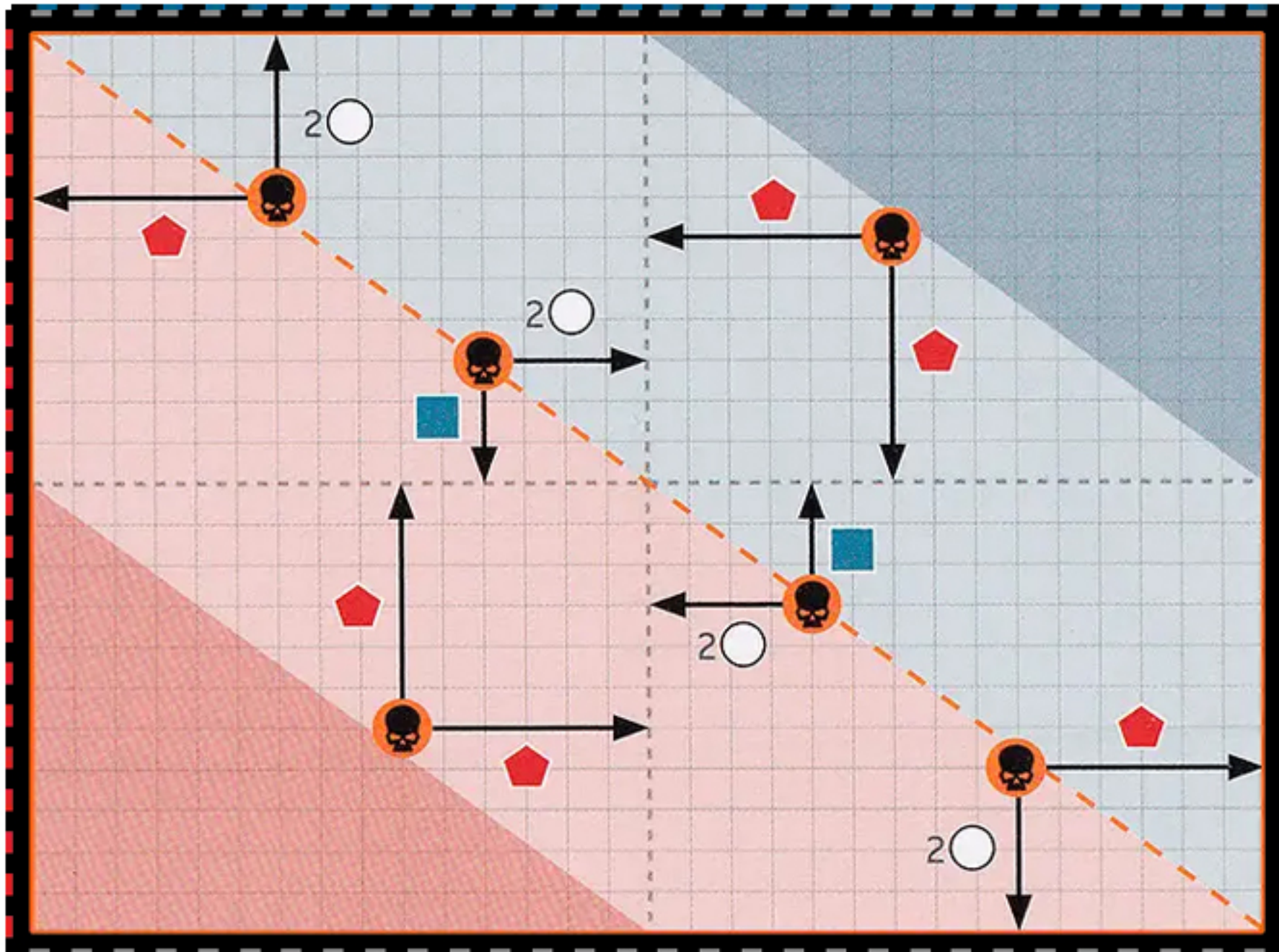


D - THE BOTTOM SIDE OF THE TOP RIGHT DROPZONE ALLOWS A 32MM BASE TO FIT PAST



8 - APPROACH

MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
MISSION RULE Operatives can perform the following mission action: LOOT 1AP An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle. MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	MISSION RULE Operatives can perform the following mission action: SECURE 1AP An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	MISSION RULE Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operatives control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \odot of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team. MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.



CRIT?

**WTC KILL TEAM
TERRAIN**

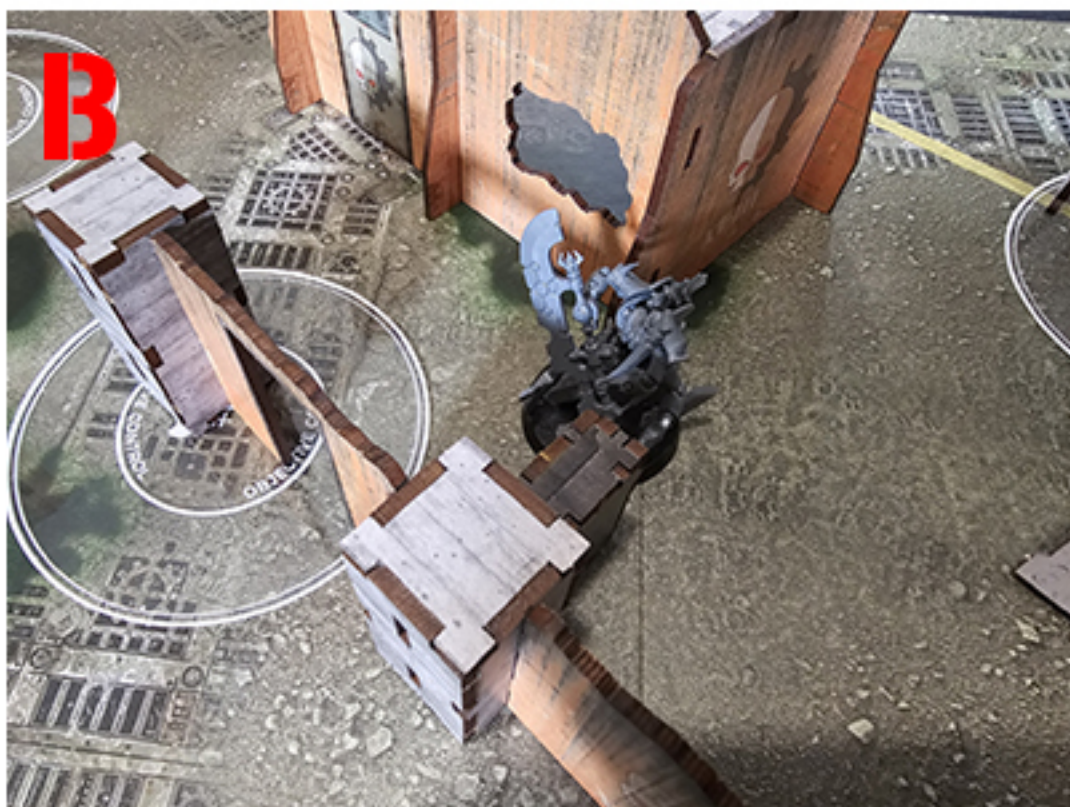




A - THE GAP BETWEEN THE PILLAR AND THE VANTAGE POINT ALLOWS A 40MM BASE TO PASS THROUGH



C - A 40MM BASE CAN FIT BETWEEN THE GAP SHOWN



B - THE GAP BETWEEN THE BOX AND THE VANTAGE POINT IS WIDE ENOUGH FOR A 40MM BASE TO PASS THROUGH

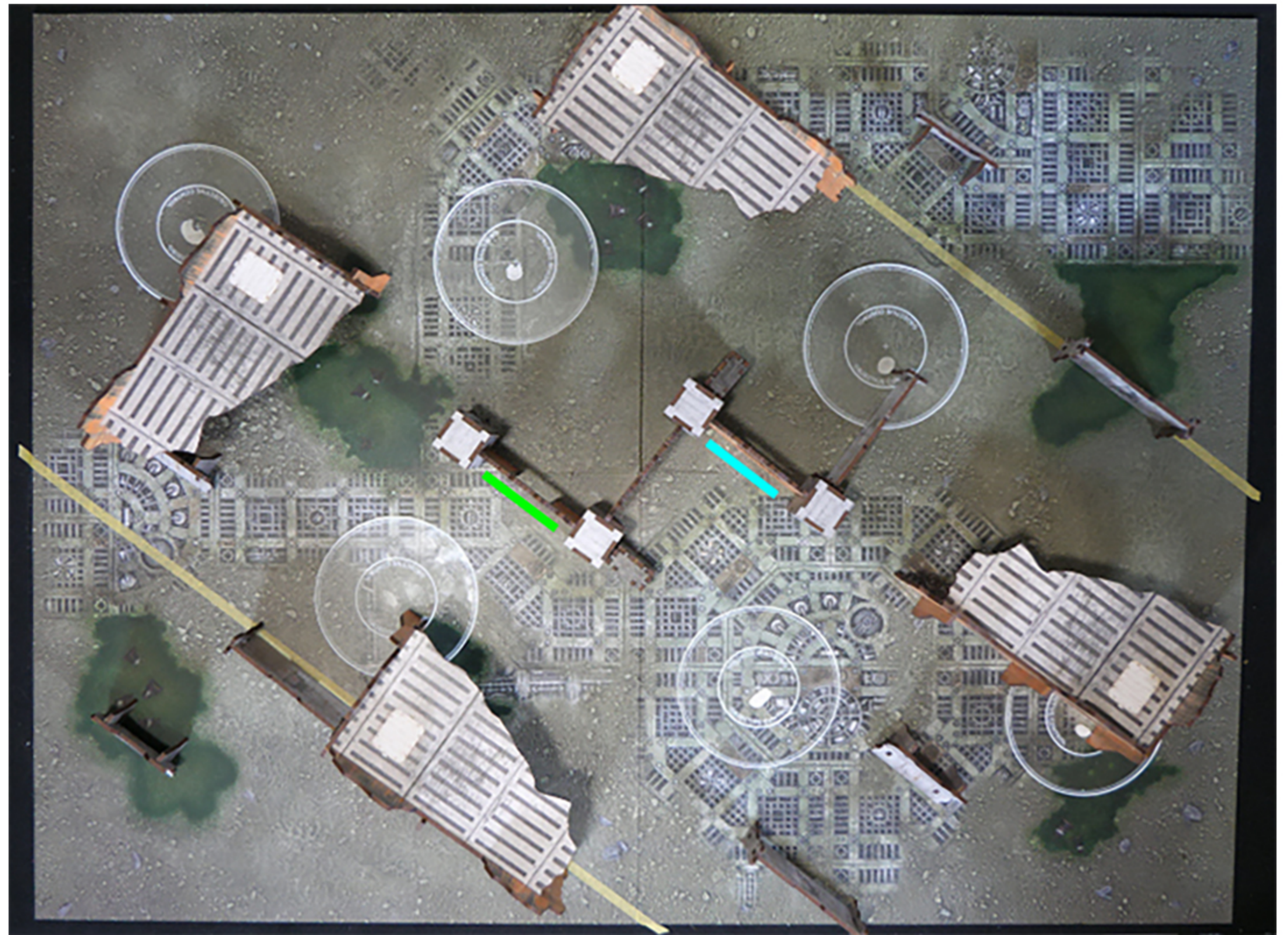
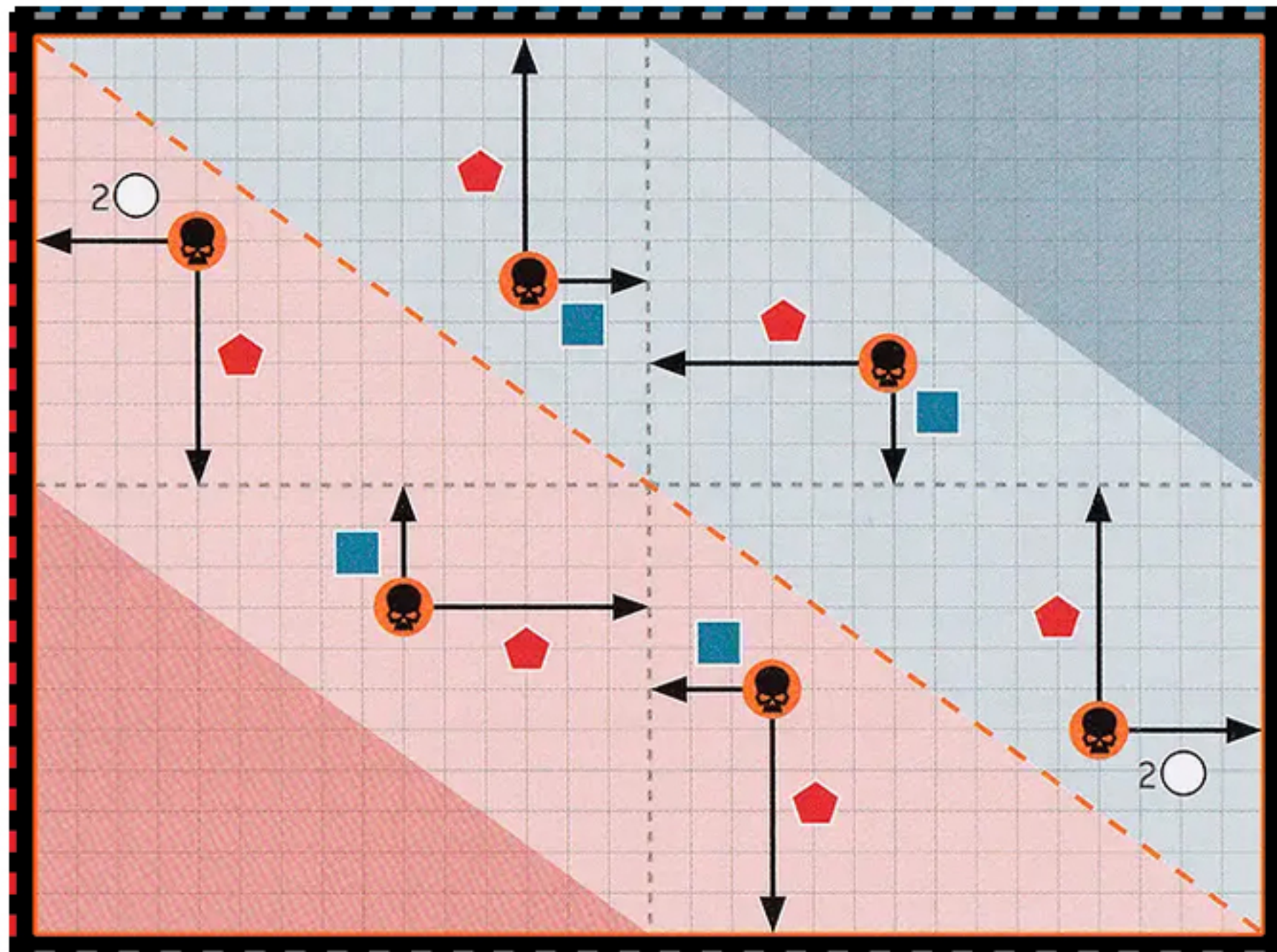


9 - FRONT LINE

MISSION	
A	LOOT
MISSION RULE Operatives can perform the following mission action:	
LOOT	1AP
An operative can perform this action while it controls an objective marker that has not been looted during this Turning Point. If it does so, that objective marker has been looted during this Turning Point. Each objective marker can be looted a maximum of three times during the battle.	
MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.	

MISSION	
B	SECURE
MISSION RULE Operatives can perform the following mission action:	
SECURE	1AP
An operative can perform this action while it controls an objective marker. Until the enemy kill team secures that objective marker, that objective marker is secured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.	

MISSION	
C	CAPTURE
MISSION RULE	
Capture: At the end of each Turning Point (before determining VPs), each objective marker friendly operative control is captured by your kill team. While an objective marker is captured by your kill team, it stays under their control, even if no friendly operatives are within \odot of it. If any enemy operatives control that objective marker following the normal rules for controlling objective markers, it is no longer captured by your kill team.	
MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	



CRIT?

**WTC KILL TEAM
TERRAIN**





A - THE GAP BETWEEN THE PILLAR AND THE VANTAGE POINT ALLOWS A 40MM BASE TO PASS THROUGH



B - THE GAP IN THE BOTTOM LEFT DROPZONE ALLOWS A 32MM BASE TO FIT THROUGH



C - THE VANTAGE POINT IS TOUCHING THE KILLZONE EDGE



D - THE GAP BETWEEN THE RIGHT VANTAGE POINT AND THE KILLZONE EDGE ALLOWS A 32MM BASE TO PASS THROUGH

