



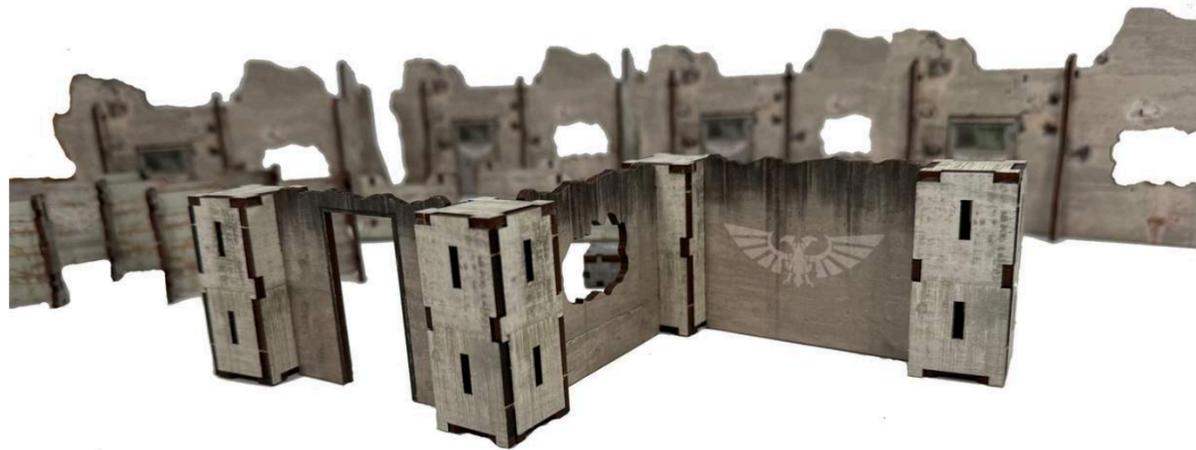
UTC KILLTEAM TERRAIN



1. LIGHT, AND TRAVERSABLE



2. HEAVY WALLS, WITH WINDOWS AND DOORWAY



3. HEAVY WALLS, WITH HEAVY BUTTRESSES. WINDOWS, DOORS AND HATCHES ON L-SHAPED WALLS



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The following pages have suggested starting spots for terrain. However in actual play TO's may end up using the terrain in ways outside of these set ups.

We encourage all To's and players to try other set ups, and playing on different layouts outside of these!

With this being our first draft at a map pack, we look forward to players giving them a try. Please do drop us some feedback at newyorkkillteam@gmail.com



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1. SECTOR

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.

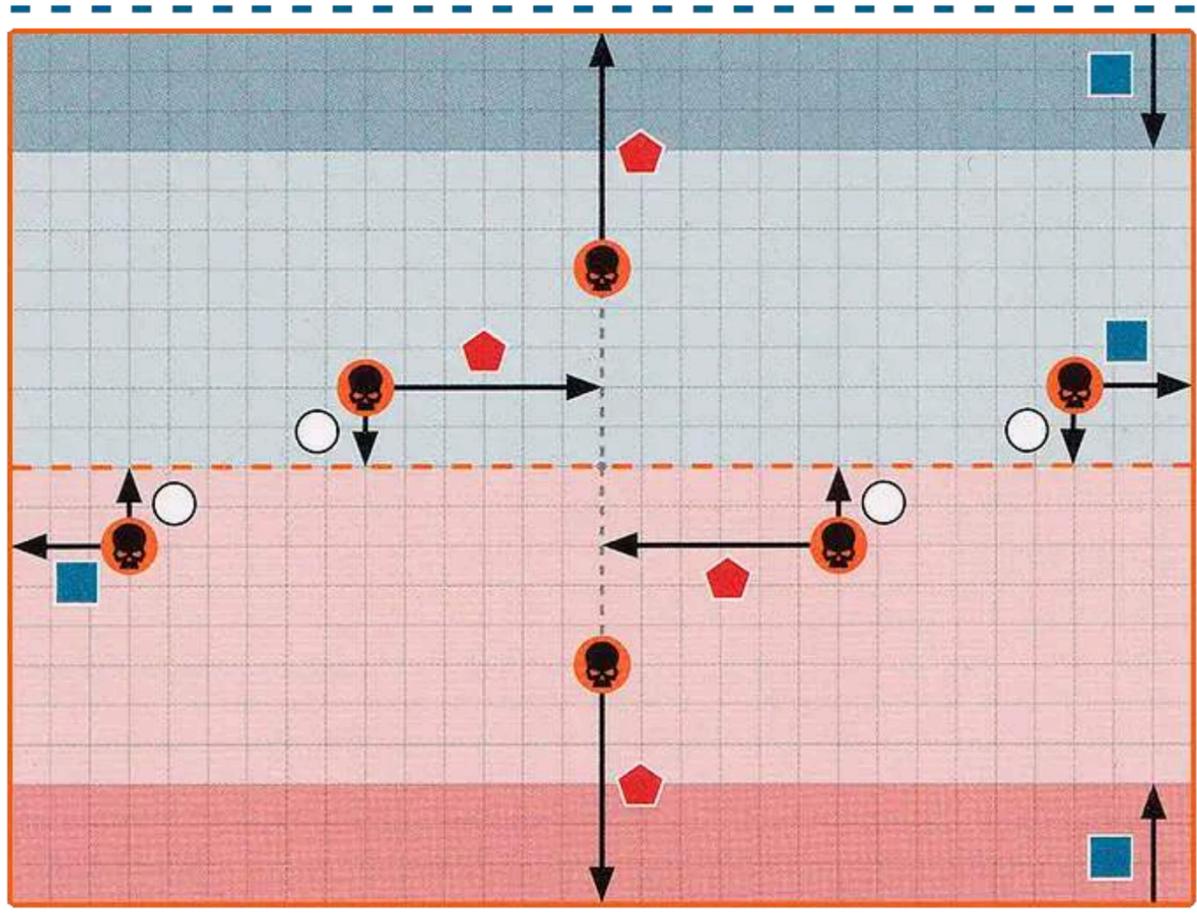
MISSION

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 \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.

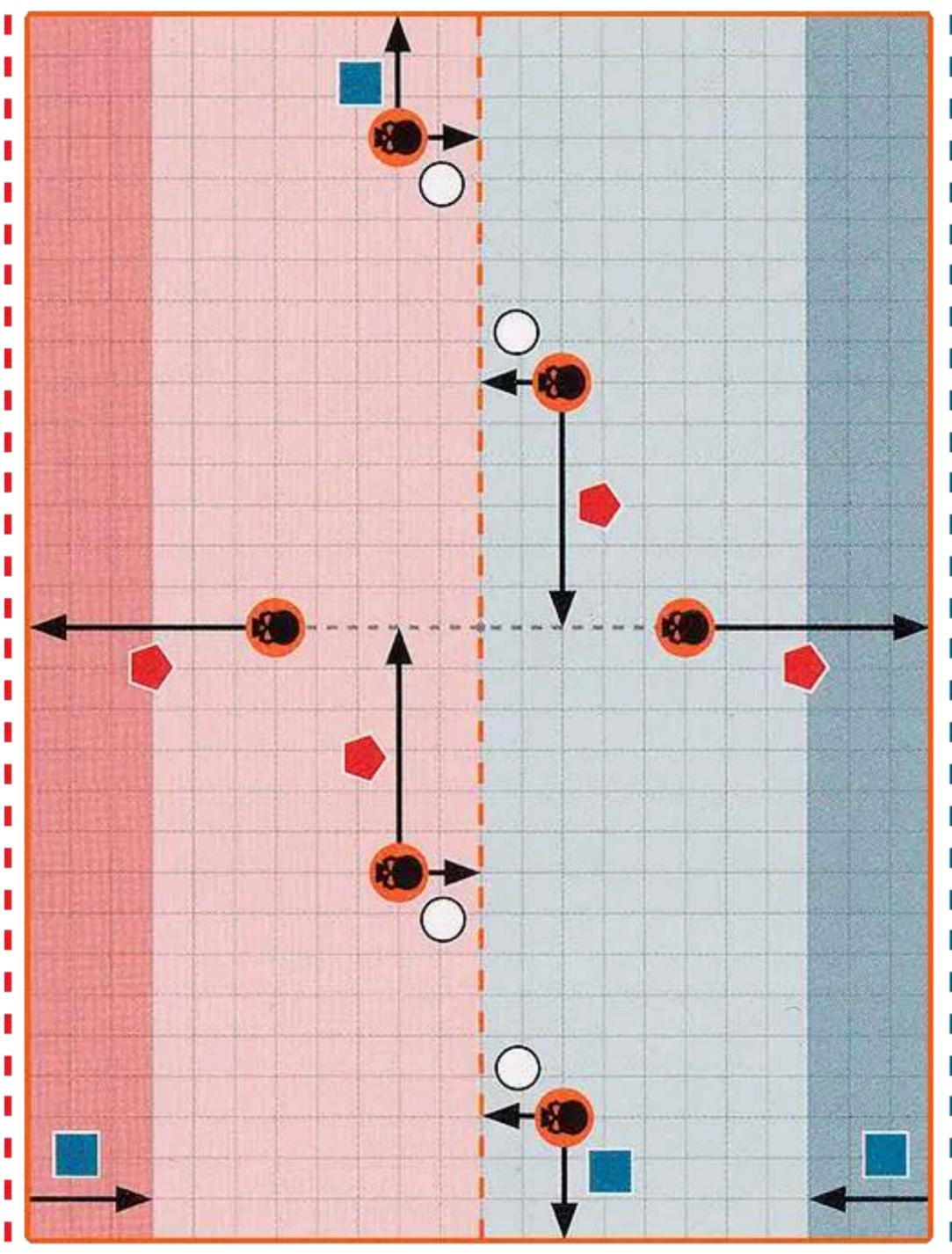
Legend
RED - Doorway
GREEN - Window
YELLOW - Jump



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1. SECTOR ADD. VIEWS



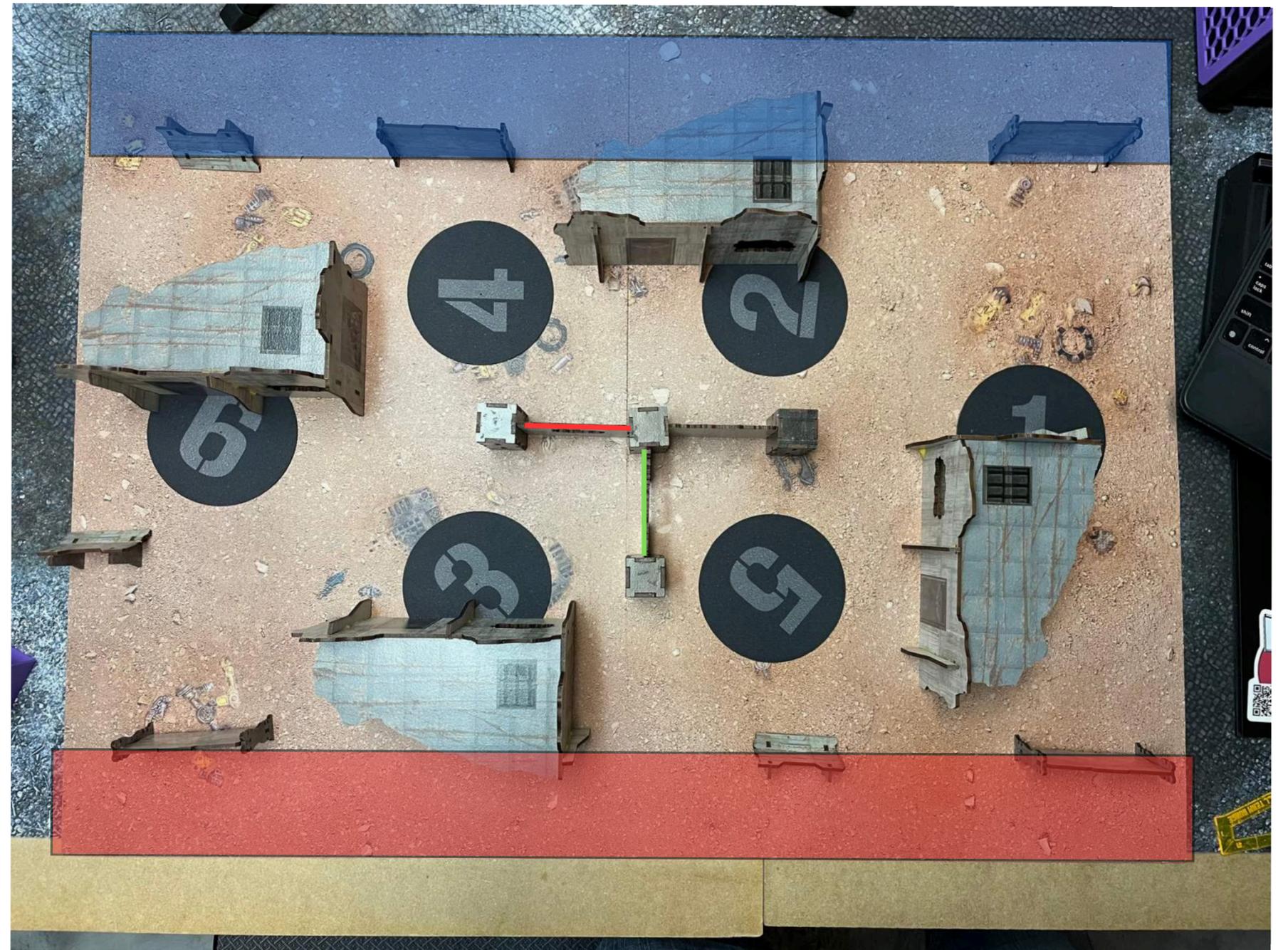
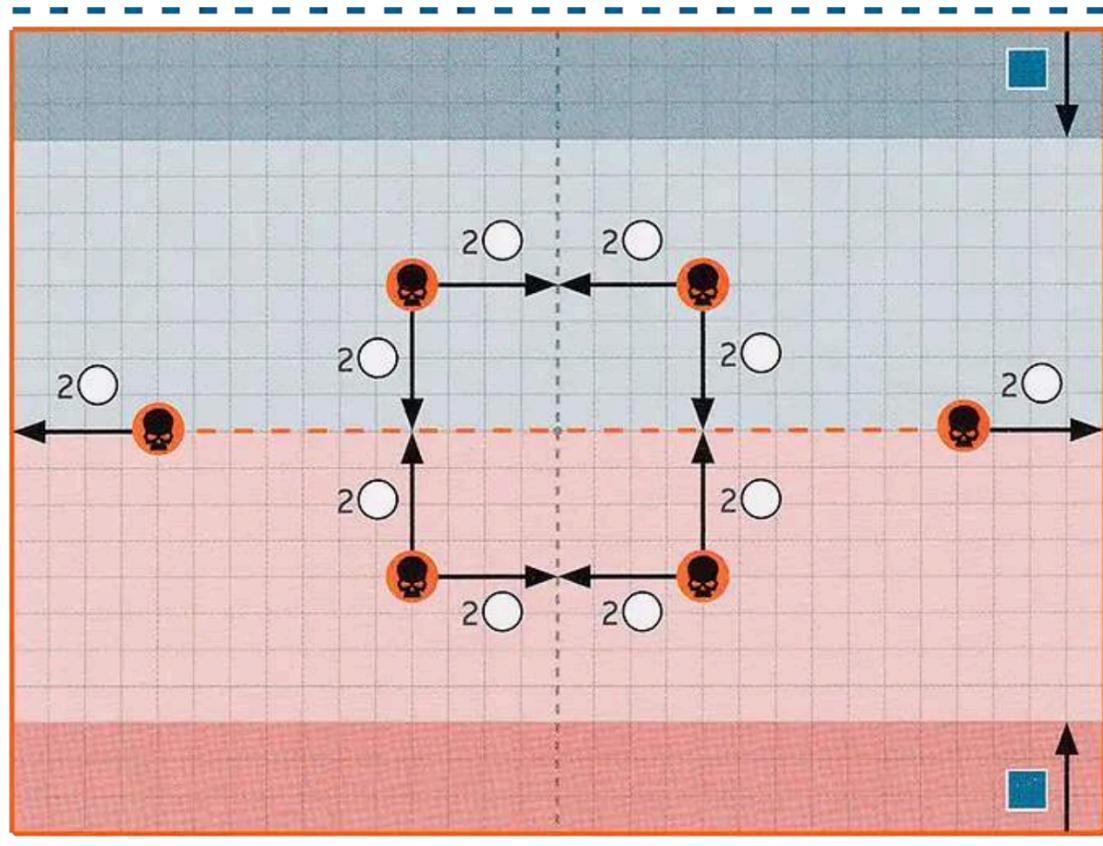
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2. CENTRE

MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION RULE Operatives can perform the following mission action:		MISSION RULE Operatives can perform the following mission action:		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.	
<p>LOOT 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.</p>		<p>SECURE 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.</p>		<p>MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>	

Legend
RED - Doorway
GREEN - Window
YELLOW - Jump



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3. FLANK

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.

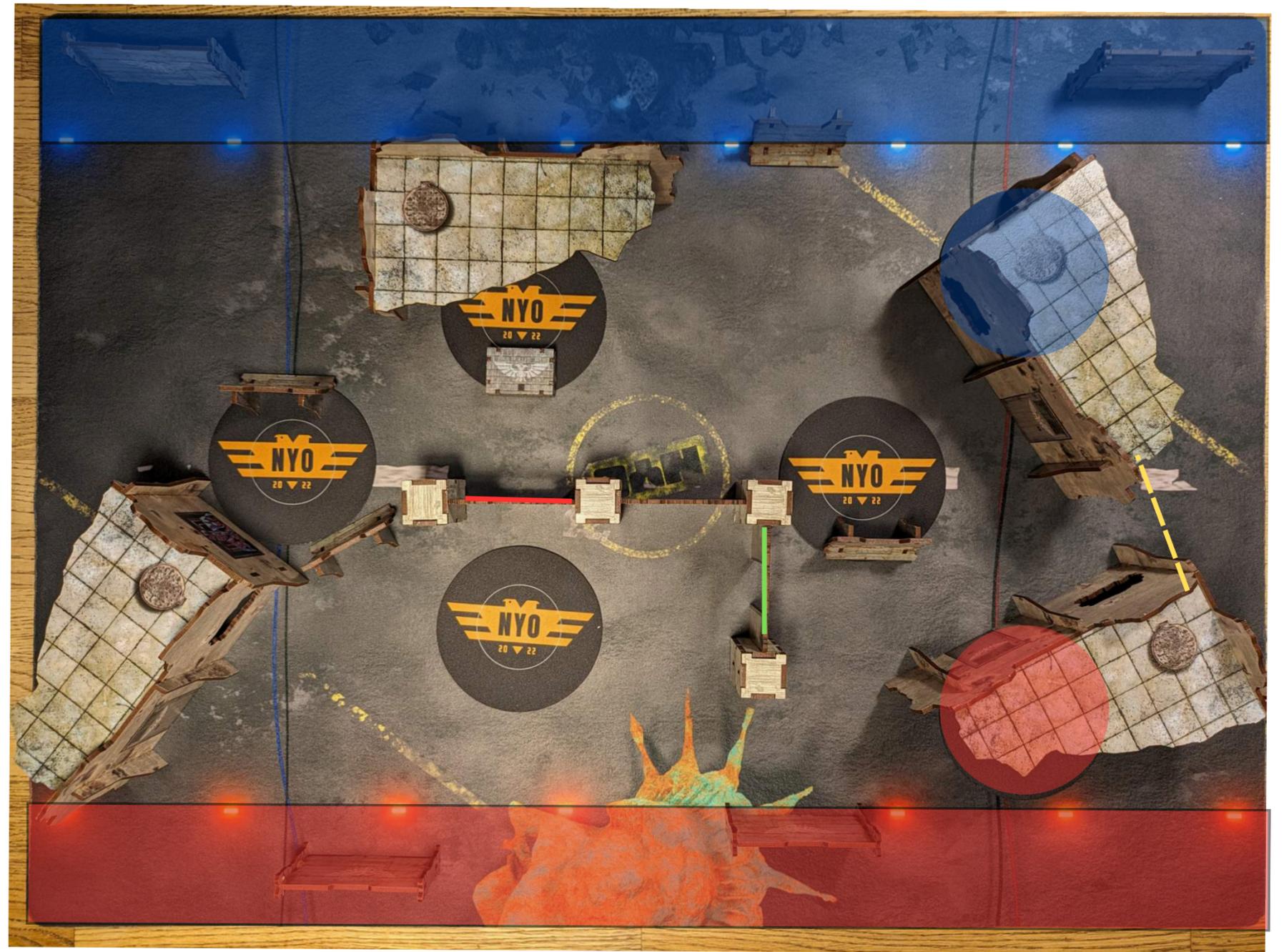
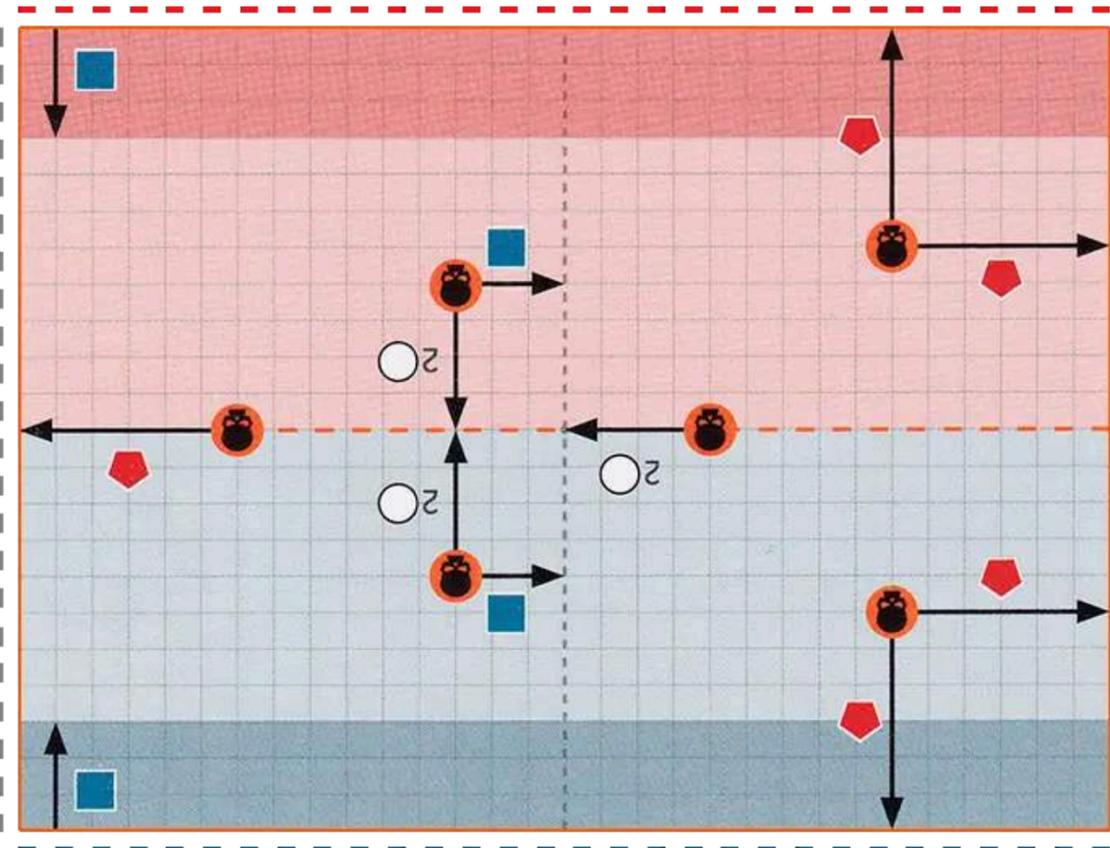
MISSION

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.

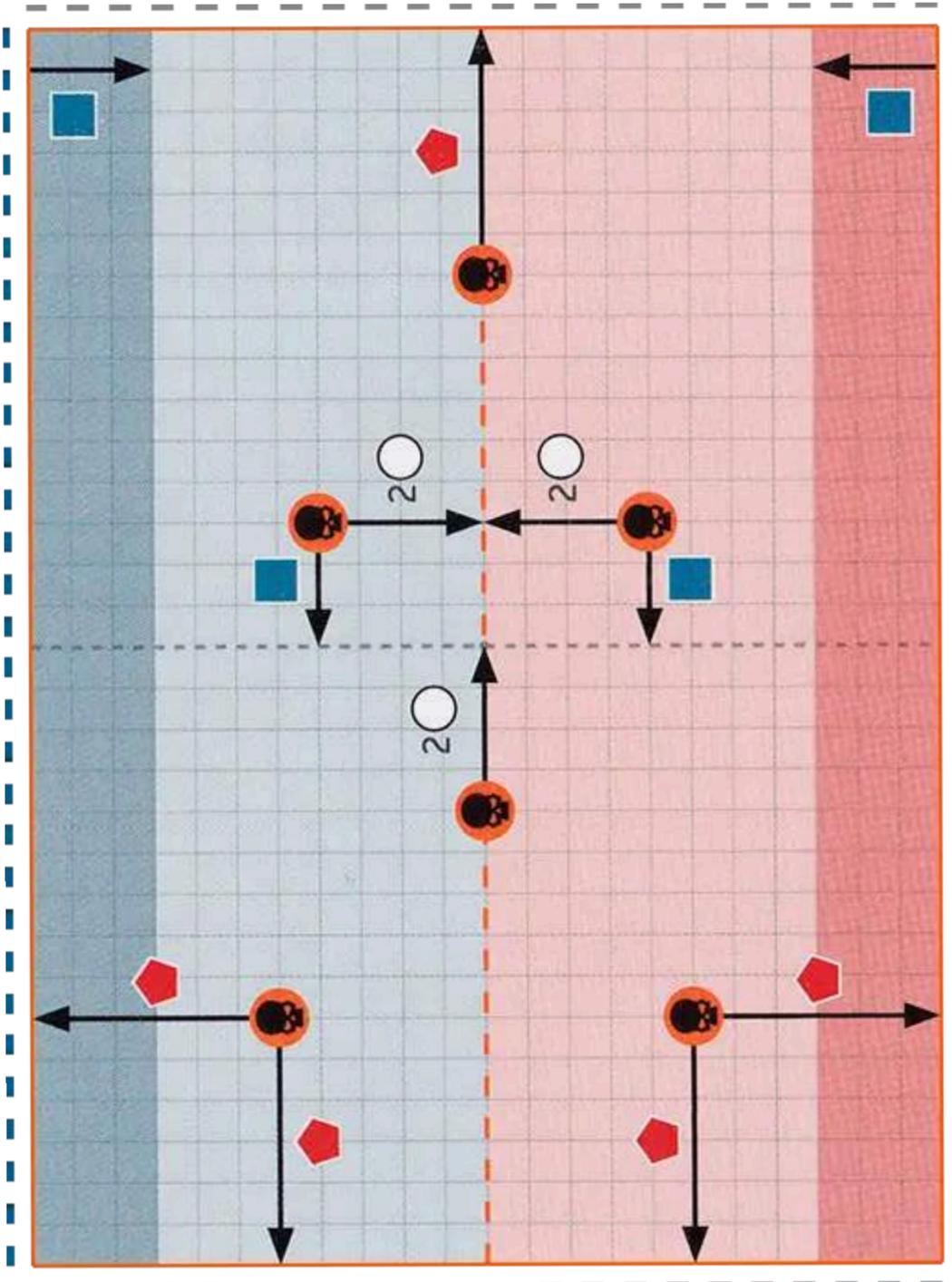
Legend
RED - Doorway
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3. FLANK ADD. VIEWS



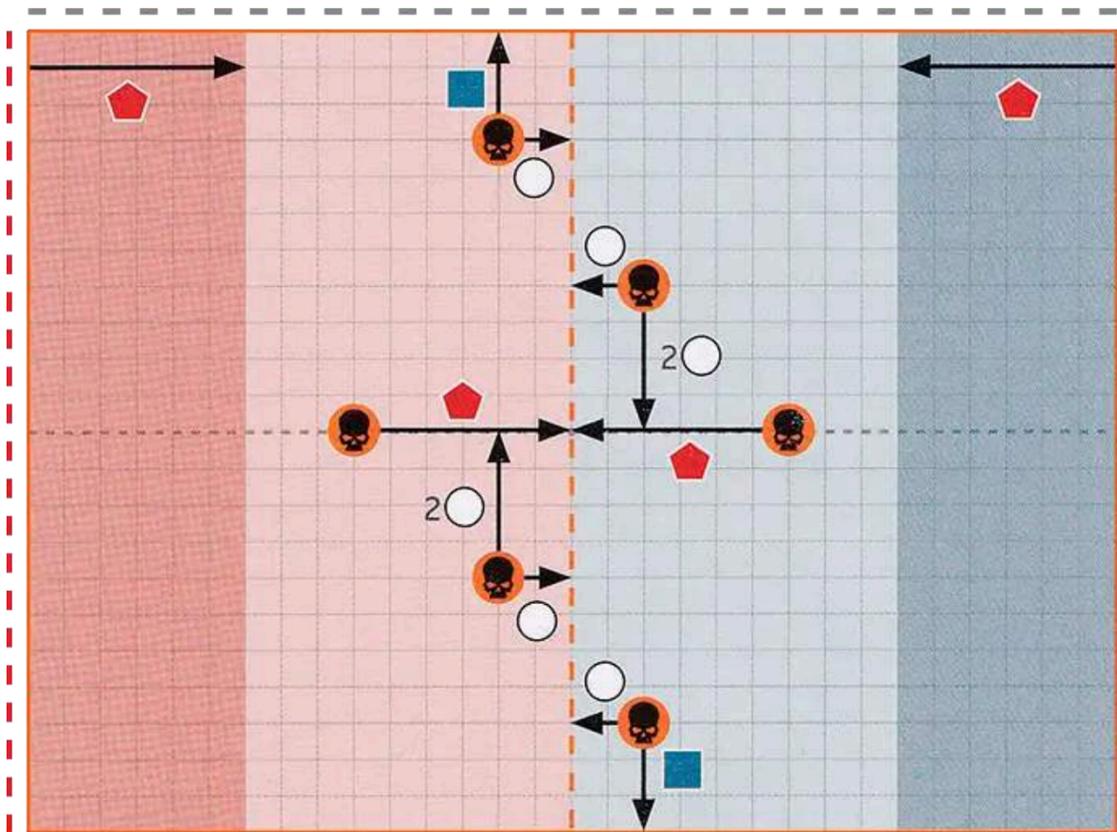
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4. STRAIT

MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION RULE</p> <p>Operatives can perform the following mission action:</p> <p>LOOT 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>Each time a friendly operative performs the Loot action, you score 1VP.</p>	<p>MISSION RULE</p> <p>Operatives can perform the following mission action:</p> <p>SECURE 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.</p>	<p>MISSION RULE</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>

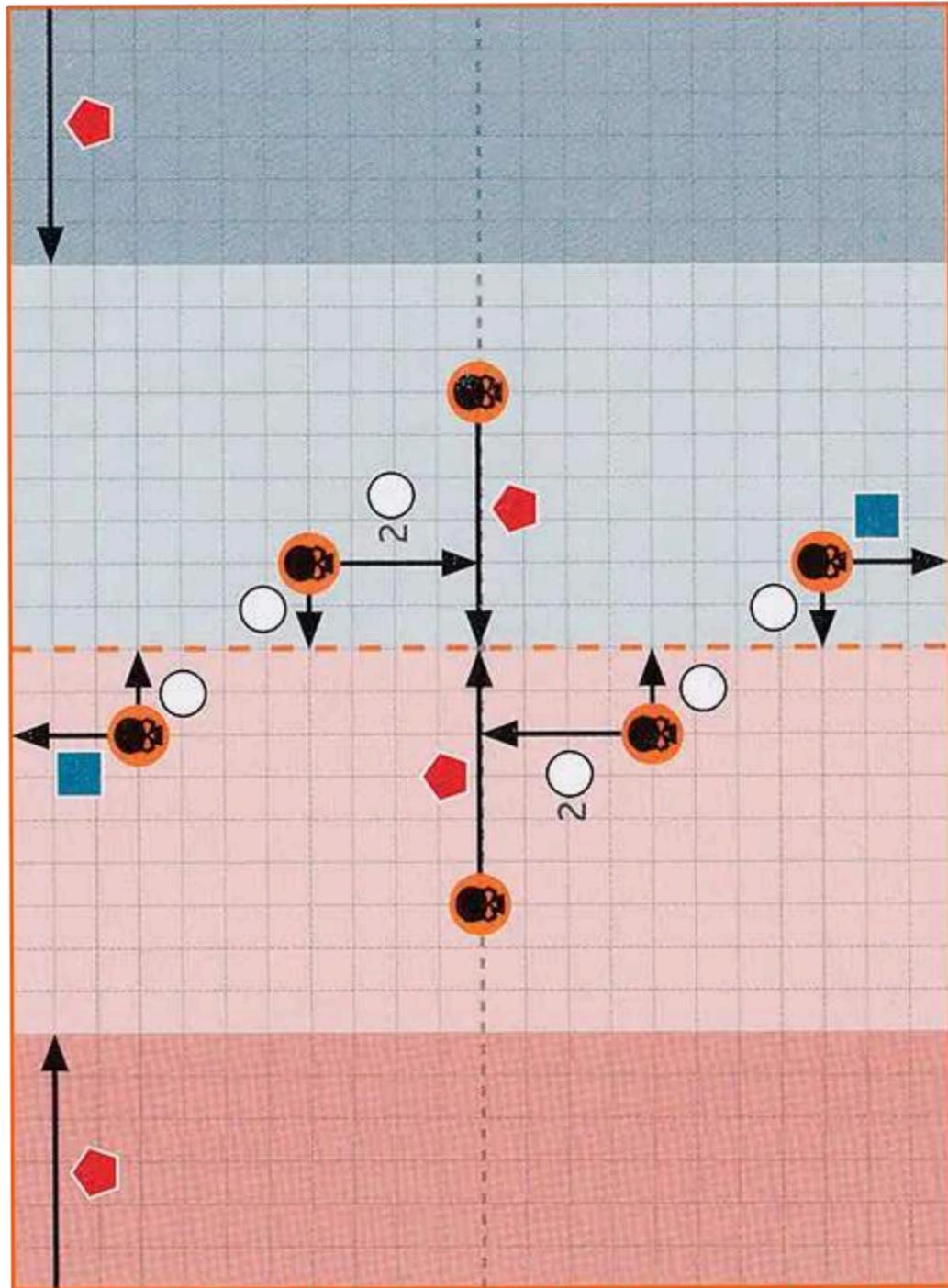
Legend
RED - Doorway
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YELLOW - Jump



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4. STRAIT ADD. VIEW



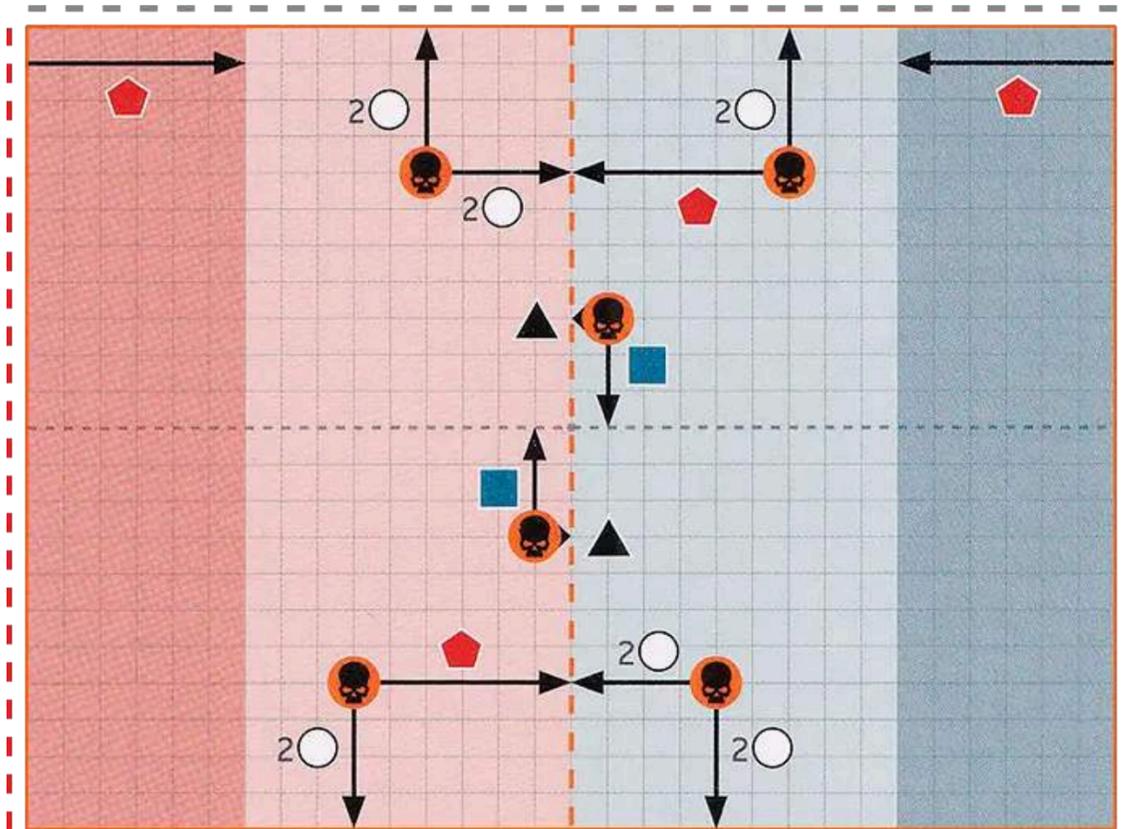
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5. BATTLE GROUND

MISSION	MISSION	MISSION
A LOOT	B SECURE	C CAPTURE
<p>MISSION RULE</p> <p>Operatives can perform the following mision action:</p> <p>LOOT 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>Each time a friendly operative performs the Loot action, you score 1VP.</p>	<p>MISSION RULE</p> <p>Operatives can perform the following mision action:</p> <p>SECURE 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.</p>	<p>MISSION RULE</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>

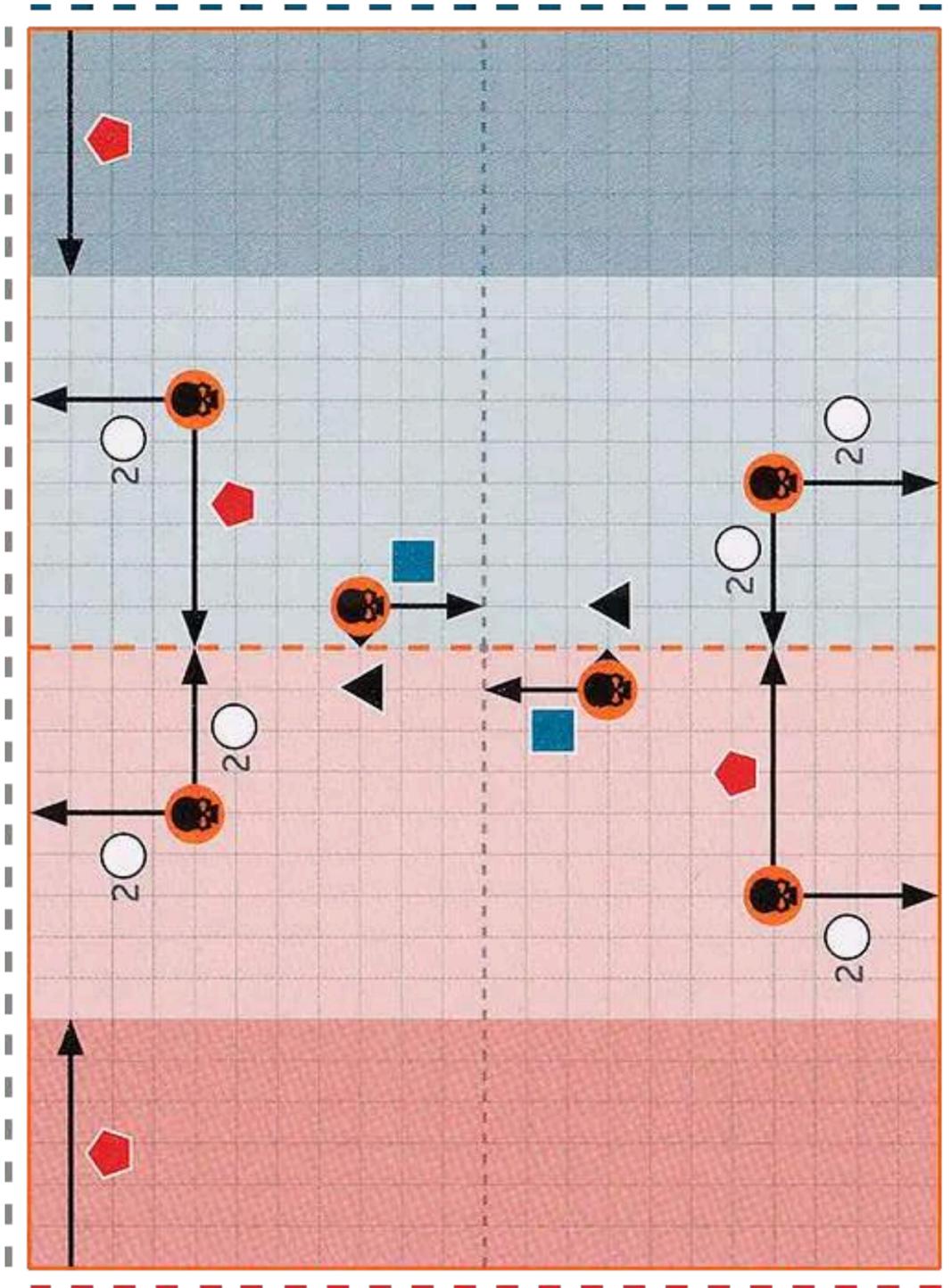
Legend
RED - Doorway
GREEN - Window
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5. BATTLE GROUND ADD. VIEW



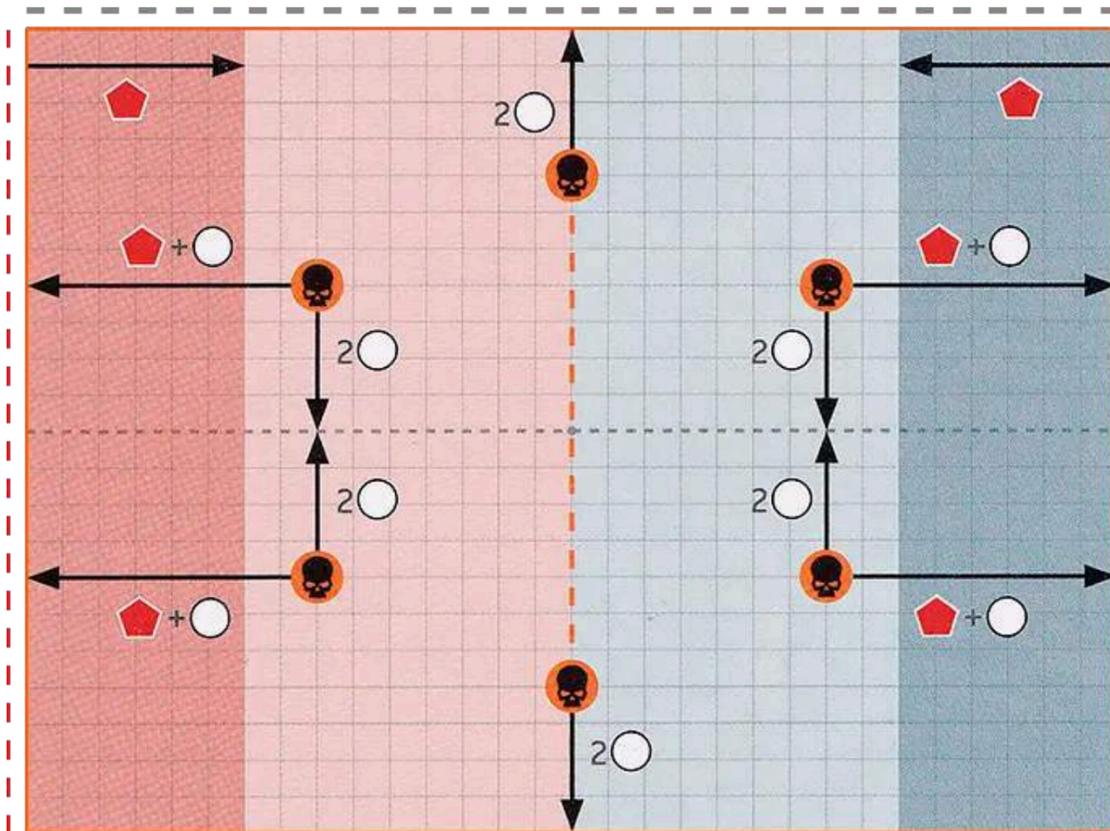
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6. BOUNDARY

MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION RULE		MISSION RULE		MISSION RULE	
Operatives can perform the following mission action:		Operatives can perform the following mission action:		Operatives can perform the following mission action:	
<p>LOOT 1AP</p> <p>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.</p>		<p>SECURE 1AP</p> <p>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.</p>		<p>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.</p>	
MISSION OBJECTIVE		MISSION OBJECTIVE		MISSION OBJECTIVE	
Each time a friendly operative performs the Loot action, you score 1VP.		At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.		At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	

Legend
RED - Doorway
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YELLOW - Jump



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6. BOUNDARY ADD. VIEW



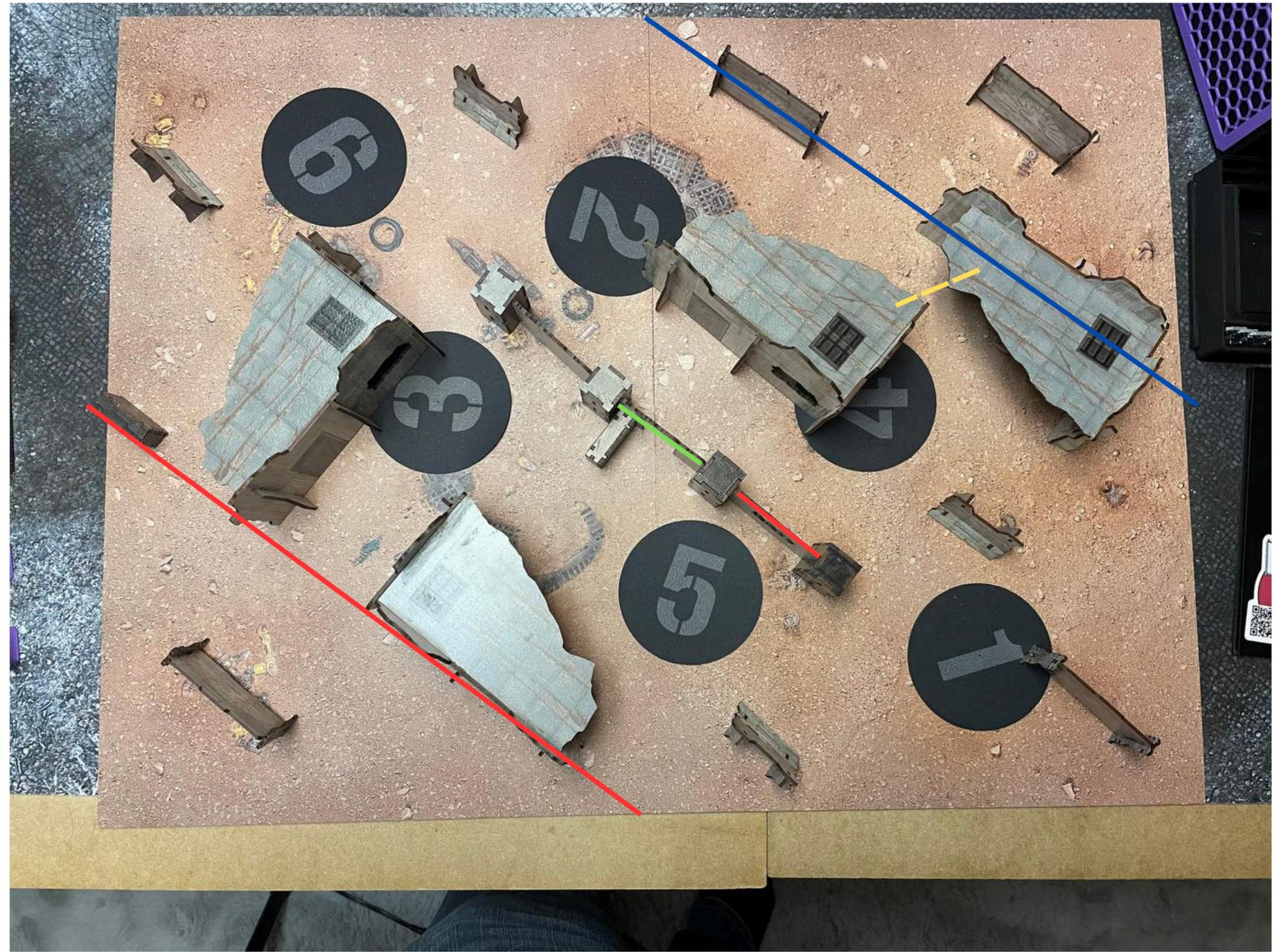
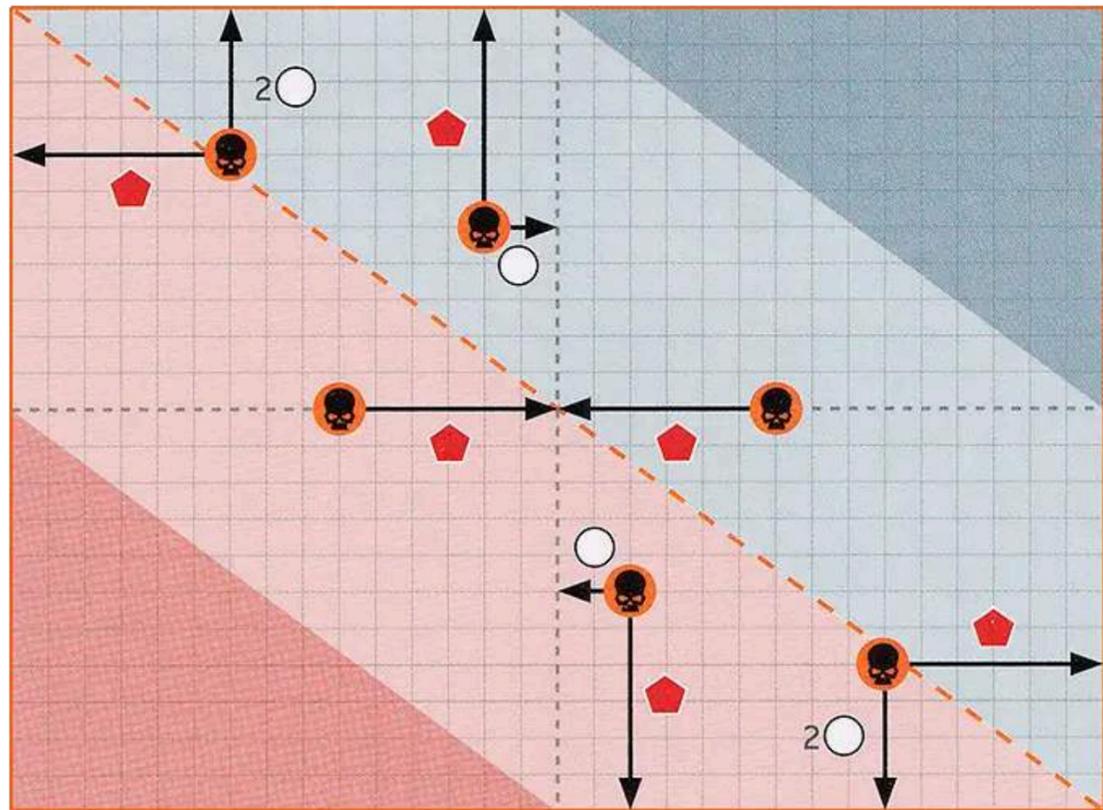
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7. JUNCTION

MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION RULE Operatives can perform the following mission action:		MISSION RULE Operatives can perform the following mission action:		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.	
<p>LOOT 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE Each time a friendly operative performs the Loot action, you score 1VP.</p>		<p>SECURE 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.</p>		<p>MISSION OBJECTIVE At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>	

Legend
RED - Doorway
GREEN - Window
YELLOW - Jump



UTC KILLTEAM TERRAIN



8. APPROACH

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.

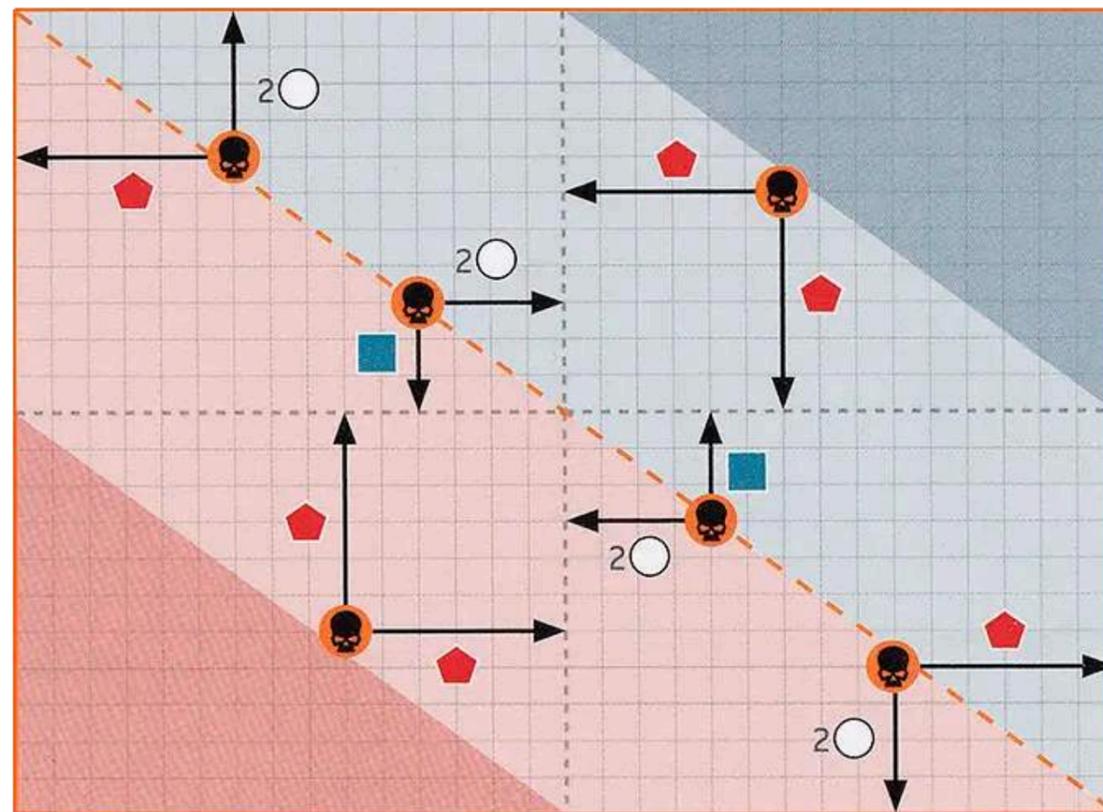
MISSION OBJECTIVE
At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.

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 1 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.



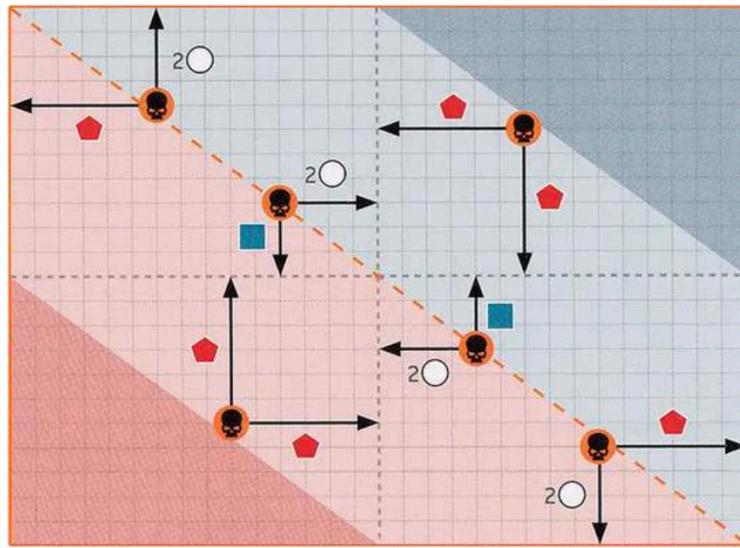
Legend
RED - Doorway
GREEN - Window
YELLOW - Jump



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8. APPROACH ADD. VIEWS



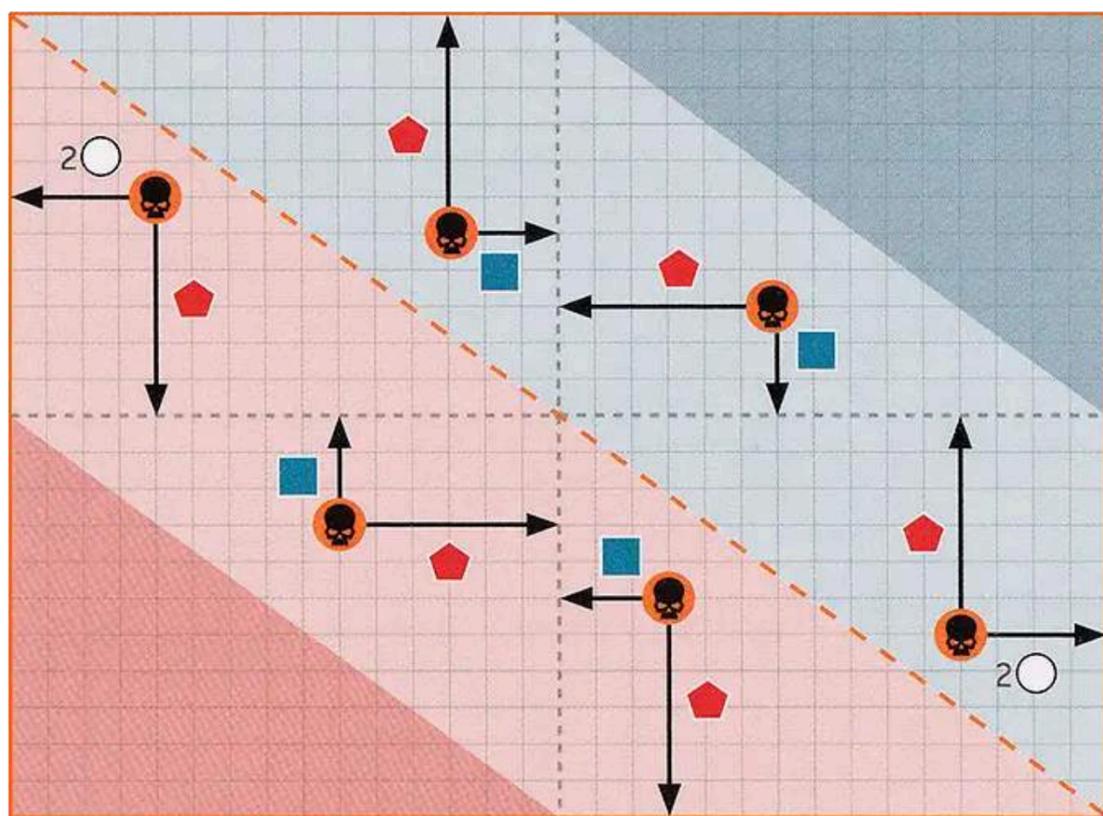
UTC KILLTEAM TERRAIN



9. FRONT LINE

MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION RULE		MISSION RULE		MISSION RULE	
Operatives can perform the following mission action:		Operatives can perform the following mission action:		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.	
<p>LOOT 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>Each time a friendly operative performs the Loot action, you score 1VP.</p>		<p>SECURE 1AP</p> <p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.</p>		<p>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.</p> <p>MISSION OBJECTIVE</p> <p>At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>	

Legend
RED - Doorway
GREEN - Window
YELLOW - Jump

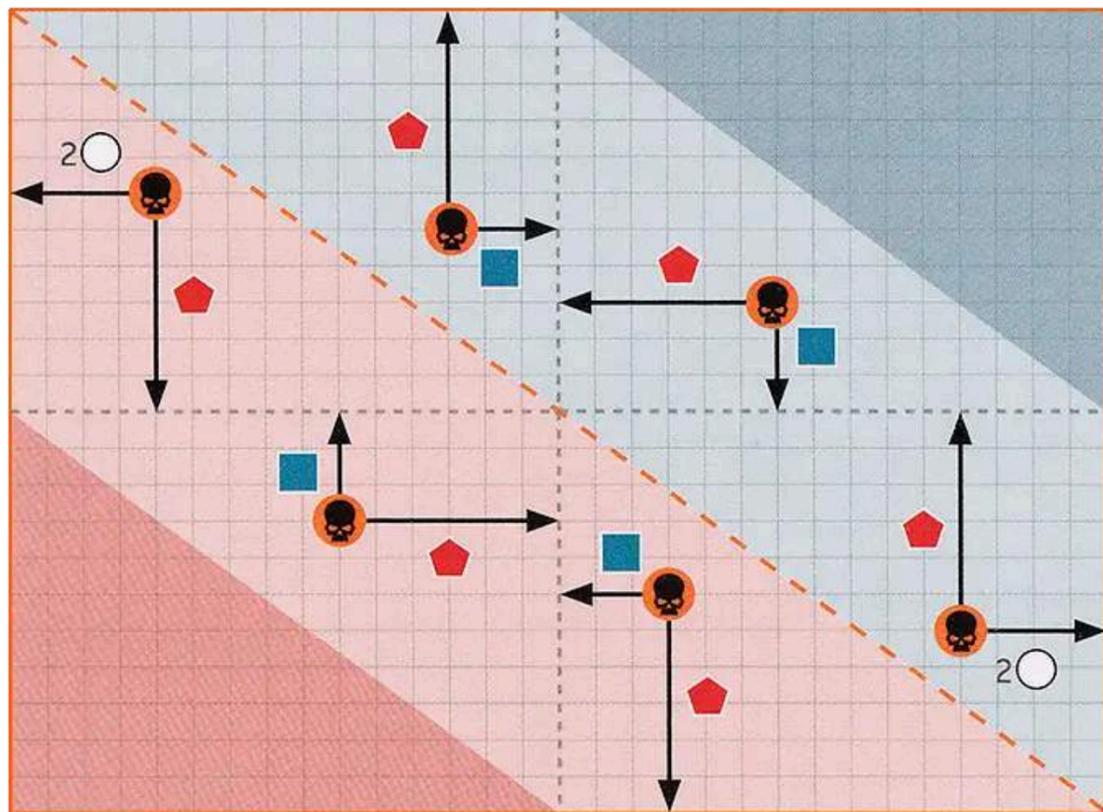


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9. FRONT LINE ADD VIEW

MISSION		MISSION		MISSION	
A	LOOT	B	SECURE	C	CAPTURE
MISSION RULE		MISSION RULE		MISSION RULE	
Operatives can perform the following mision action:		Operatives can perform the following mision action:		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.	
<p>LOOT 1AP</p> <p>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.</p>		<p>SECURE 1AP</p> <p>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.</p>		<p>CAPTURE</p> <p>At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.</p>	
MISSION OBJECTIVE		MISSION OBJECTIVE		MISSION OBJECTIVE	
Each time a friendly operative performs the Loot action, you score 1VP.		At the end of each Turning Point, for each objective marker secured by your kill team, you score 1VP.		At the end of each Turning Point, for each objective marker captured by your kill team, you score 1VP.	



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