



# KILLZONE: MECHELEN

## WTC TERRAIN PACK

VERSION  
1.6

LAST UPDATE  
AUG 2025

# KILLZONE : MECHELEN TERRAIN TYPE

**WTC terrain Selection :** *The terrains presented in this document will be used during the Single and the Team Event.*

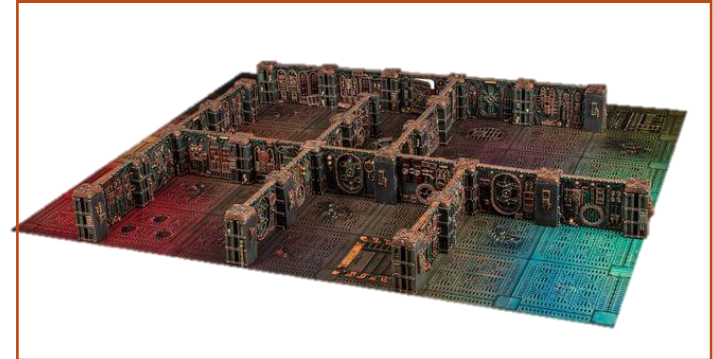
**VOLKUS**



**BANDUA**



**GALLOWDARK**



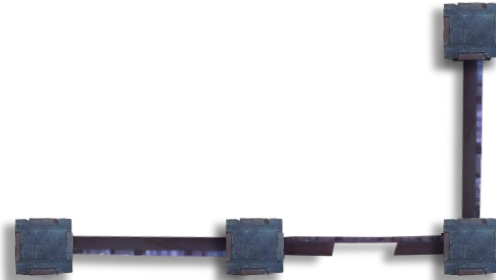
# KILLZONE : WTC OPEN TERRAIN



### L RUINS



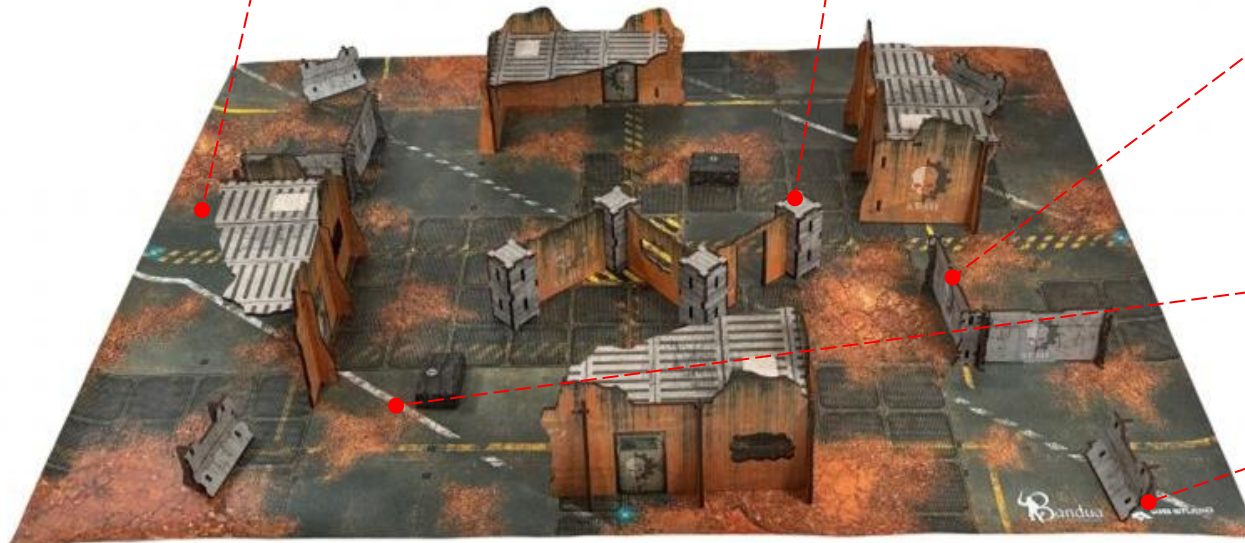
### WALLS AND PILLARS

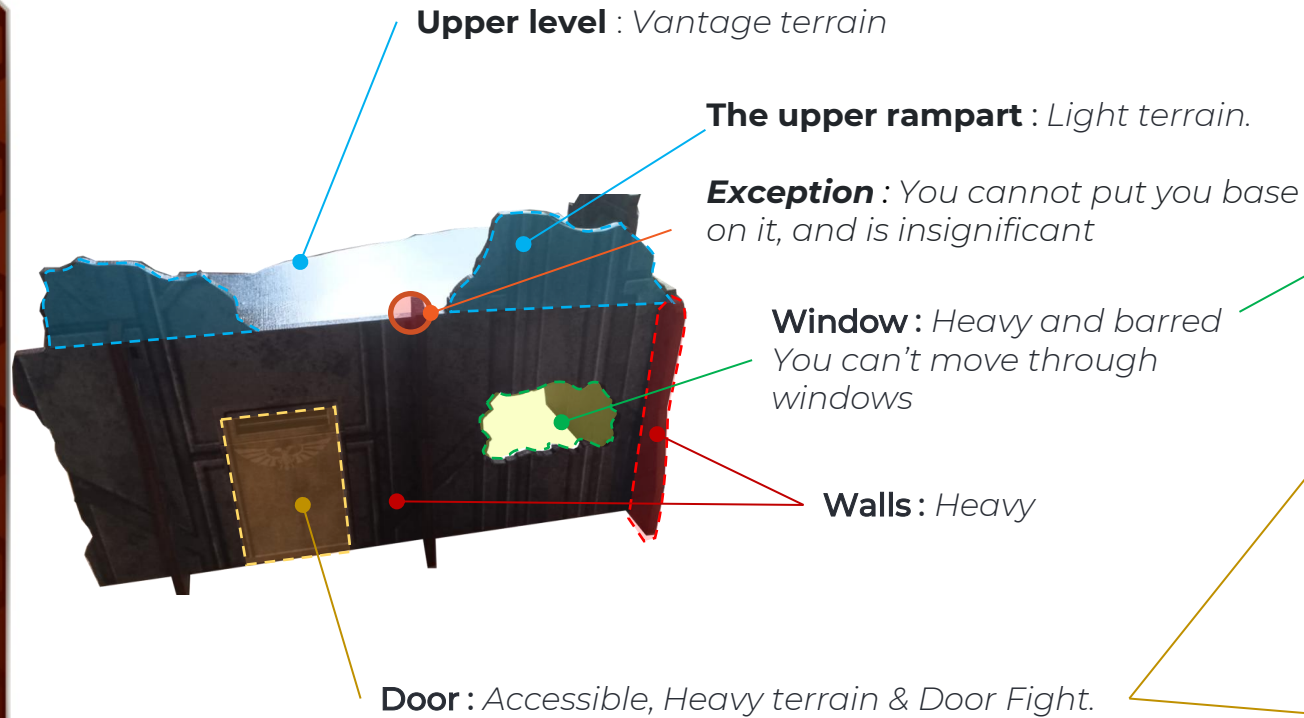


### PANELS



### BARRICADES & CRATES





**Barred terrain** : *Visibility cannot be drawn through this terrain unless the operative or what they're trying to see is horizontally within 1" of it*

**Accessible terrain** : *Operatives can move through Accessible terrain (this takes precedence over base, and terrain and movement), but it counts as an additional 1" to do so. Only the center of an operative's base needs to move through Accessible terrain, so base sizes are irrelevant.*

**Door Fight :**

*Fight with the active operative*

*In the Select Enemy Operative step, select an enemy operative within 2" of, and on the other side of, a door the active operative is touching. For the duration of that action, those operatives are treated as being within each other's control range.*

*This action is treated as a Fight action. An operative cannot perform this action while within control range of an enemy operative, or if its base isn't touching a door.*

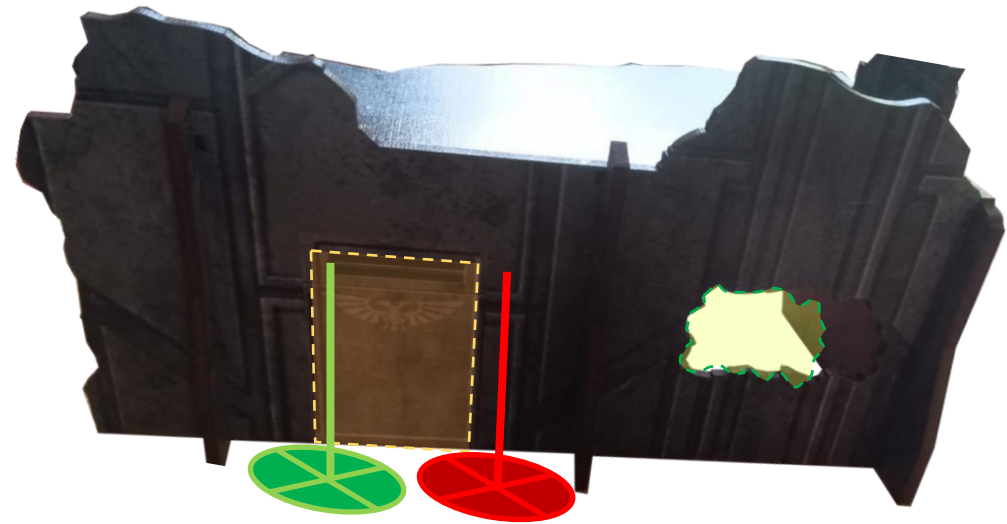
## FAQ Interaction with terrain L RUIN

### Move through the door

*The center of the operative base must pass through the door opening*

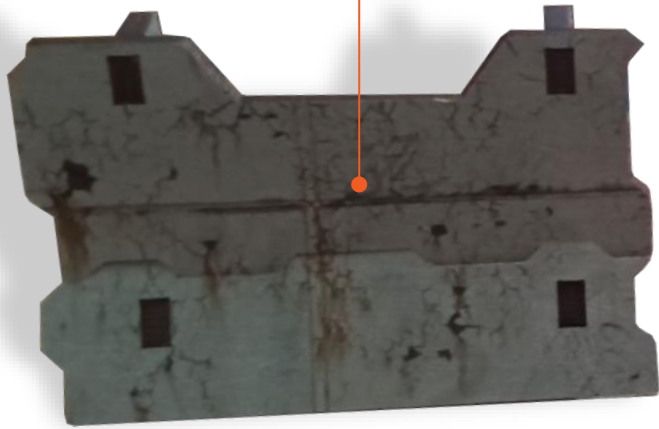
### Move through the Window

*You can't move through windows*



# BARRICADES , CRATES AND PANELS

Barricade: *Light*



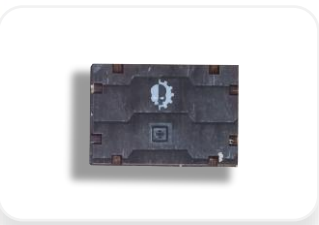
Barricade feet : *insignificant & exposed*



Panels: *Heavy* : *Gaps at the sides and bottom of the heavy wall are Blocking terrain*



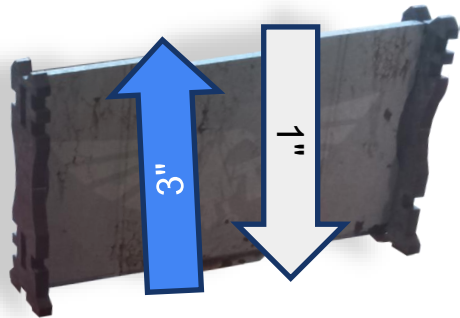
Crates: *Light Cover, You can't step on it*



# FAQ Interaction with terrain PANELS & CRATES

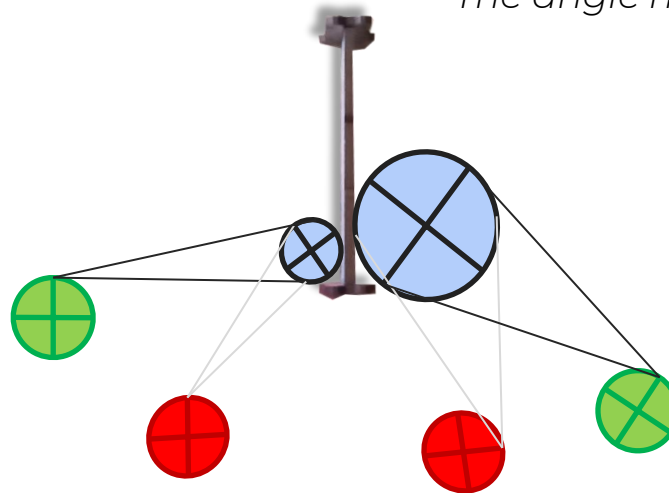
## Move through Panel

*Climb & Drop cost*



## 25 to 32 mm

*The angle needed is 90°*



## Up To 40 mm

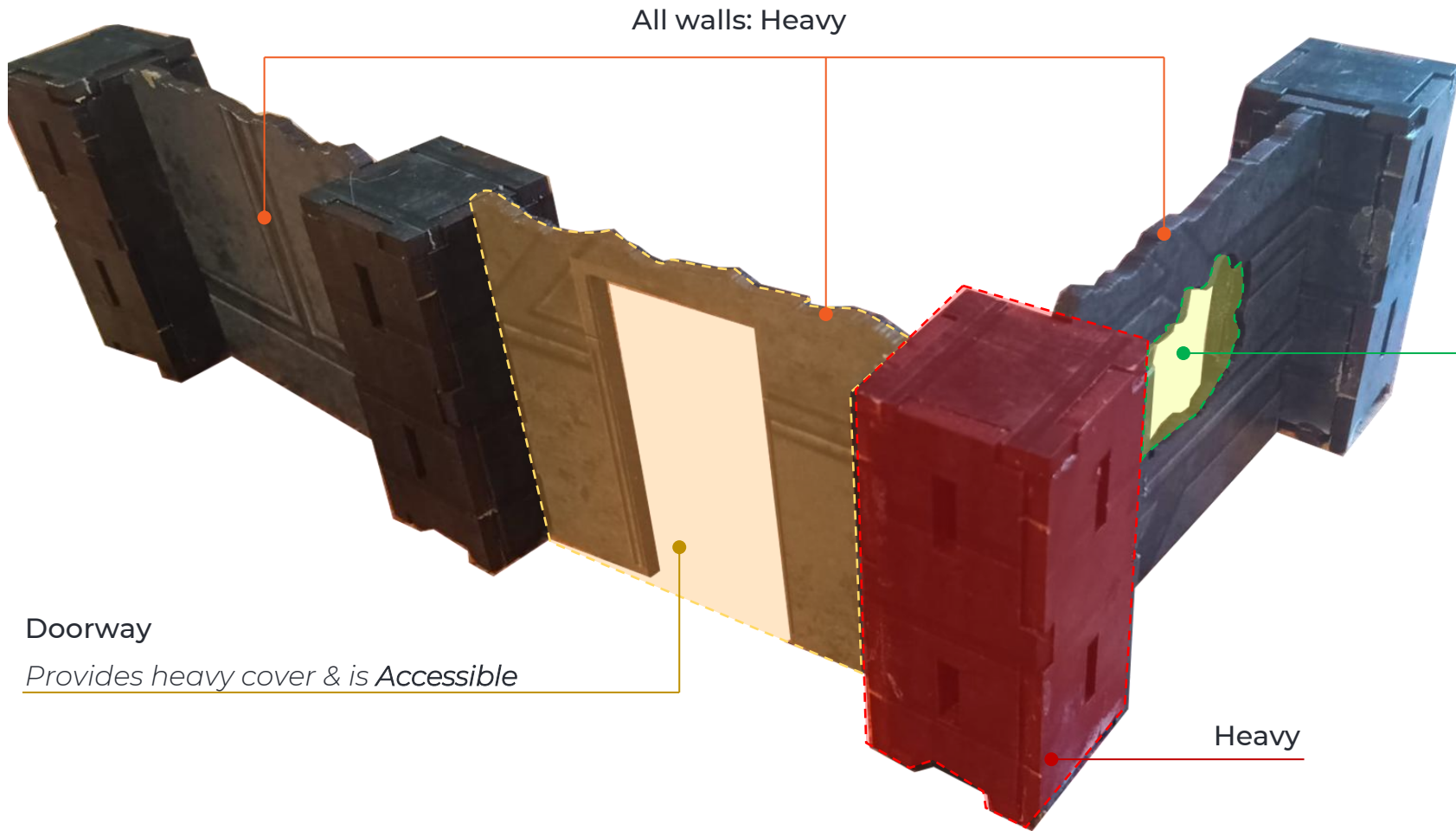
*The angle needed is 45°*

## Move through crate

*Accessible terrain*



# WALLS AND PILLARS



All walls: Heavy

Window : Heavy

*Allow visibility and line of sight to be drawn through*

Doorway

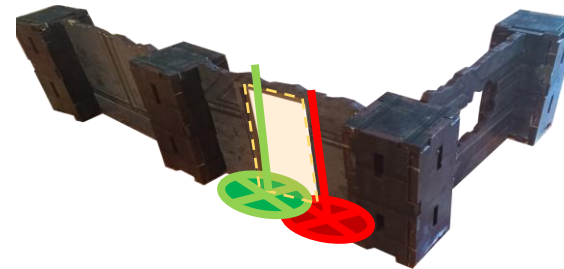
*Provides heavy cover & is Accessible*

Heavy

## FAQ Interaction with terrain L RUIN, WALLS AND PILLARS

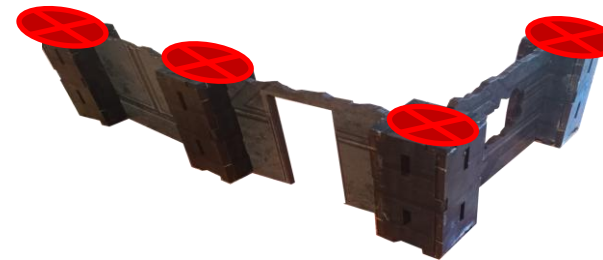
### Move through the door

*The center of the operative base must pass through the door opening*



### Move through the Window

*You can't move through windows*



### Walls and Pillars

*You cannot place an operative's base on the top of this terrain feature*

### Move through Walls and Pillars

*Climb & Drop cost*



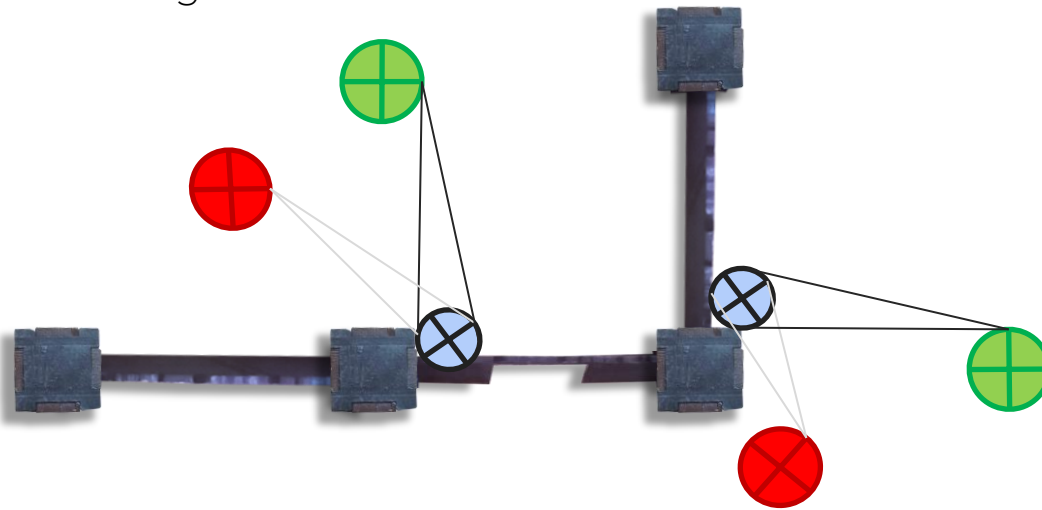
# FAQ Interaction with terrain WALLS AND PILLARS

## Interaction with the Pillars and the line of sight

*As the pillars have the heavy trait, they are providing cover.*

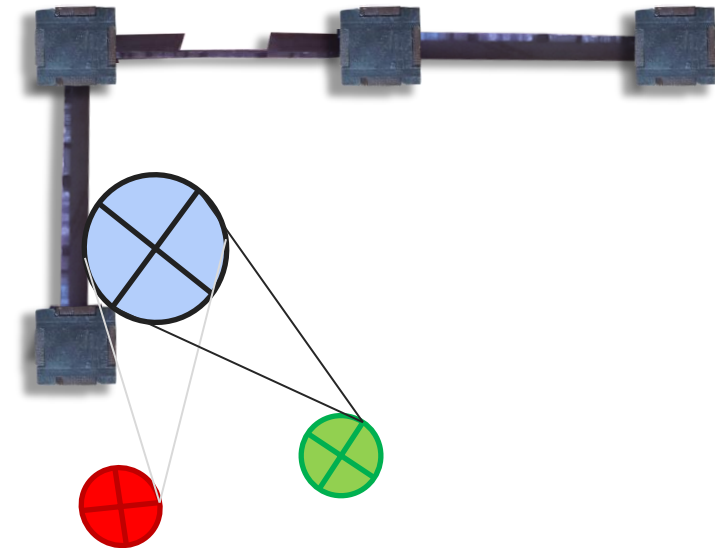
### 25 to 32 mm

*The angle needed is 90°*

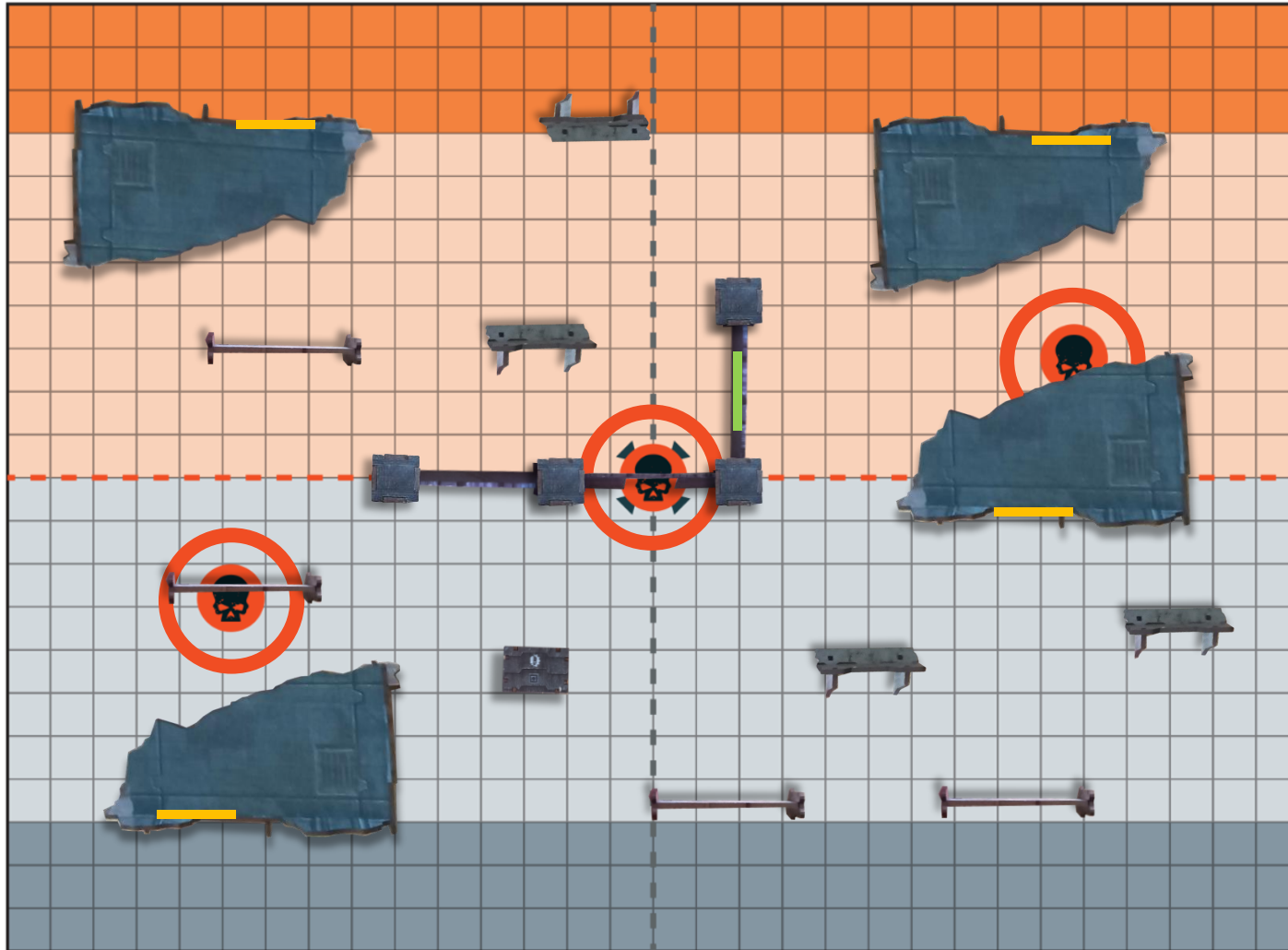


### Up To 40 mm

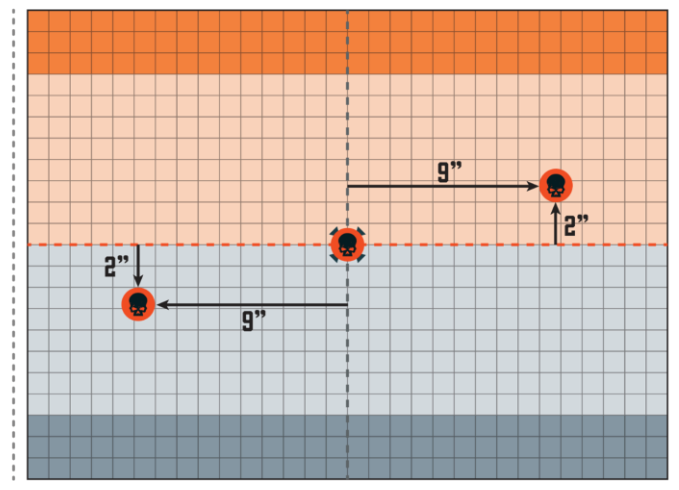
*The angle needed is 45°*



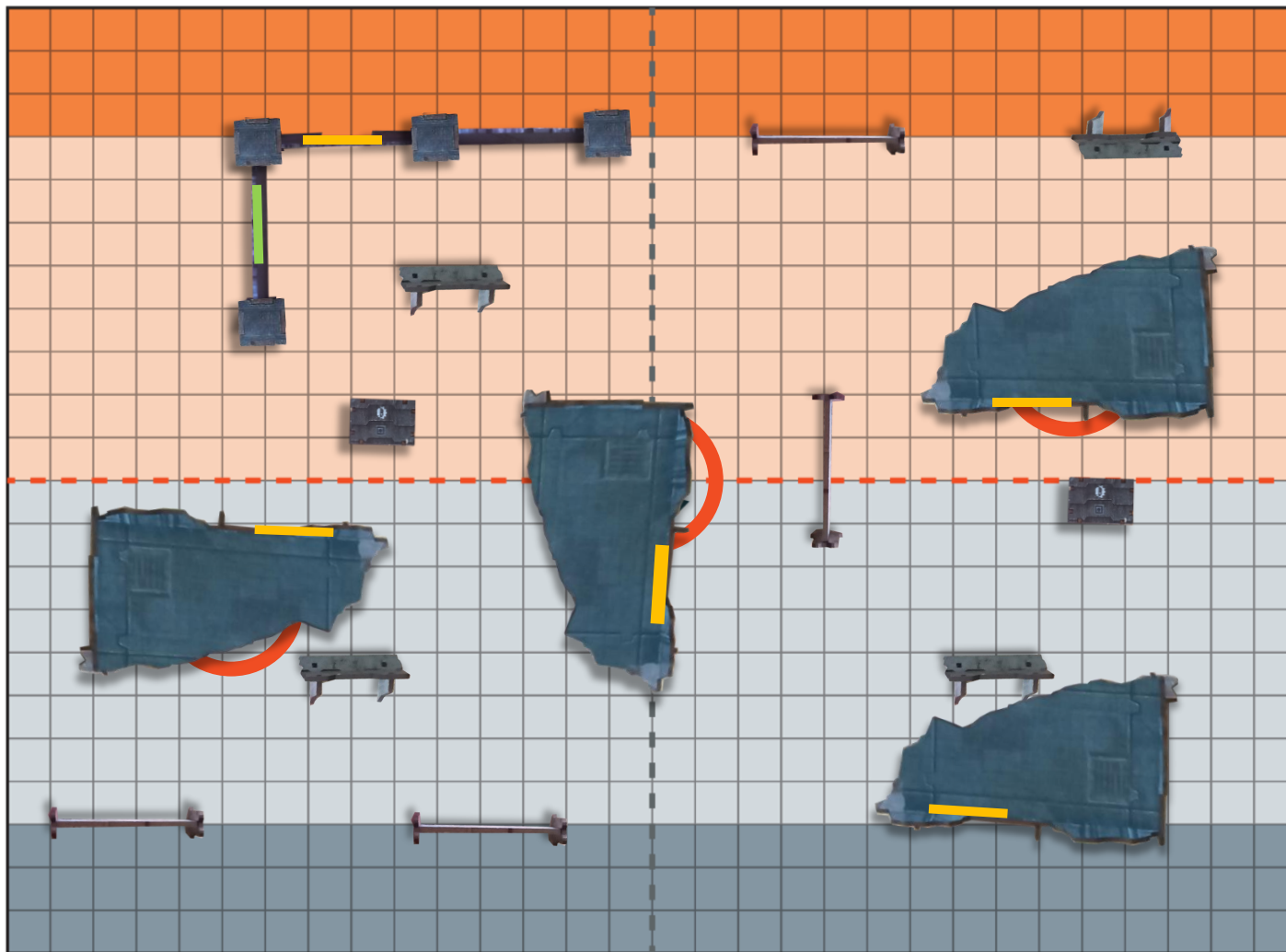
# Non-Specific Killzone 1.1



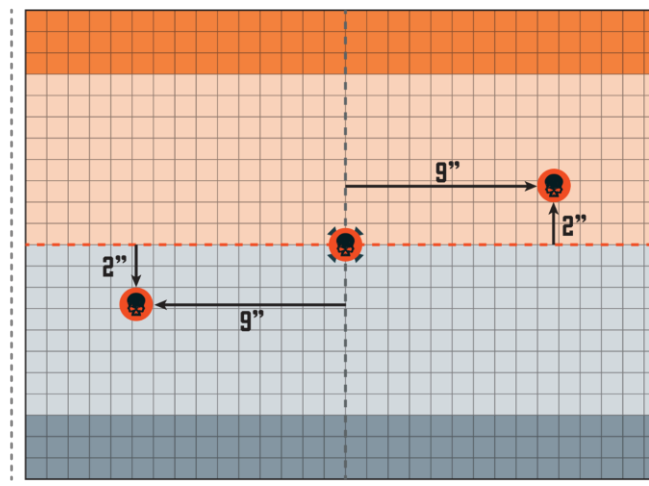
# Objective Placement



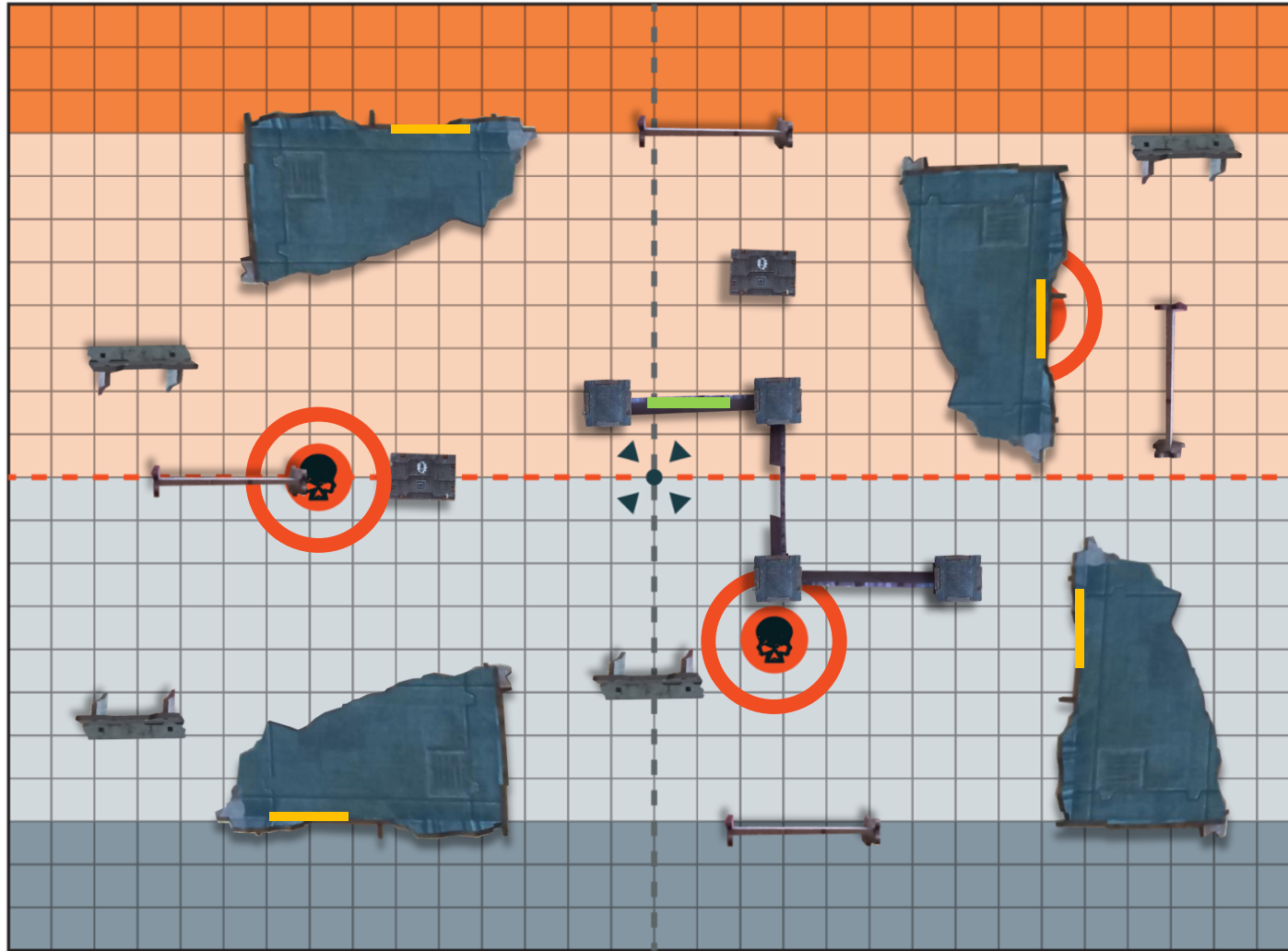
## Non-Specific Killzone 1.2



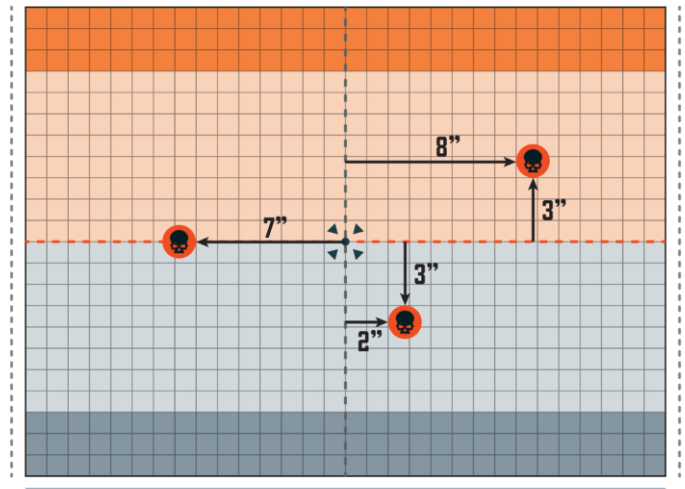
## Objective Placement



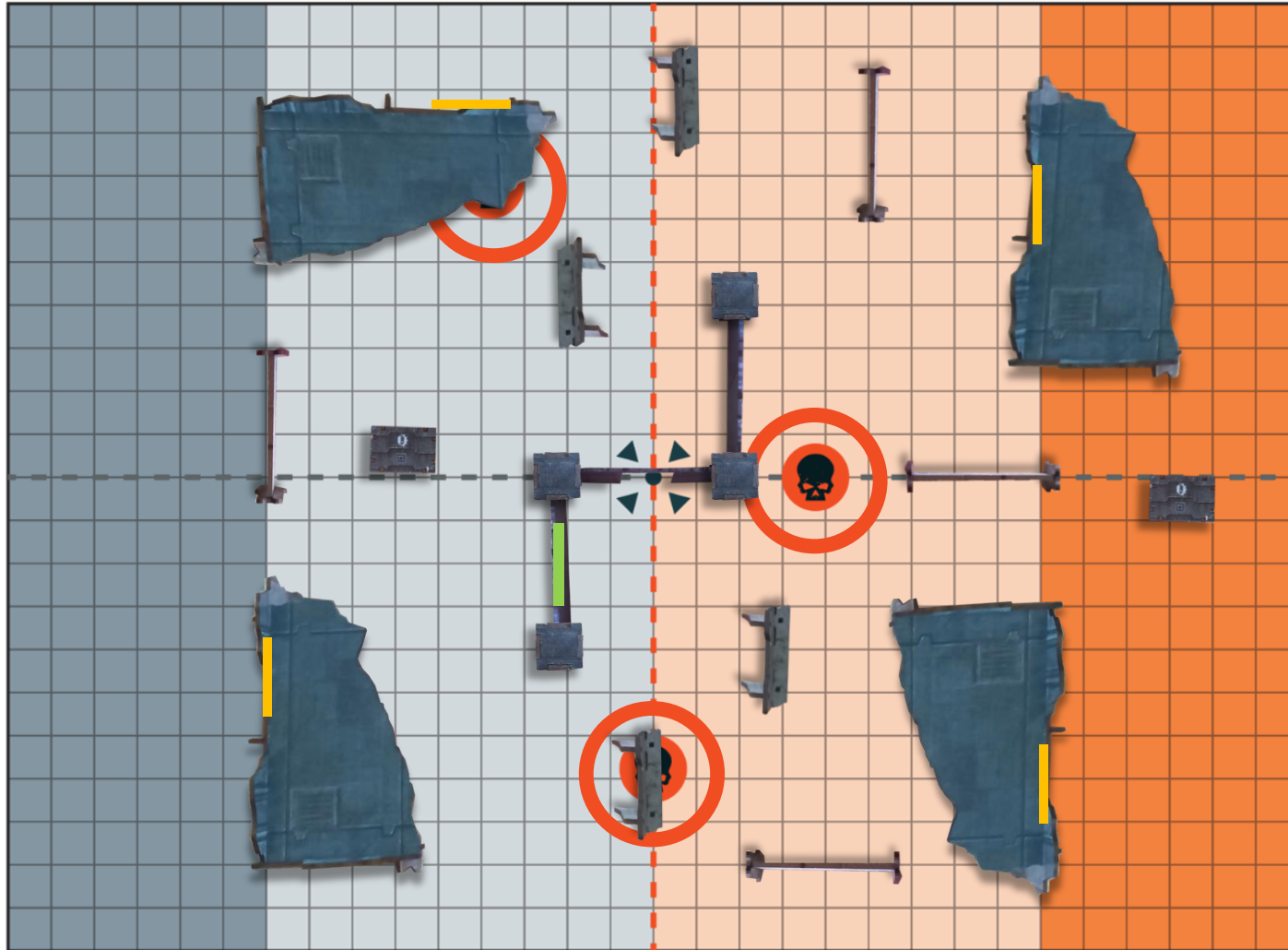
## Non-Specific Killzone 2.1



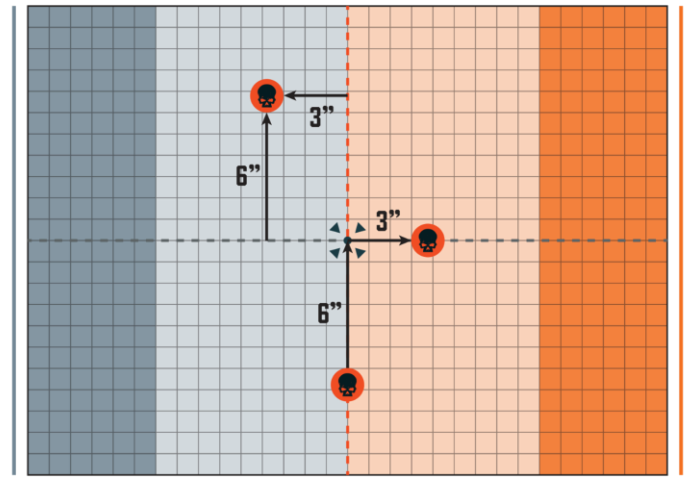
## Objective Placement



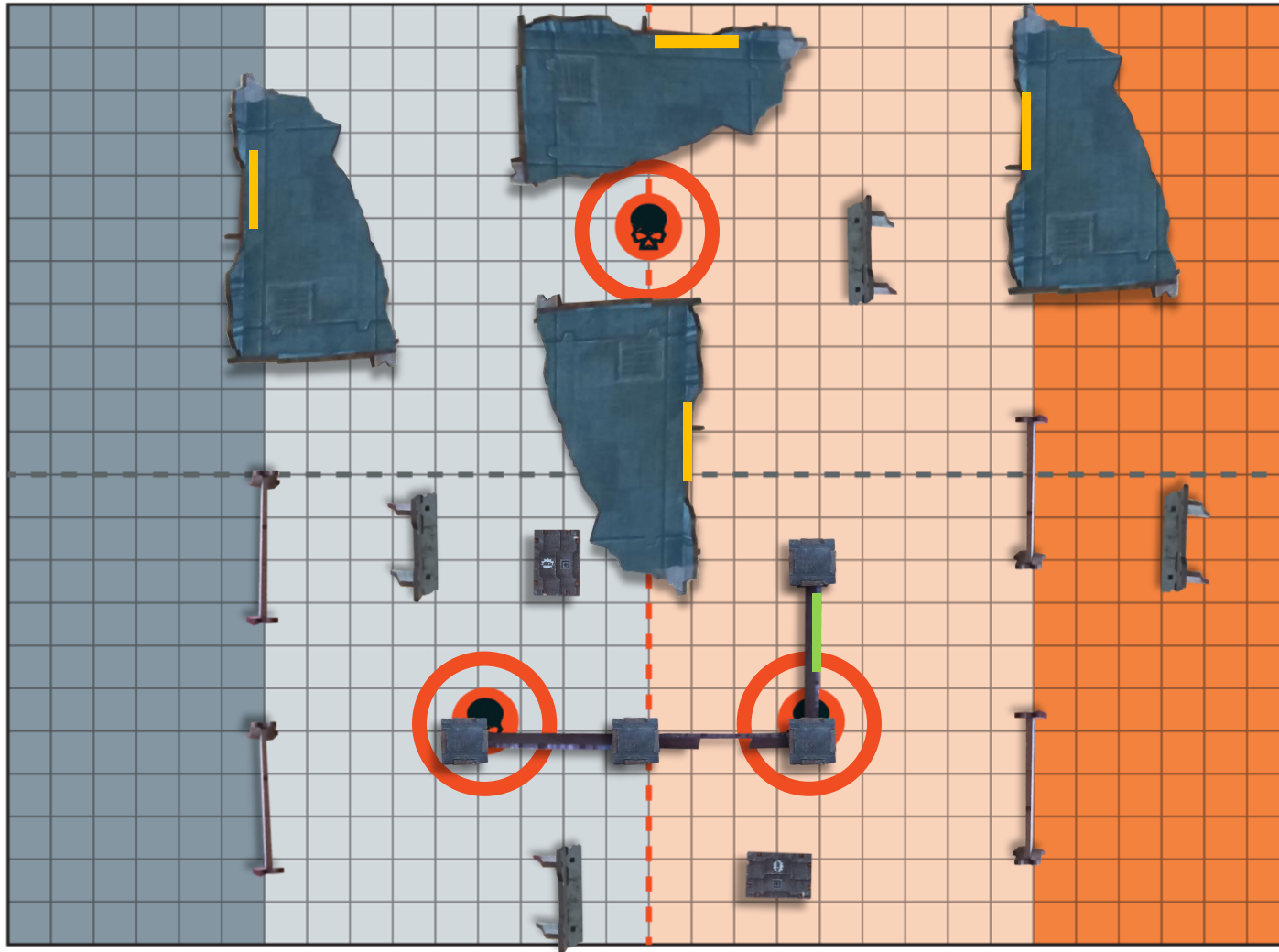
# Non-Specific Killzone 5.1



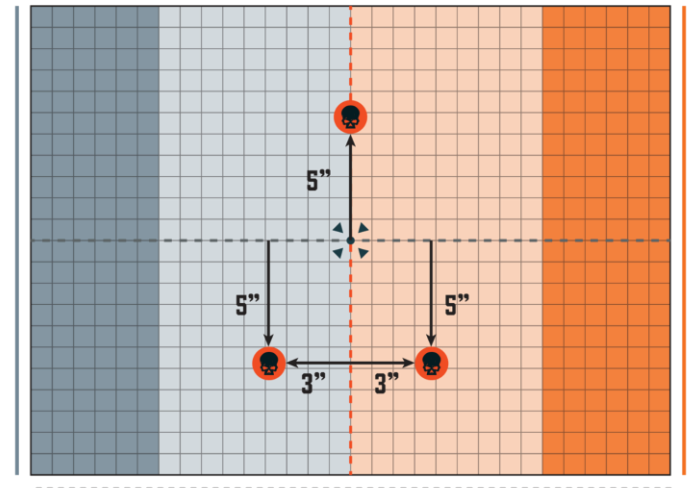
## Objective Placement



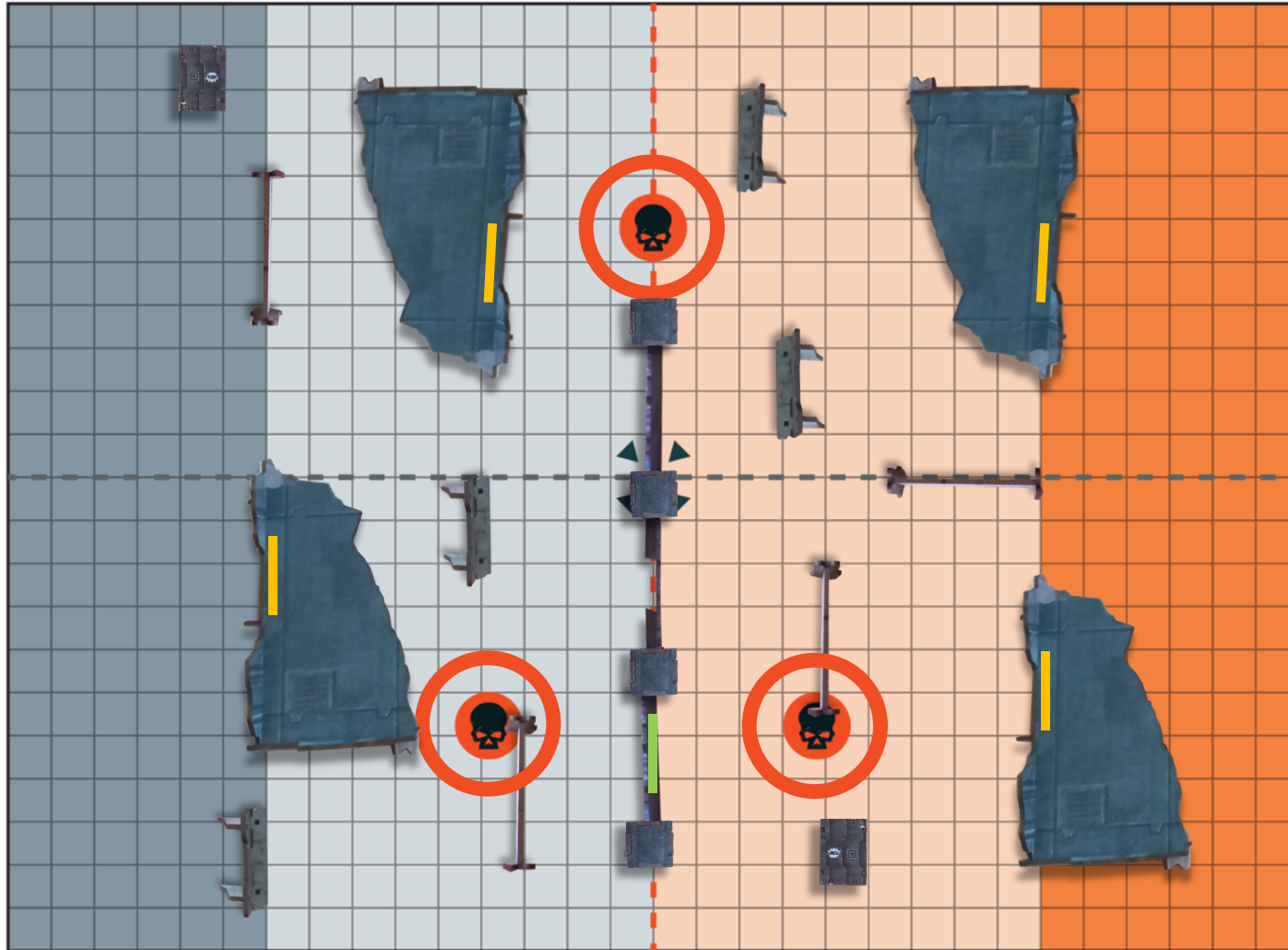
# Non-Specific Killzone 6.1



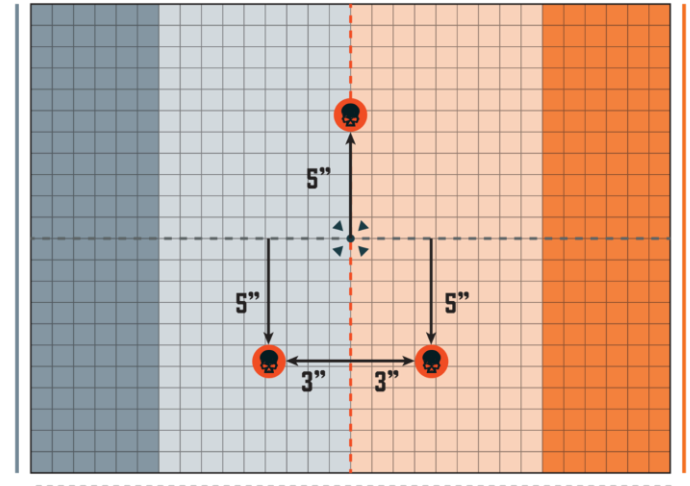
# Objective Placement



## Non-Specific Killzone 6.2



## Objective Placement



# KILLZONE : VOLKUS

## **Volkus official maps**

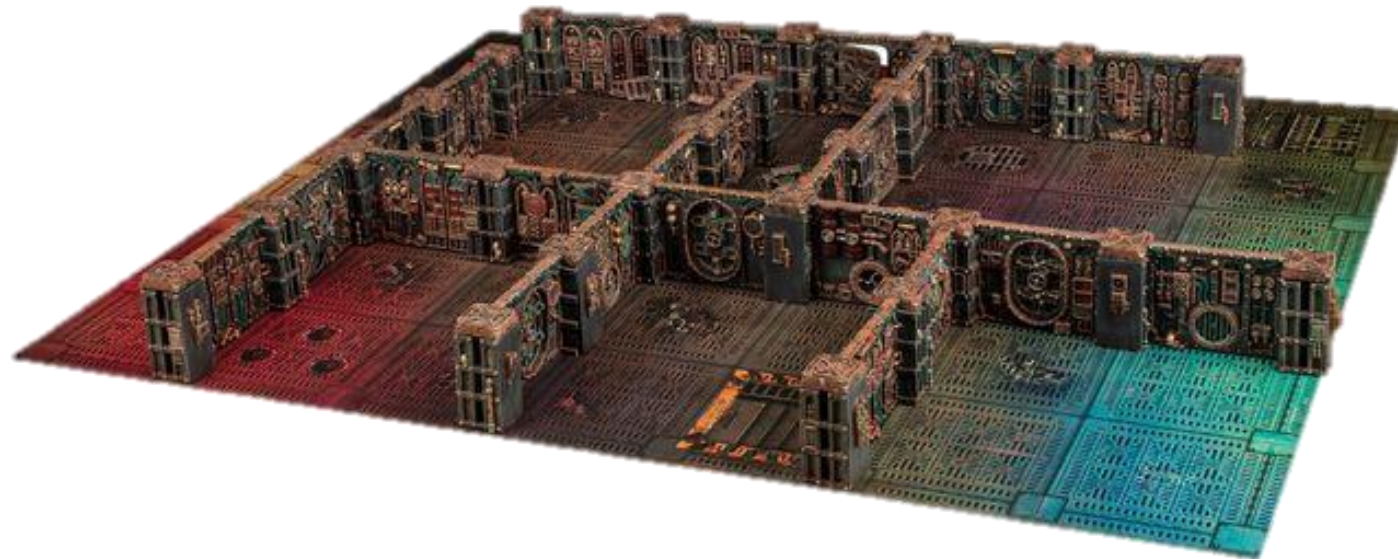
All the official maps can be used during the tournament



## KILLZONE : GALLOWDARK

### **Gallowdark official maps**

All the official maps can be used during the tournament





## MAP PACK CHANGE LOG

### 1.5 VERSION

#### Keyword

Barricade feet : insignificant & exposed

Doorway : Provides heavy cover & is Accessible

#### Maps Change log

Non-Specific Killzone 1.1

TOP right L ruine move to right to let pass > 25 mm base

### 1.6 VERSION

#### Maps Change log

##### ***Non-Specific Killzone 1.1***

BOTTOM L ruin Panel move to the left

##### ***Non-Specific Killzone 2.1***

BOTTOM PANEL move to the orange territory

##### ***Non-Specific Killzone 5.1***

CENTER BARRICADES Move next to the objective marker

##### ***Non-Specific Killzone 6.1***

TOP LEFT & RIGH Barricade move

MIDDLE L Ruin move to the TOP

##### ***Non-Specific Killzone 6.2***

BOTTOM LEFT PANEL move to the left

BARRICADE BOTTOM LEFT move to the left