SQUAD-GAMES VULKUS MAP PACK

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The Vulkus Map Pack contains:

-12 Remixed Games Workshop Vulkus Maps – The first 12 maps are remixed GW maps with better objective placements and other tweaks, focused on competitive balance and refinement.

-8 Double Vulkus Maps – Created by combining two Vulkus terrain sets. These maps offer fresh variety, competitive balance, and a new way to experience Vulkus-style play.

-20 Vulkus Open Maps – A modular terrain format that expands on standard Vulkus layouts.

- Stronghold walls include openings for more dynamic movement.
- All stronghold parapets count as light terrain.
- Each stronghold is identical in size for consistent gameplay.
- Includes 20 maps (remixed versions of the above layouts) designed specifically for this format.

-Terrain Options:

Vulkus Light can be purchased directly from Squad-Games.net
or crafted yourself.
For 3D hobbyists, we also offer the Sector Popov STL that replicates all of the above terrain: Sector Popov STL

If you enjoy these maps, be sure to follow **Squad Games on Patreon** and **YouTube** for updates, new formats, and future releases!

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Tactical and Design Commentary:
When developing these maps, I deliberately placed multiple objectives in the open, similar to Gallowdark. This design choice makes equipment selection highly impactful. Against shooting-heavy teams, for example, a heavy barricade on your home objective or light barricades/smoke grenades near the center can significantly change the flow of a match. I believe strong maps should present clear, meaningful choices for players.

Not every layout pushes equipment. Some maps feature safer objectives that protect operatives without needing extra investment, rewarding positional play instead.

Standard Vulkus terrain tends to favor melee and elite teams, often feeling denser and heavier than Gallowdark. To broaden the experience, I designed maps that echo the feel of older Open layouts, providing more space and opportunity for shooting-focused factions.

Finally, I chose to simplify the terrain set up by only indicating Firesteps, Light, and Heavy terrain. Each Firestep, Light and heavy small terrain is similar enough where I don't think changing these matters in competitive games.

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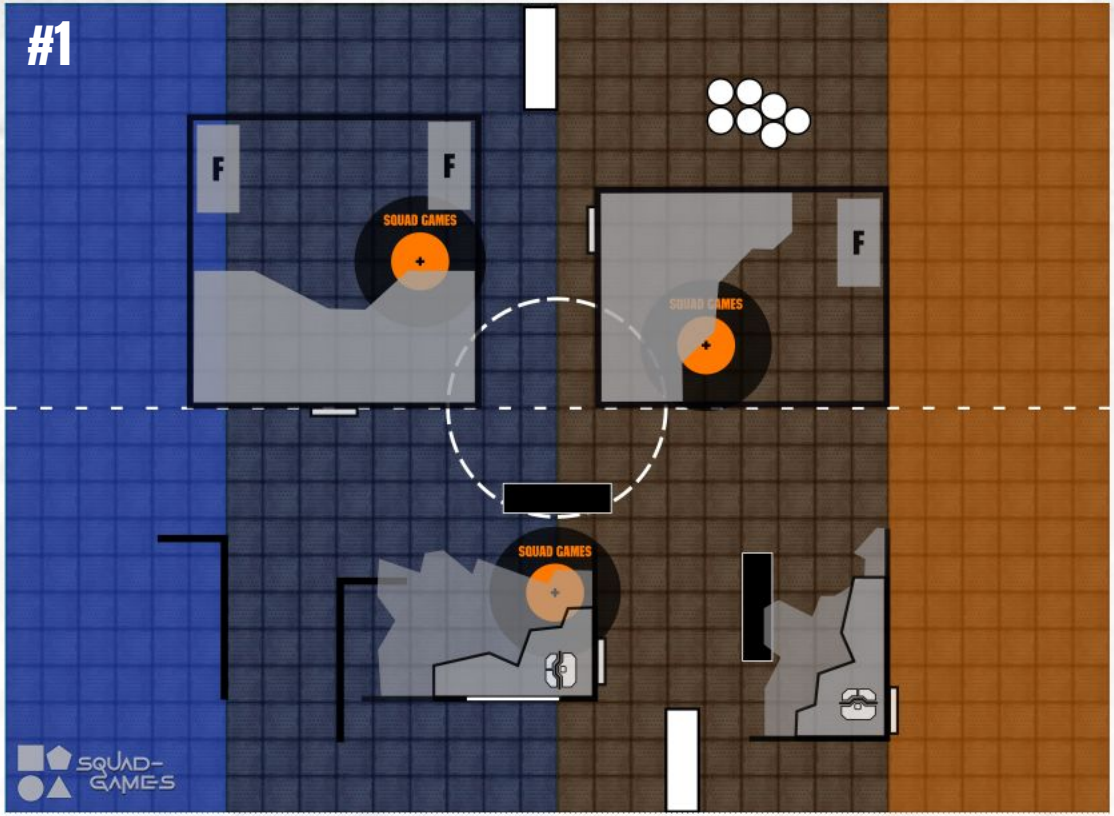
VULKUS



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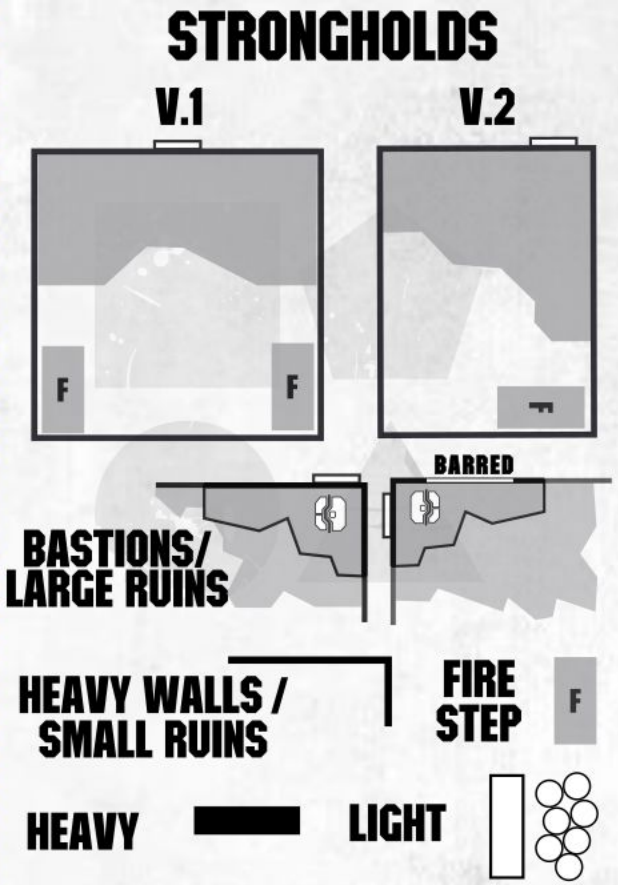

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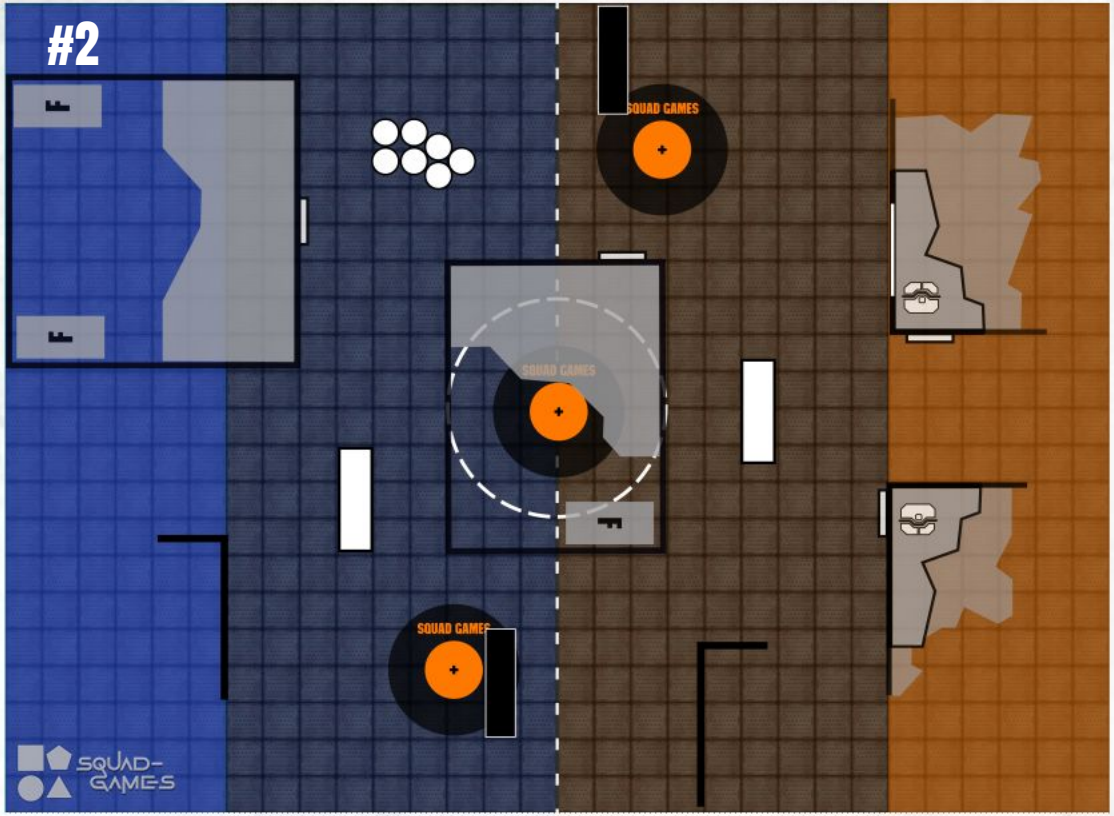

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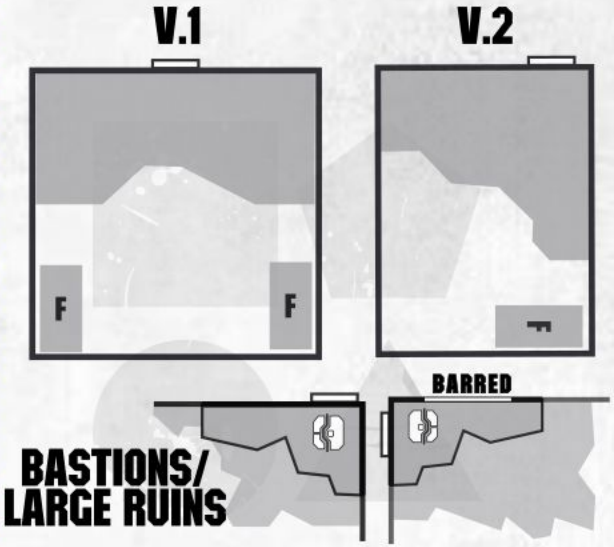

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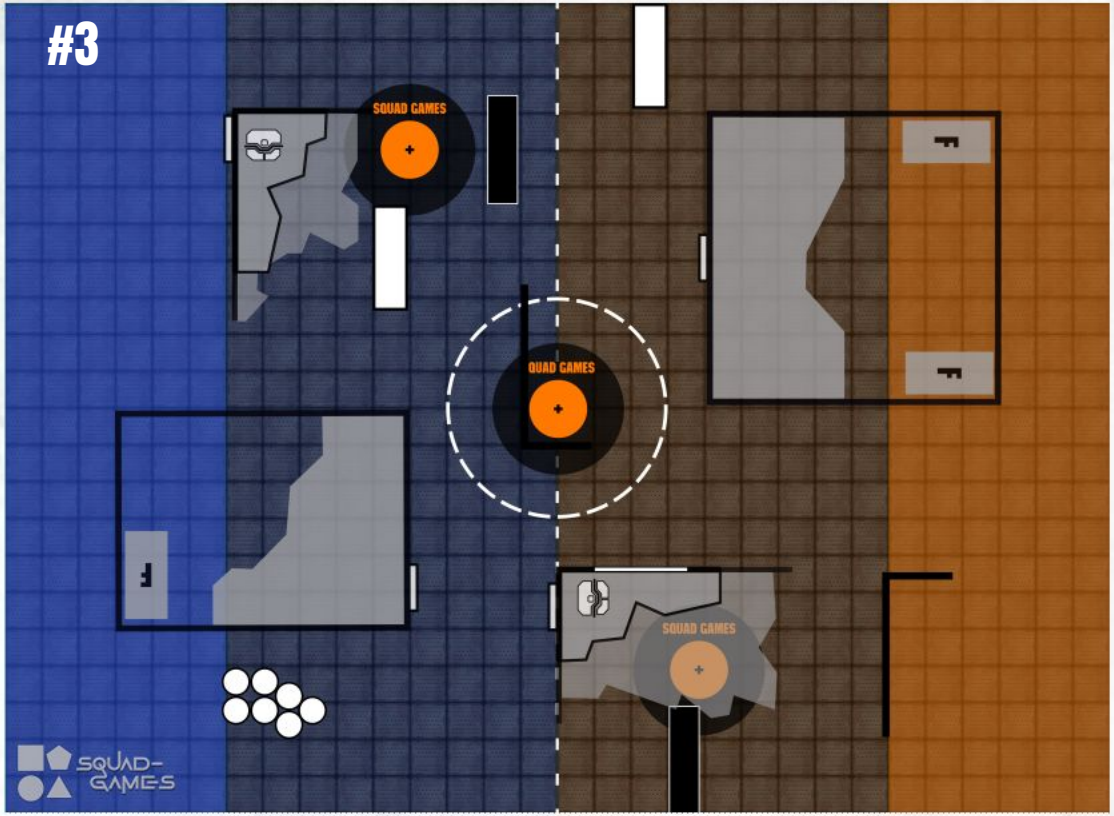

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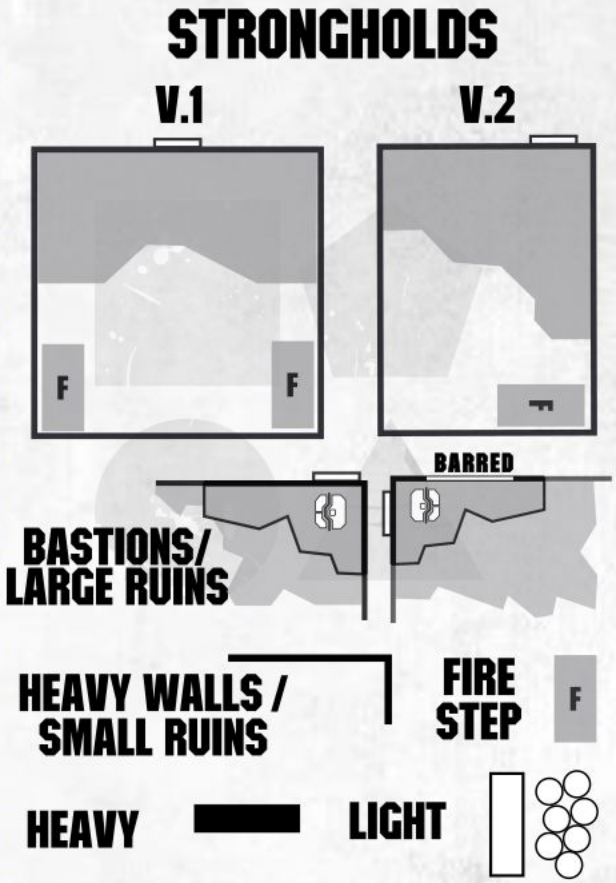

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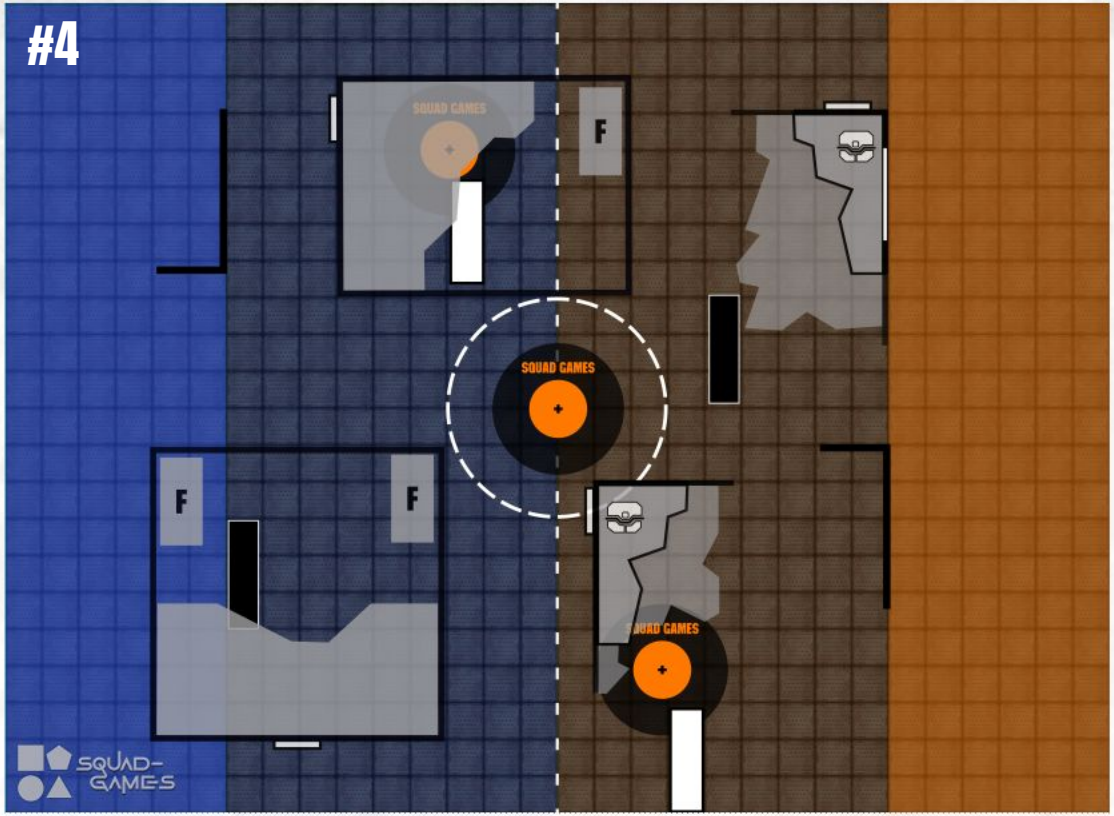

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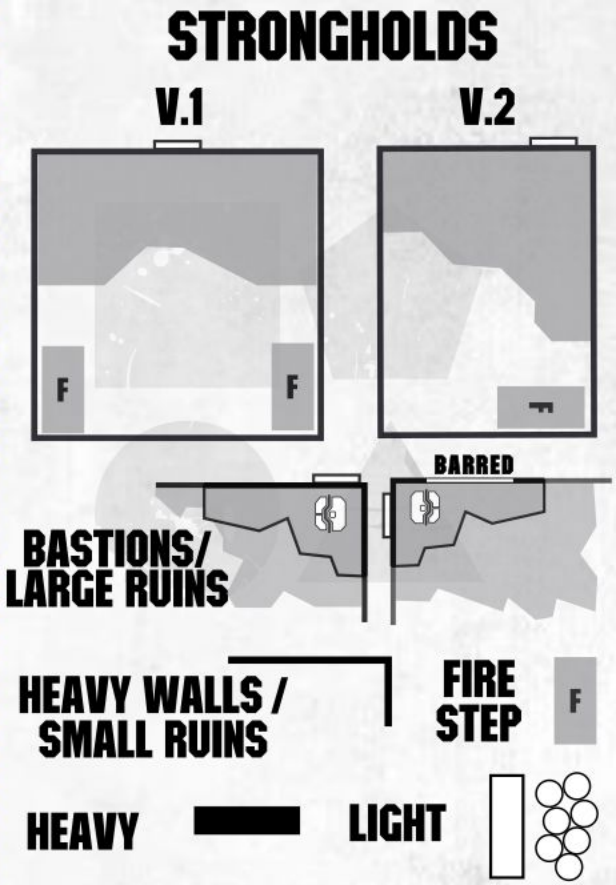

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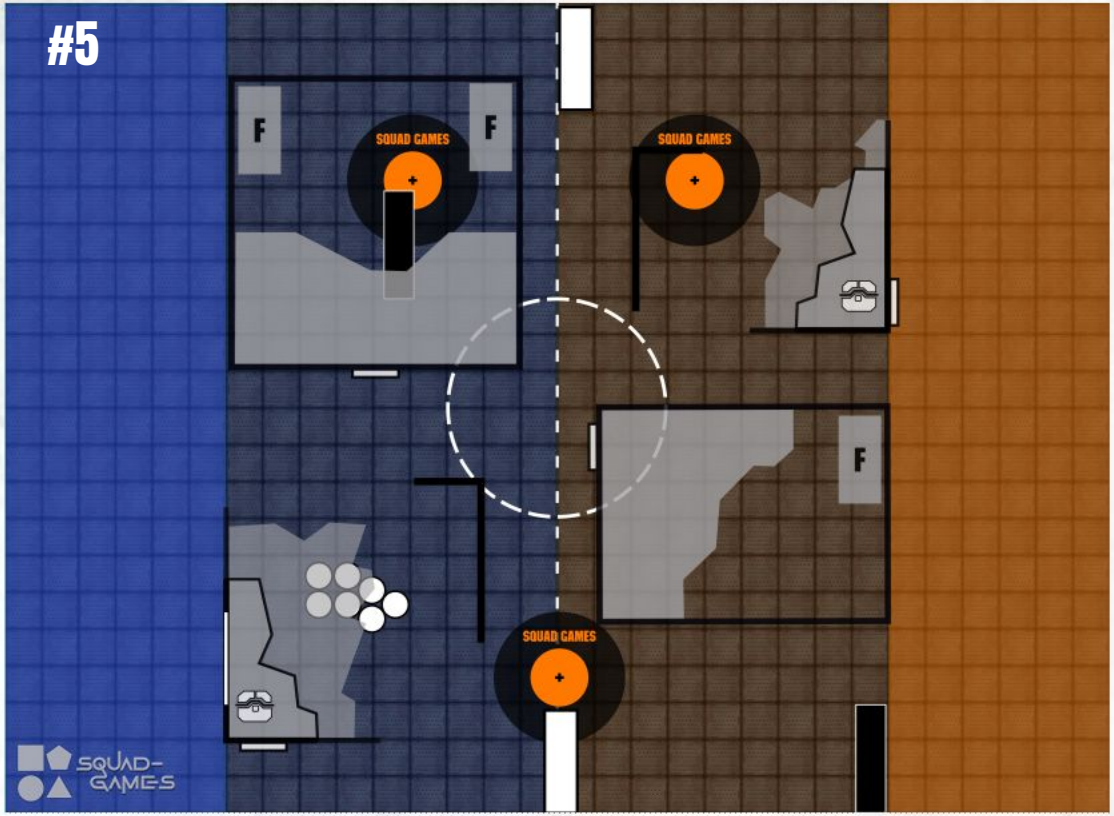

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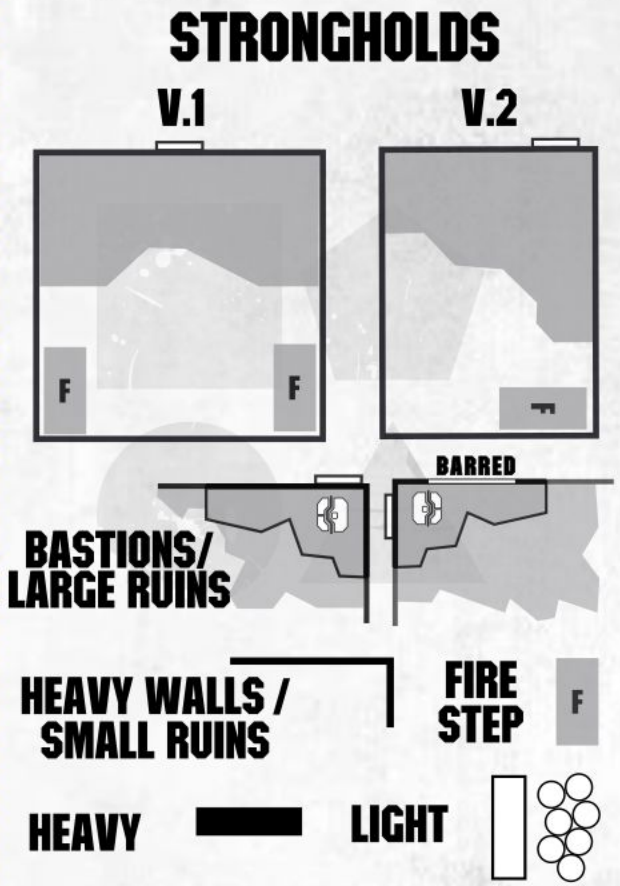

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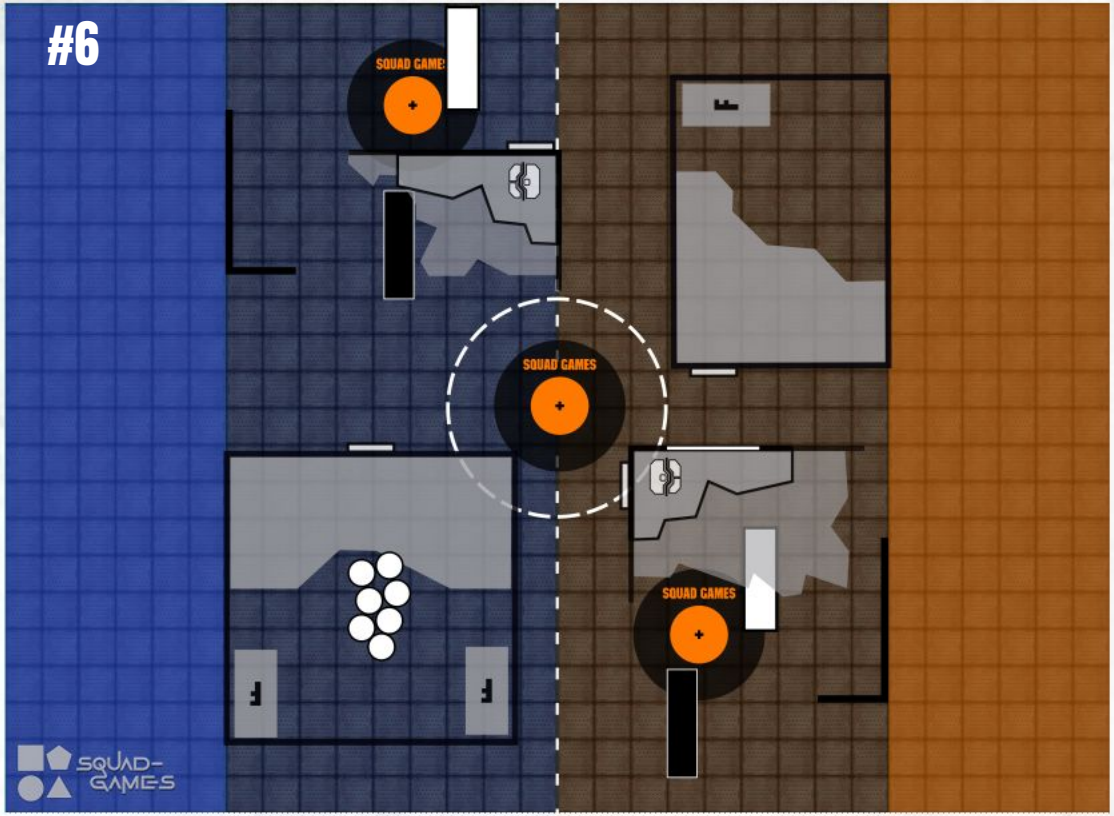

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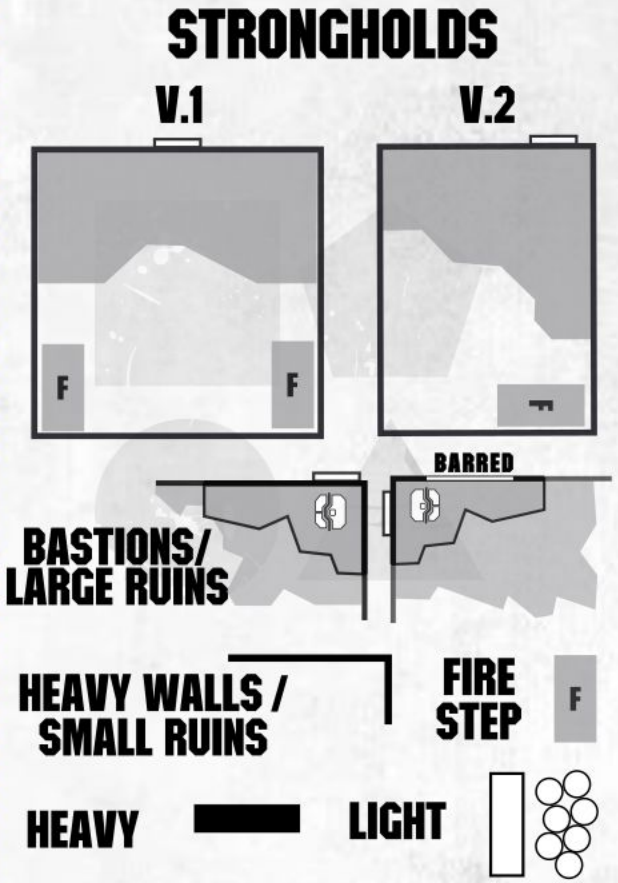

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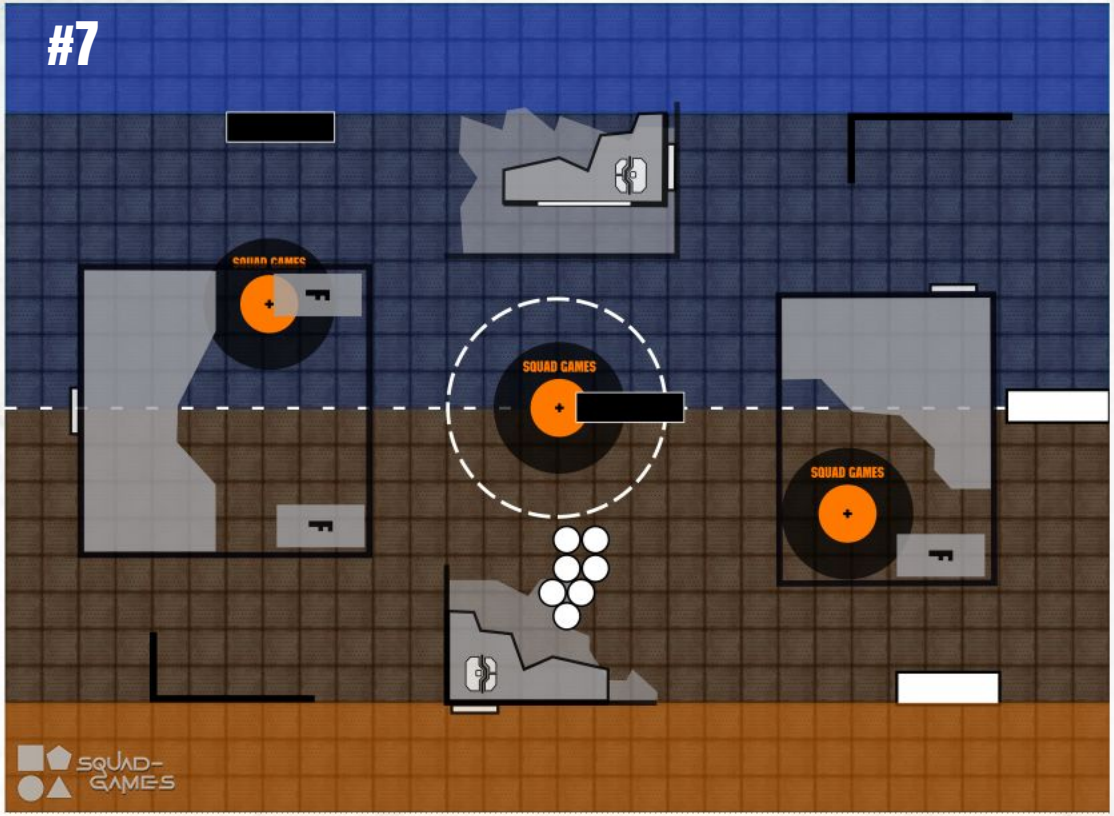

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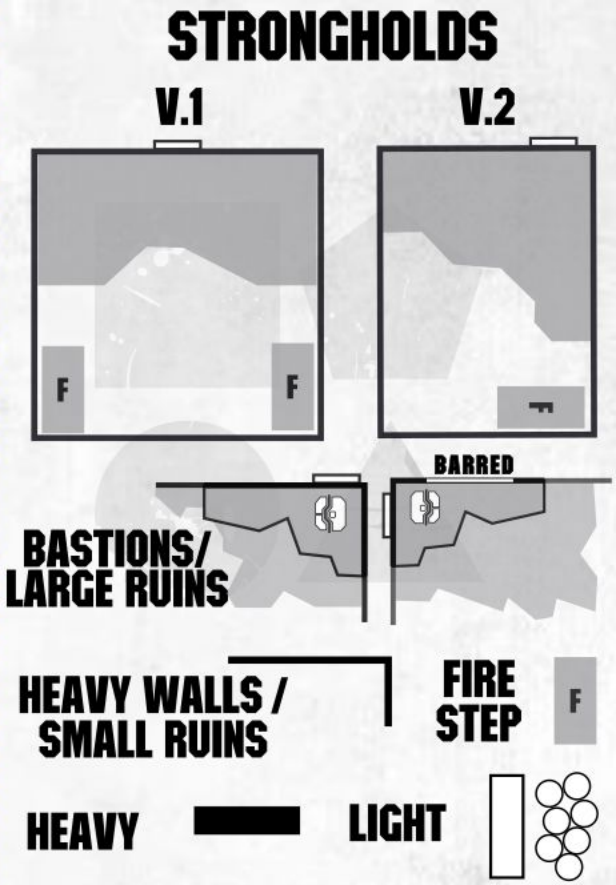

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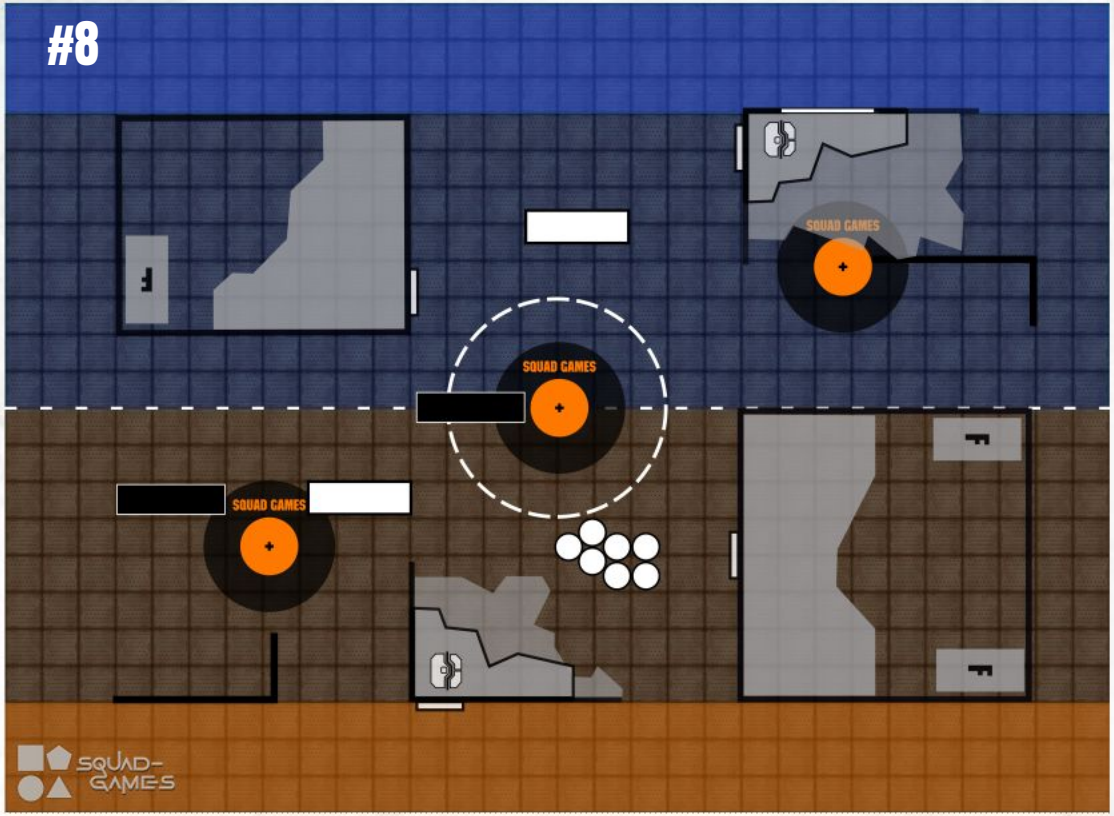

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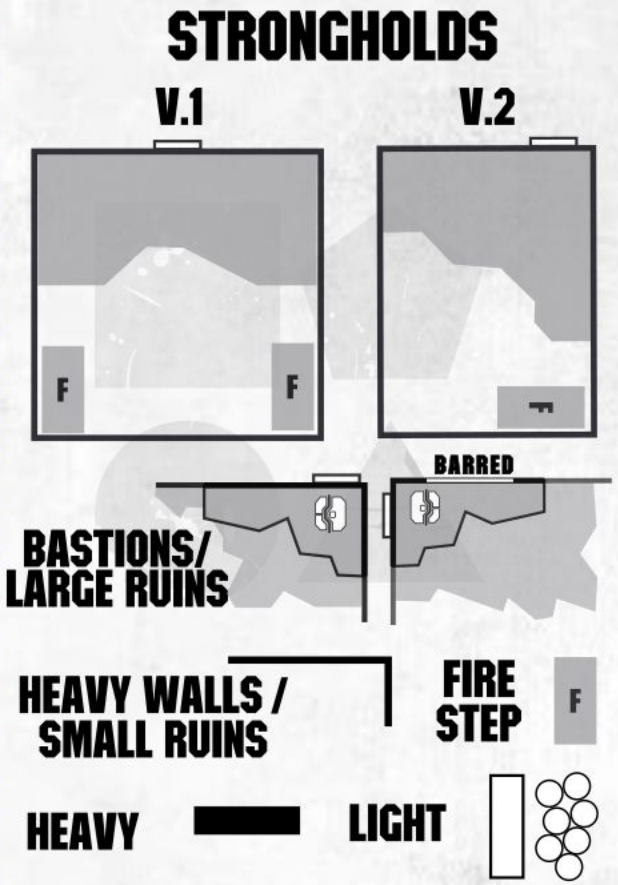

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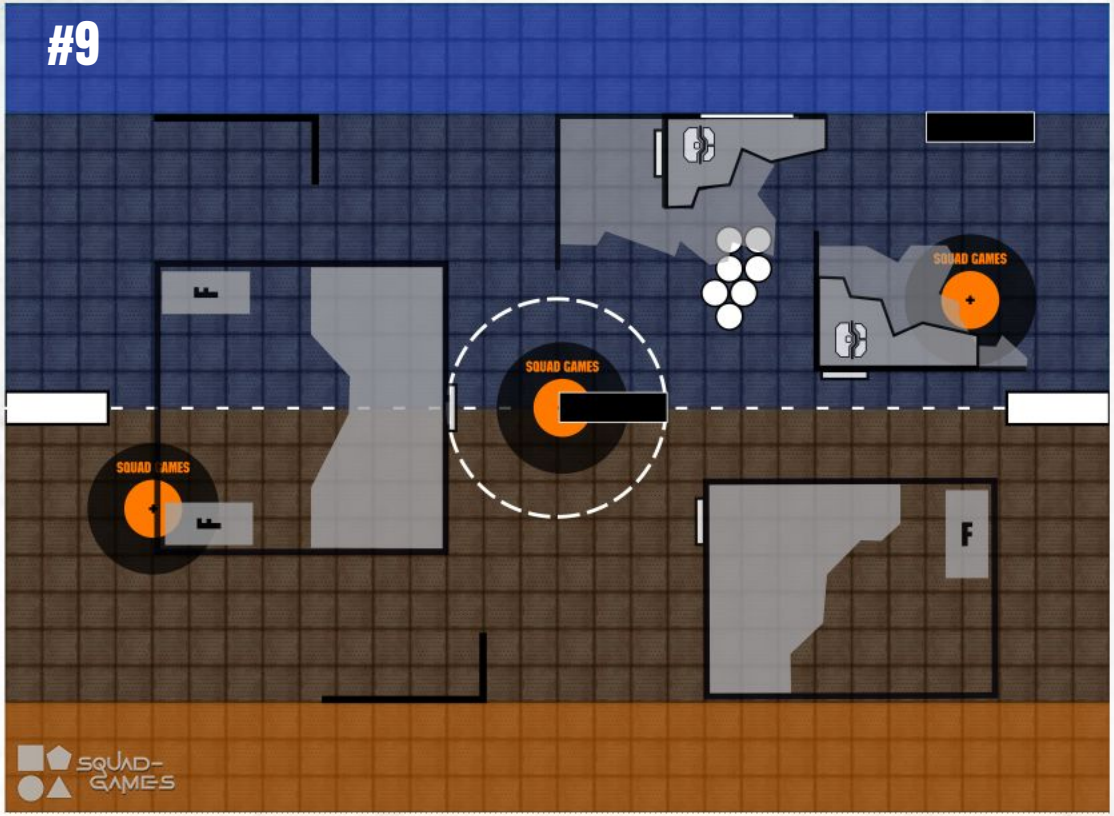

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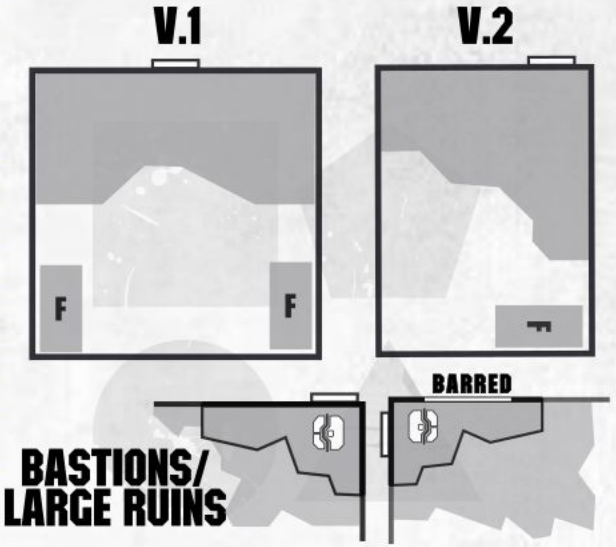

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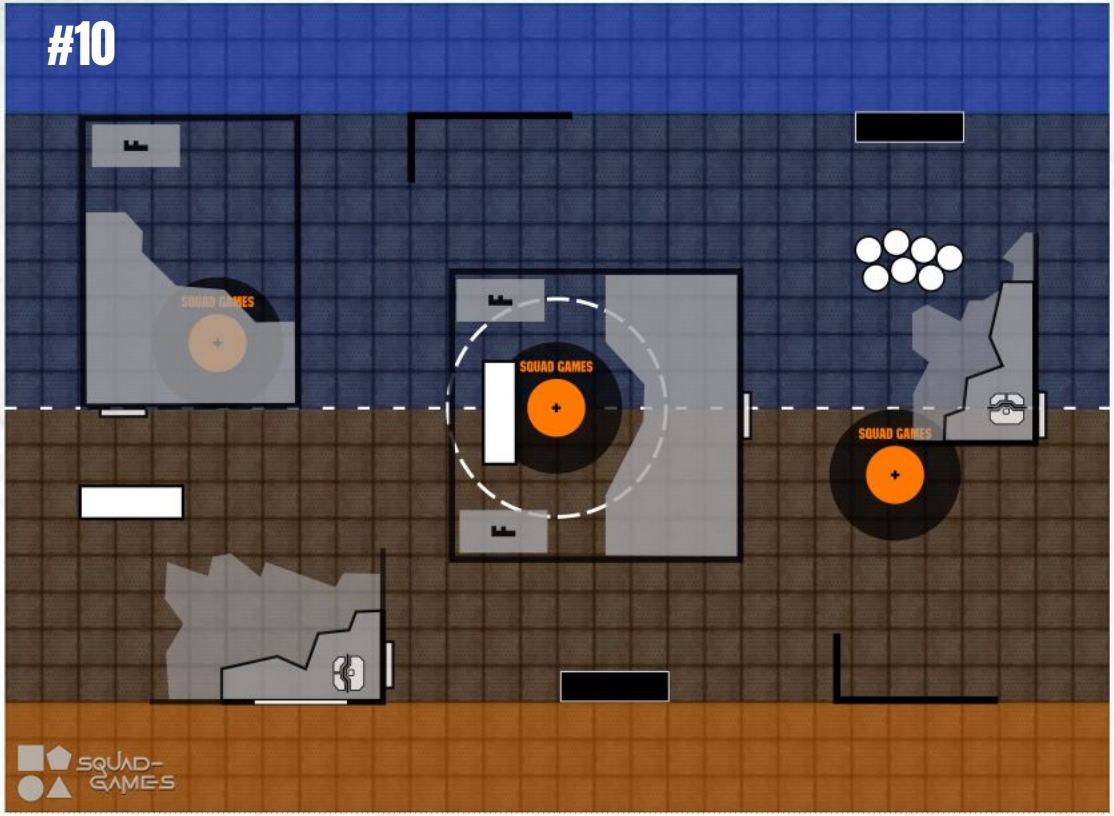

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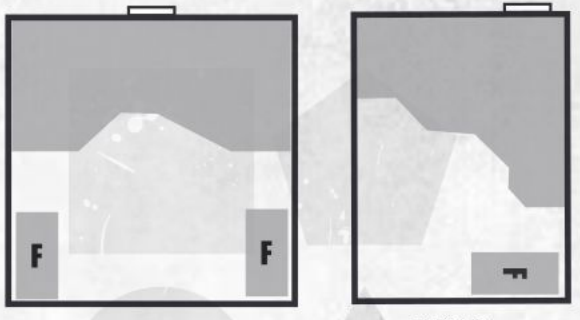


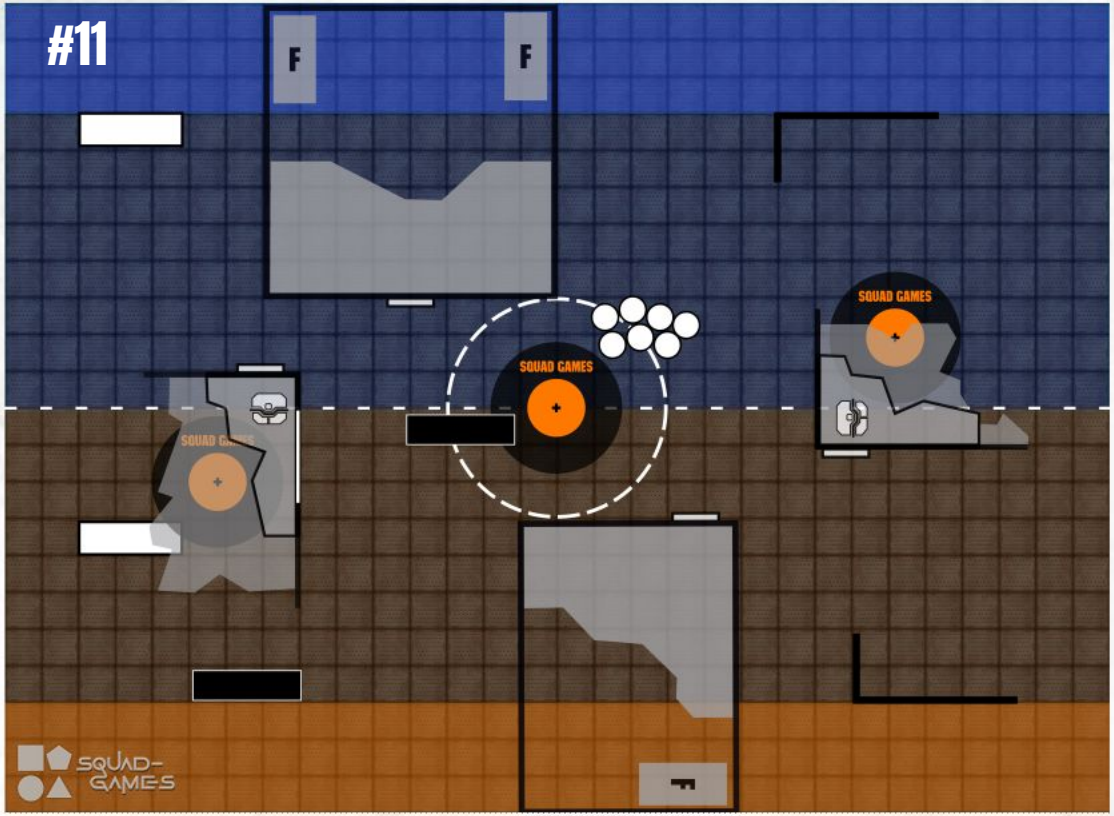
BASTIONS/ LARGE RUINS

HEAVY WALLS / SMALL RUINS

FIRE STEP F

HEAVY LIGHT

VULKUS



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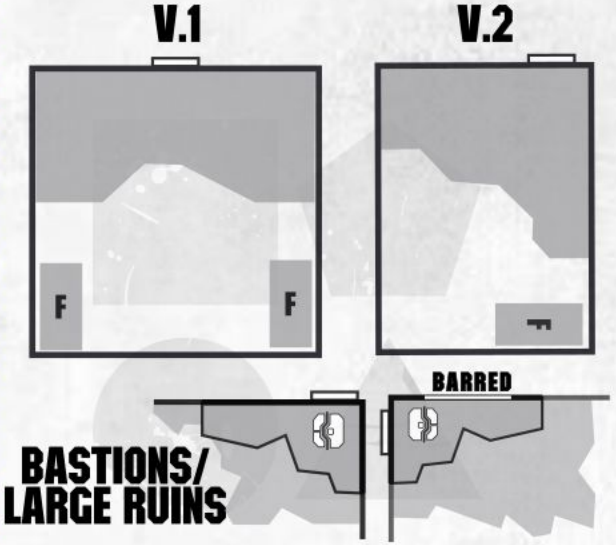

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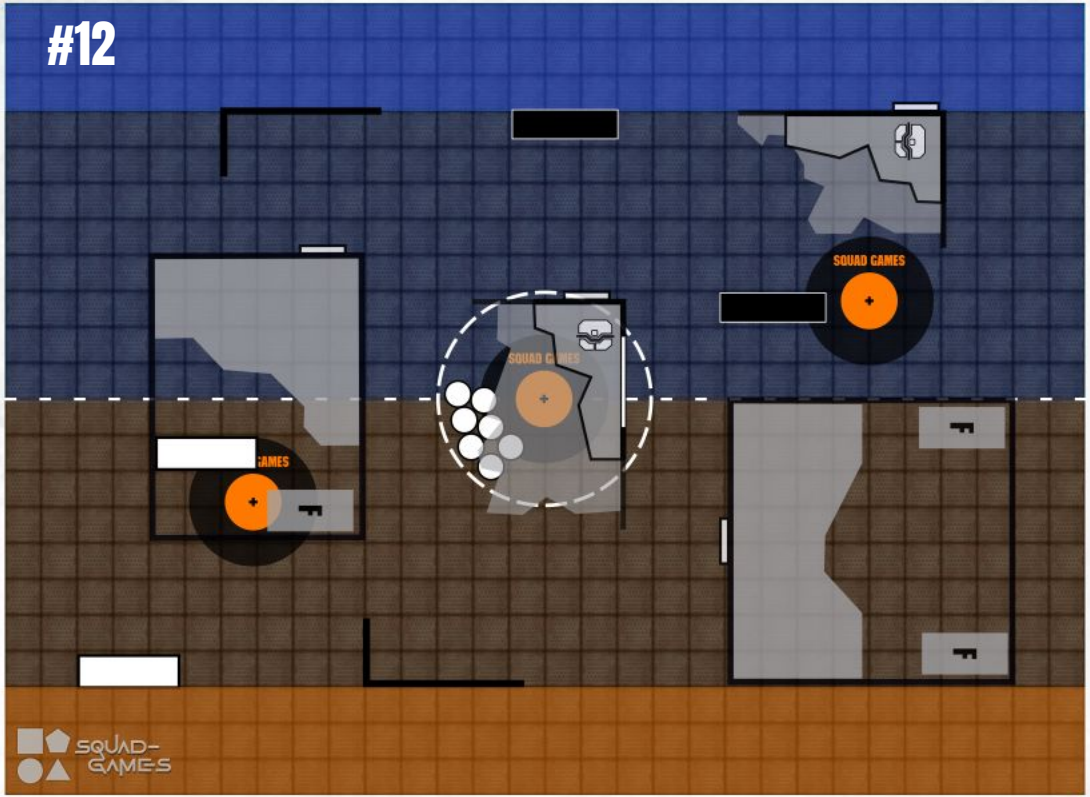

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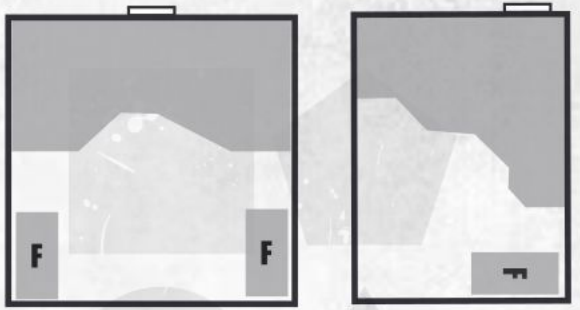

BASTIONS/
LARGE RUINS

HEAVY WALLS /
SMALL RUINS

FIRE
STEP
F

HEAVY

LIGHT

SQUAD-GAMES DOUBLE VULKUS

Double Vulkus

Double Vulkus is a terrain format that uses two full sets of Vulkus terrain, shuffled and arranged into two unique maps. This format offers far more variety than a standard Vulkus layout — you may see additional strongholds, fewer ruins, or entirely new mixes of features.

The result is a fresh and unpredictable battlefield that changes the feel of each match. If you own two Vulkus sets and want a new way to experience Kill Team, Double Vulkus is an exciting and highly recommended option.

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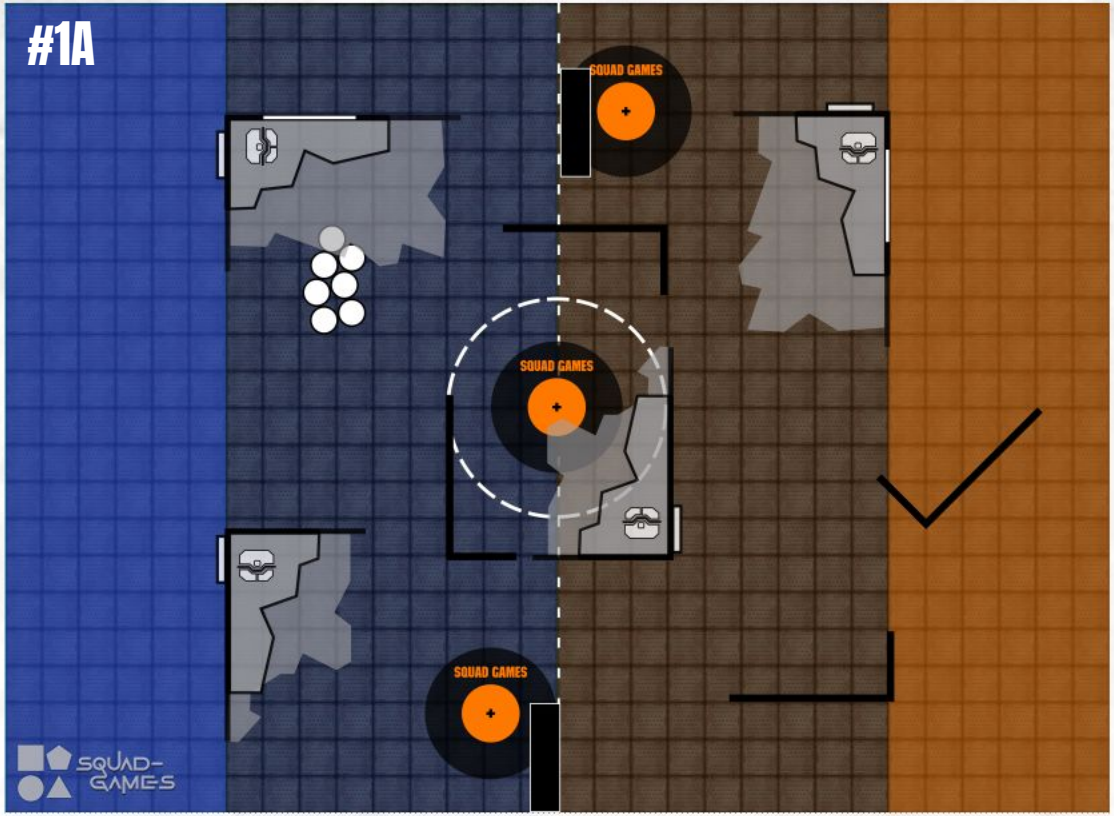
DOUBLE VULKUS



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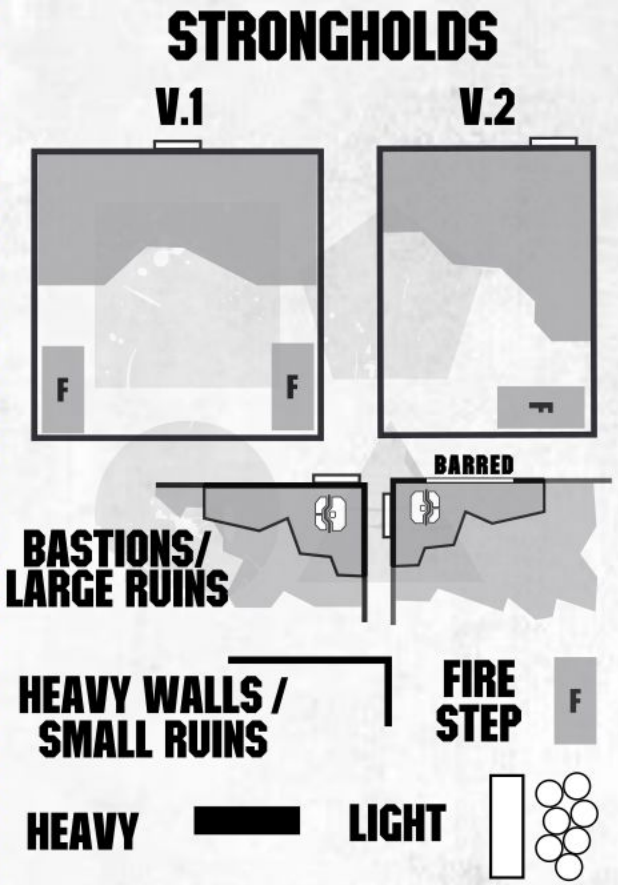

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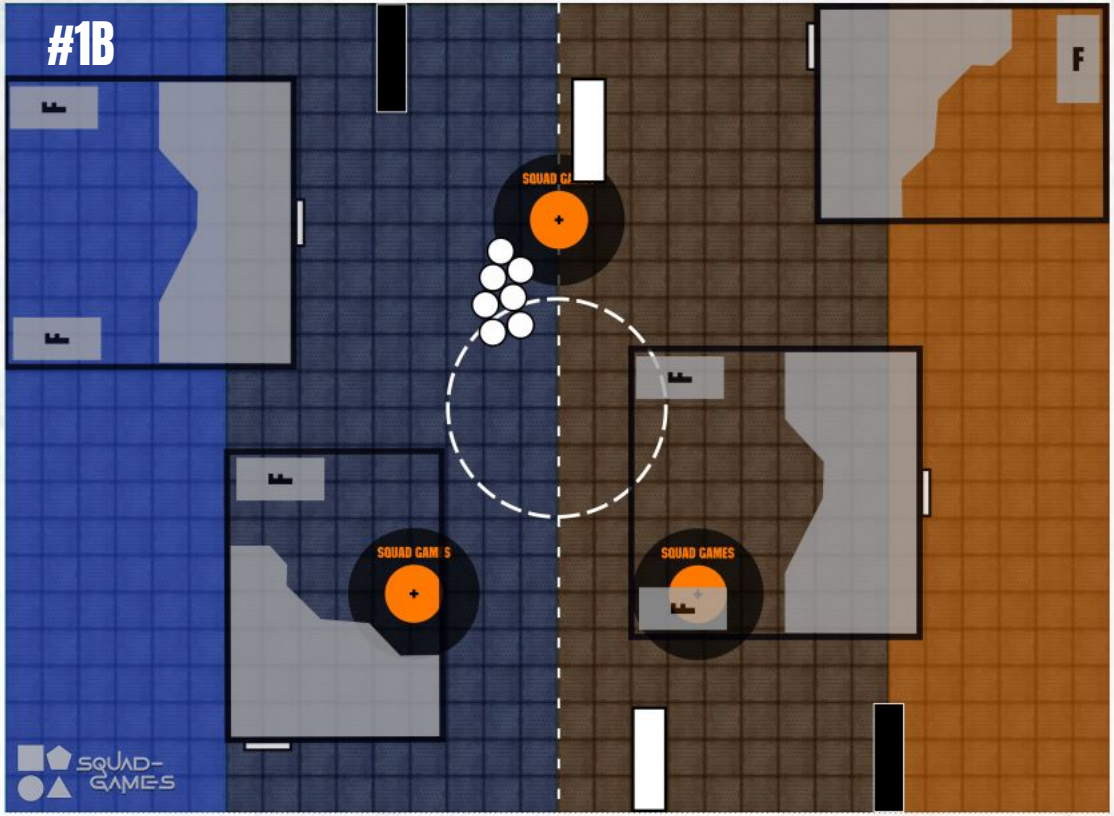

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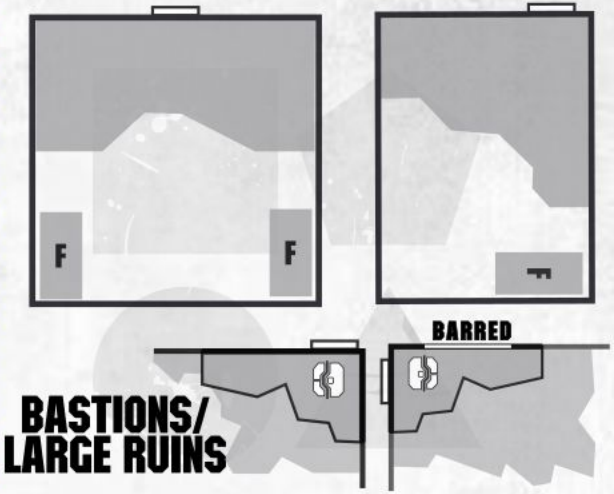


BASTIONS/
LARGE RUINS

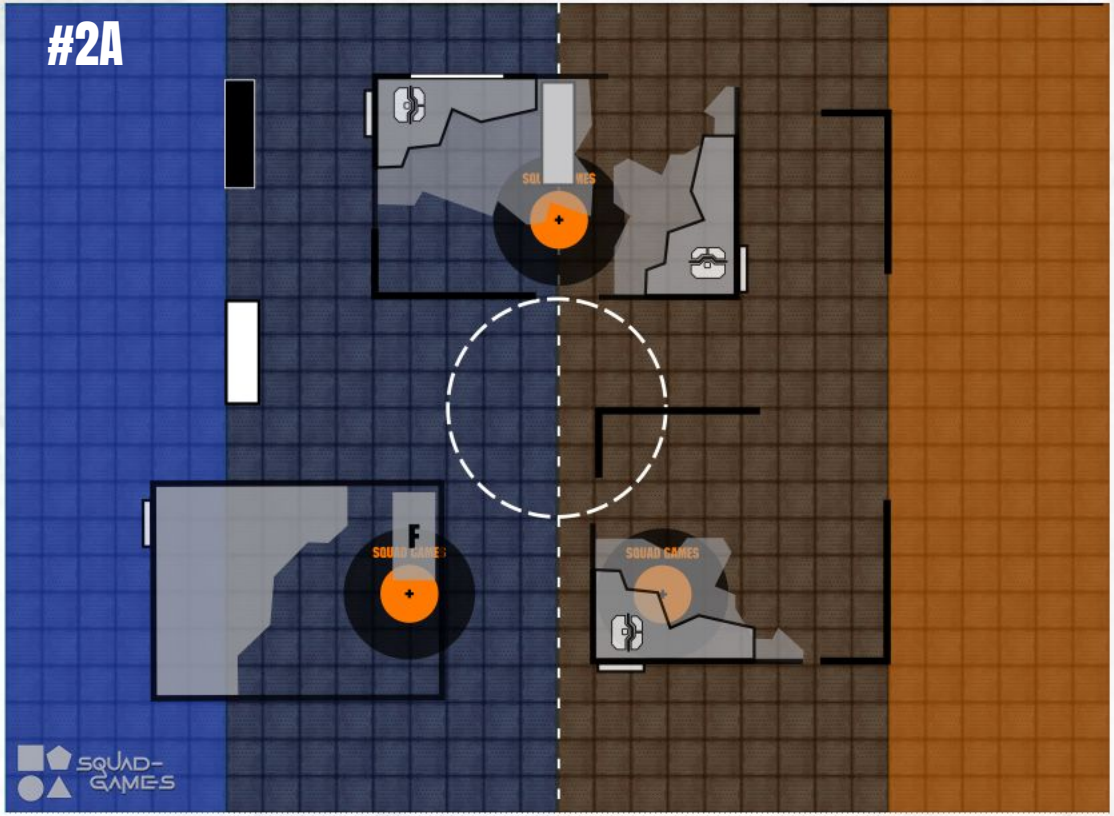
HEAVY WALLS /
SMALL RUINS

FIRE
STEP
F

HEAVY

LIGHT

DOUBLE VULKUS



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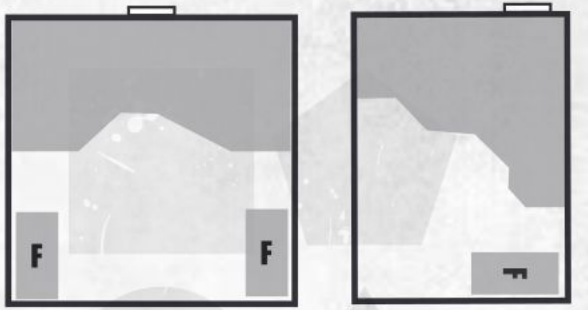

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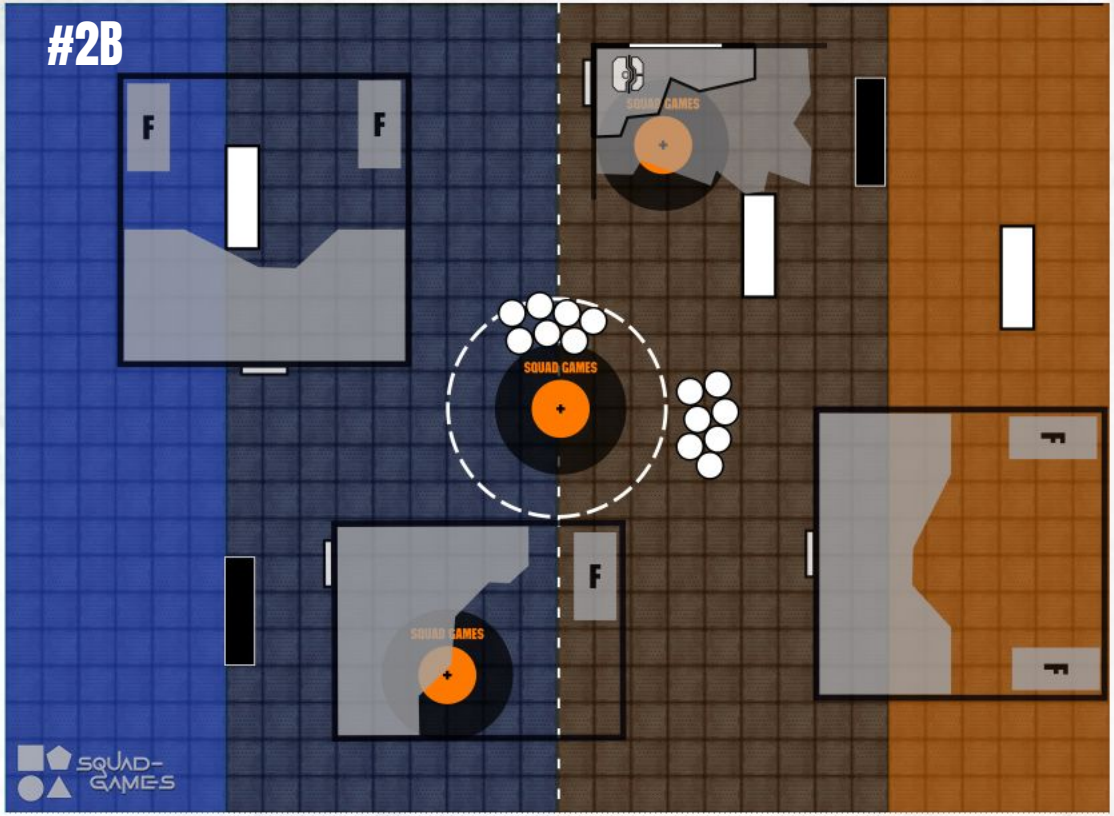
DOUBLE VULKUS



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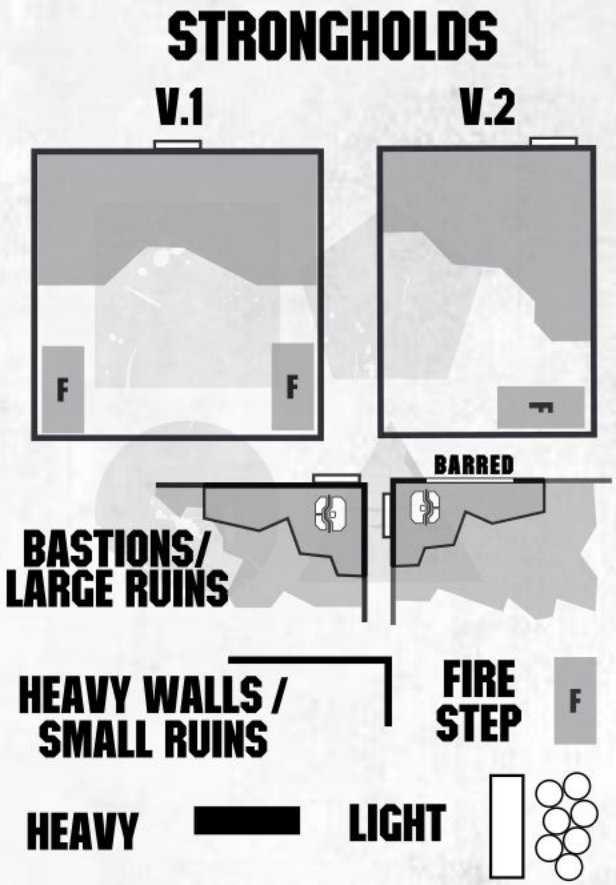

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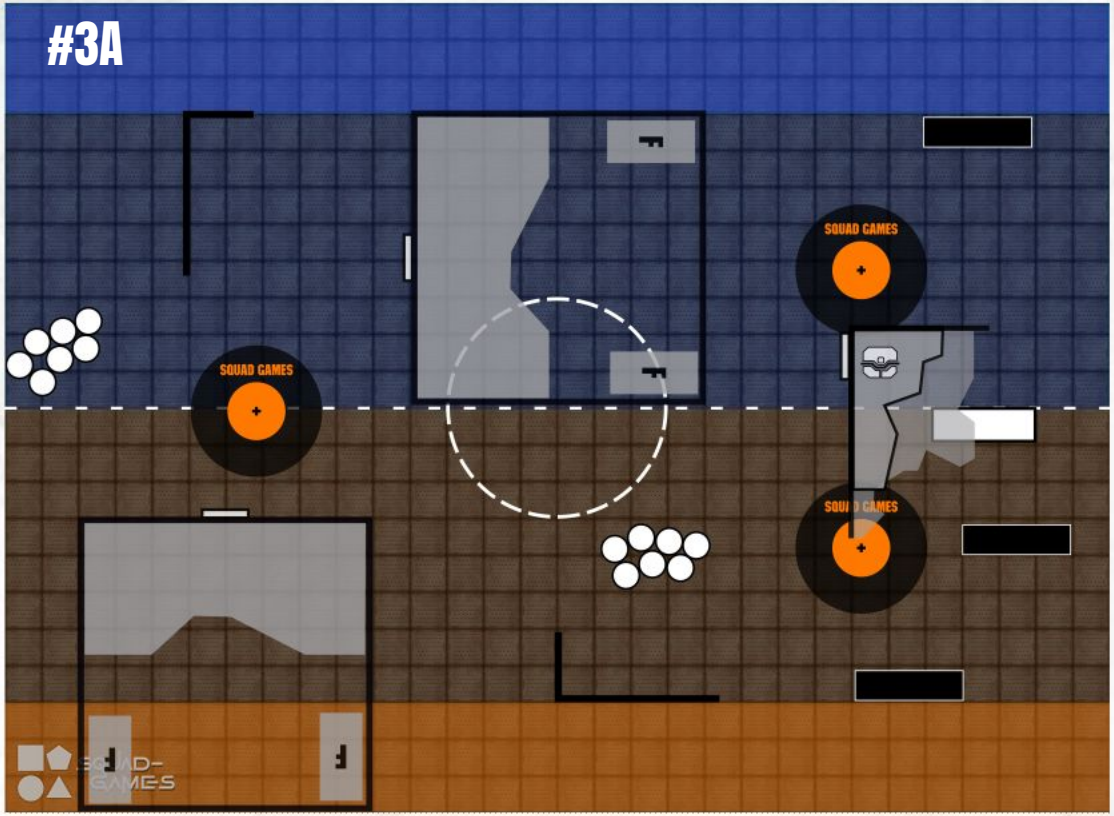

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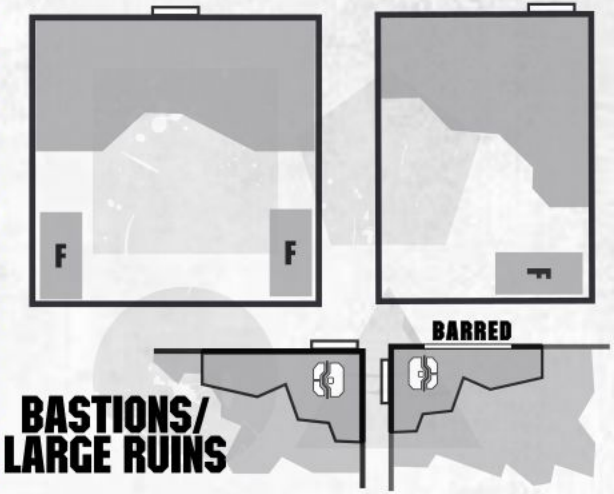


BASTIONS/ LARGE RUINS

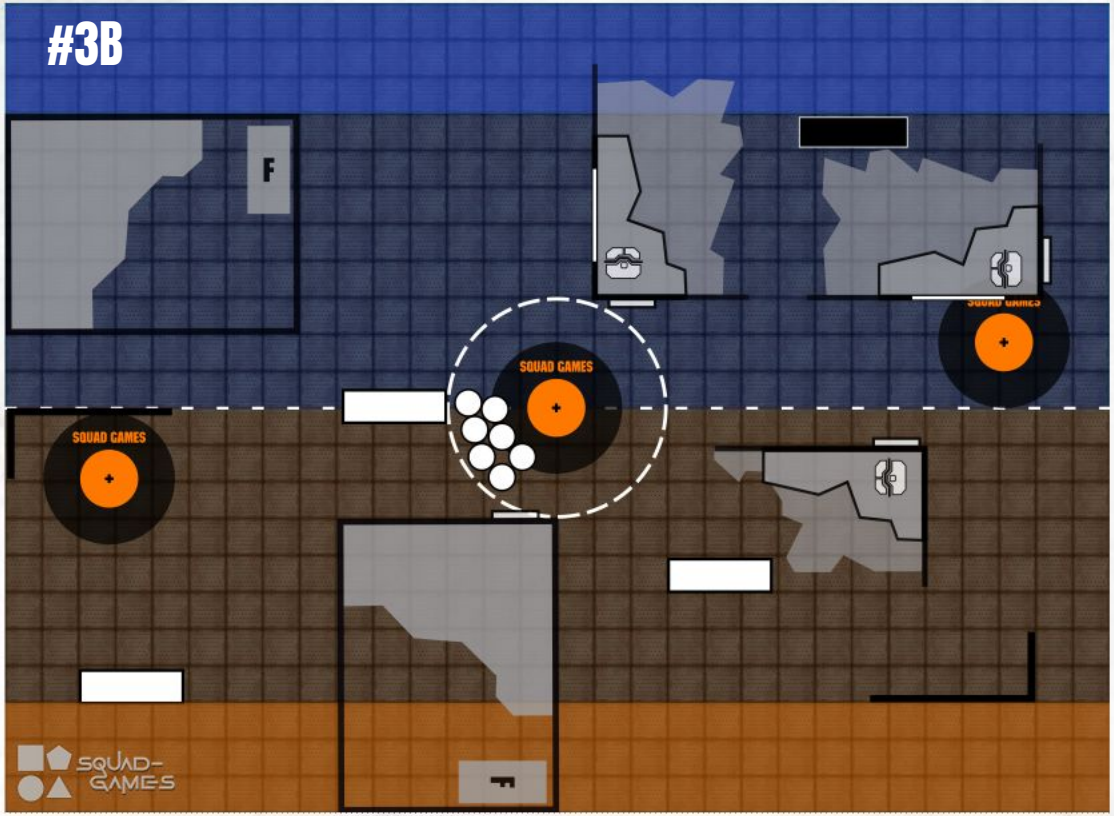
HEAVY WALLS / SMALL RUINS

FIRE STEP F

HEAVY

LIGHT

DOUBLE VULKUS



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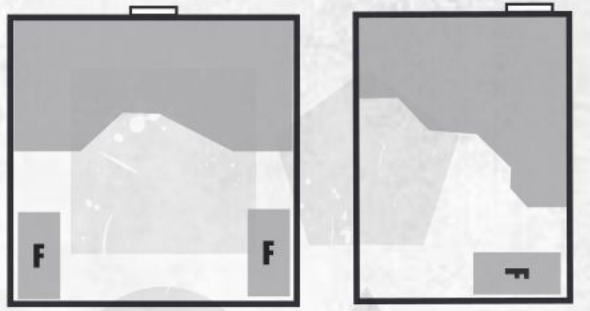

BASTIONS/
LARGE RUINS

HEAVY WALLS /
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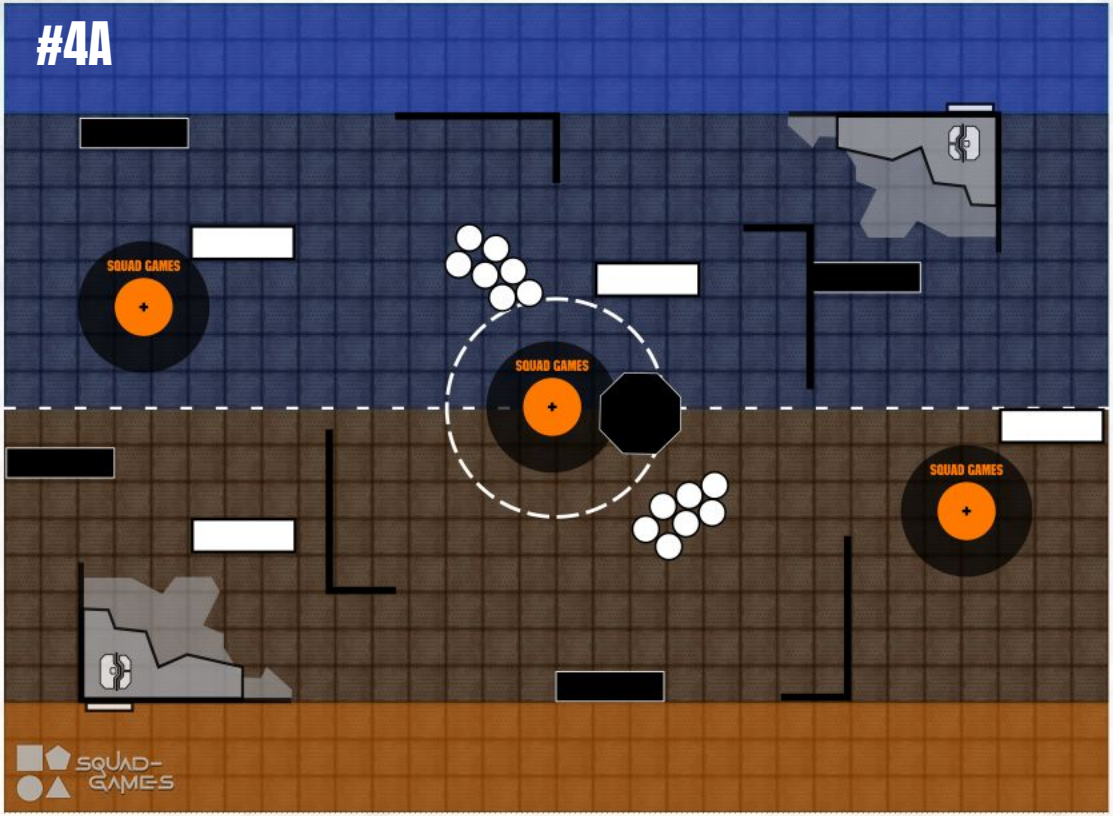
DOUBLE VULKUS



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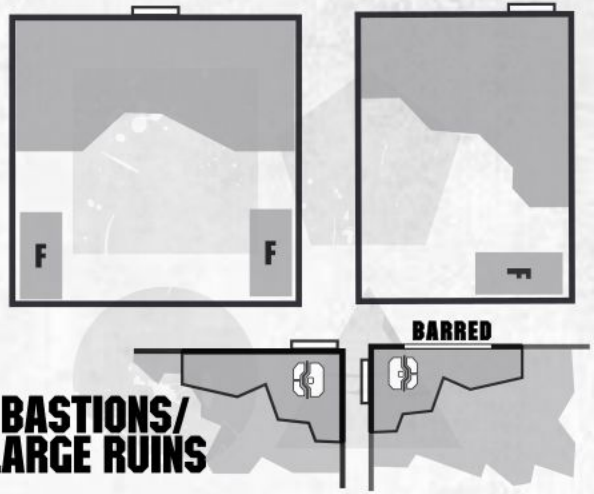


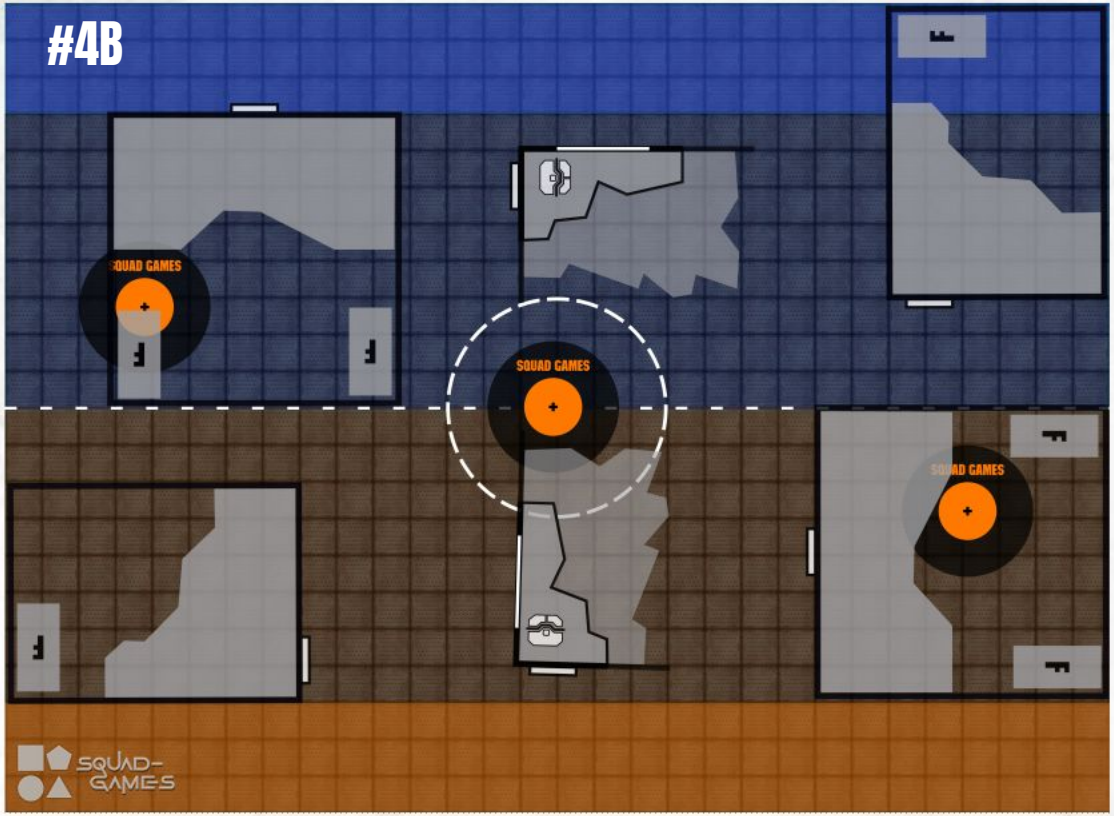
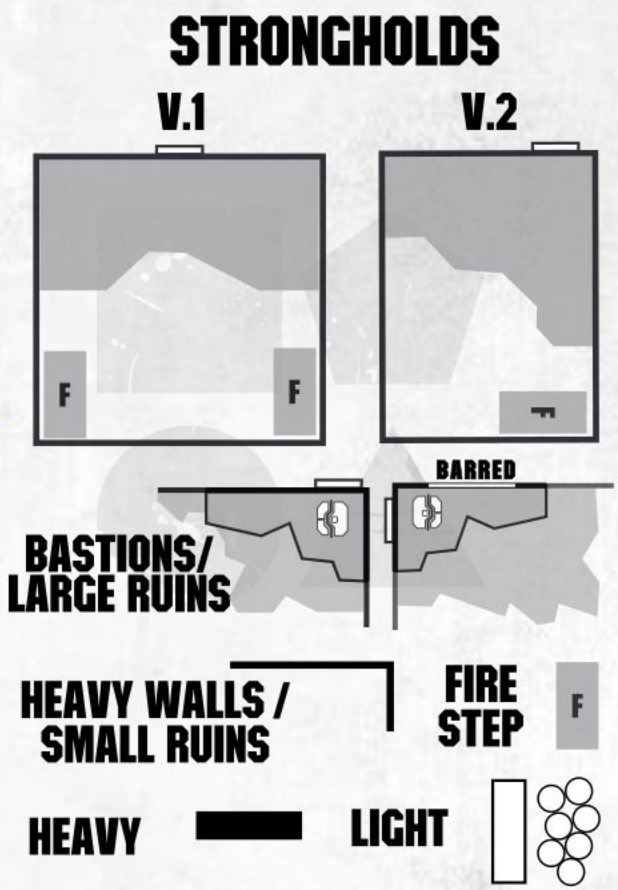
BASTIONS/ LARGE RUINS

HEAVY WALLS / SMALL RUINS

FIRE STEP F

HEAVY LIGHT

DOUBLE VULKUS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