TACTICAL REFERENCE · EDITION I

VALORANT TRAINING MAP BOOK

13 official maps · one full-page plate each · site zones dark, corridors light, walls black · A4, built for the printer.

How this book works

ONE SHEET PER MAP · 13 OFFICIAL MAPS

One page per map. Every official map gets a single sheet: the whole layout at maximum size, with the site letters, a north arrow and an approximate metric scale bar derived from the source elevation atlas.

Read the plan at a glance. Site zones print dark grey, so the objective areas stand out from the corridors that connect them. Nothing else is drawn on top of the layout.

Print it and mark it up. The plates sit inside a 14 mm margin and the interior is three tones, so a pencil mark for every angle, smoke and rotation stays visible on top of the drawing.

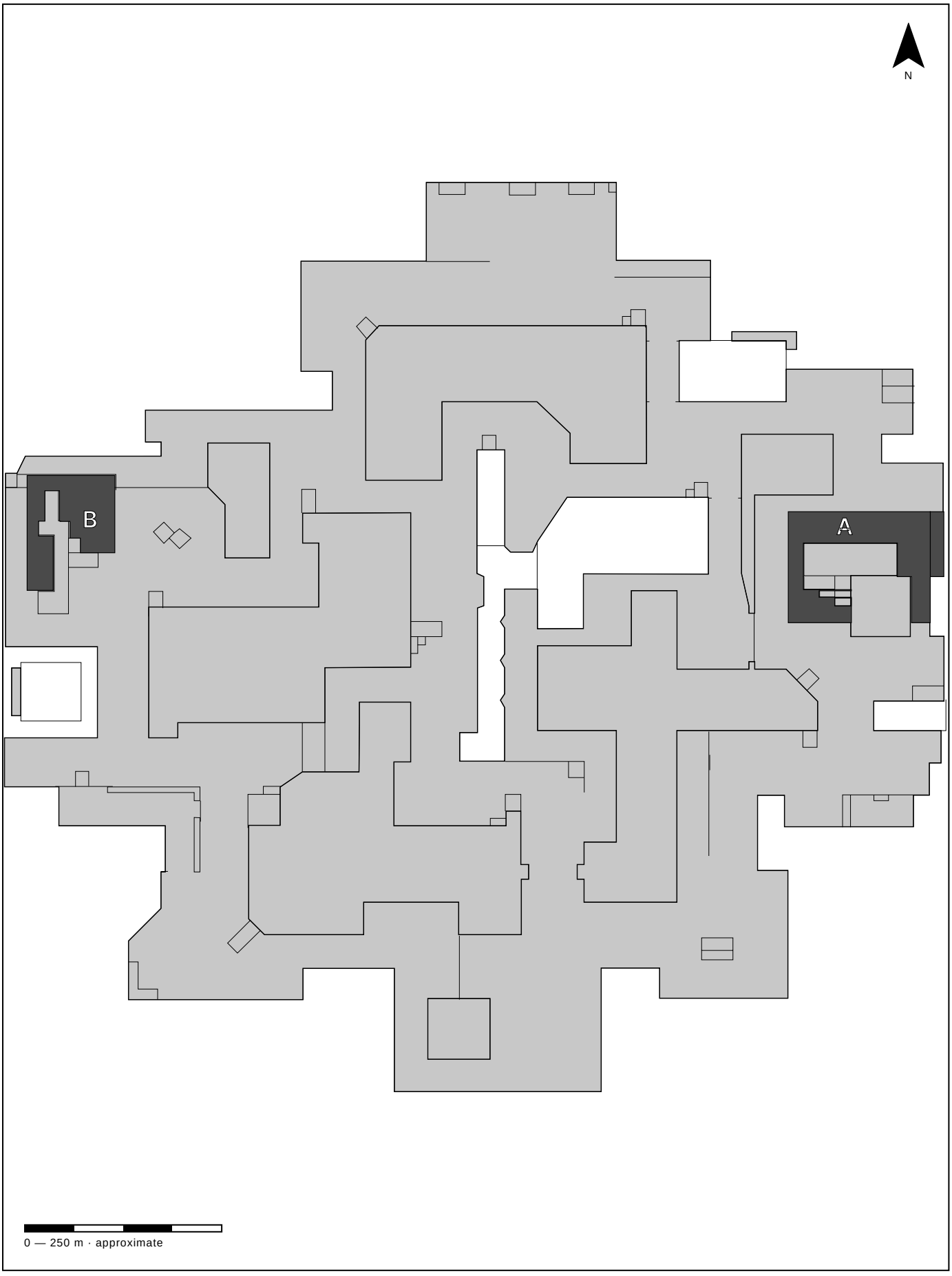
- Site zone A / B (dark grey)
- Corridor / floor (light grey)
- Wall / structure
- Opening
- Stairs / detail lines

Print at 100 % (no “fit to page”), single- or double-sided. Three tones only: the A, B (and C) site zones print dark grey, corridors light grey, walls black — legible on any printer and still readable under pencil marks.

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Abyss

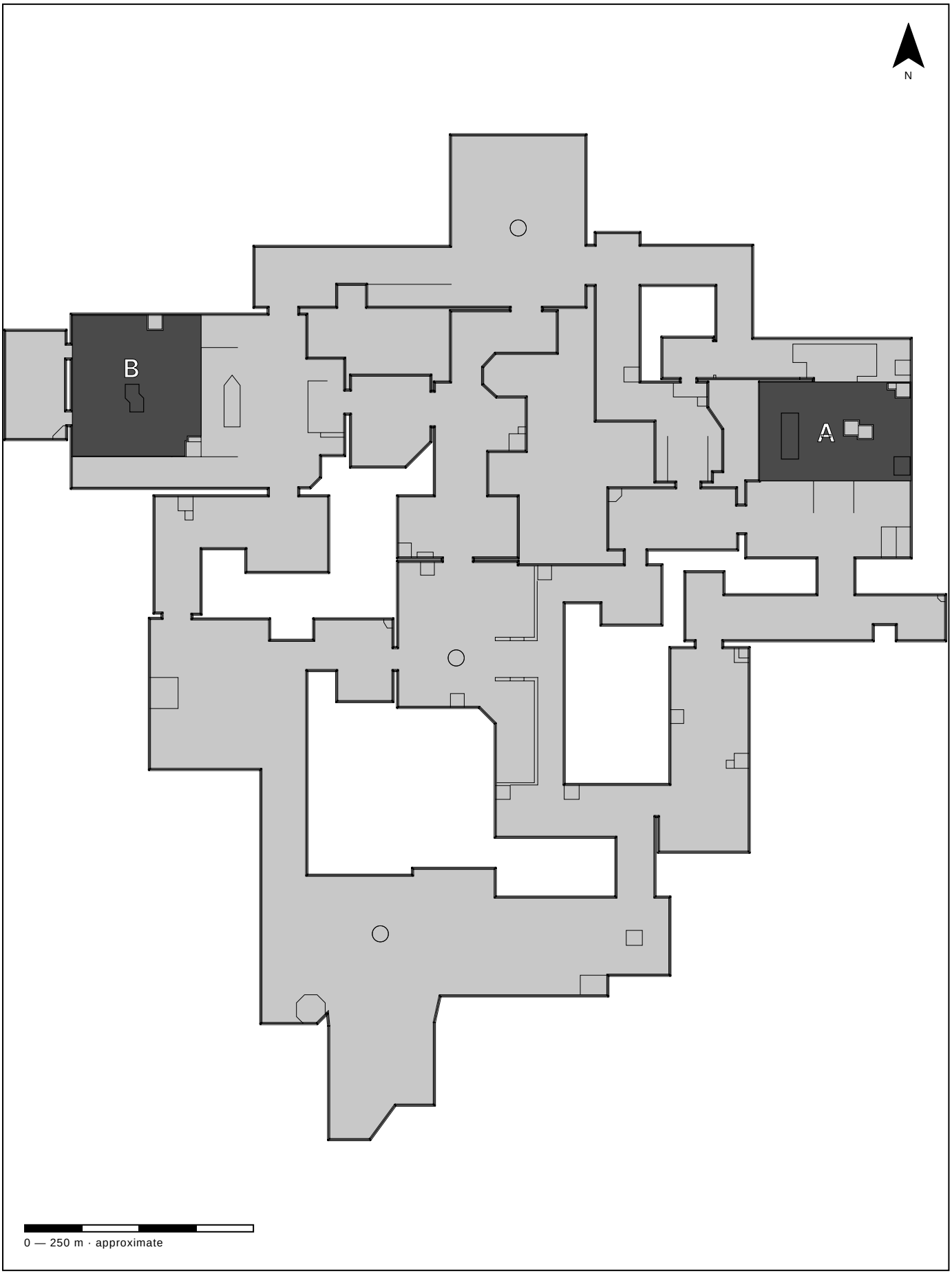
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `abyss_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Ascent

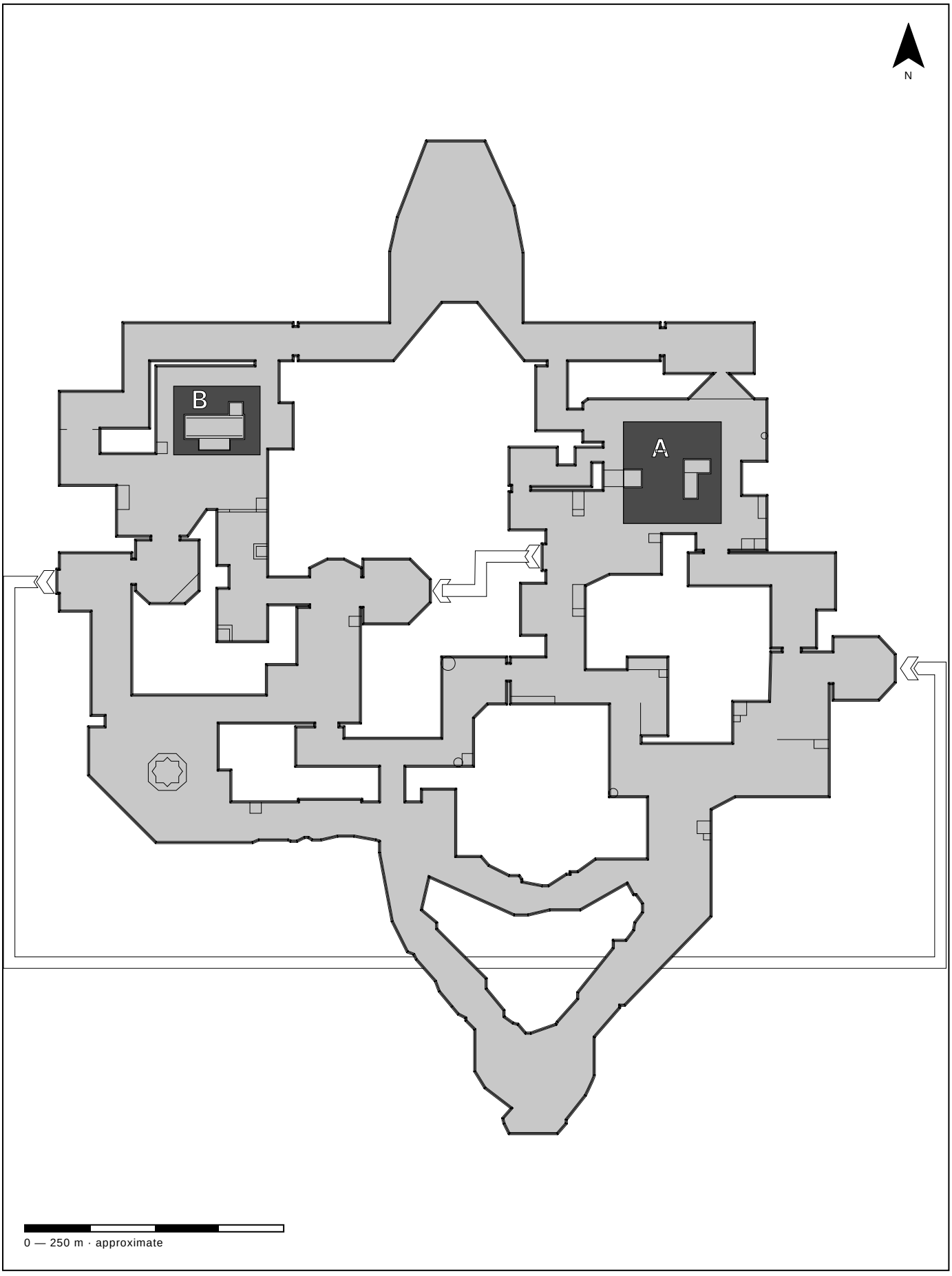
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `ascent_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Bind

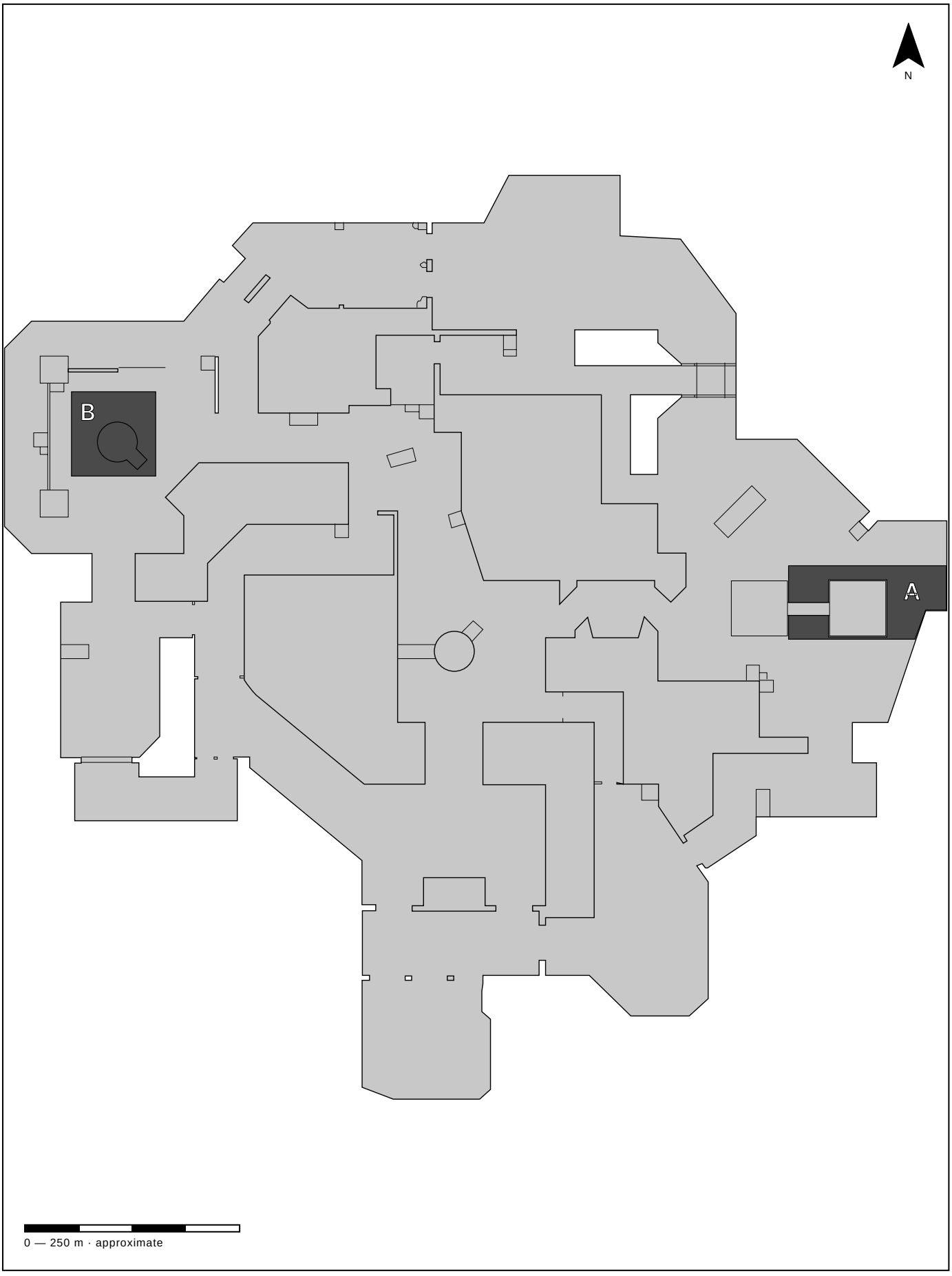
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `bind_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Breeze

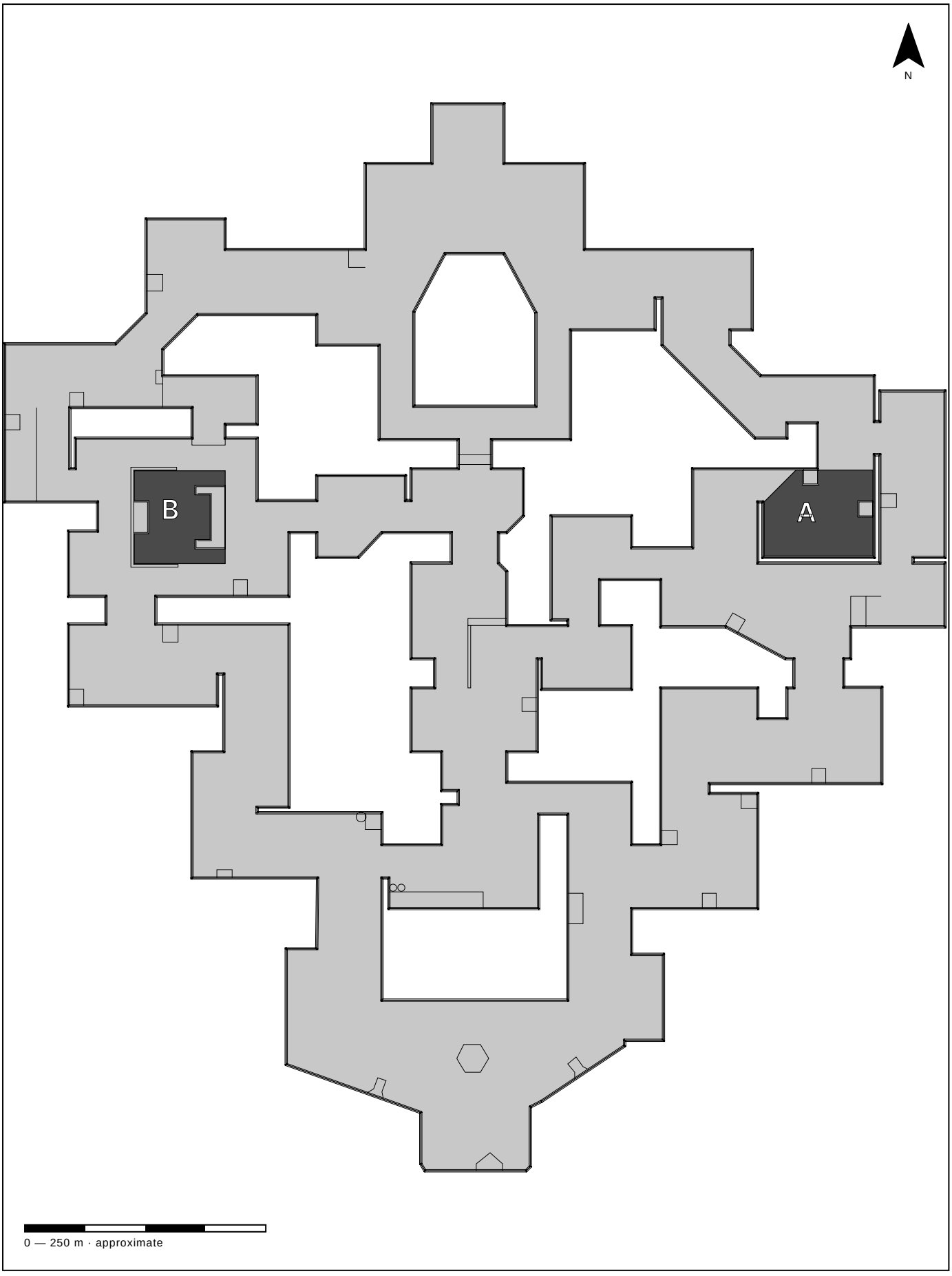
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `breeze_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Corrode

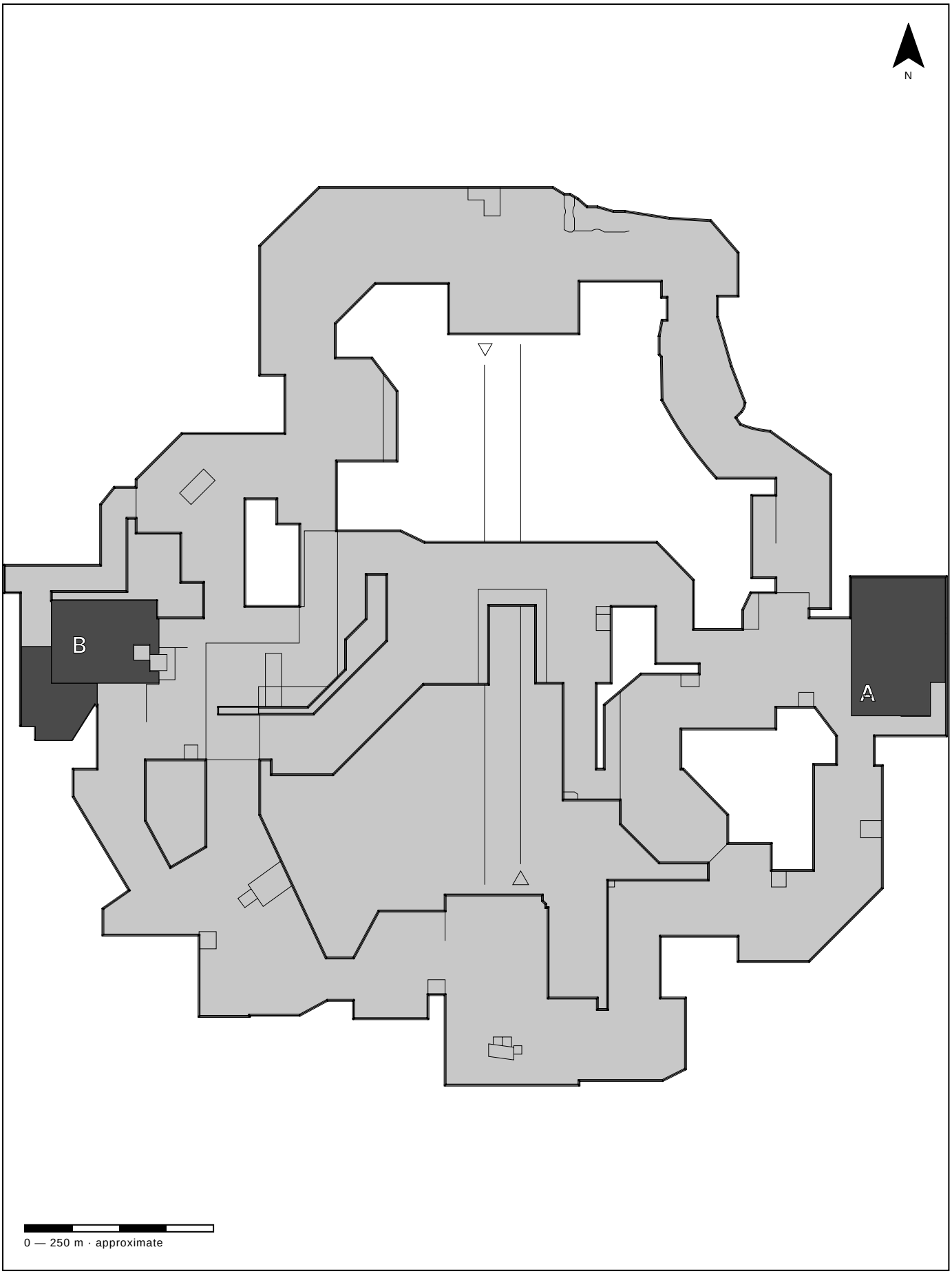
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `corrode_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Fracture

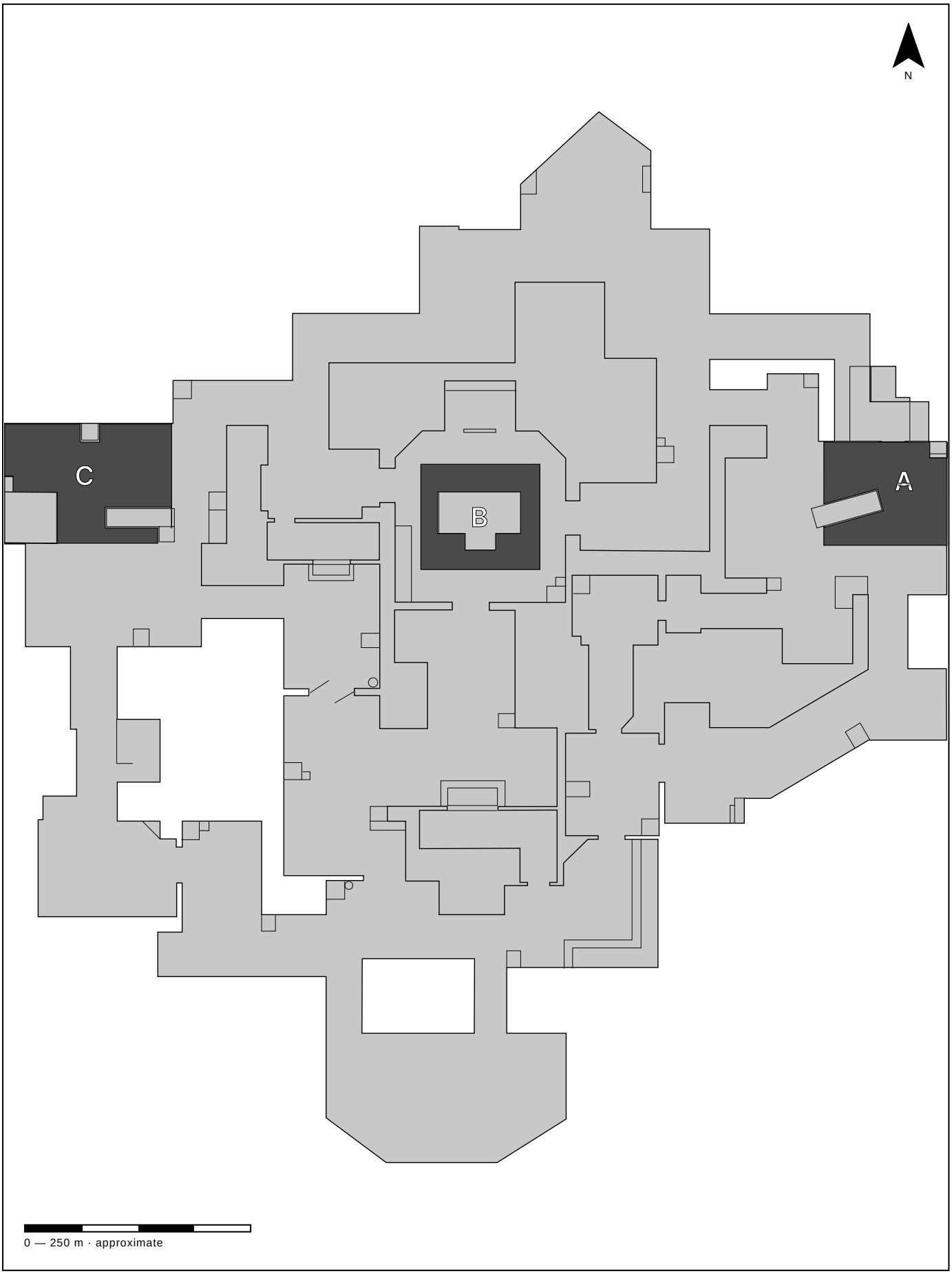
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `fracture_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Haven

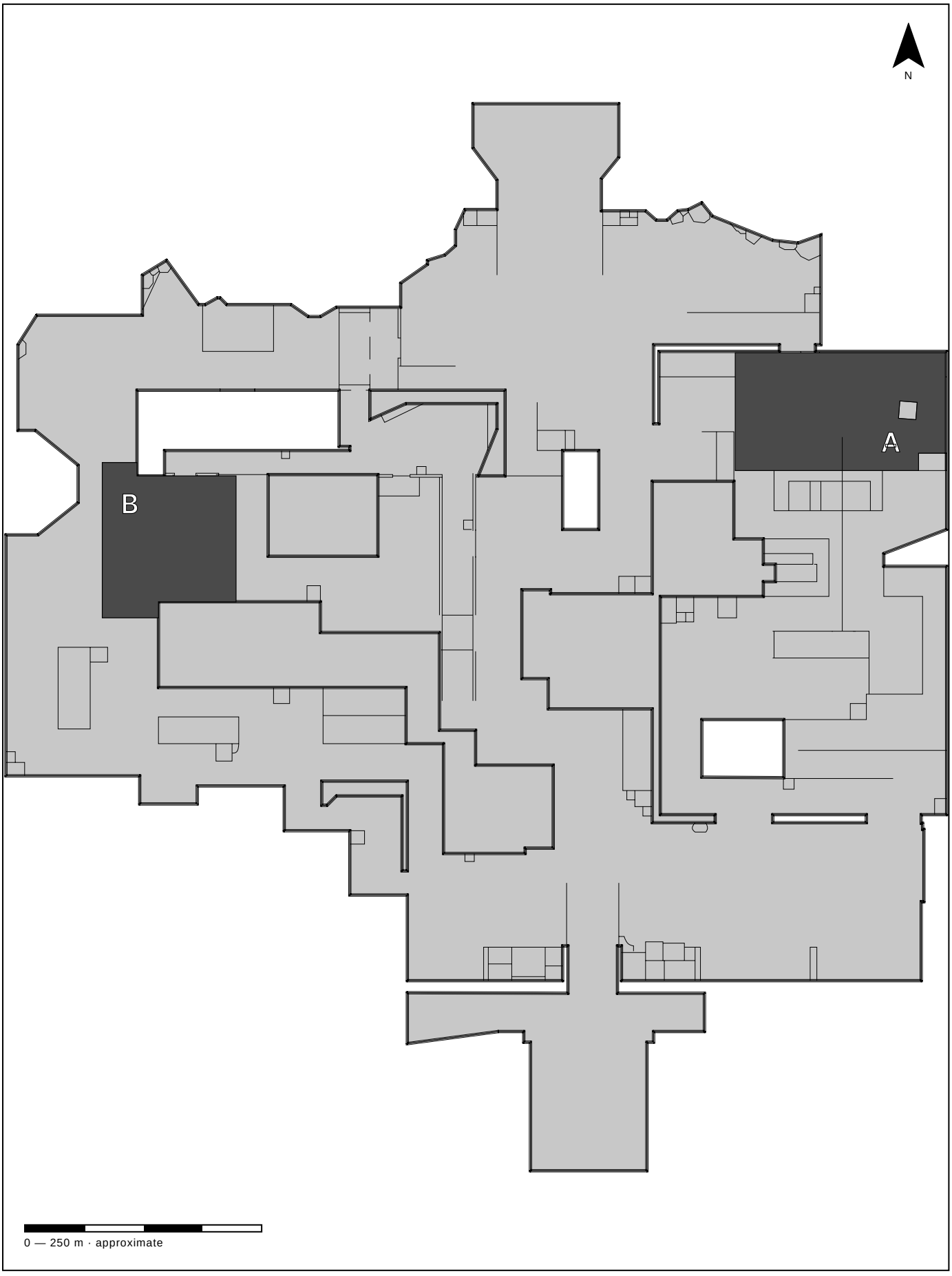
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `haven_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Icebox

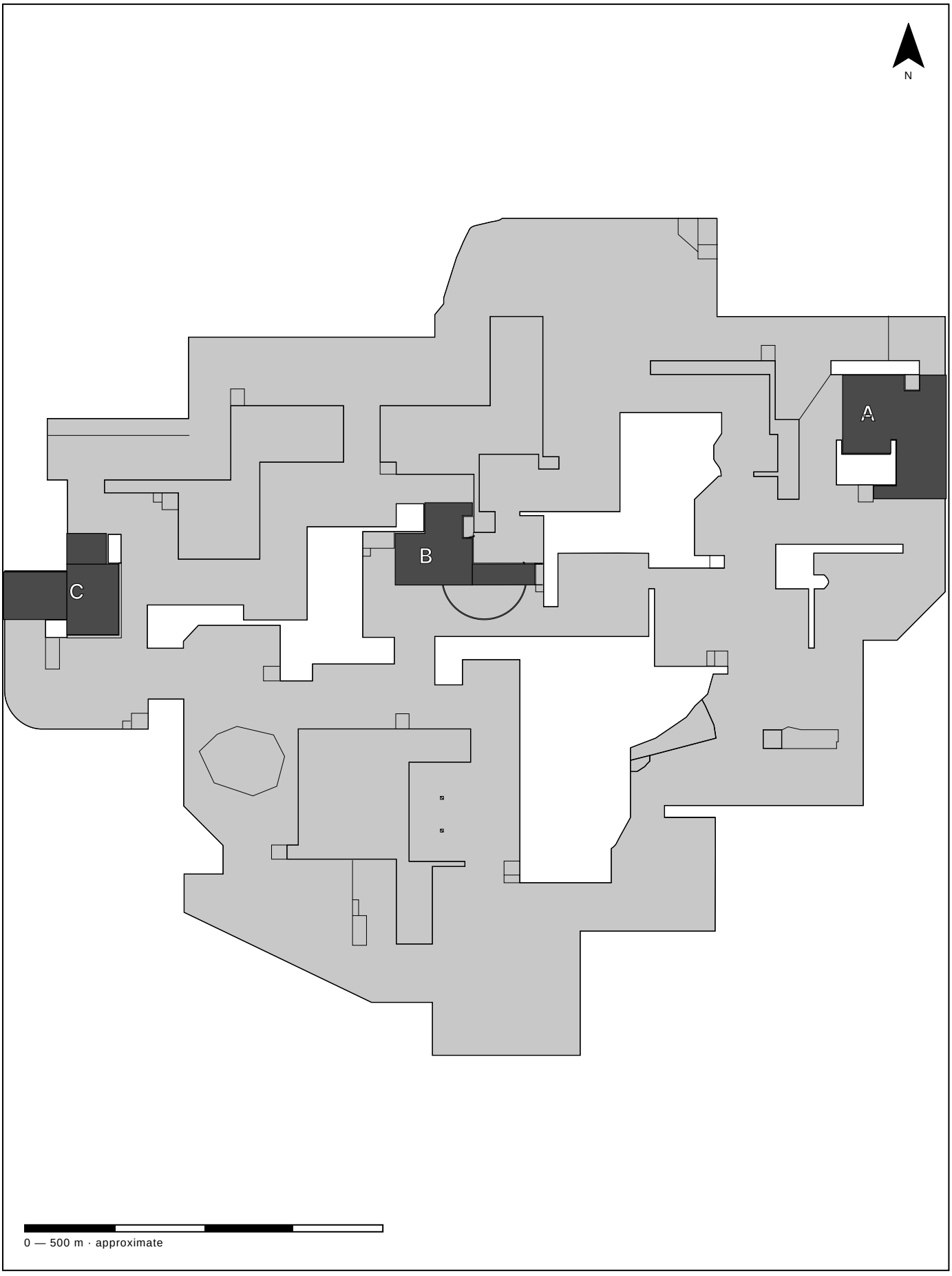
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `icebox_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Lotus

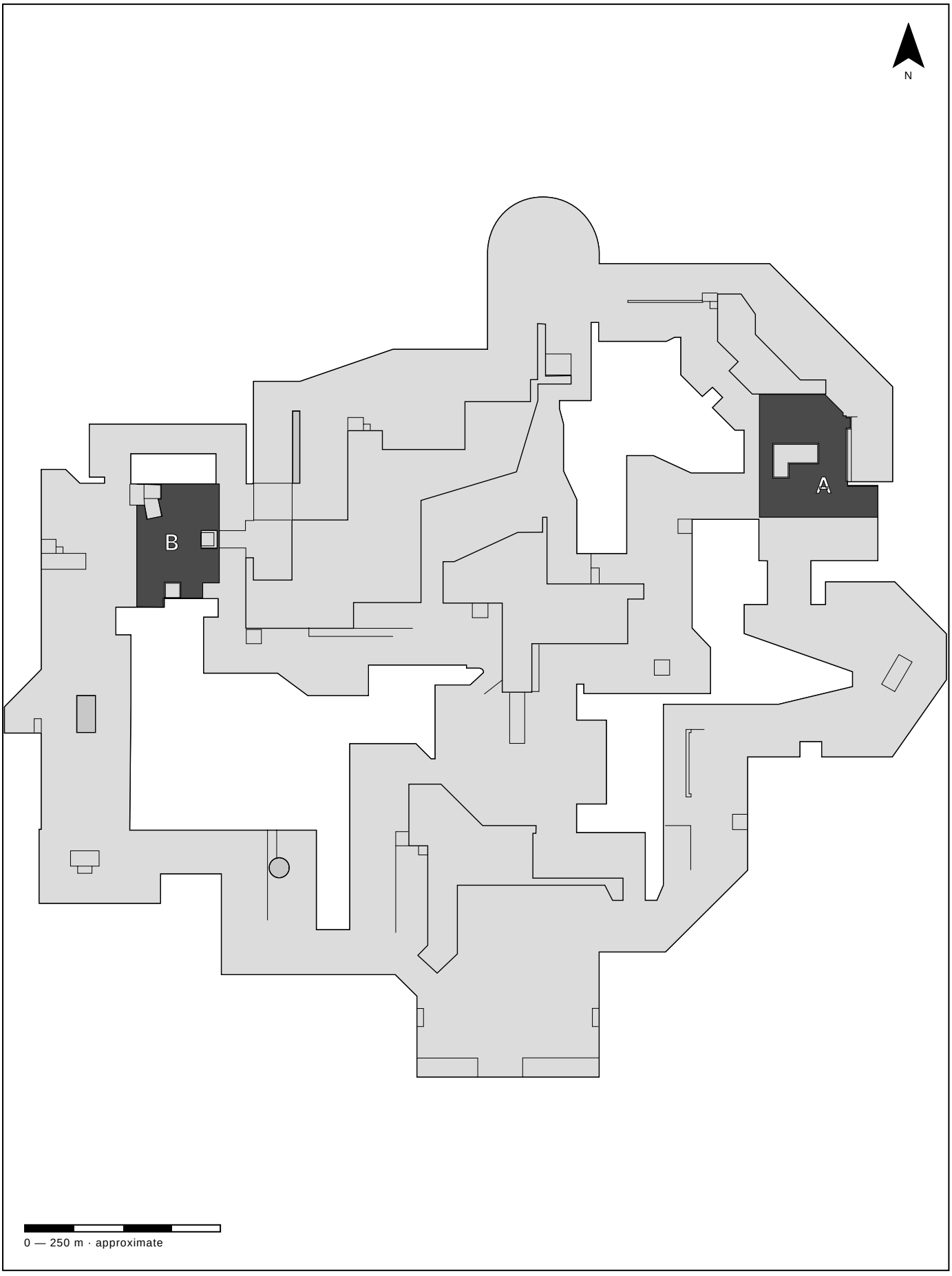
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `lotus_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Pearl

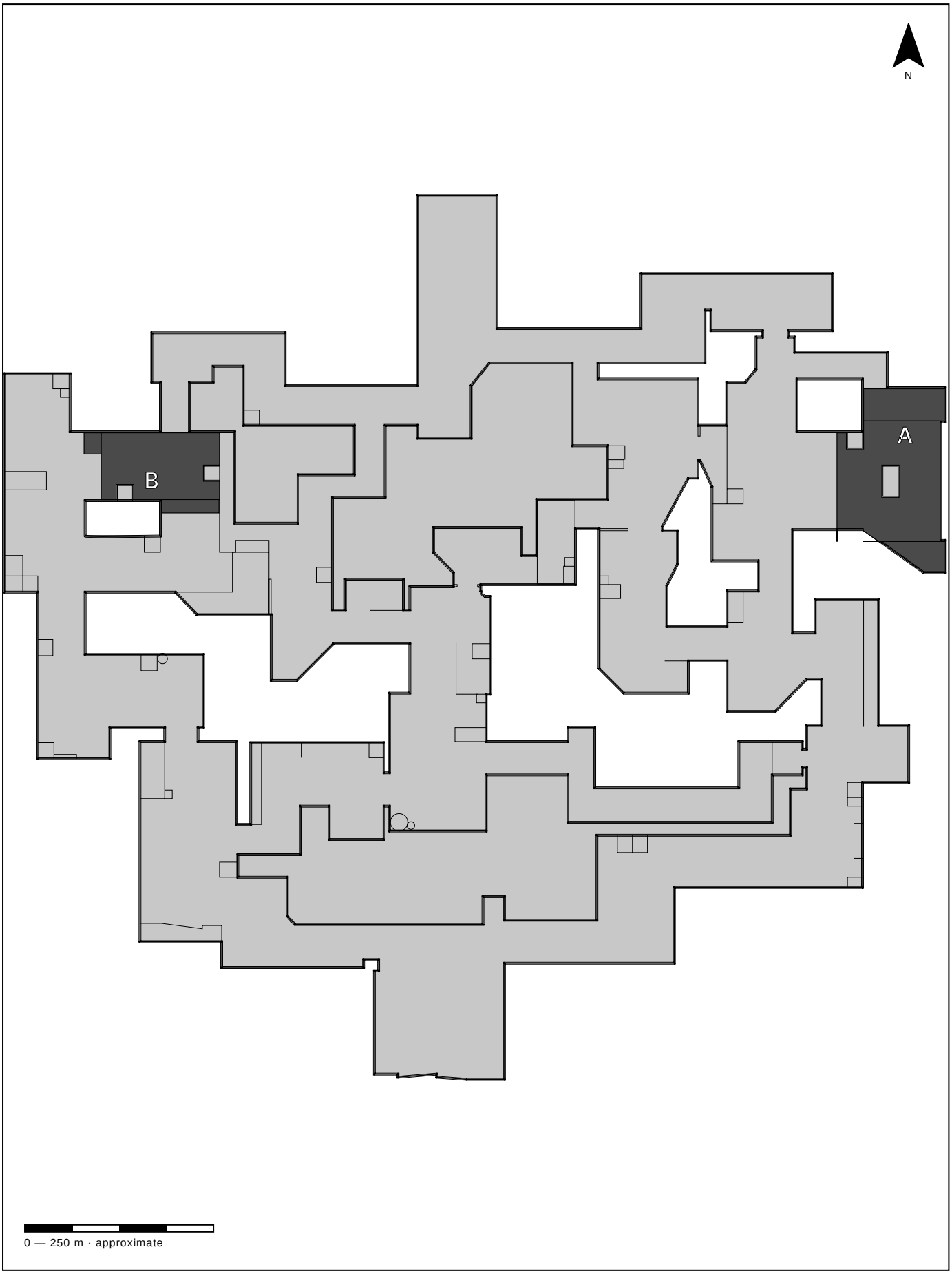
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `pearl_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Split

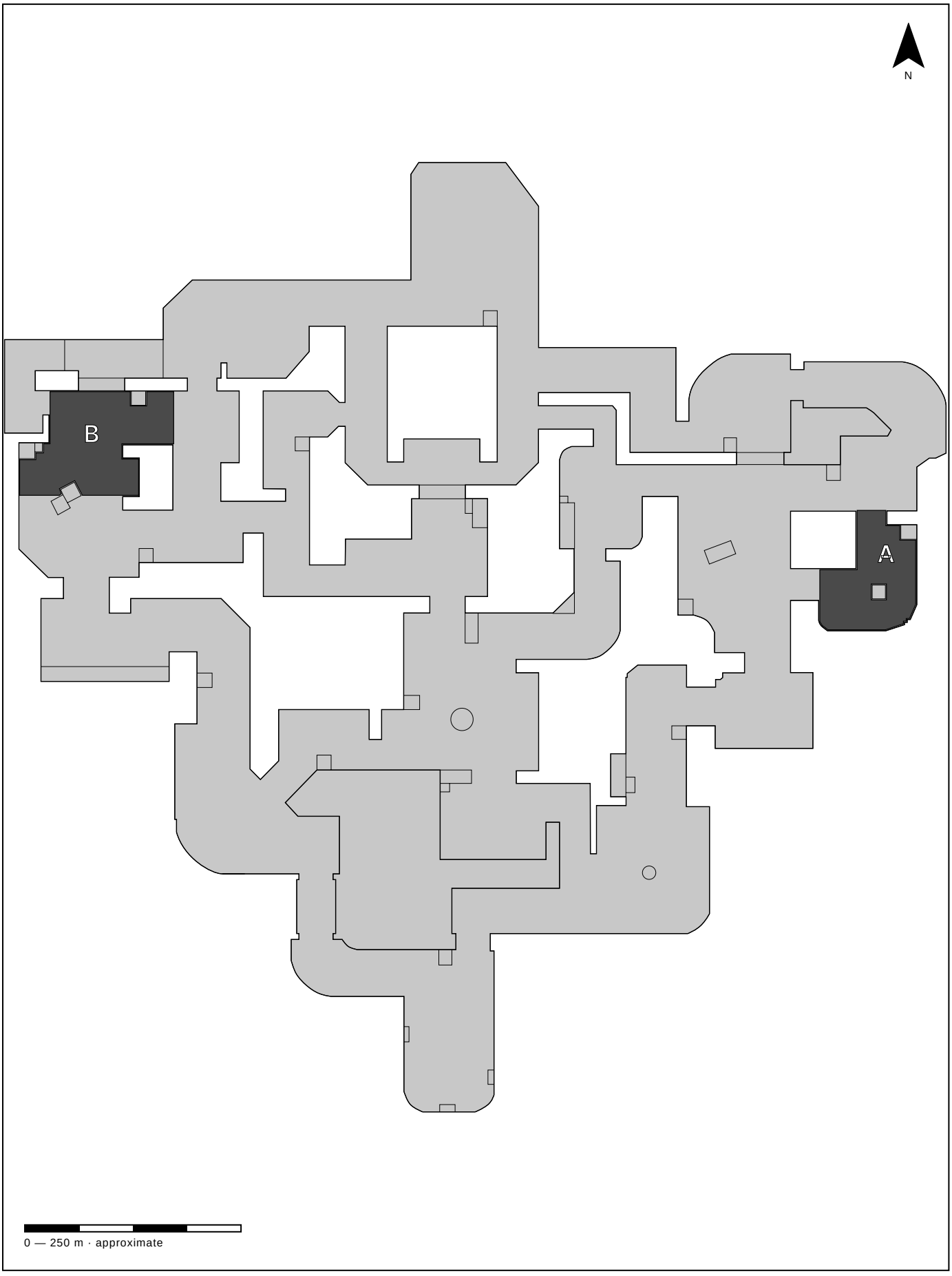
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `split_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Summit

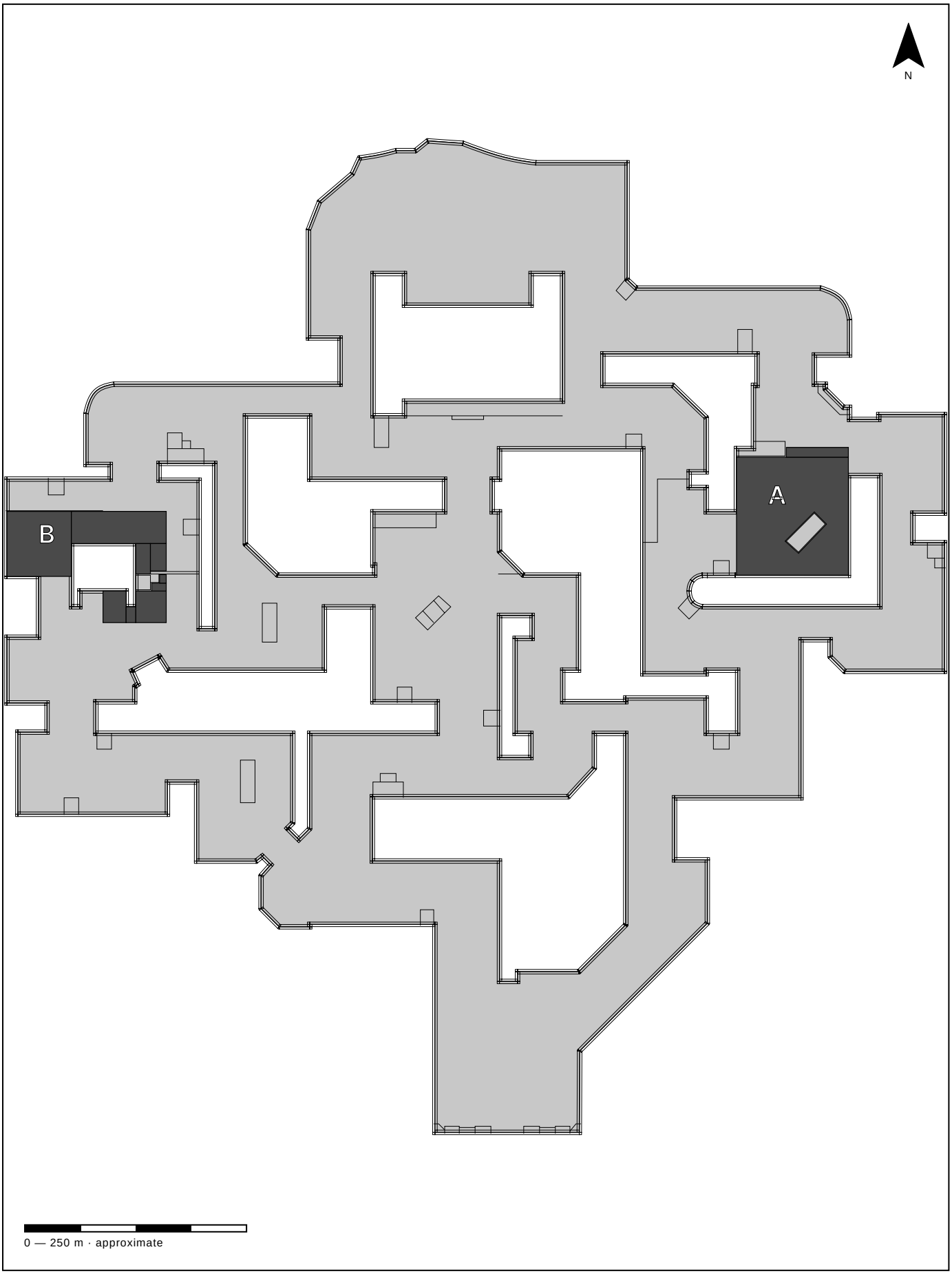
FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `summit_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Sunset

FULL LAYOUT · SITE ZONES DARK · CORRIDORS LIGHT



Source: icarus `sunset_map.svg`, recoloured to three grey tones. Scale bar derived from the source elevation atlas.

Credits and terms

FREE FAN PROJECT · NOT FOR SALE

Map geometry, call-out artwork and elevation data

Icarus — https://github.com/SunkenInTime/icarus

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FAN CONTENT

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PRINT SPECIFICATION

A4 (210 × 297 mm), 16 pages, black on white, grayscale only, fonts embedded, sheets print at 100 % scale. Plates stay inside a 14 mm margin, so the book is safe for both home printers and print-on-demand trimming.