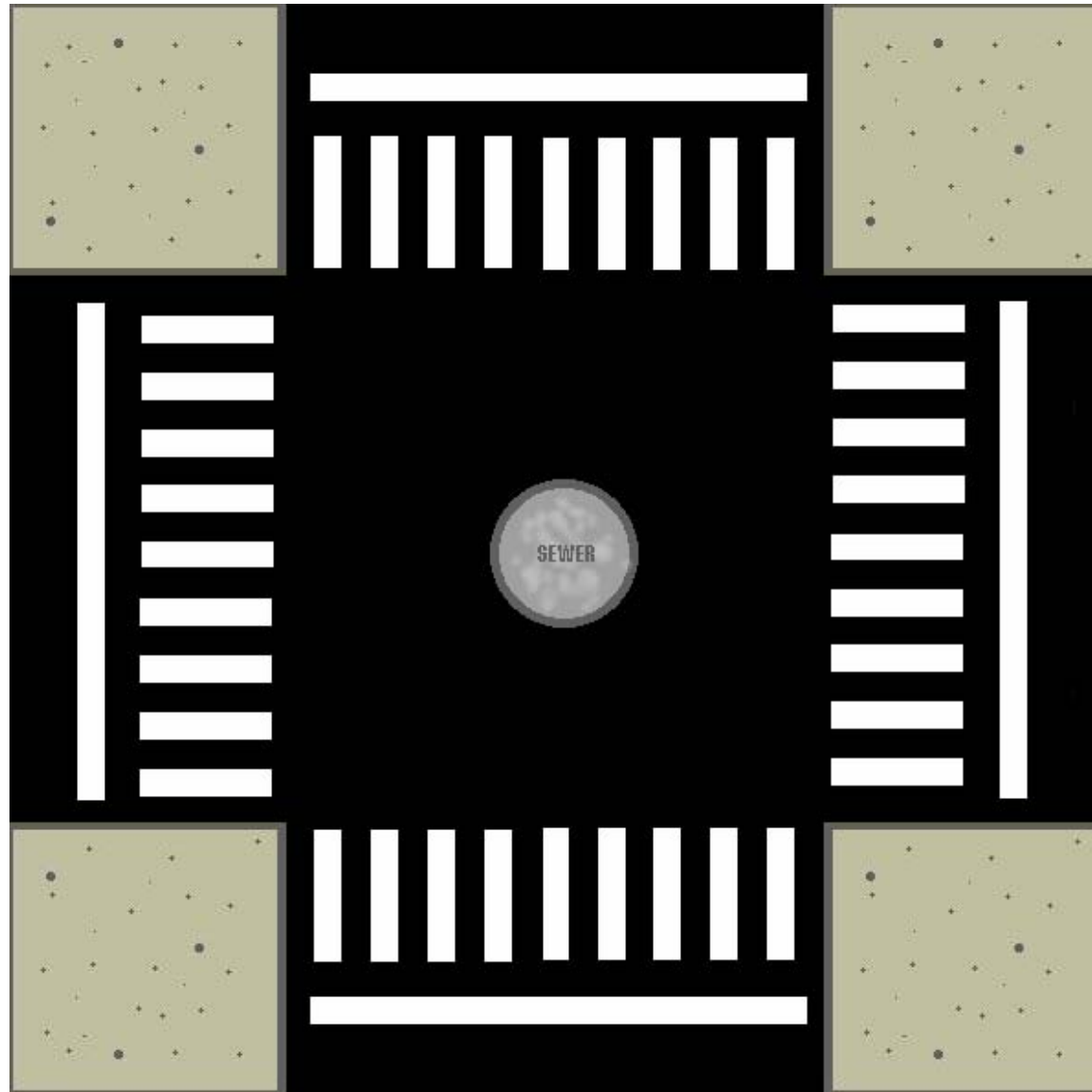


Road and Sidewalk



Intersection

Terrain Tiles

Page 1: Grass

Page 2: Dirt

Page 3: Concrete

Page 4: Road + Sidewalk

Page 5: Road Intersection

Instructions:

As requested, here are my terrain tiles for my 3-D buildings. I don't have any specific directions on assembling these. You will have to print out a bunch of these and assemble them on a piece of foam or cardboard to make a flat map.

Here are some general tips:

Be sure to leave spaces large enough on your maps for the buildings. Most of my buildings fit in a 6 x 6 grid space. Make sure your roads don't go under a building.

For my maps, I have created 18" x 18" (a 12 x 12 grid) squares of foam and glued on roads, grass and dirt. Four of these make a full-sized HeroClix map that can be reconfigured into many shapes. These quarter-maps store very easily. You may have a hard time finding a piece of foam that is as large as a normal HeroClix Map.

It helps to figure out how you're going to put a map together in advance. Use graph paper or something to lay it out, figure out how many tiles you will need, then assemble it according to the plan.

You can create water tiles by cutting a hole in a grass tile and gluing a piece of blue construction paper under the foam. It looks like a recessed lake.

Use your imagination and have fun!

Synthezoid