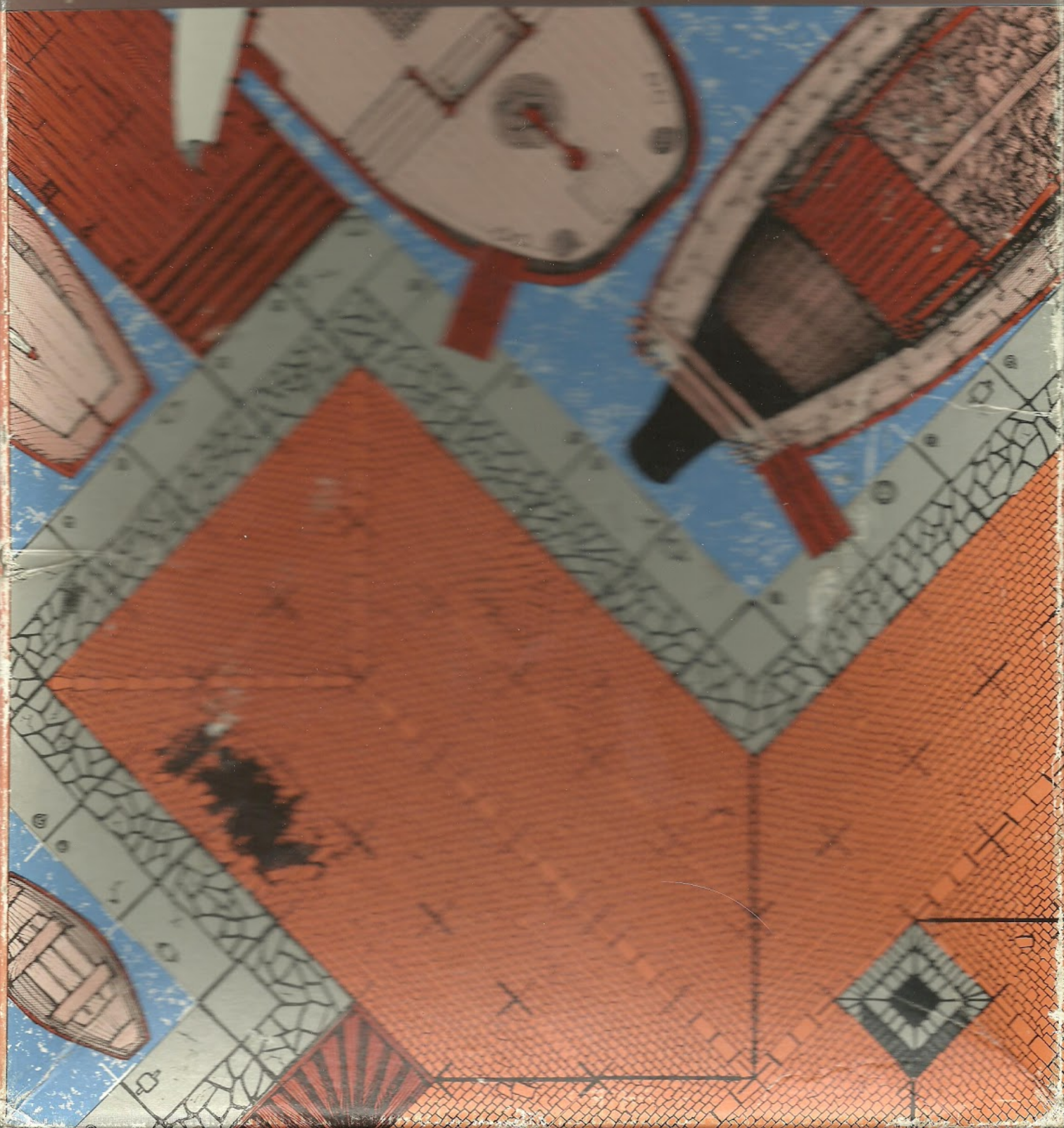


DUNGEON FLOOR PLANS 3

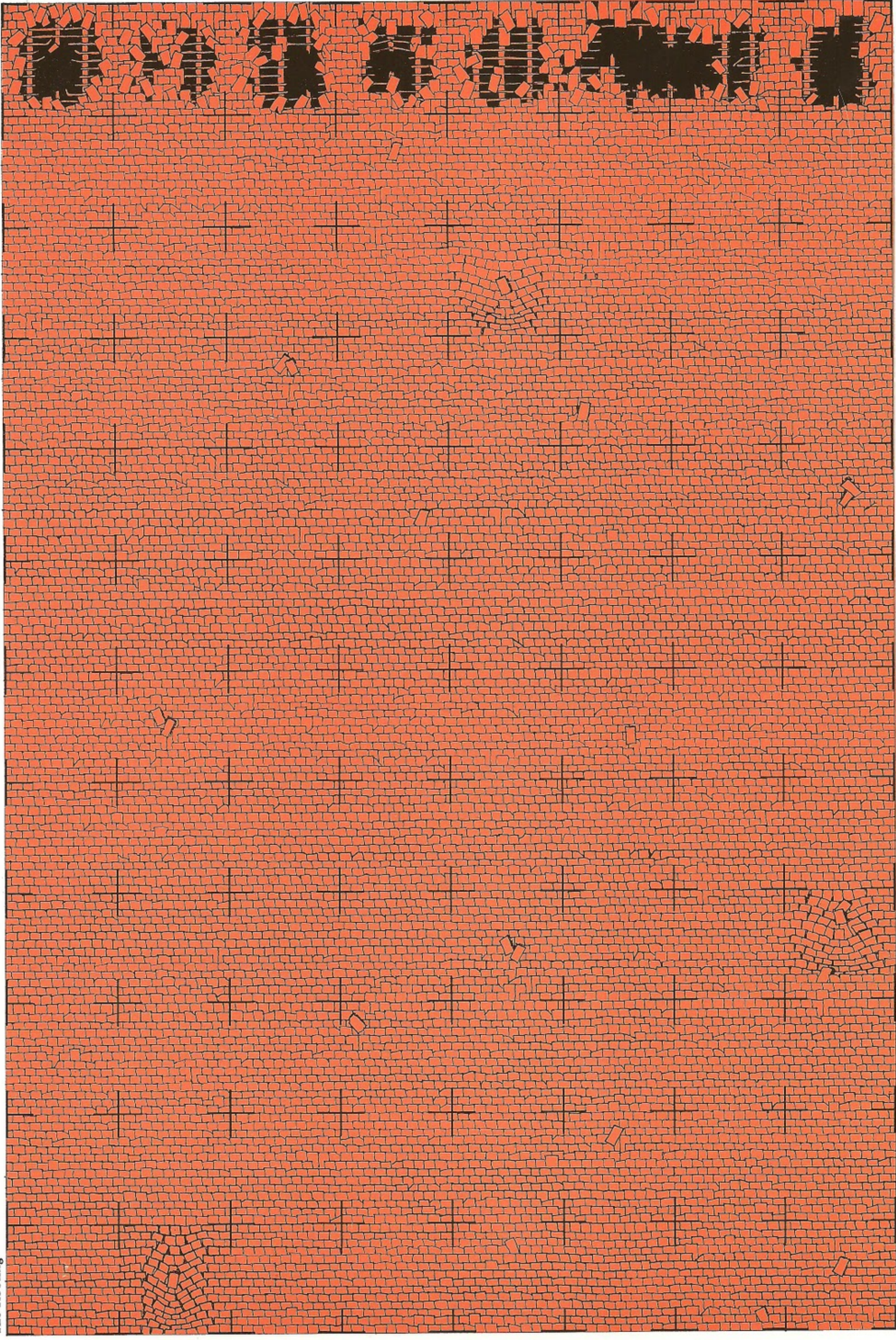
Role-Playing Aid for Dungeon Adventures



ROOF TILES

Tile Roofing

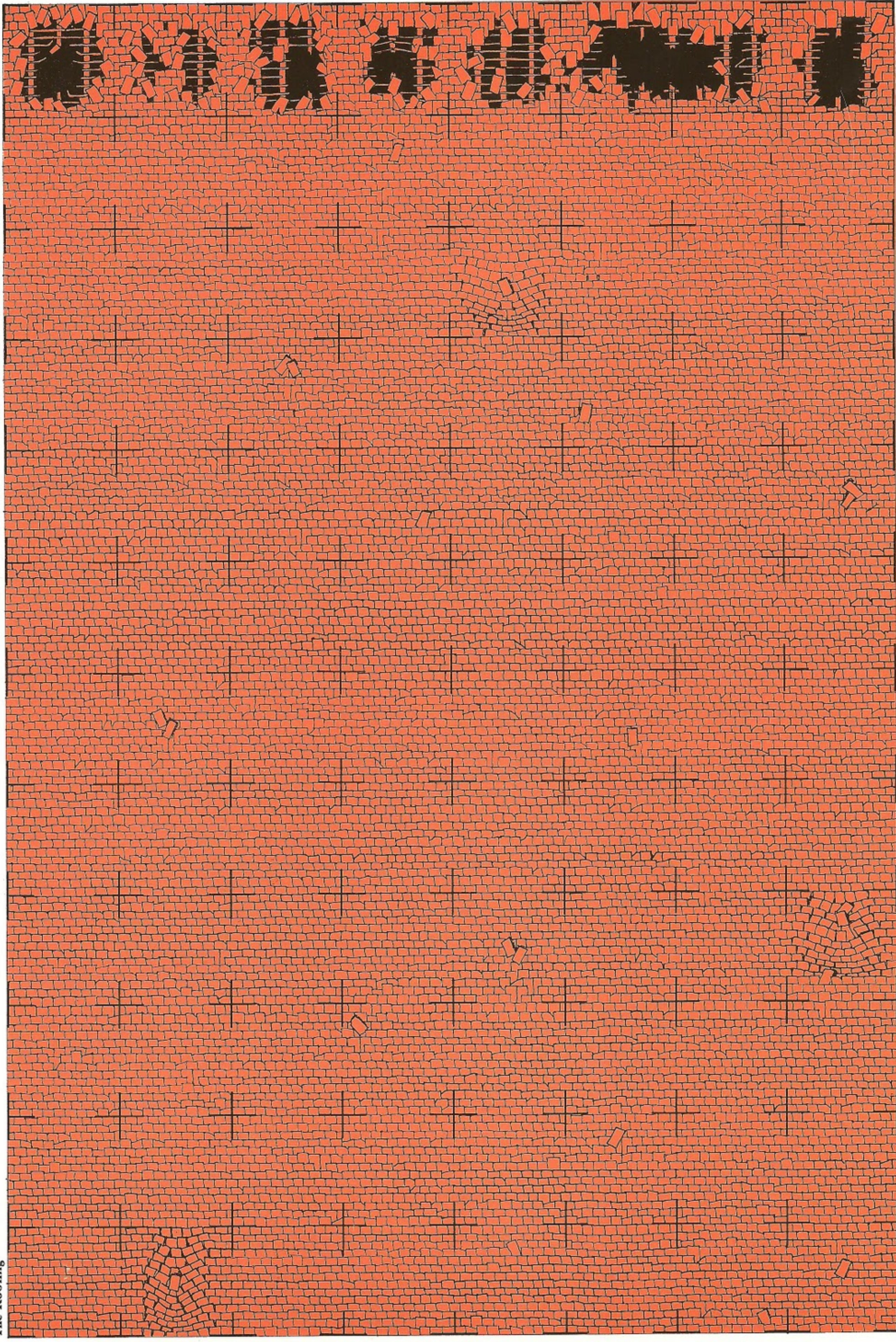
Damaged Roofing



ROOF TILES

Tile Roofing

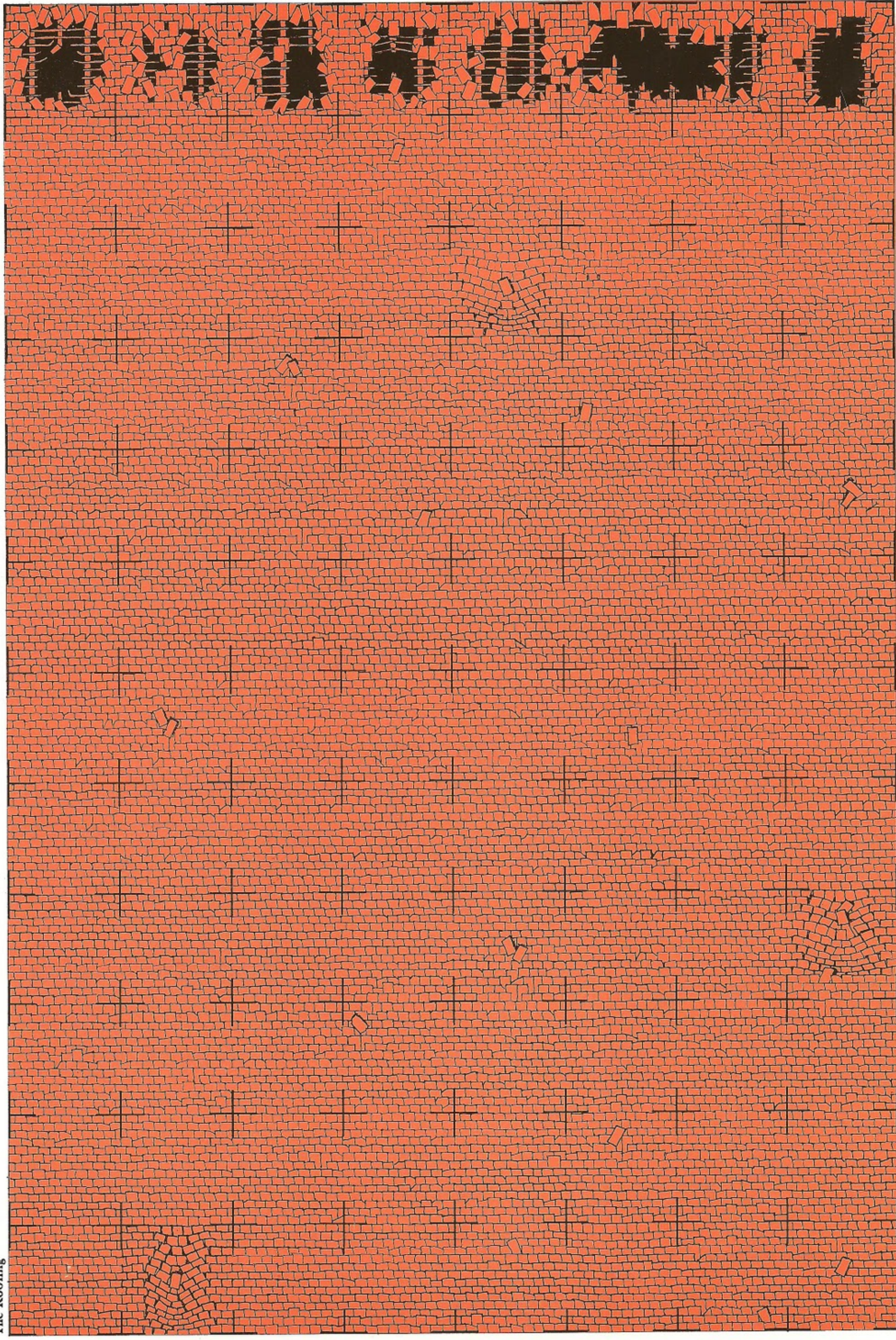
Damaged Roofing



ROOF TILES

Tile Roofing

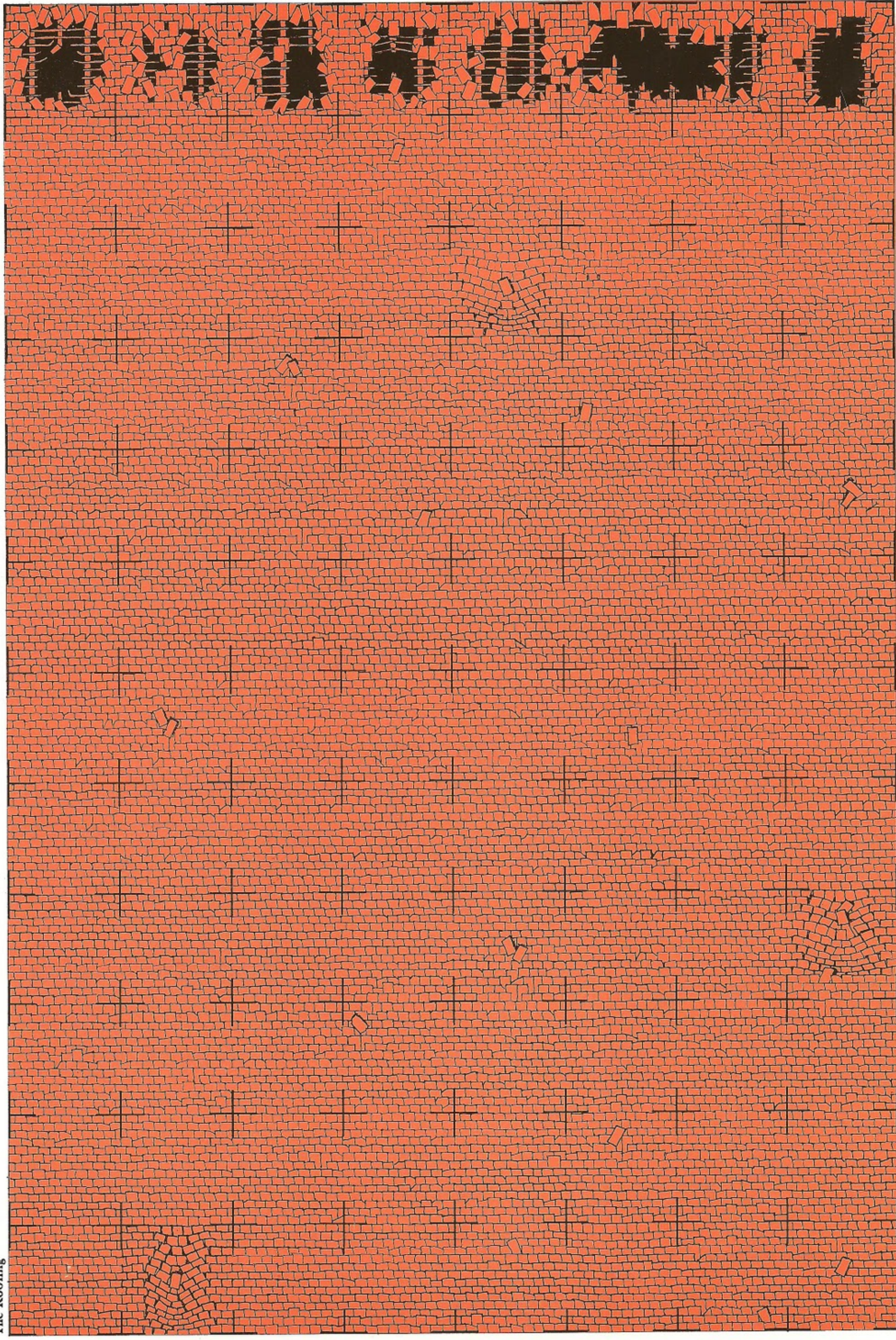
Damaged Roofing



ROOF TILES

Tile Roofing

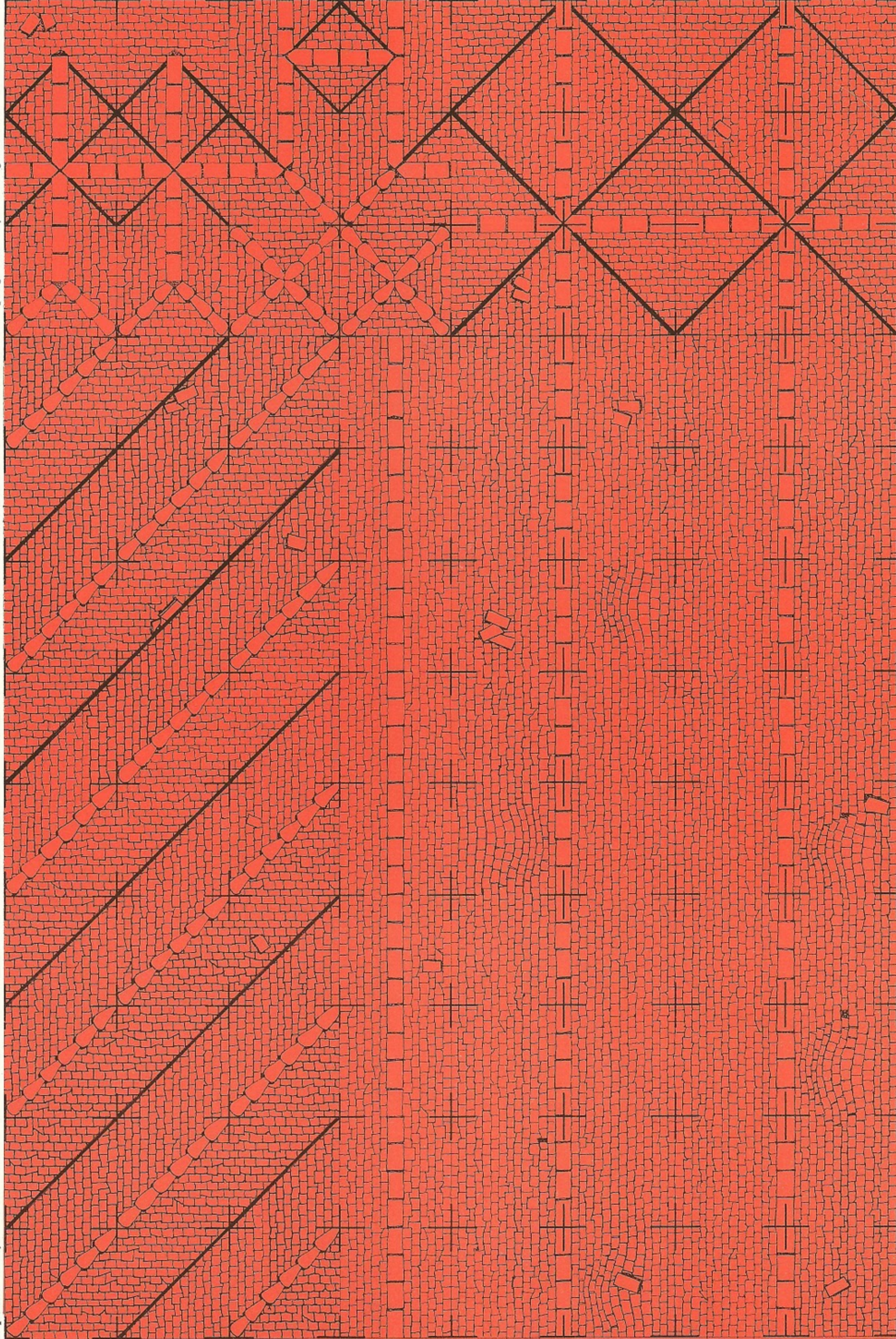
Damaged Roofing



ROOF JUNCTIONS

Hips and Valleys

Multiple Junctions/Dormer Junctions

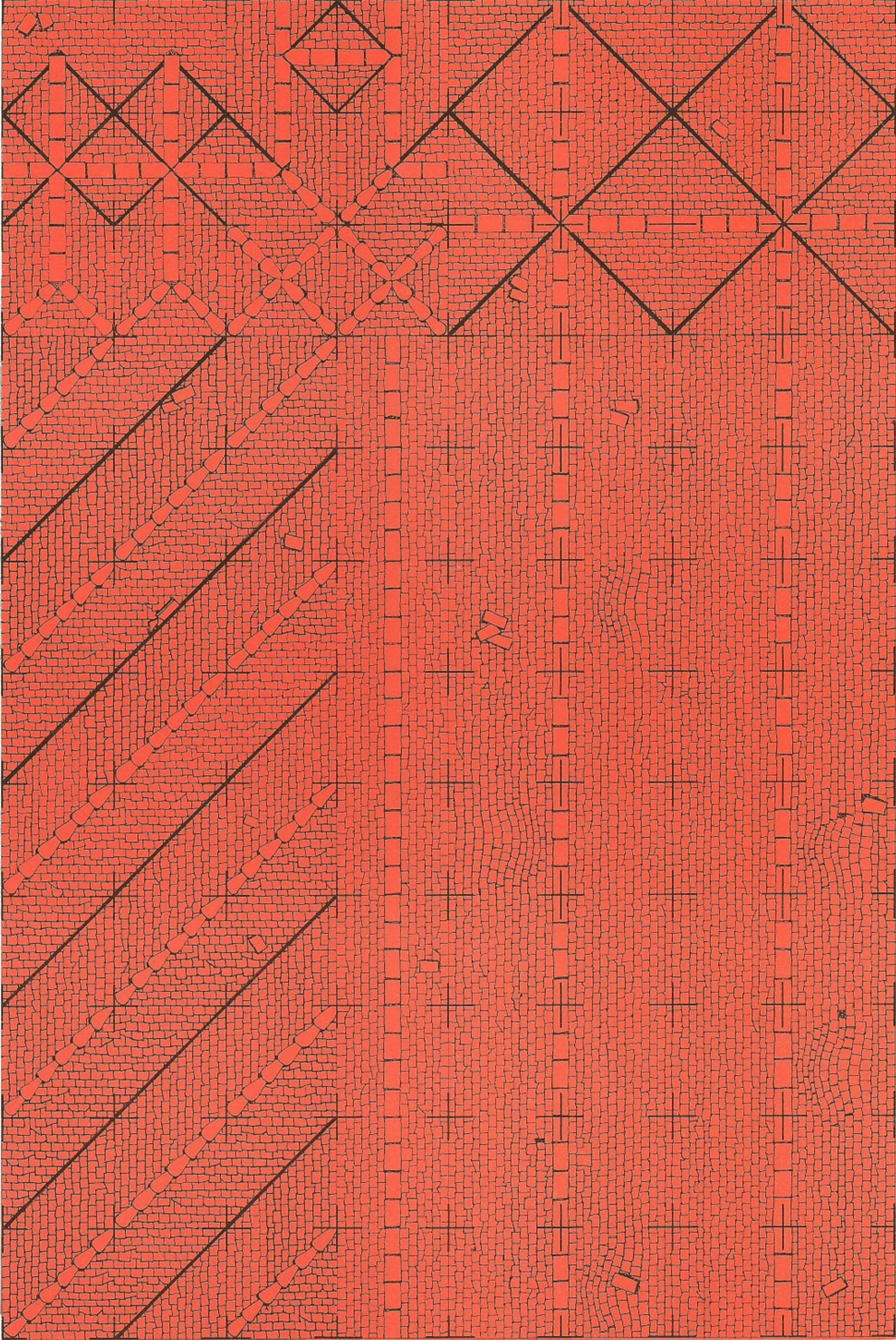


Ridges

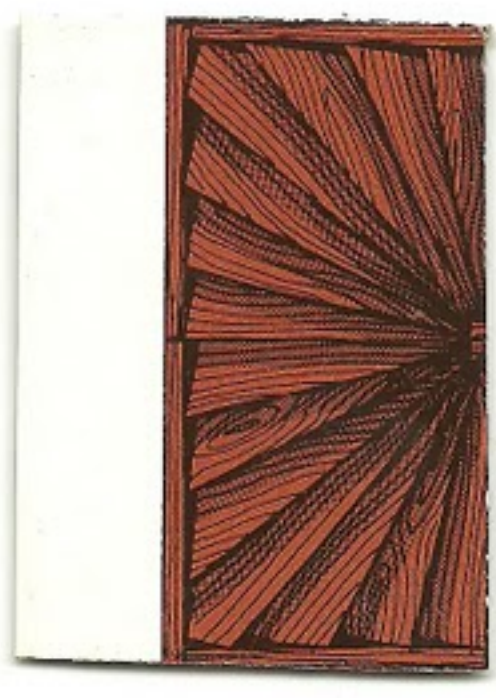
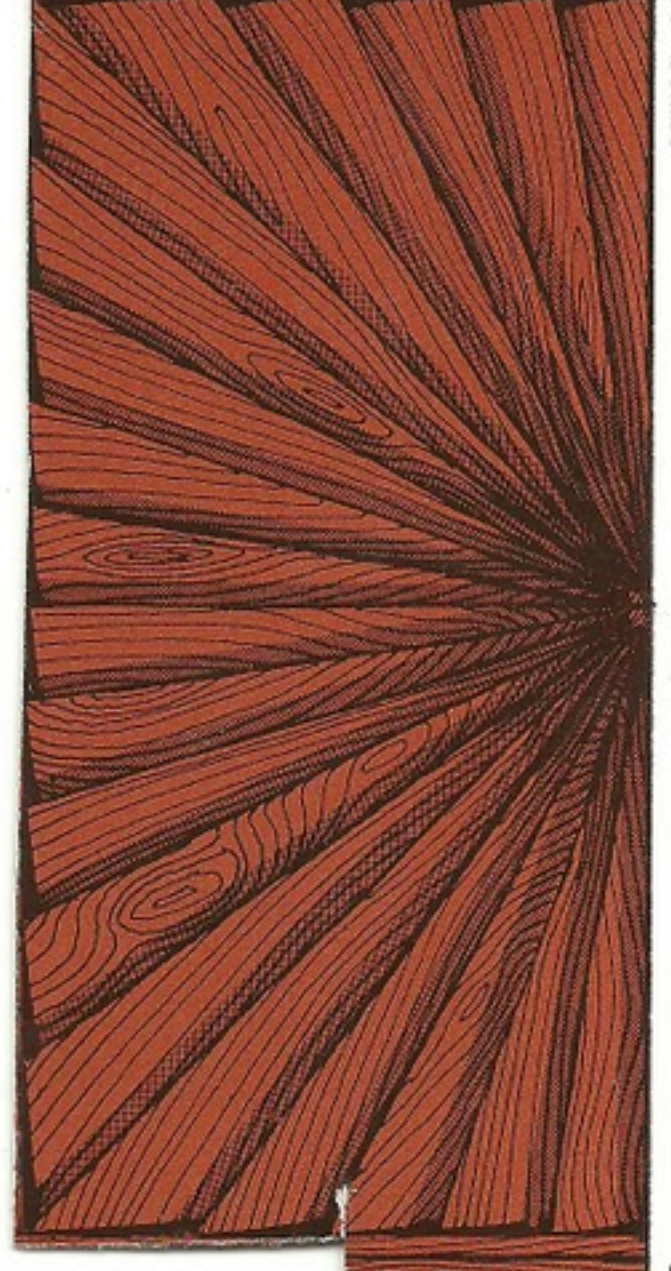
ROOF JUNCTIONS

Hips and Valleys

Multiple Junctions/Dormer Junctions



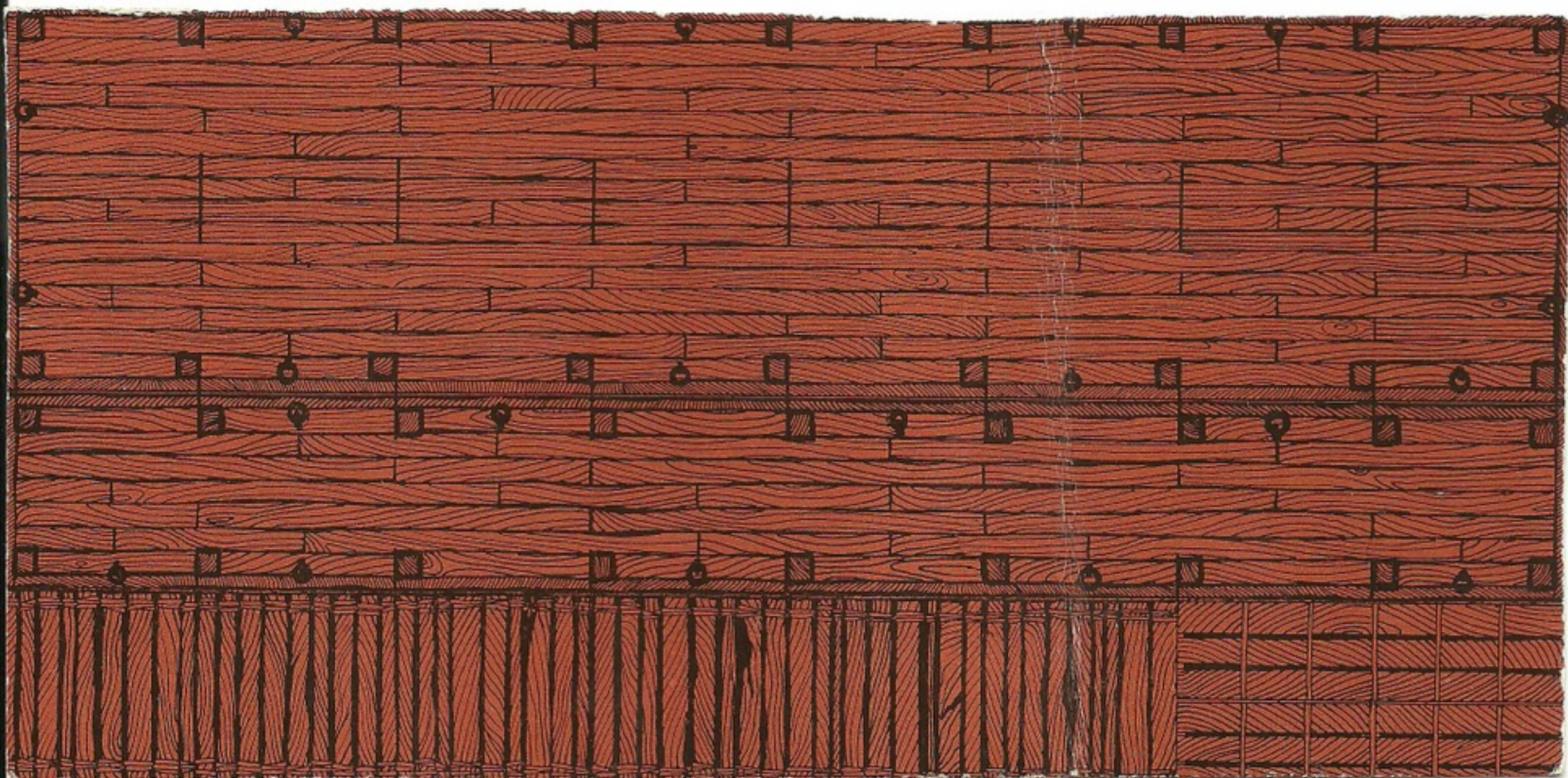
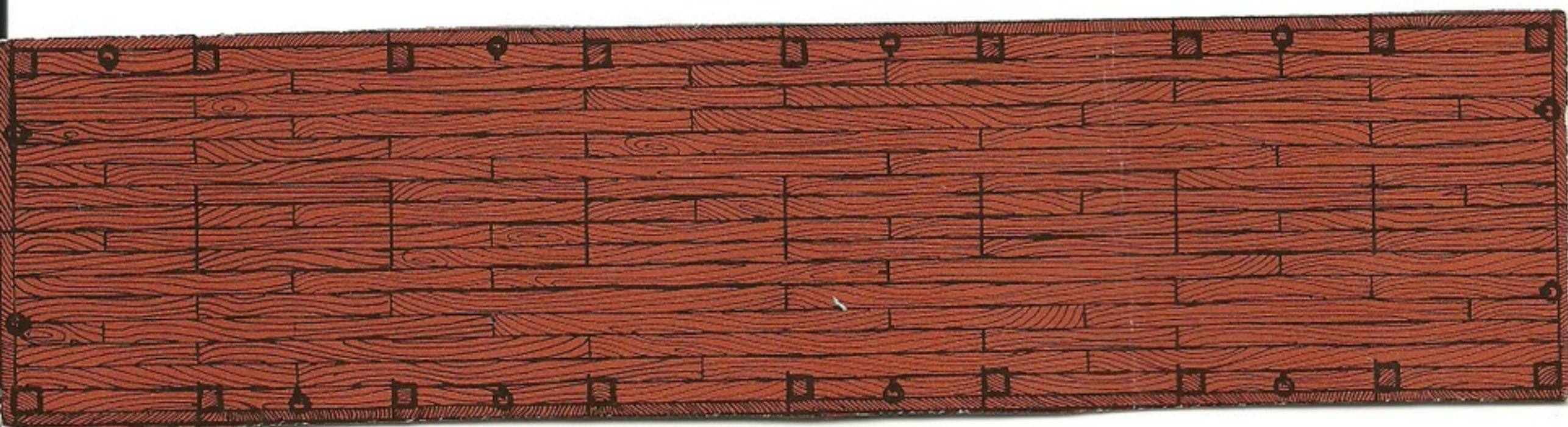
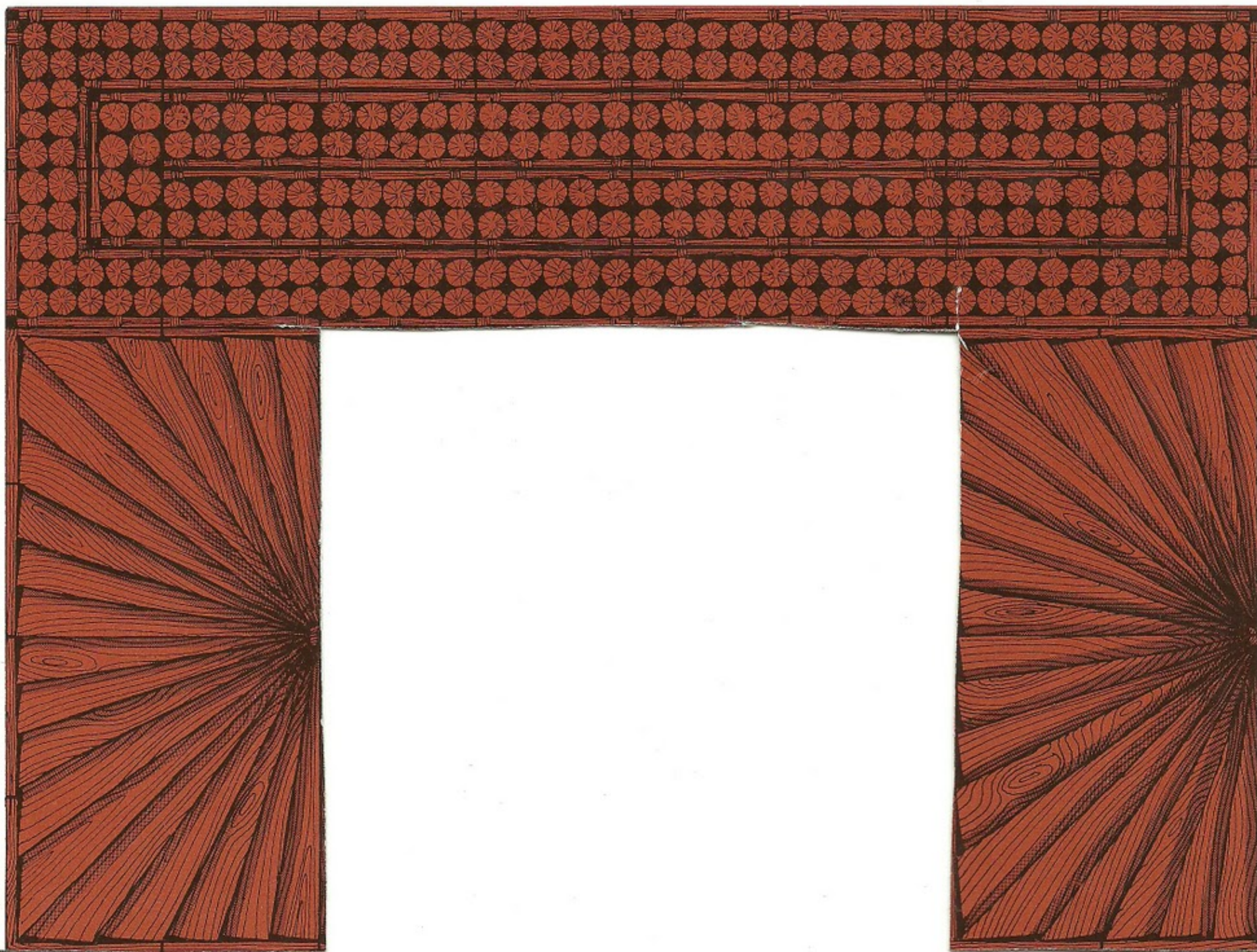
Ridges



TIMBER FEATURES

Stockade

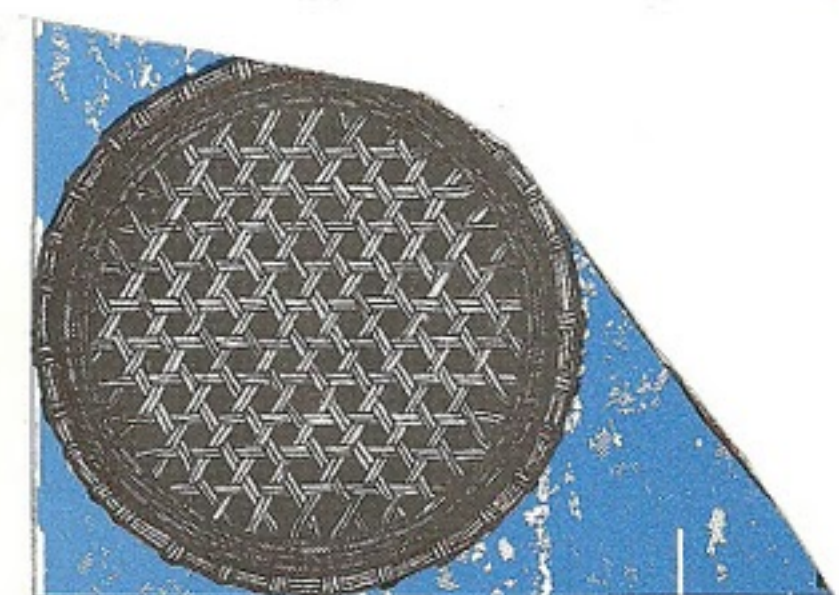
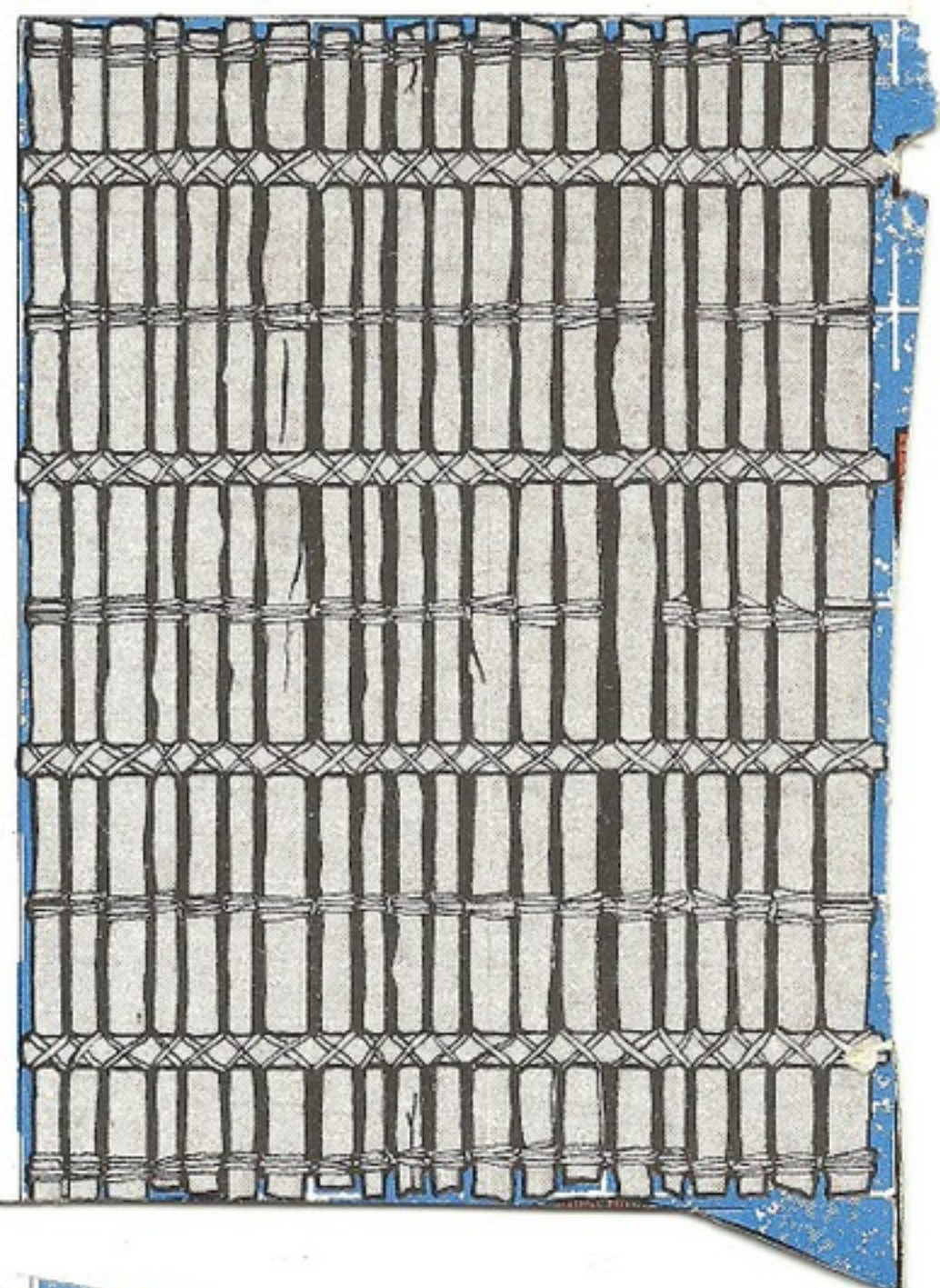
10' Stairs





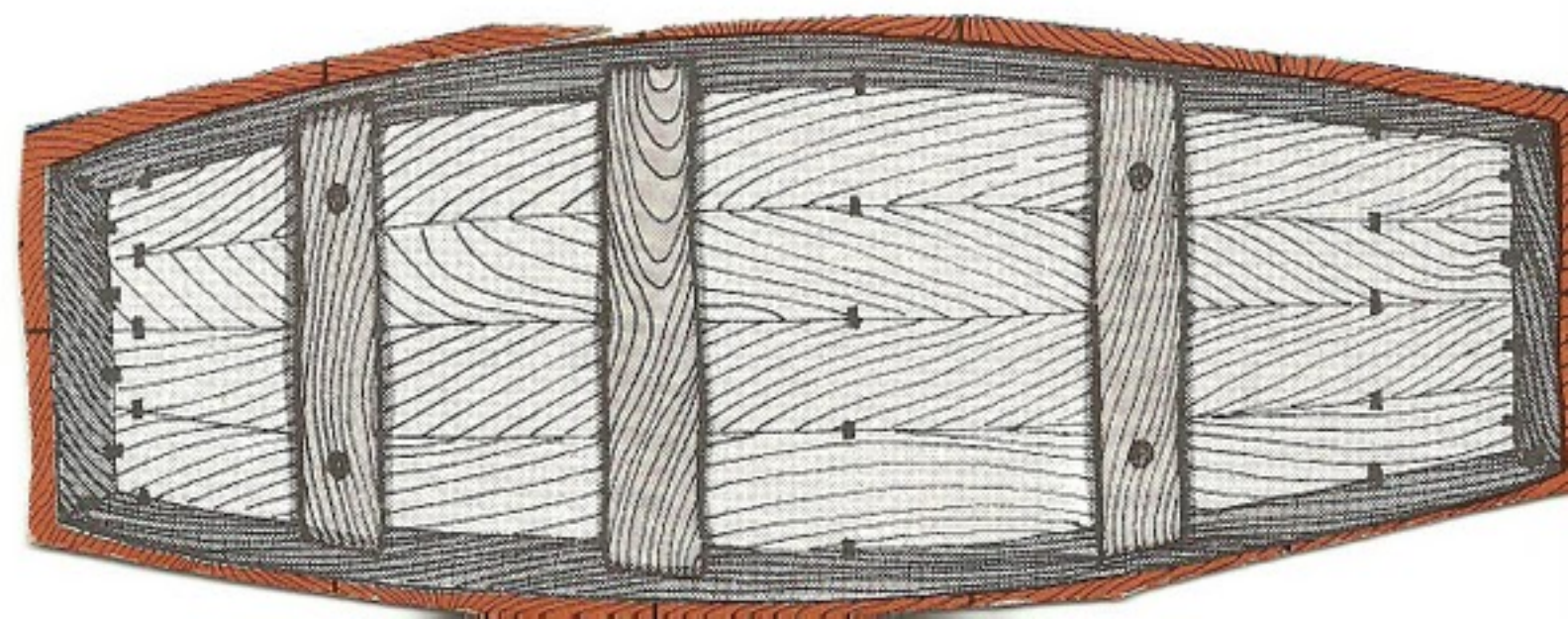
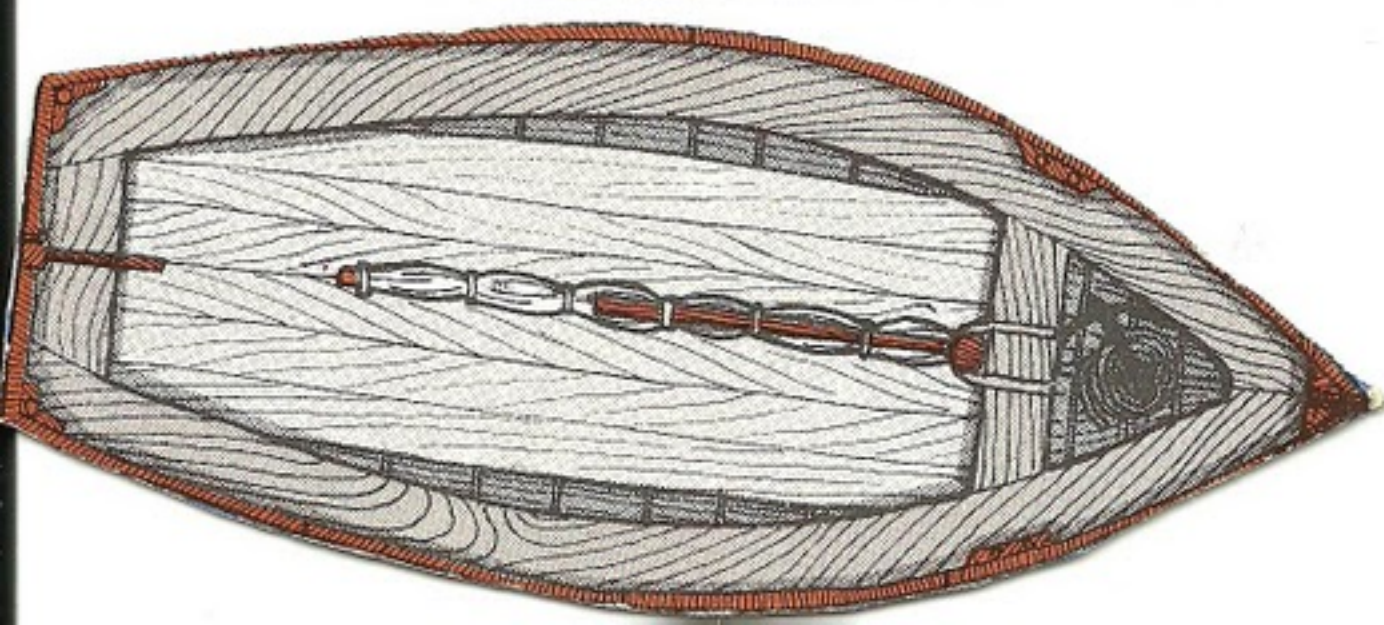
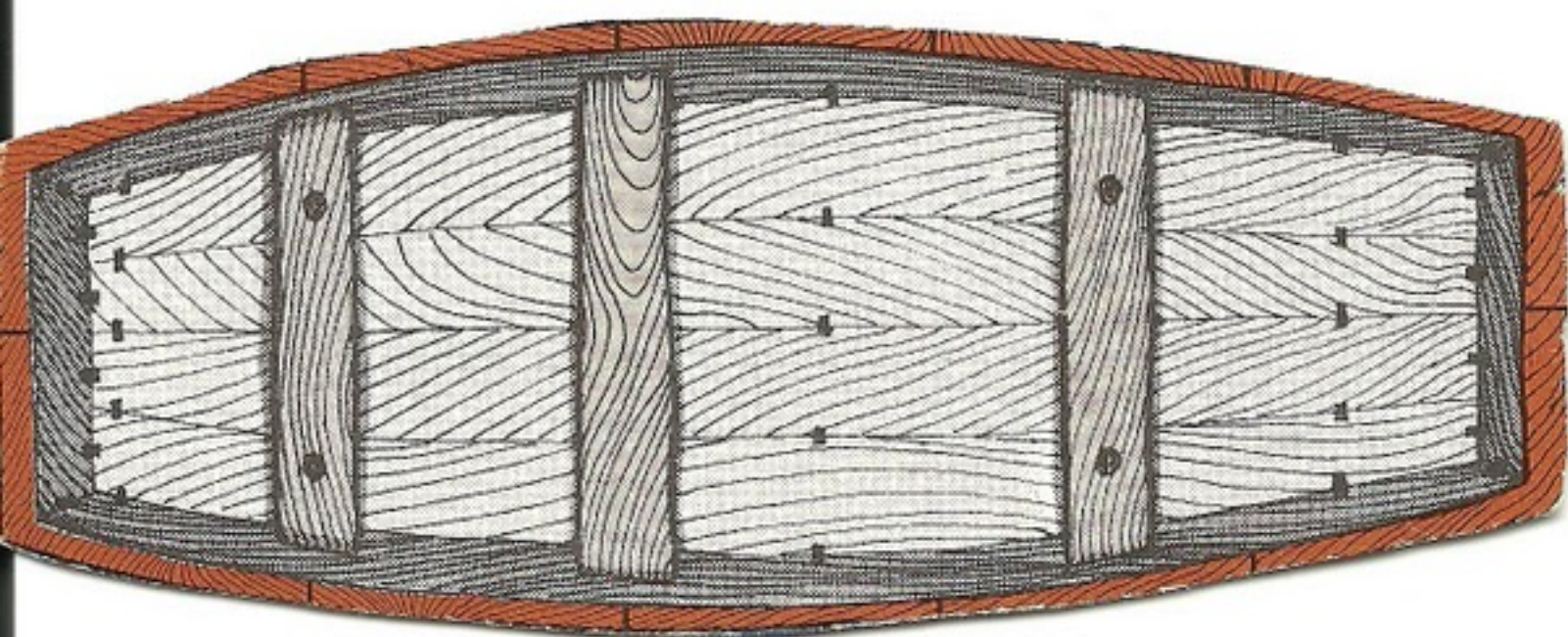
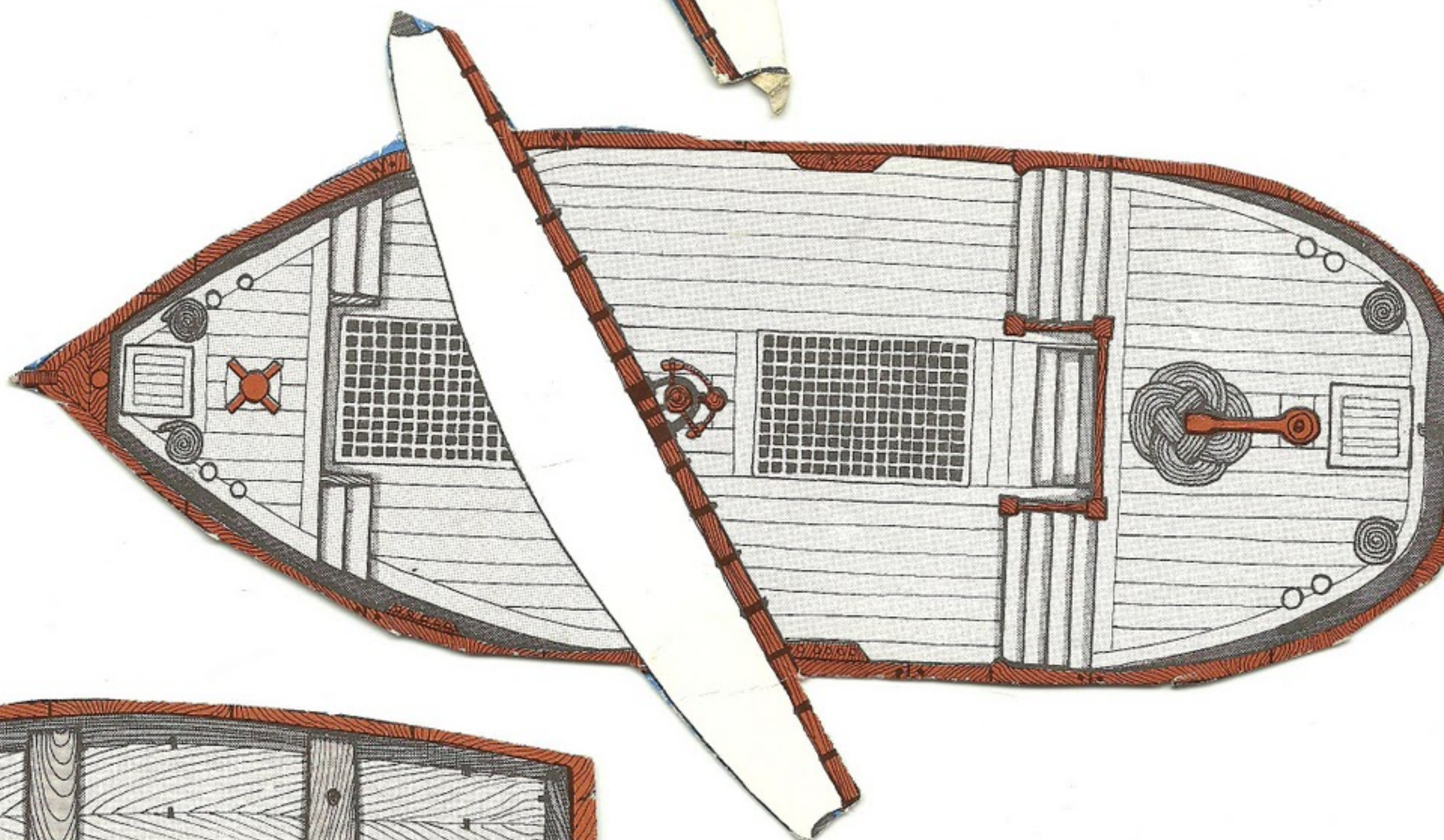
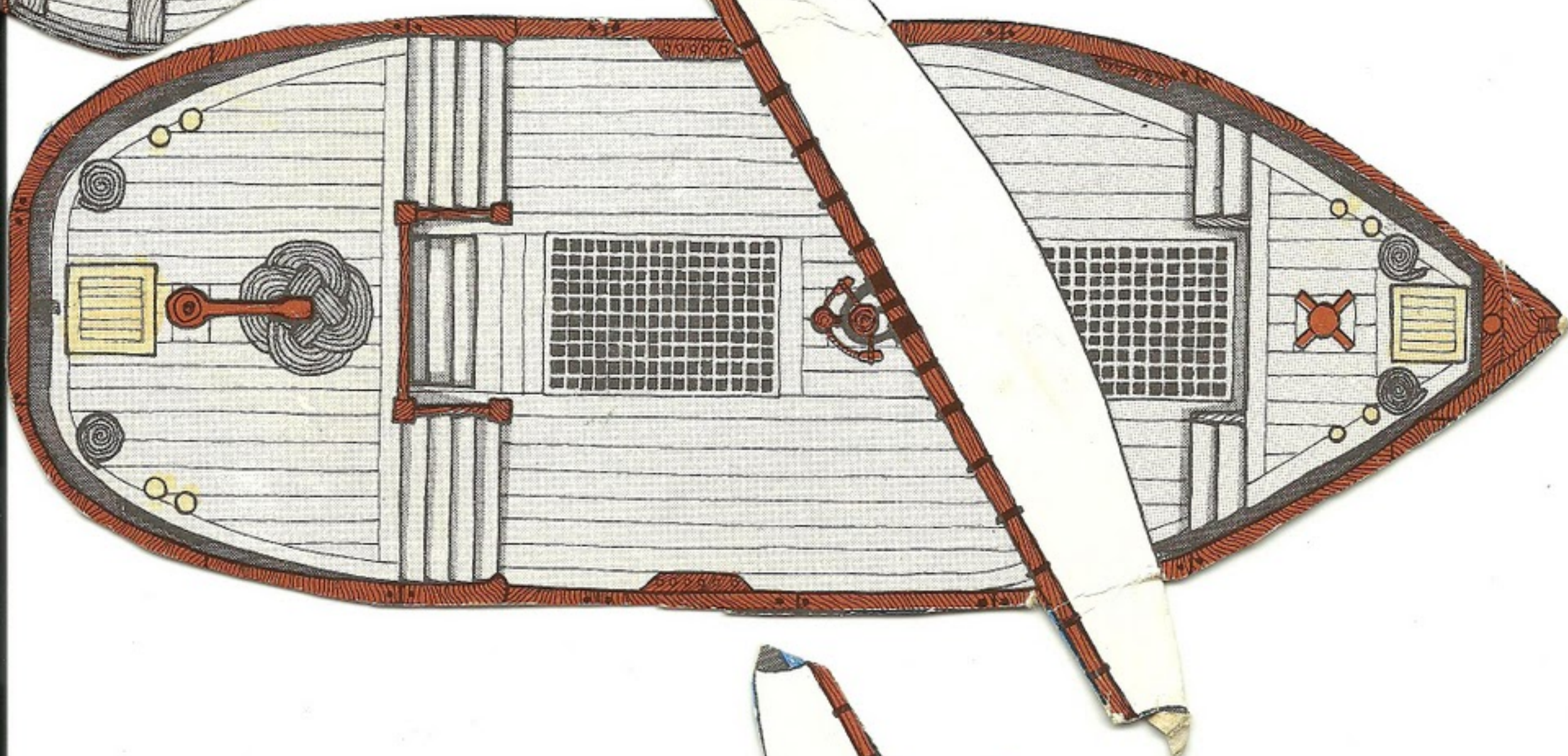
BOATS

Raft



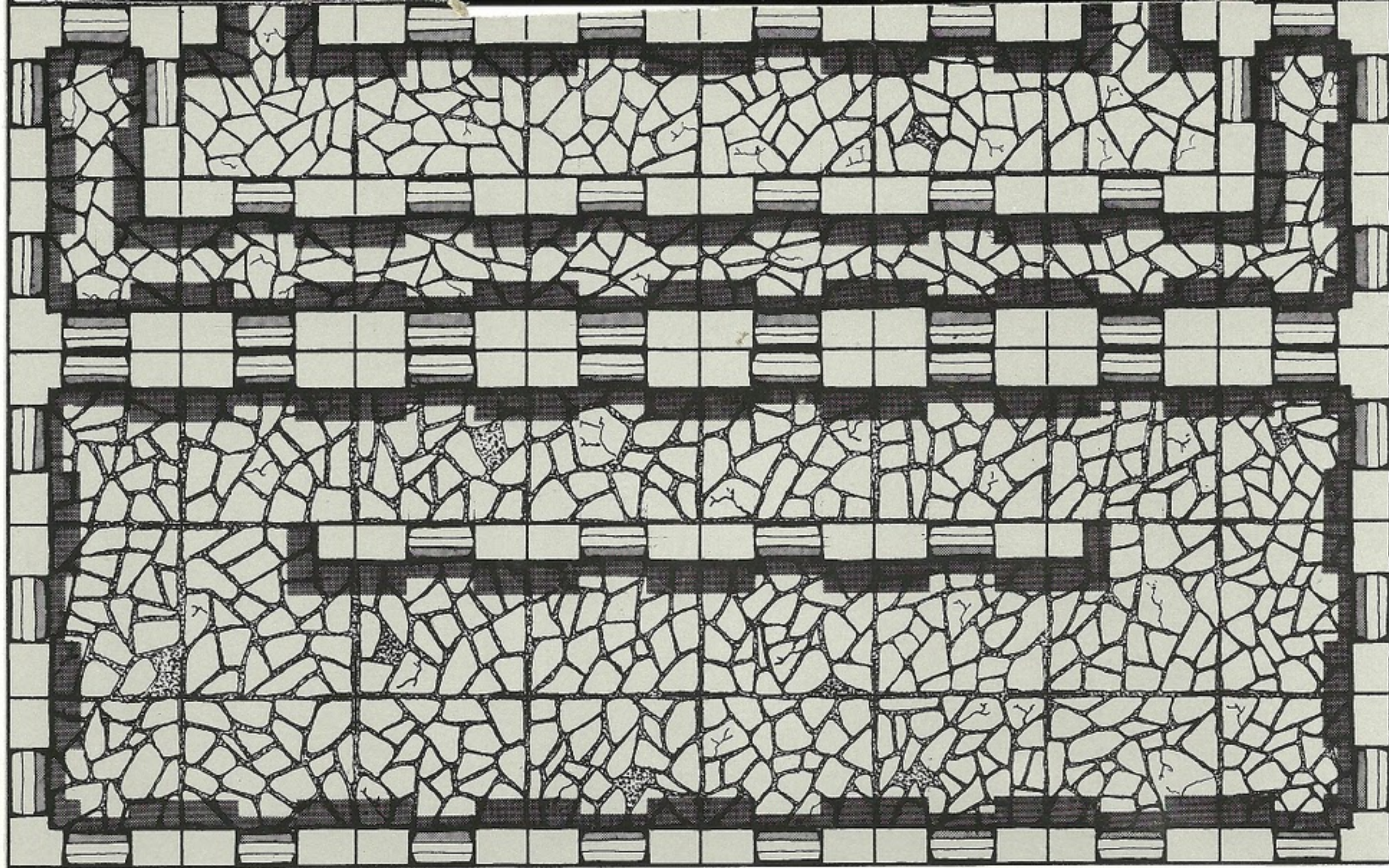
Large Wicker Coracle





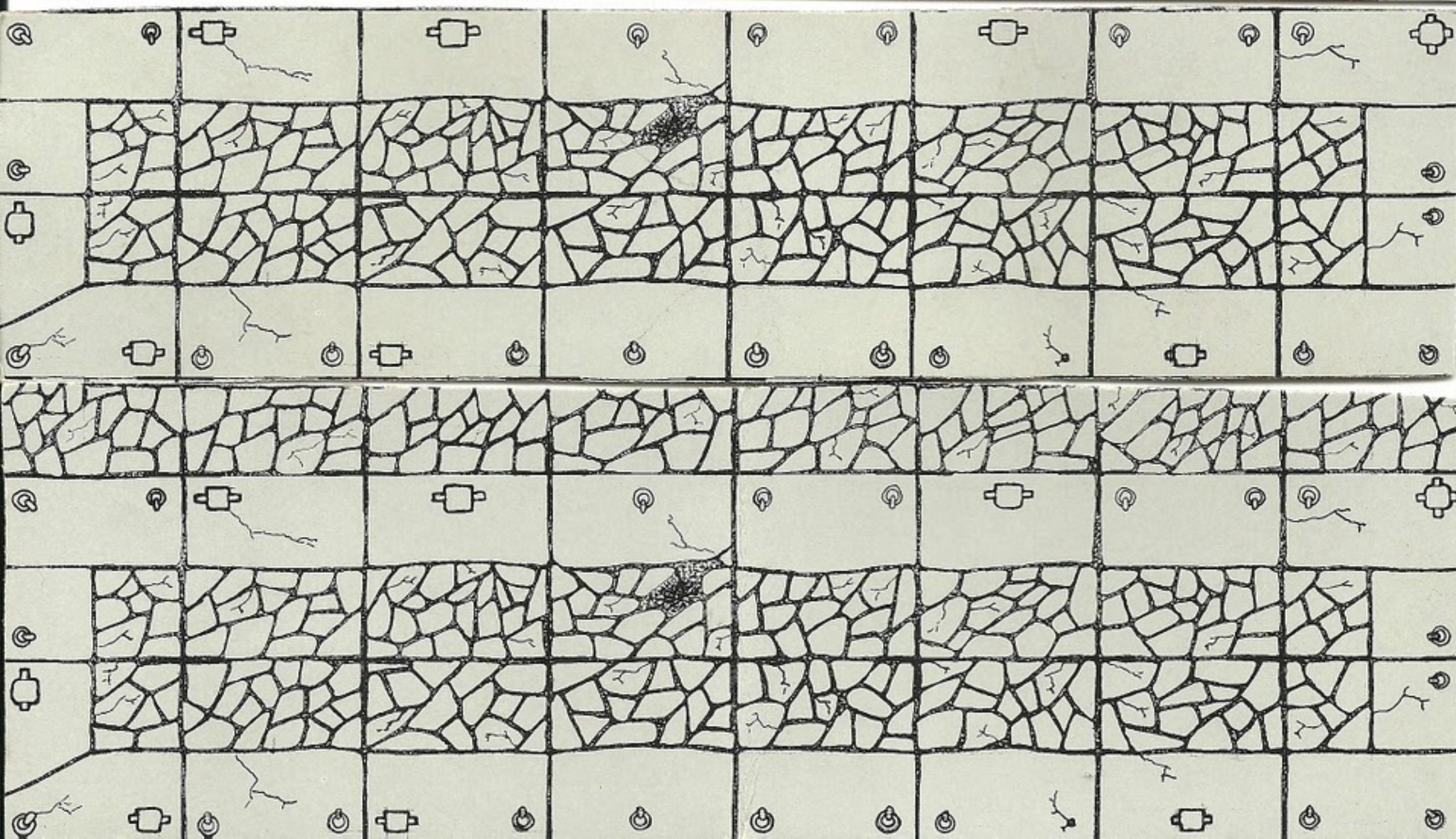
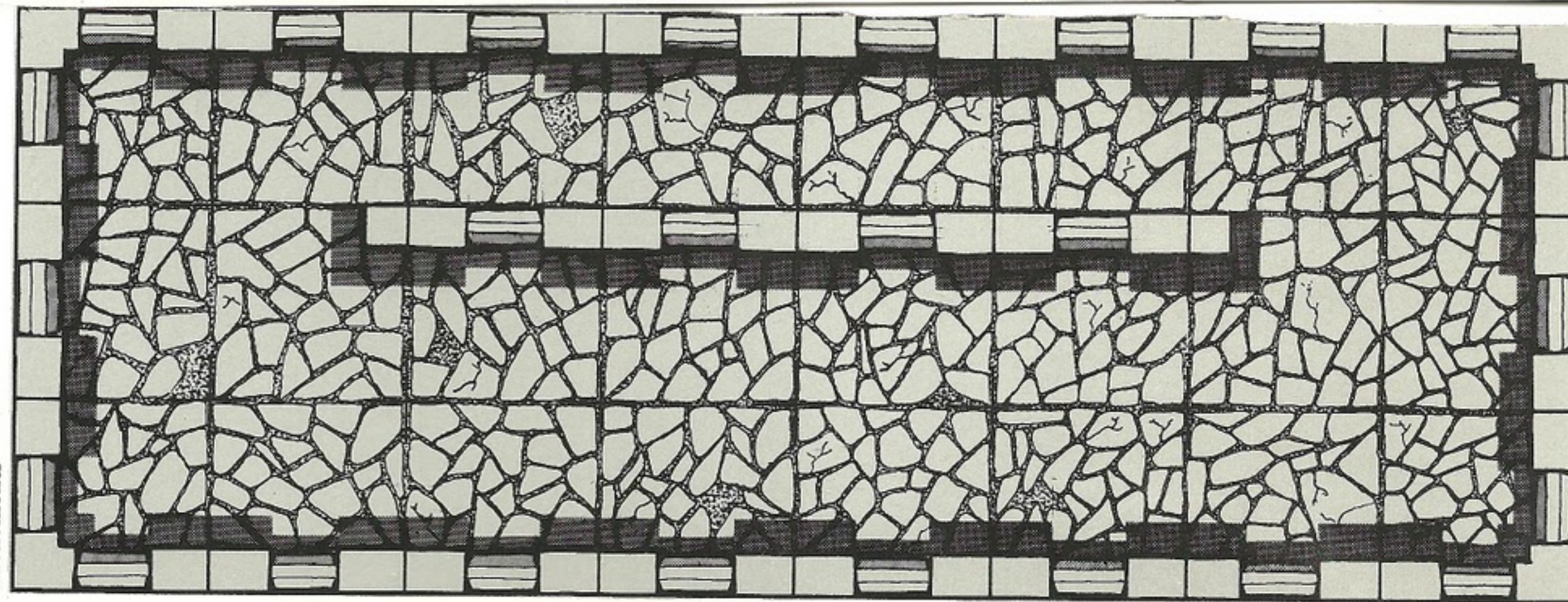
STONE/DIRT OUTDOOR FEATURES

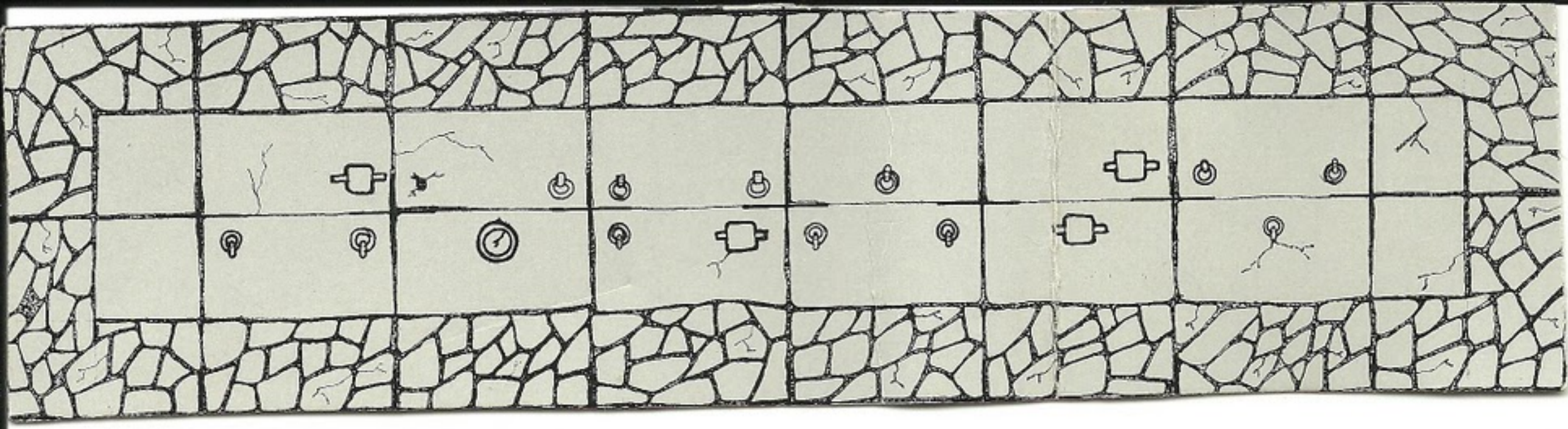
Battlements



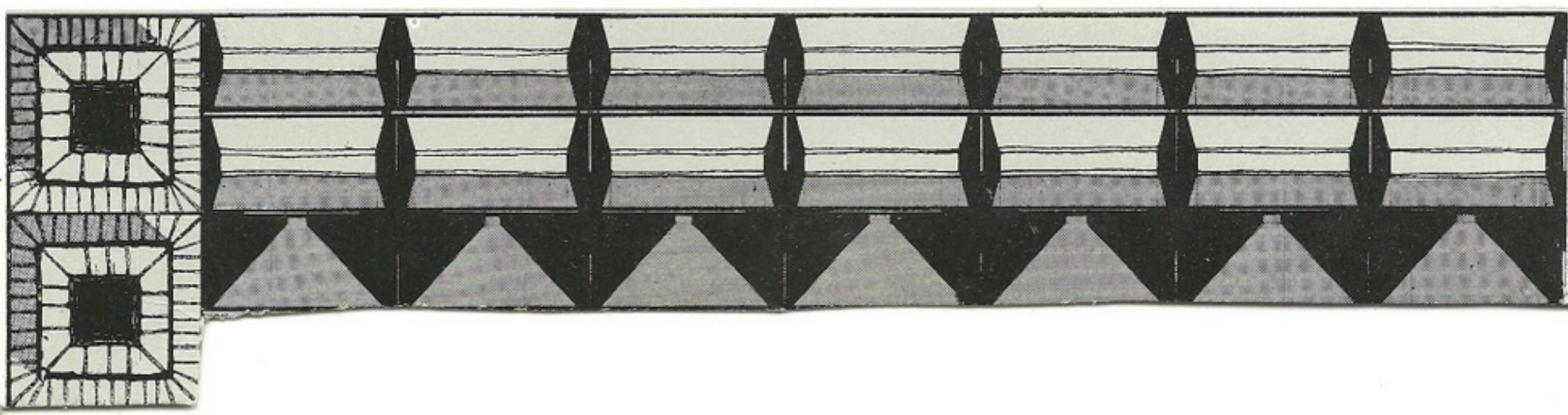
STONE/DIRT OUTDOOR FEATURES

Battlements





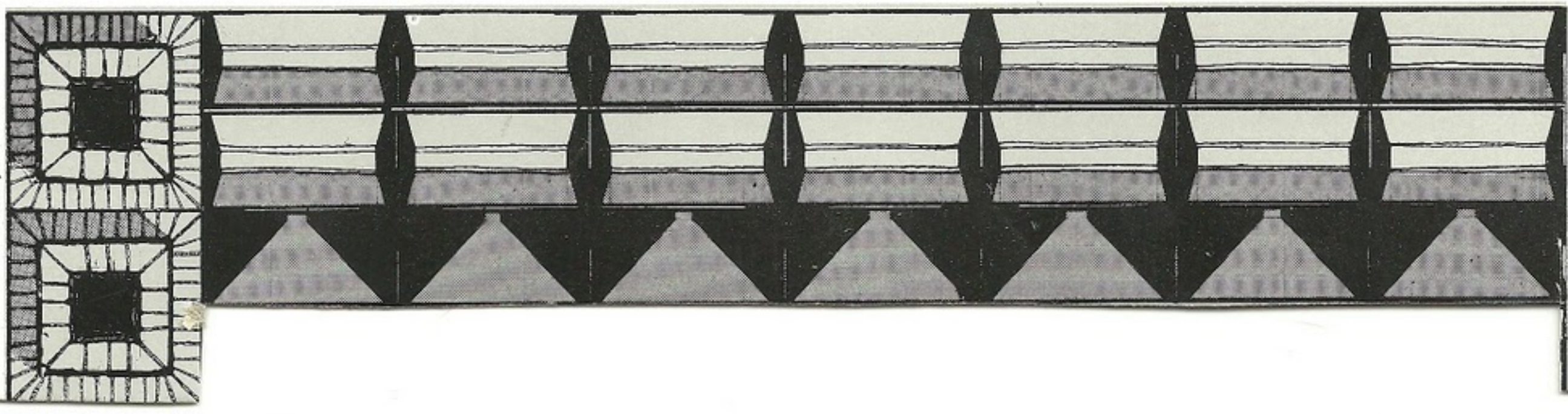
Chimneys



Windows
Arrow
Slits

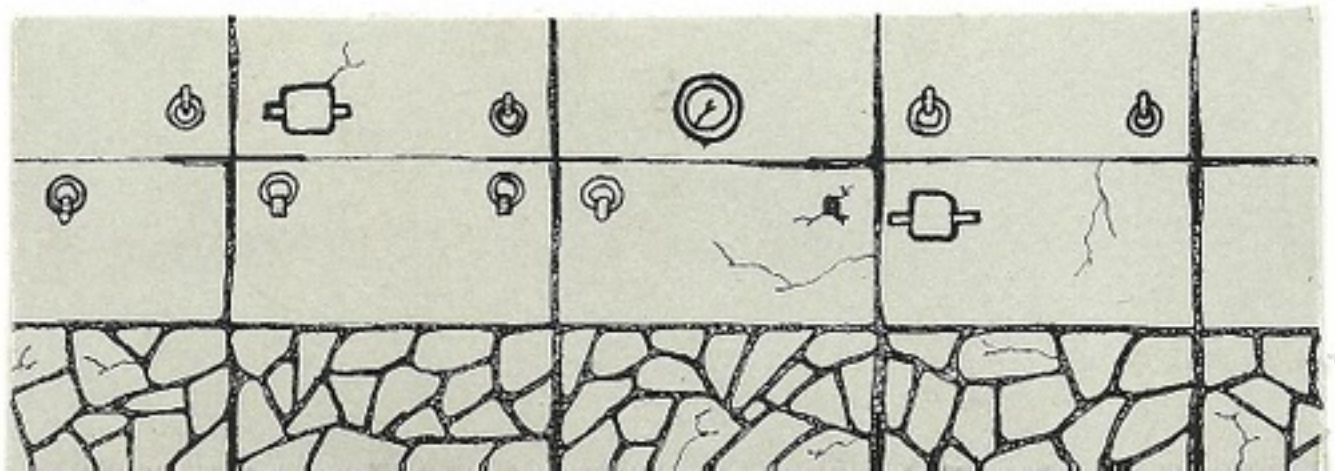
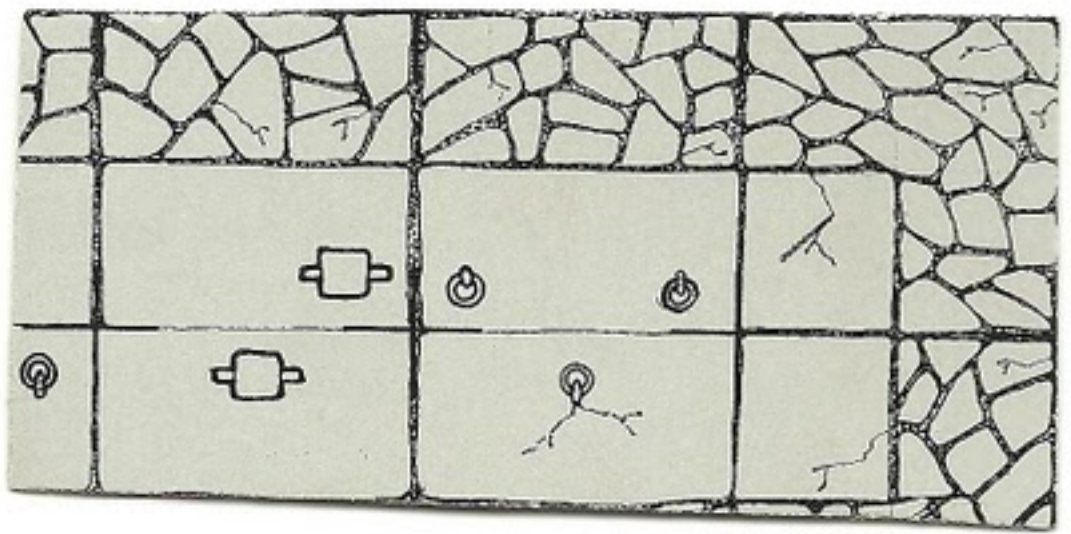
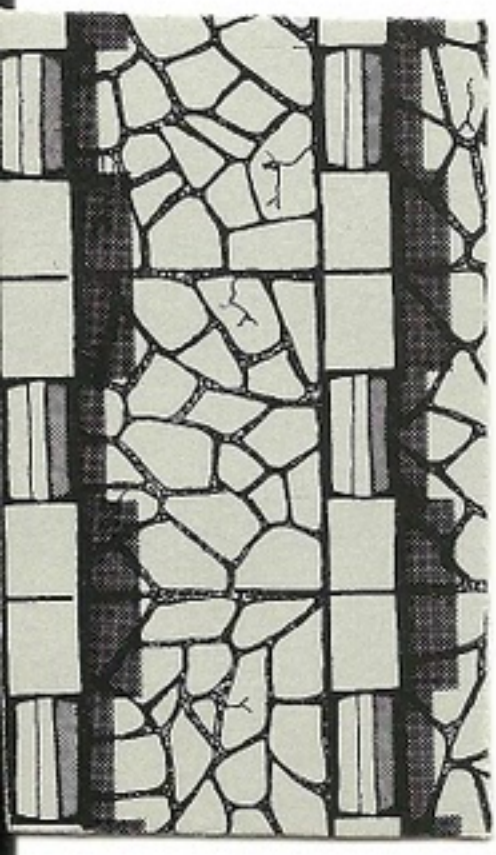
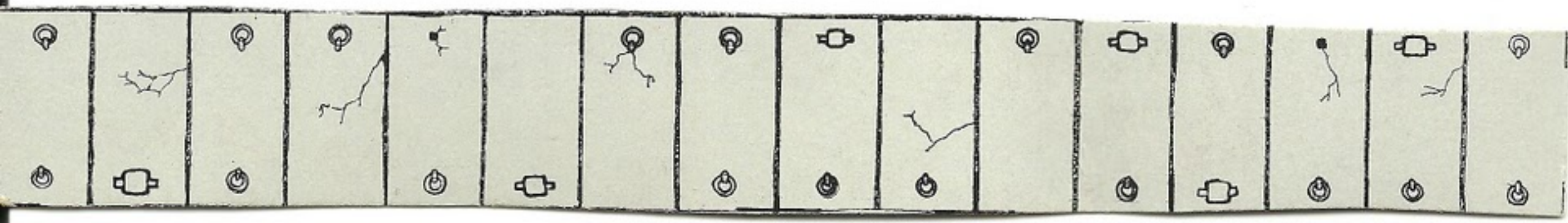
© 1983 Games Workshop Ltd.

Chimneys



Windows
Arrow
Slits

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DUNGEON FLOOR PLANS 3 are an extension of the DUNGEON FLOOR PLANS role-playing game aid and give rooftops, boats, features and accessories for quayside, city and village adventures using 25mm miniature figures.

ADVANTAGES

- ★ Regularises movement and combat
- ★ Speeds and simplifies mapping
- ★ Creates atmosphere and realism
- ★ Easily adapts to suit virtually any configuration

CONTENTS

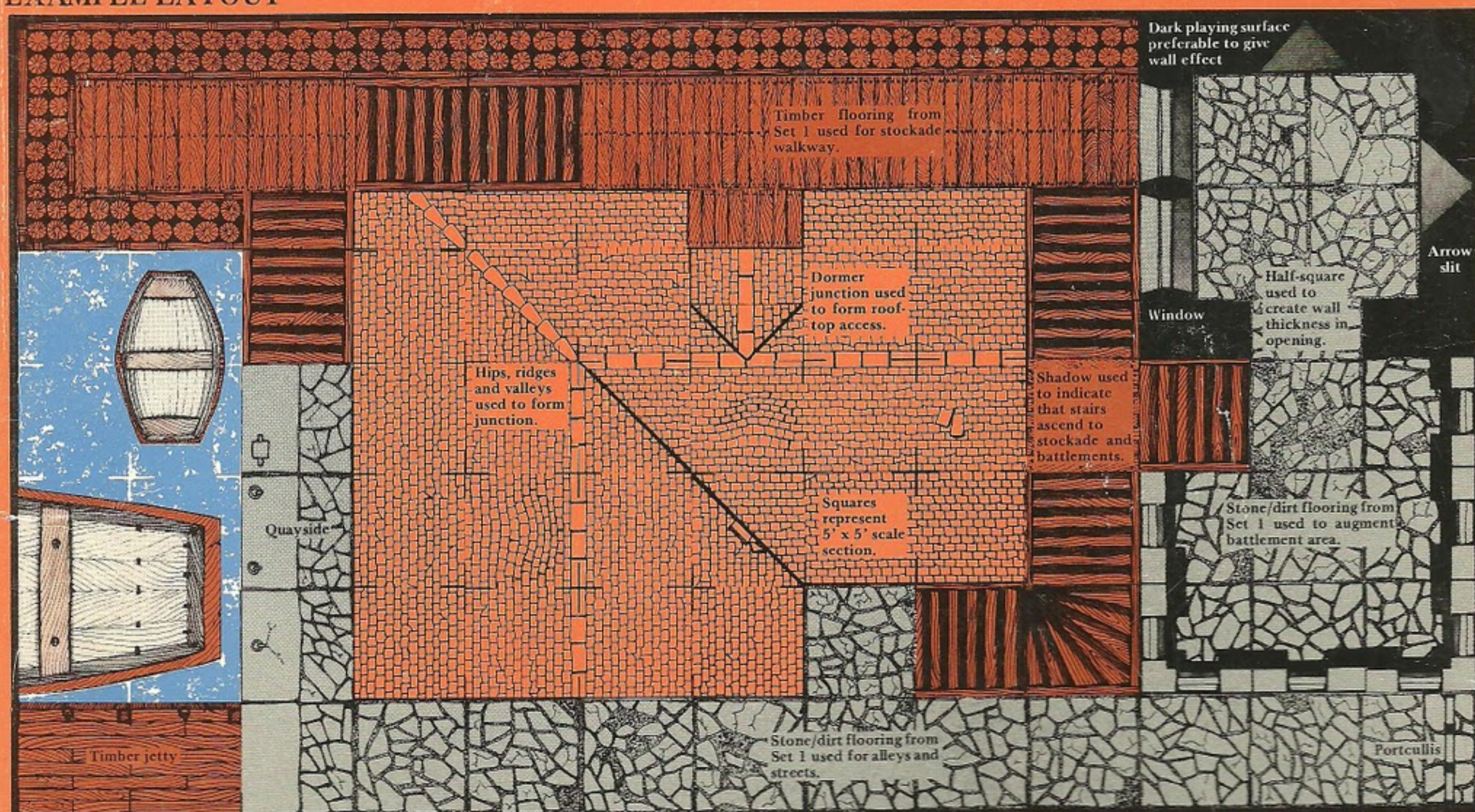
12 coloured sheets of card as follows:

- ★ Four sheets representing Roof Tiles
- ★ Two sheets representing Roof Junctions
- ★ Two sheets representing Timber Features
- ★ Two sheets representing Boats
- ★ Two sheets representing Stone/Dirt Outdoor Features

HOW TO USE DUNGEON FLOOR PLANS 3

Each sheet has a superimposed square grid representing 5' x 5' to the scale of 25mm miniature figures. It is necessary to cut desired lengths and shapes along the grid lines using scissors or a sharp modelling knife. The roof ridges, stockades, quaysides, stairs and battlements should be cut into individual strips of 5', 10', 15', 20', 25, and 30'. The special features and junctions should be cut up individually for use as required. The cut sections, when used in conjunction with Dungeon Floor Plans Sets 1 and 2, can then be placed alongside each other to represent practically any configuration that will occur in a city, village or quayside adventure for players to move their figures about on.

EXAMPLE LAYOUT



ROOF TILES

This sheet should be used (with the roof junctions) to show a village layout or building the players can see, define a city street or space, or to lay out a rooftop for high level escapades. Stone/dirt flooring from Set 1 should be used for city or village streets.

ROOF JUNCTIONS

The hips, valleys and junctions should be cut into individual squares and used as required to form roof tops with the roof tile sheet.

BOATS

Each boat should be cut out individually (they are printed on a water background so that exact cutting is not necessary). The boats include river and coastal traders that can take a party and equipment plus several other vessels ranging from small coracles to large rafts, dinghies and marsh boats, most of which can carry an entire party for waterborne adventures. They should be moved on the water sheets in Set 2.

STONE/DIRT OUTDOOR FEATURES

These should be used with the stone/dirt flooring from Set 1 to form any quaysides or battlemented fortifications. The corners and chimneys should be cut up individually for use as required. The windows, portcullis, and arrow slits fit into the wall thickness to indicate the appropriate openings.

TIMBER FEATURES

The stockades can be used for timber fortifications with walkways represented by the timber flooring sheet from Set 1. This sheet can also be used with the jetty edging to form large jetties, timber quaysides and piers. The stairs and rickety bridge should be cut to convenient lengths. The stockade, stair and jetty corners and the gangplanks should be cut up into individual pieces for use as required.