

DUNGEON FLOOR PLANS 4

Role-Playing Aid for Dungeon Adventures



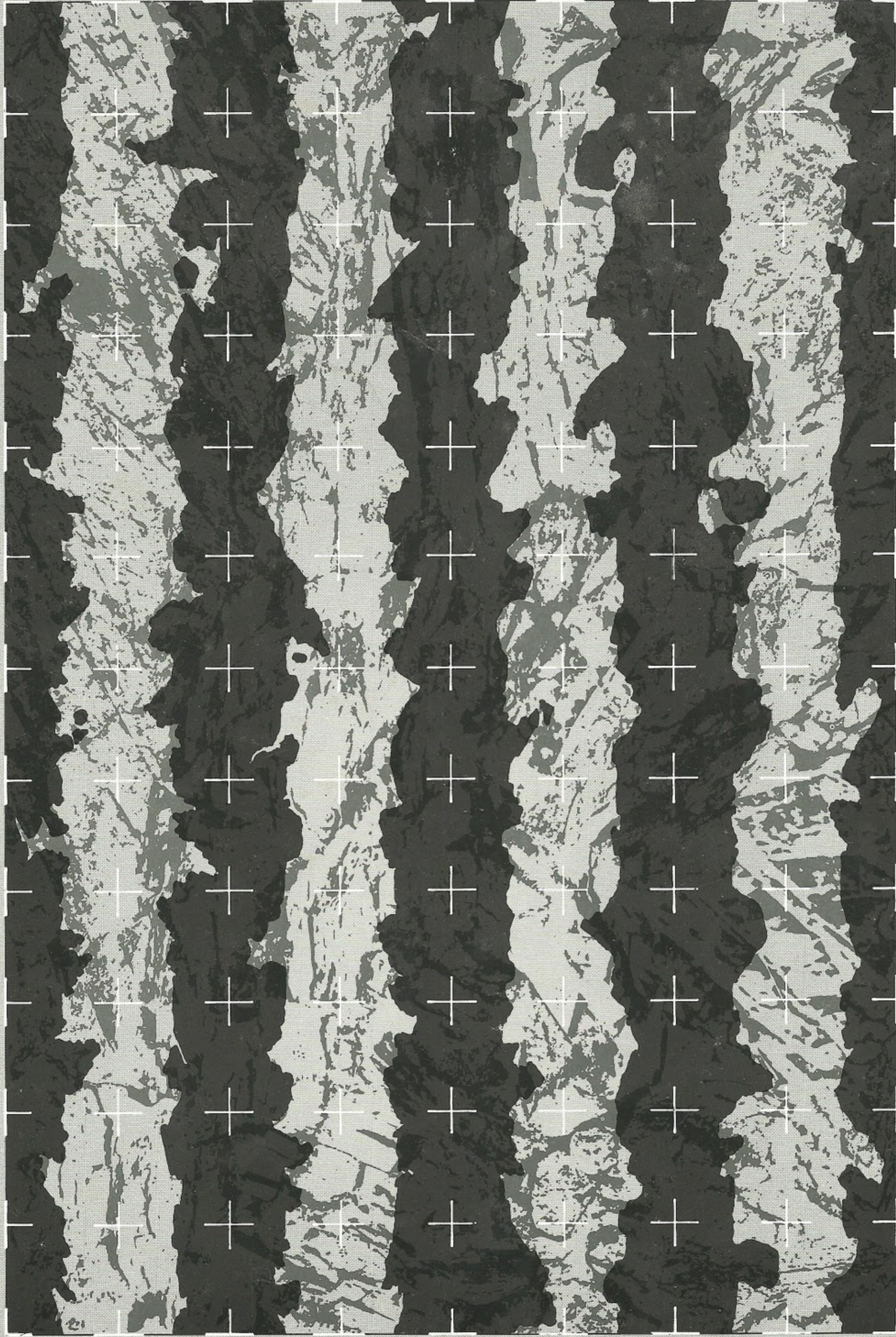


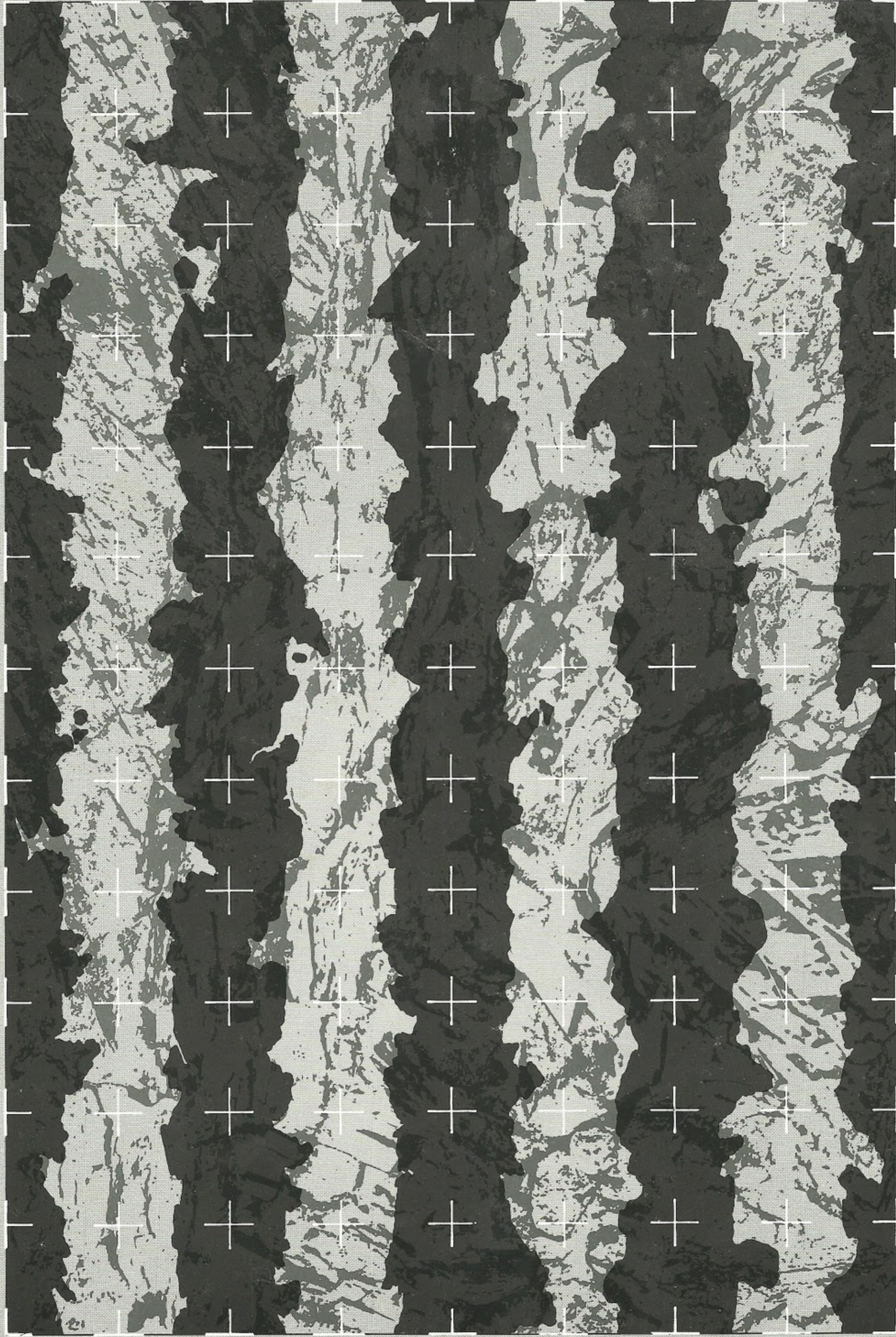


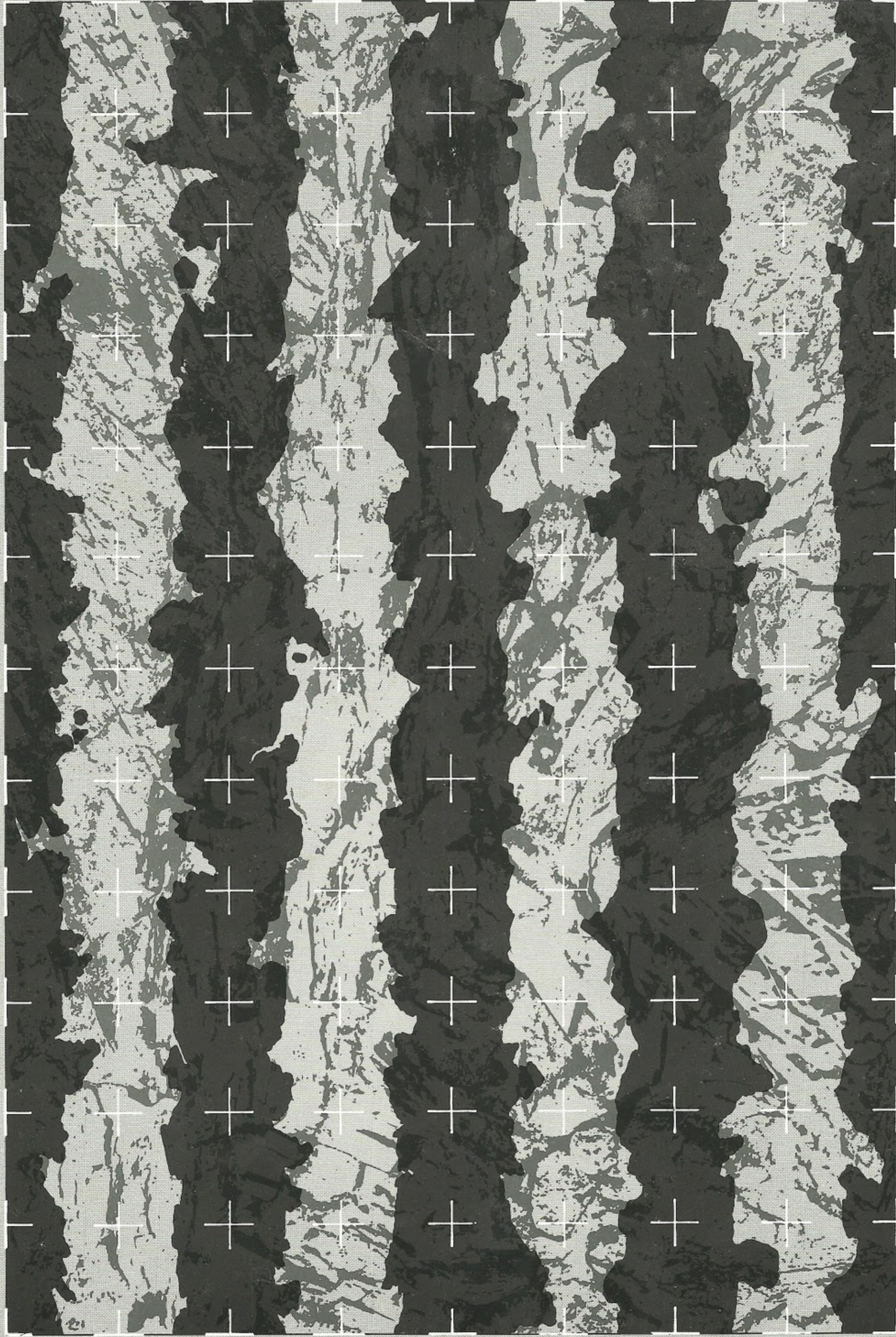




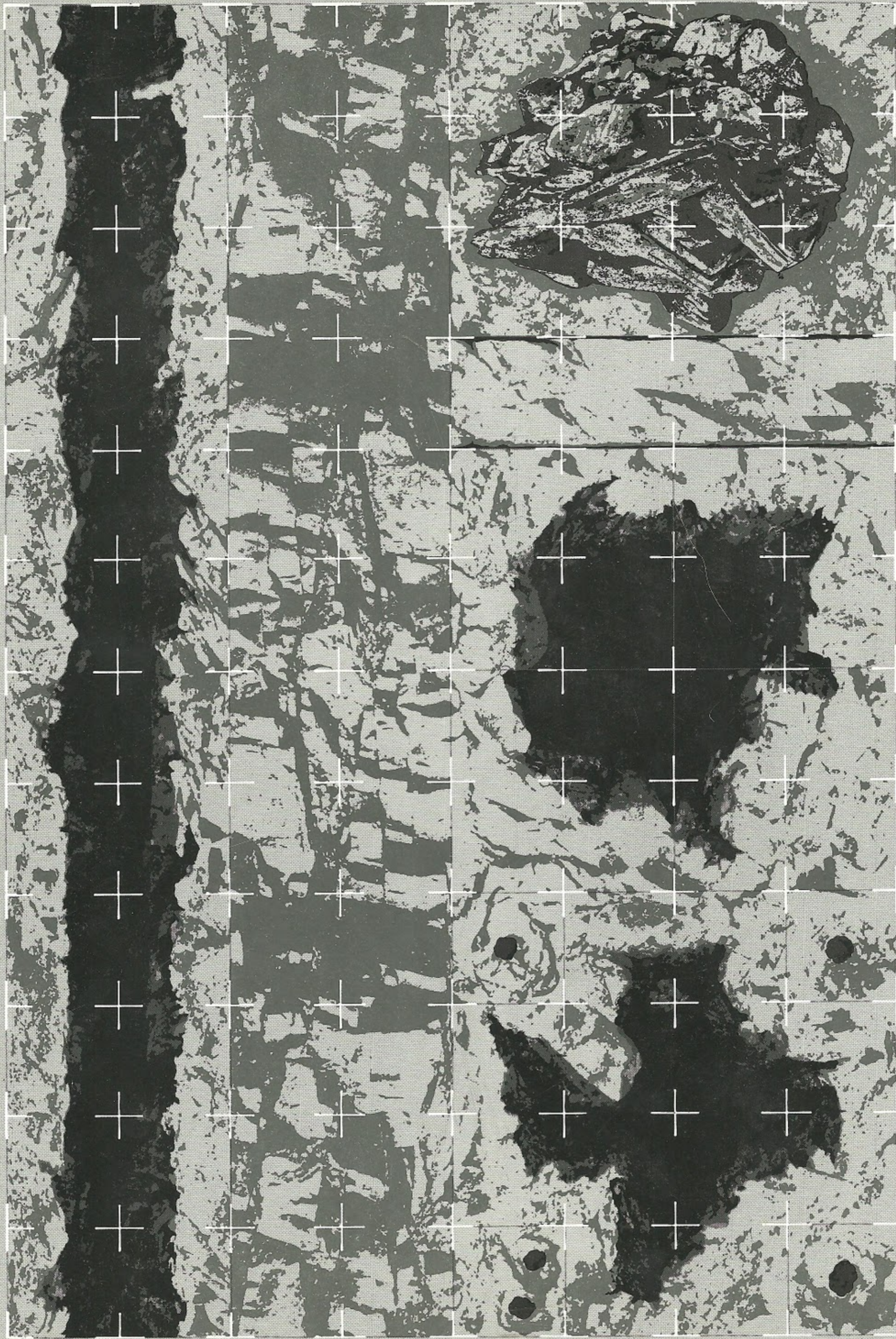








CAVERN FEATURES



Pit/Abyss Edge

Natural Rock Steps

Stalagmite Columns

Stalagmite Columns

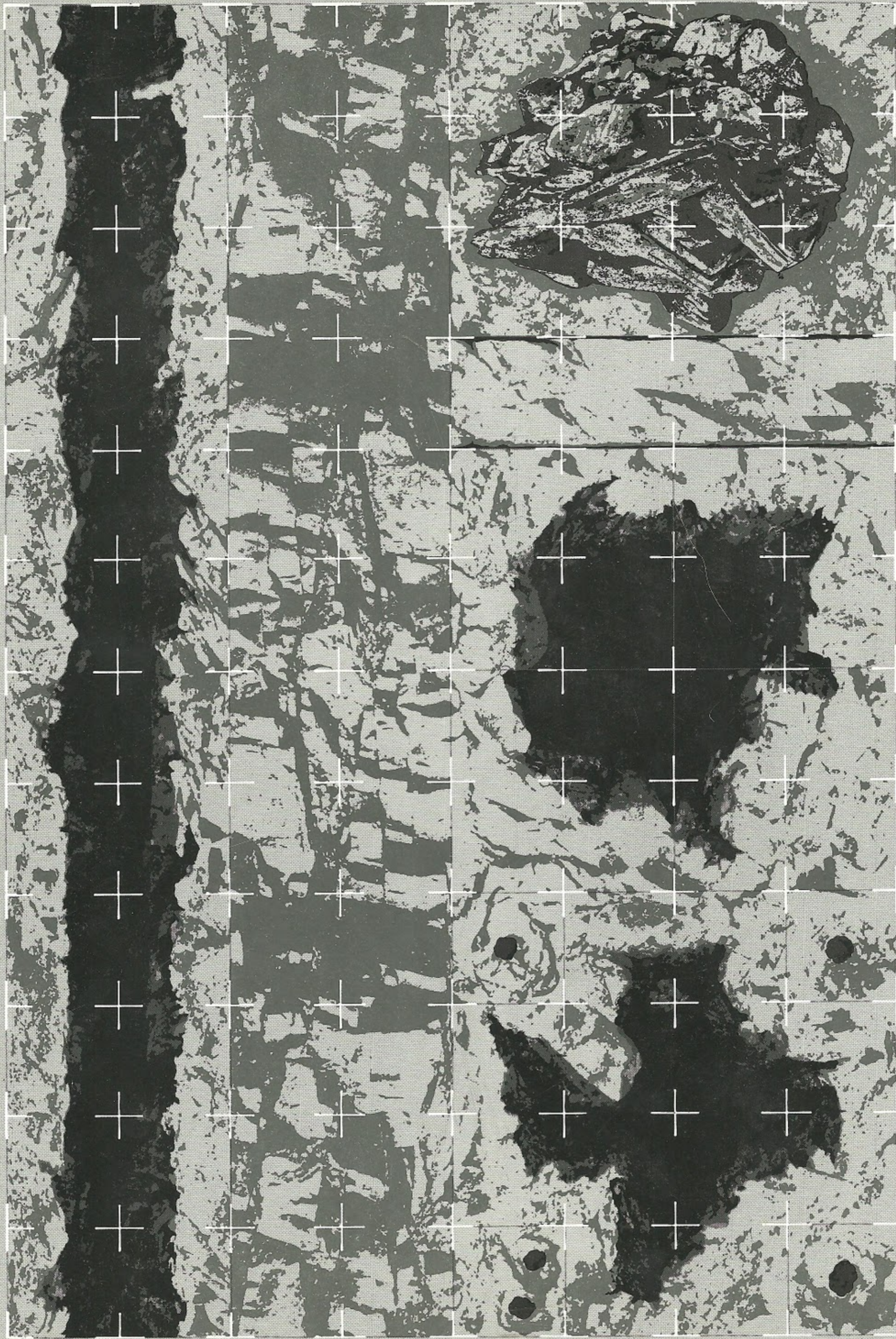
Sinkhole/Abyss Corners

Sinkhole/Abyss Corners (10' radius)

Natural Stone Bridge

Rockfall

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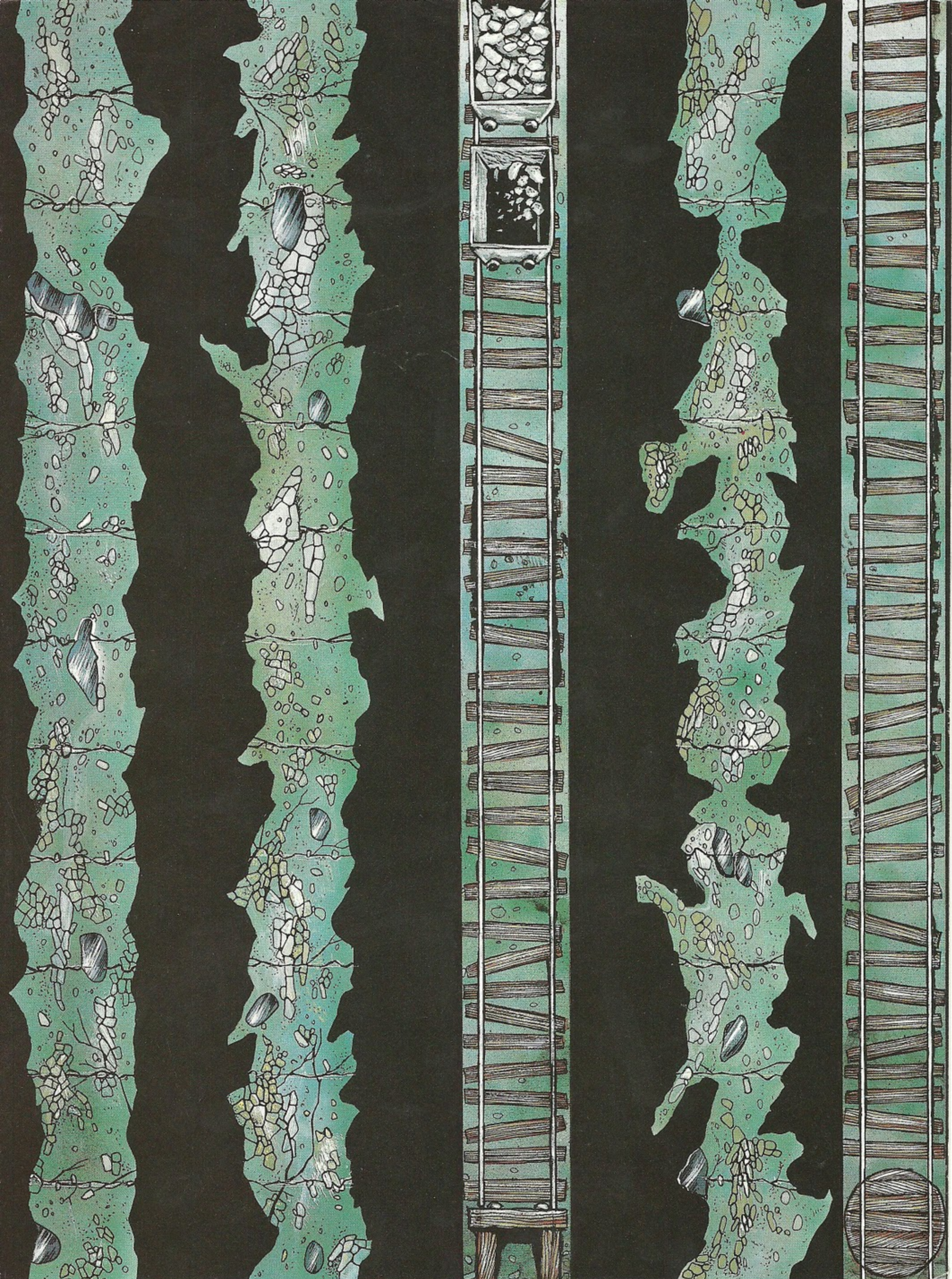
Sinkhole/Abyss Corners

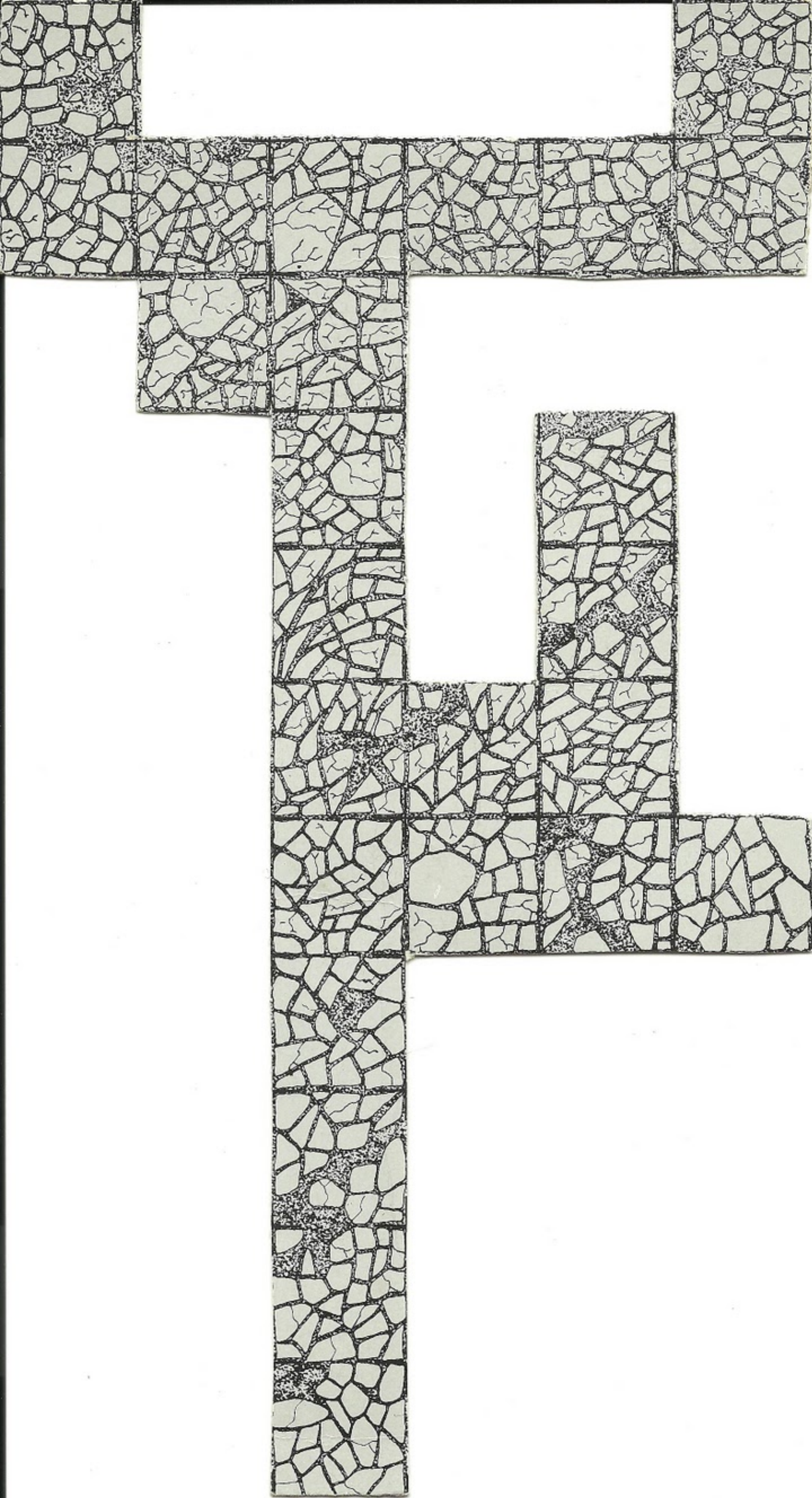
Sinkhole/Abyss Corners (10' radius)

Natural Stone Bridge

Rockfall









DUNGEON FLOOR PLANS 4 are an extension of the **Dungeon Floor Plans** role-playing game aid for use with 25mm miniature figures, and provide flooring, walls, features and accessories for adventures set in **Caverns & Mines**.

ADVANTAGES

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

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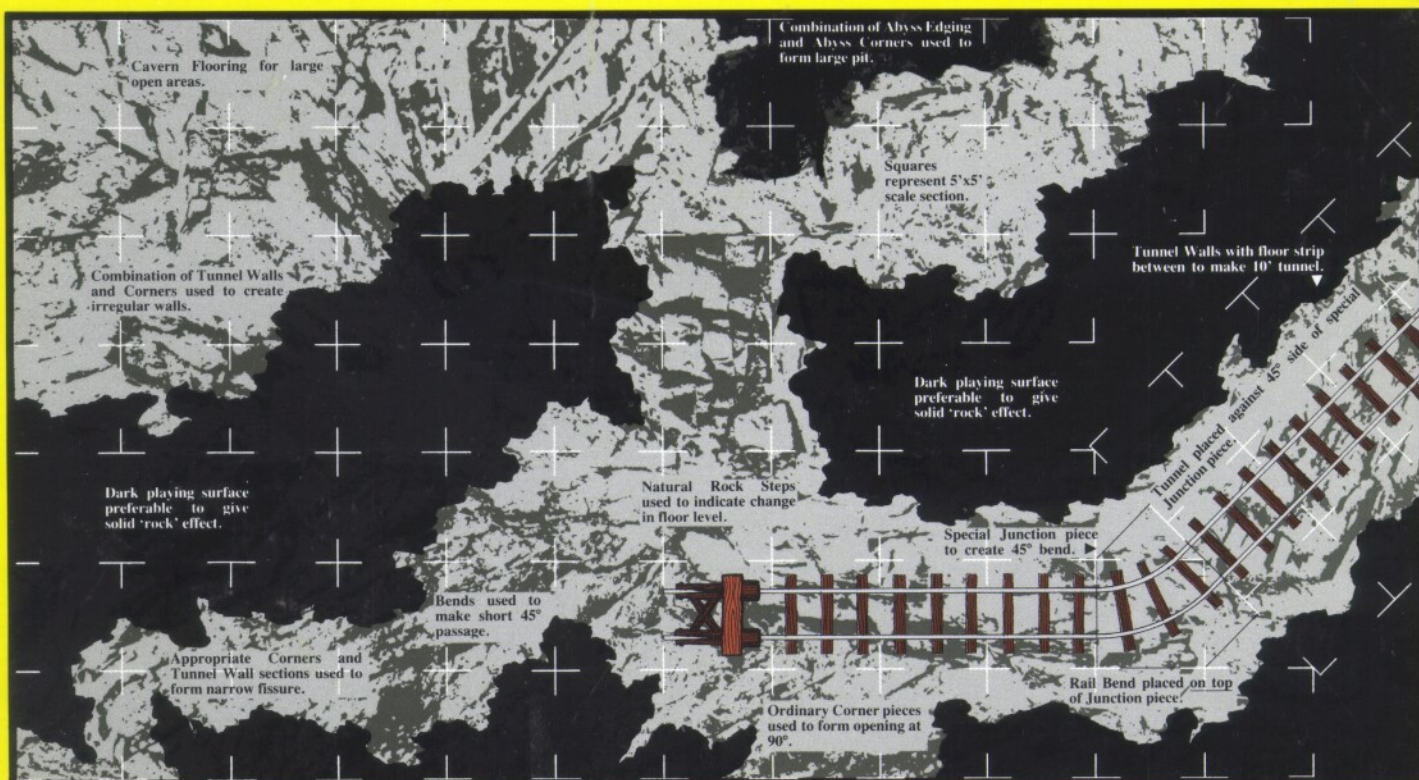
12 coloured sheets of card as follows:

- ★ Five sheets representing rocky Cavern Flooring
- ★ Three sheets representing Tunnel and Cavern Walls
- ★ Two sheets of Junctions, Openings, and Corners
- ★ One sheet representing natural Cavern Features
- ★ One sheet of Mine Rails, Junctions and accessories

HOW TO USE DUNGEON FLOOR PLANS

Each sheet has a superimposed square grid which represents 5'x5' to the scale of 25mm miniature figures. It is necessary to cut desired lengths of tunnels, cavern floor areas, etc along the grid lines using scissors or a sharp modelling knife, as detailed below. In play, you can then arrange the pieces to form any lay-out according to your adventure for the players to move their figures along. **Dungeon Floor Plans** are most effective when laid on a dark background as this will show up in the spaces between the pieces to indicate solid rock. Alternatively, you can cut out the specific shapes required by your adventure lay-out and mount them onto dark card.

EXAMPLE LAYOUT



CAVERN FLOORING

These should be cut into some 5' and 10' wide strips of varying lengths from 5' up 60' for use in tunnels, and various rectangular shapes for forming open cavern spaces.

TUNNEL & CAVERN WALLS

These should be cut into individual 5' wide strips of various lengths as above. 5' wide tunnels are formed by placing two strips together; wider tunnels are formed by placing a strip of Cavern Flooring between the two wall strips. They are also placed around the perimeter of areas of Cavern Flooring to create the irregular walls of the cavern.

CAVERN FEATURES

The Pit/Abyss Edging should be cut into 5' strips of varying lengths. The Sinkhole/Abyss Corners should be cut up into individual squares. The 10' radius Sinkhole/Abyss Corners should be cut up according to the faint grey cutting guides. These pieces can then be arranged to form any shape of pit/abyss. The stalagmite columns, rockfall, natural stone bridge and natural rock steps should be cut up individually for use as required.

JUNCTIONS, OPENINGS & CORNERS

The special Junction and Corner pieces should be cut out according to the faint grey cutting guides. These pieces are for all combinations of 5' and 10' Junctions and Corners involving a 45° turning. The angled tunnel should be placed as normal to butt up against the 45° side of the Junction piece. The other pieces should be cut up individually and are for use with Cavern Walling pieces to form bends and angles in cavern walls and for all right-angled junctions, openings and short 45° passages, and walls.

MINES

The Junctions and Bends should be cut out individually according to the faint grey cutting guides. The straight track should be cut into various individual lengths. The straight track can be placed between two Cavern Walling strips for a 10' wide mine. Bends and Junctions should always be placed *on top* of the Cavern Flooring at Bends and Junctions. Alternatively, the tunnels can be laid out first and the mine rails can be laid *on top* of the tunnel layout. The Wagons, Handbarrows, Winch and Buffers should be cut out individually as required.

This set is compatible with the other sets in the **Dungeon Floor Plan** series. Look out for them in your local store. The sets in the series are:

DUNGEON FLOOR PLANS: Stone Flooring for Rooms, and Corridors; Timber Surfaces for flooring and furniture; Stairways; and Doors.
DUNGEON FLOOR PLANS 2: Special Features for Rooms and Corridors; Trees and Grass; and still and flowing Water for pools and rivers.
DUNGEON FLOOR PLANS 3: Rooftops; Boats, Battlements; Features and Accessories for quayside, city and village adventures.