Tactical Assault: Game Tools™

Tactical Hex Map Instructions

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OVERVIEW

PURPOSE
The *Legendary Battles Tactical Hex Map* series is designed to be used with the either the *Tactical Assault: Combat Cards™* or *Tactical Assault: Fantasy Cards™* and the *Legendary Battles* rules. The maps will allow players to adapt the core rules for the miniatures game to a variation that plays like a board game.

WHAT THEY ARE
The *Legendary Battles Tactical Hex Maps* are electronic (PDF) files that allow players to print full color map panels. These panels can then be laid out in a geomorphic (*i.e. interchangeable*) fashion to create a variety of interesting battlefields.

MULTIPLE LAYERS
Each *Legendary Battles Tactical Hex Map* file contains multiple layers that can be turned off and on to create as many as 20+ different map layouts with each file.

USE WITH LEGENDARY BATTLES
Each map is marked with a pre-set 30 mm (*1⅛ inch*) hex grid to allow players to use the battlefield layout with the *Legendary Battles* rules for the *Combat Cards* or *Fantasy Cards*. Each hex represents a "zone" as defined in the *Legendary Battles* rules.

OTHER USES
In addition to allowing players to adapt the *Combat Cards* and *Fantasy Cards* to the *Legendary Battles* rules, the *Legendary Battles Tactical Hex Maps* can also be used for a variety of other gaming purposes. Some possibilities include:

- **Mecha Combat**: *Several rule sets use a large size hex map*
- **Miniatures**: *Specifically for 1/300 & 1/600 scale miniatures*
- **Board Games:** *Especially for "block" style board games*
- **Paper Miniatures:** *The kind you print-n-play with*
- **Role Playing Games:** *As a map of the local area to explore*

HOW TO USE
To get started using the *Legendary Battles Tactical Hex Maps* all you need to do is read through these instructions, open your map file and play with the various configurations. Then print & trim the map panels, lay them out and get to battling!

MAKING A MAP PANEL

OPEN THE FILE
To start making a map panel, open the map file (*PDF*). Once the file has opened you will see an image of the current map, and to the left of the map, the layers selection sidebar.

LAYER SELECTION
Before printing a map panel, make sure the correct layers are turned off or on as desired. For more instruction on how to work with the layers panel see *Page 3: Using The Layer Function*.

LAYER NOTE
On some maps, not all layers are compatible with each other - most notably in cases where a few terrain features may overlap each other. If you encounter something that you do not like, simply turn off the offending layer and keep the ones you want.

CHECK BEFORE PRINTING
Before printing a specific map panel be sure and check to make sure everything is to your satisfaction. Remember that only the layers currently visible in the PDF will print, so if you don't see the feature you want, you will need to go back and turn on that layer.

NO SCALING
When you are printing your map panel, make sure that the scaling function of the PDF program you are using is set to "None" or "Off". If the map panel's scale is changed, it will likely not be compatible with other map panels you have made.
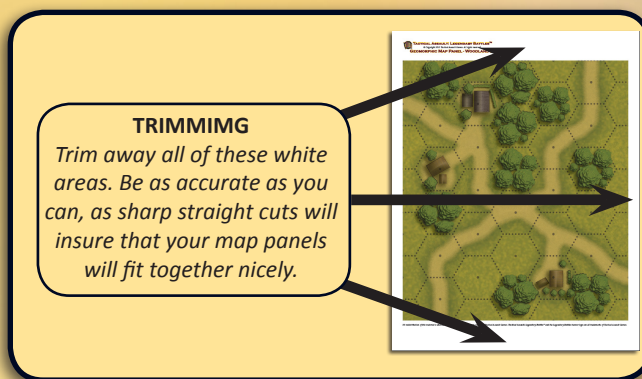
PRINTING MATERIAL
Map panels appear to have the most strength and durability when printed on heavy card stock, but printing on regular weight paper will work just fine.

MAXIMUM DURABILITY
For maximum durability with minimal work, we recommend printing the map panel on a piece of full sheet sticker paper (*i.e. one not pre-cut into smaller shapes*), stick that to a piece of cardstock then laminate it. The final maps will be very rigid and virtually indestructible!

AFTER PRINTING
After you have printed your map panel, take a sharp knife and straight edge and trim off all of the white edging as shown below (*proceed carefully as knives are very sharp and unforgiving!*):

TRIMMIMG
Trim away all of these white areas. Be as accurate as you can, as sharp straight cuts will insure that your map panels will fit together nicely.

ENJOY
Finally, lay out your finished map panels and start battling! (*For more information on laying out the map see Page 4: Laying Out The Maps*.)

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Using The Layers

To get the most out of your maps you will want to unlock the layering function in your PDF reader program. By turning on & off the different layers, several different maps can be created for even more variety. Note though, that not all layers are completely compatible with each other - be sure and check over the image you are going to print to avoid any overlaps you might not want. Please note that these instruction are specific to Adobe Reader, but should give some indication of how layers can be worked in other programs.
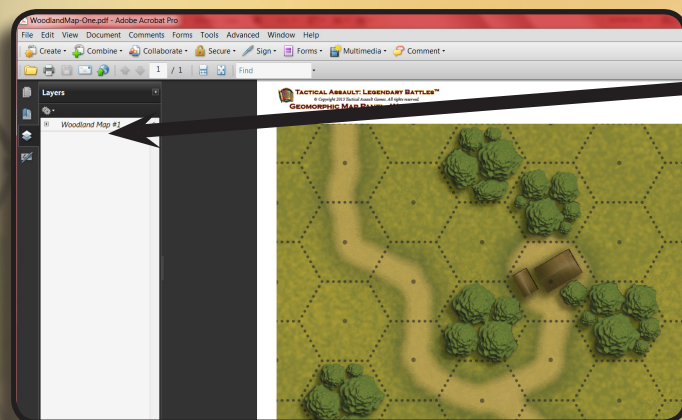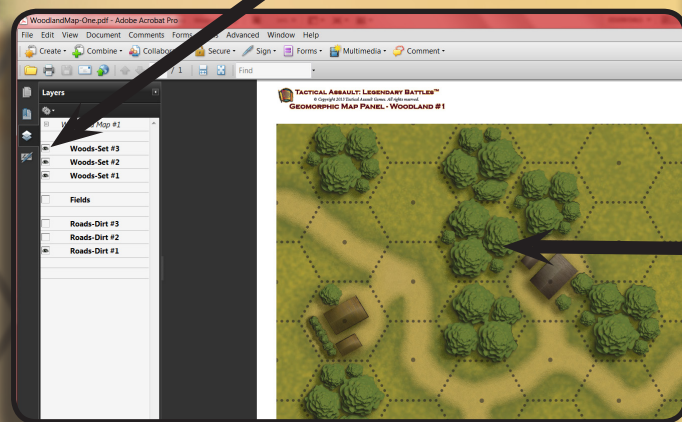
When you first open the map file the Layers sidebar should appear to the left of the map.

Click on the toggle box next to the map name to show all of the available layers.
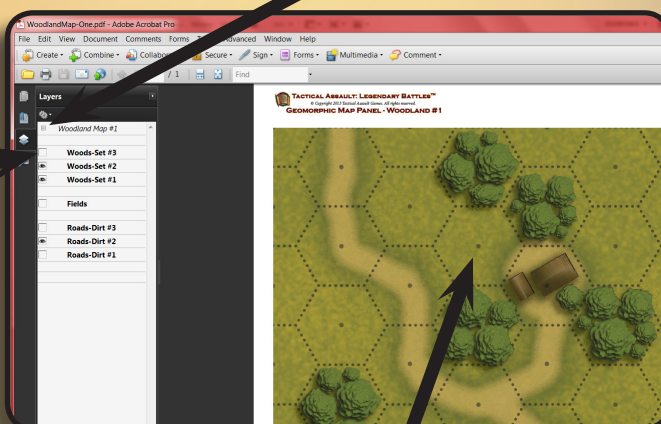
Click on the toggle boxes to turn the various layers on & off.

Note any changes to the map. Make sure the changes look good to you, as some layers are not as compatible with other layers.

When printing make sure the scaling function is turned off (or set to "none"). Also remember the layers that are currently visible are the only layers that will print, so make sure you have all of the layers you want turned on before printing.
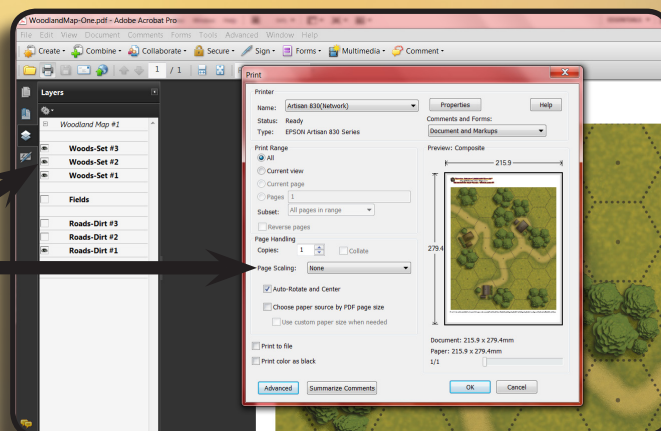
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Laying Out The Maps

Players should not feel constrained to lay out their map panels in only a square or rectangular fashion. The geomorphic nature of the maps is intended to allow players to vary their layouts by rotating and offsetting the panels. In addition, panels from maps sets in the same series (e.g. Woodland, Desert, etc.) can be combined for even more variety.

Features which extend from one panel to the next always join at one of three points along each side to allow for geomorphic match-ups.

Finished map panels can be laid out in a variety of different ways - including in an offset fashion for more variety.

This entire layout is made only from the maps of a single set (Woodland Maps Set #1).

You can add as many map panels as you want to make as big of a battlefield as needed.

Maps from other sets in the same series (e.g. Woodland, Desert, etc.) can be used to add even more variety.

By turning off road & building layers, plain "open field" maps can be created.