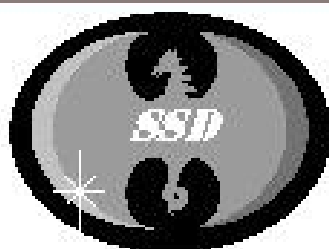
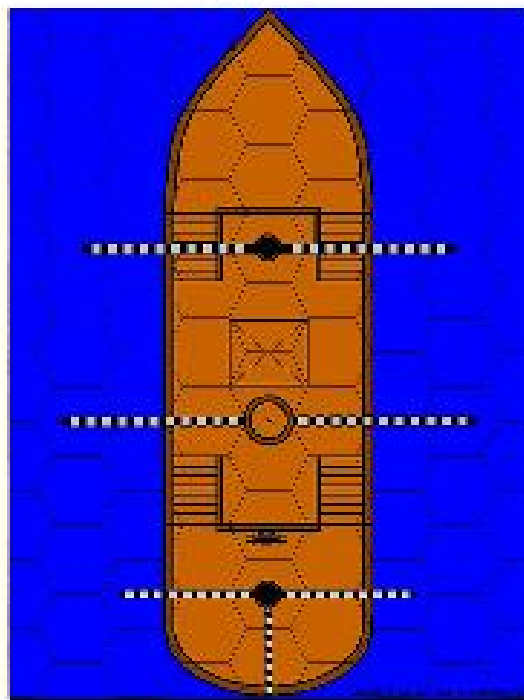


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Wilderness Hex Map Set



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By Jon Volden

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First eBook Printing: August 2007

Second eBook Printing: October 2007 (Revision A)

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Mapmaker's Notes

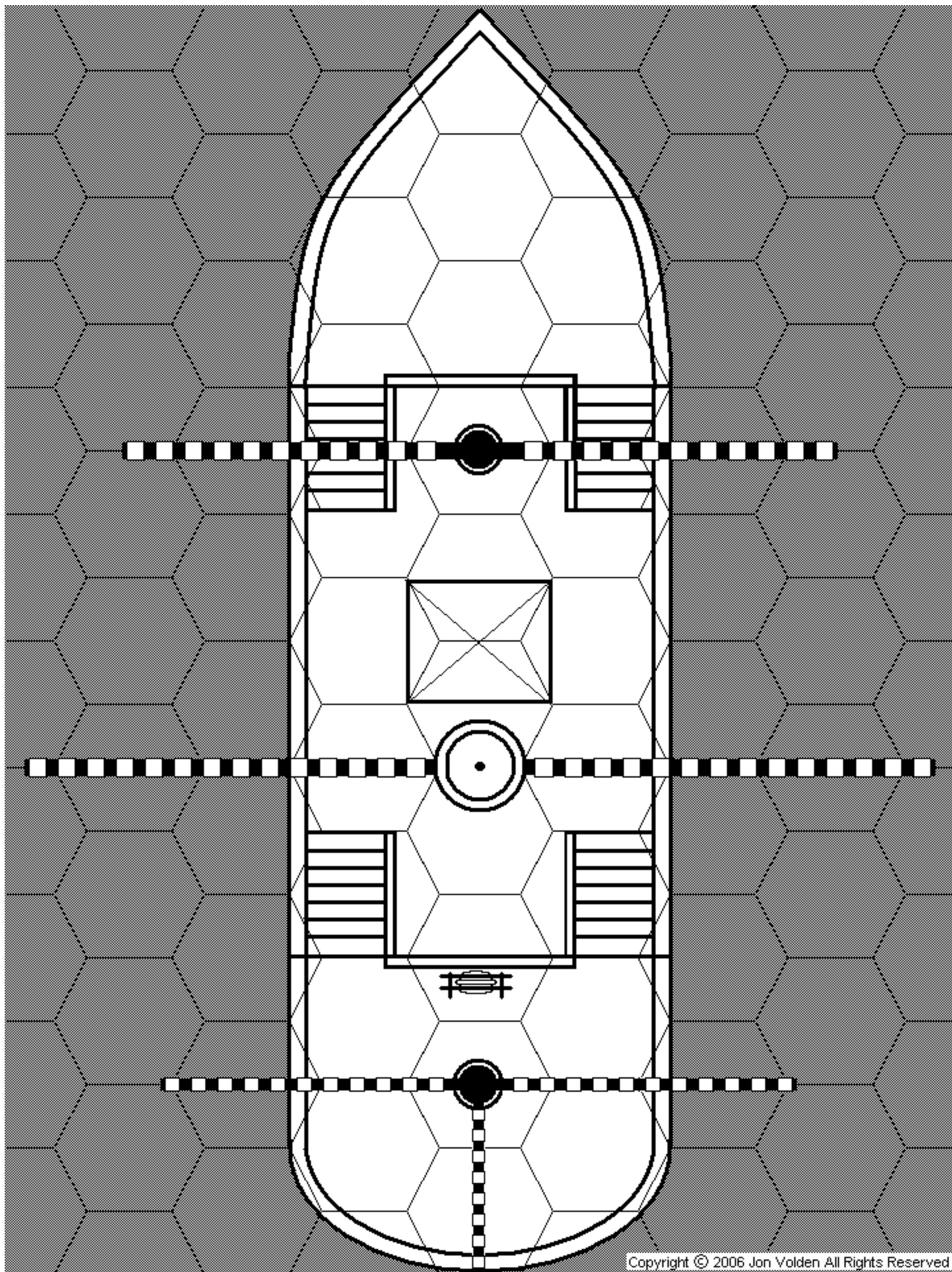
I created this collection of maps to provide tactical combat zones in areas often found in wilderness. They are best printed out to card stock and trimmed so they can be placed together.

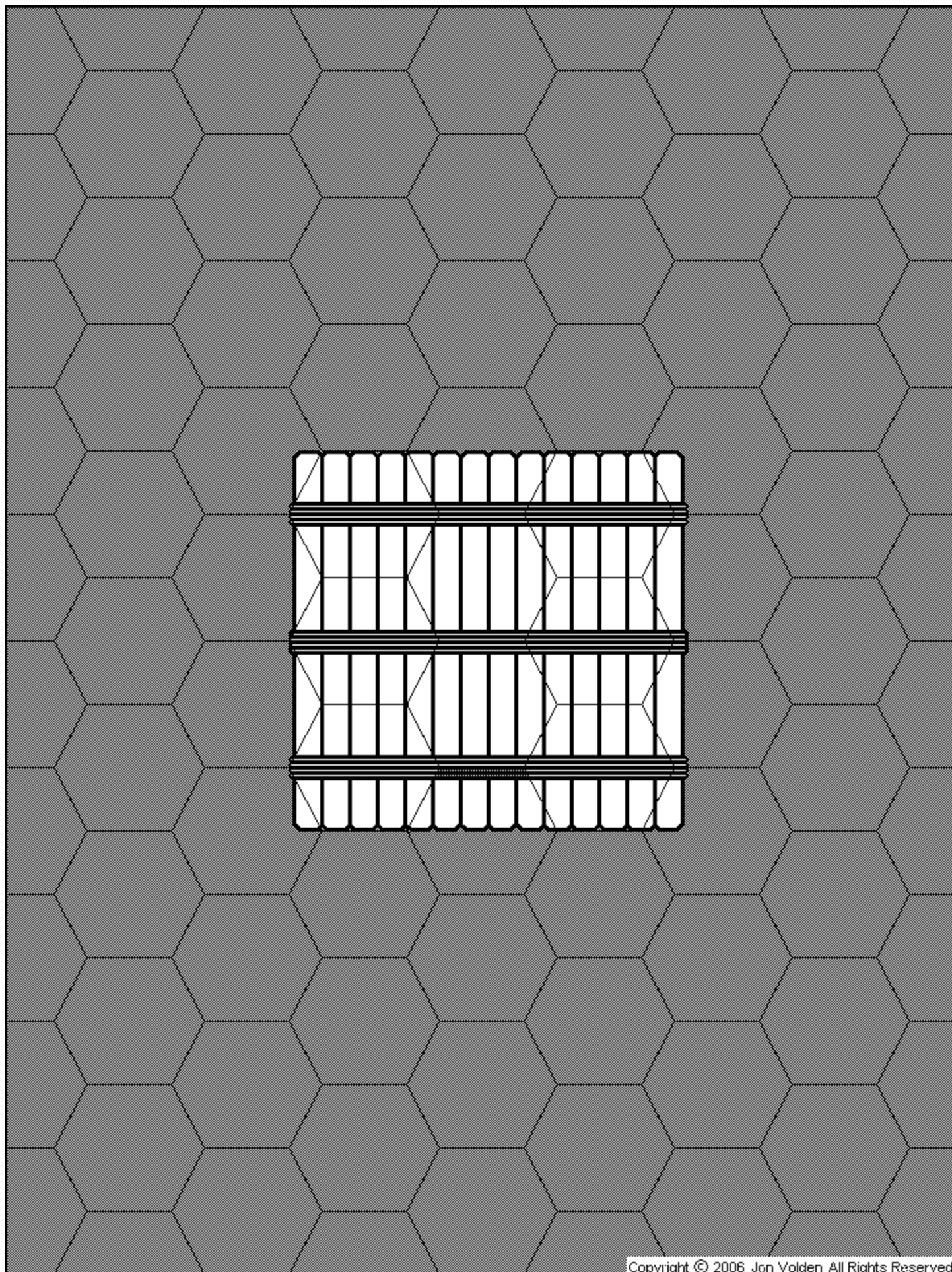
- 1) Maps are for use with Miniatures 25mm to 28mm in size.
- 2) 1 Hex = 5 feet. (But may be scaled by GM as desired.)
- 3) Maps are designed to be printed out with 1/2 margin on each edge.
Trim white area off to create boards to place next to each other.
- 4) Many of the B&W maps are duplicated as color maps, but not all.
(Bonus color maps were included for those who like color better and don't mind the additional expense of printing in color.)
- 4) Bridges may or may not be trapped, as GM desires.
- 5) Water areas usually contain something nasty hidden in them.
- 6) Maps are named in Table of Contents and book-marked, but are not individually named. (They appear as they are named.)
- 7) Several of one type of map may be printed out to build a complex table top wilderness area if desired. For instance a ship may be printed out and then surround by 8 duplicate water zones from which monster or other ships might strike.
- 8) All maps may easily be modified by GM. Using a simple felt tip pen or magic marker draw irregular circles to indicate hills. Draw circular shapes with branches to indicate trees. See examples on previously produced boards. B&W are saved as bitmaps they may be turned to color by using MS Paint fill color options. (Click and save pictures as color bitmap then open with paint.)

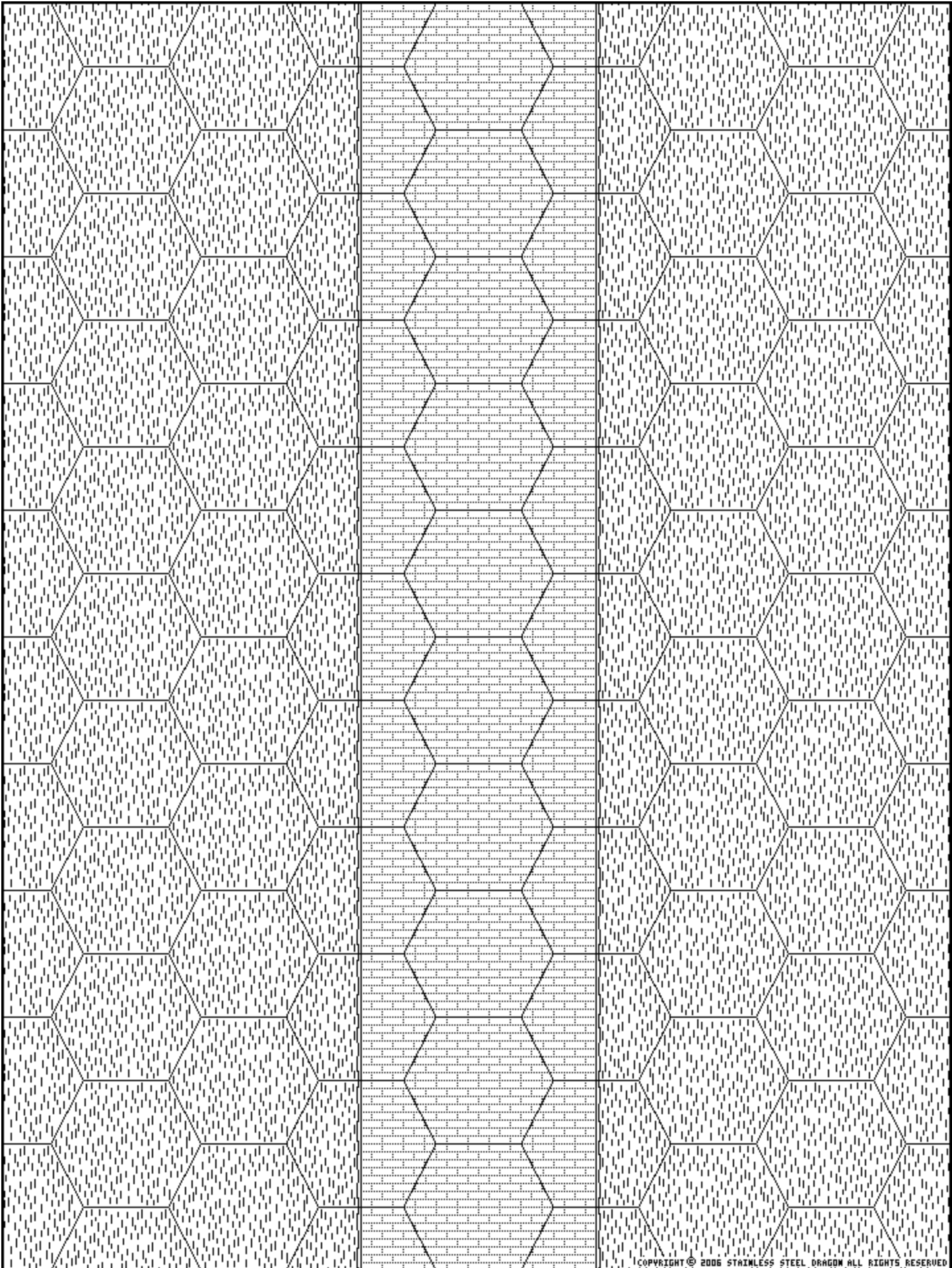
Good luck in your travels!

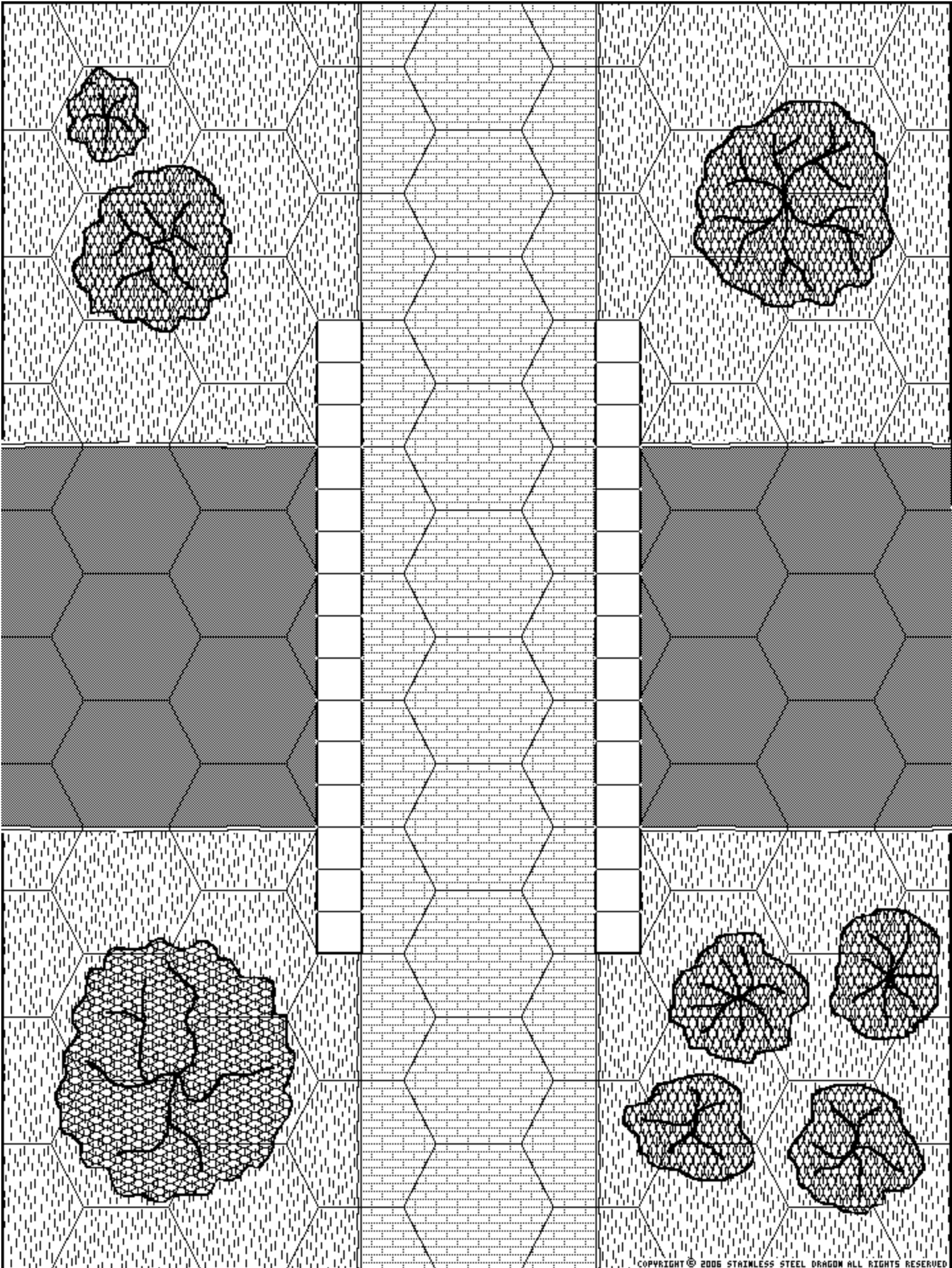
Lord Voldar

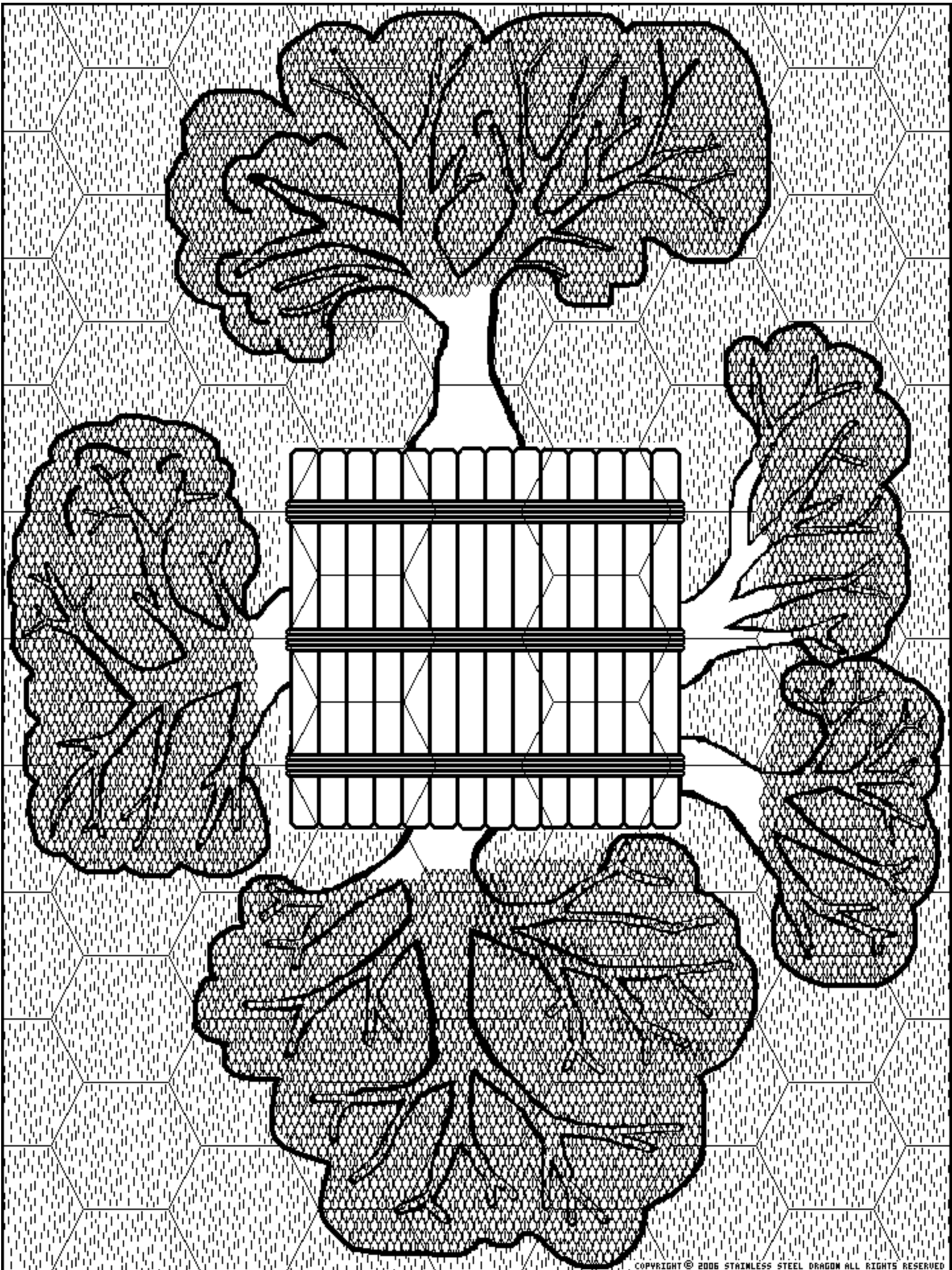
MapMaker

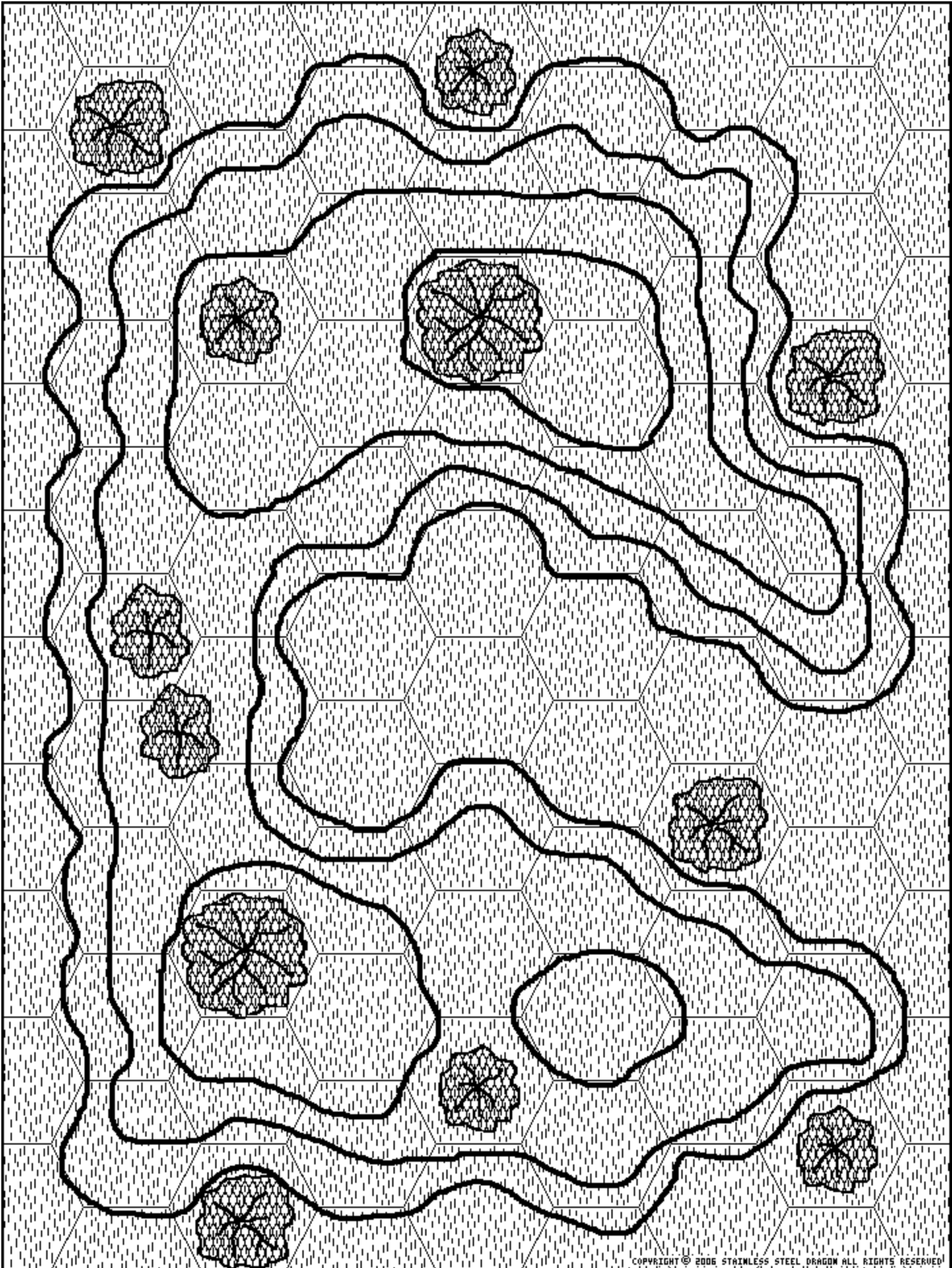


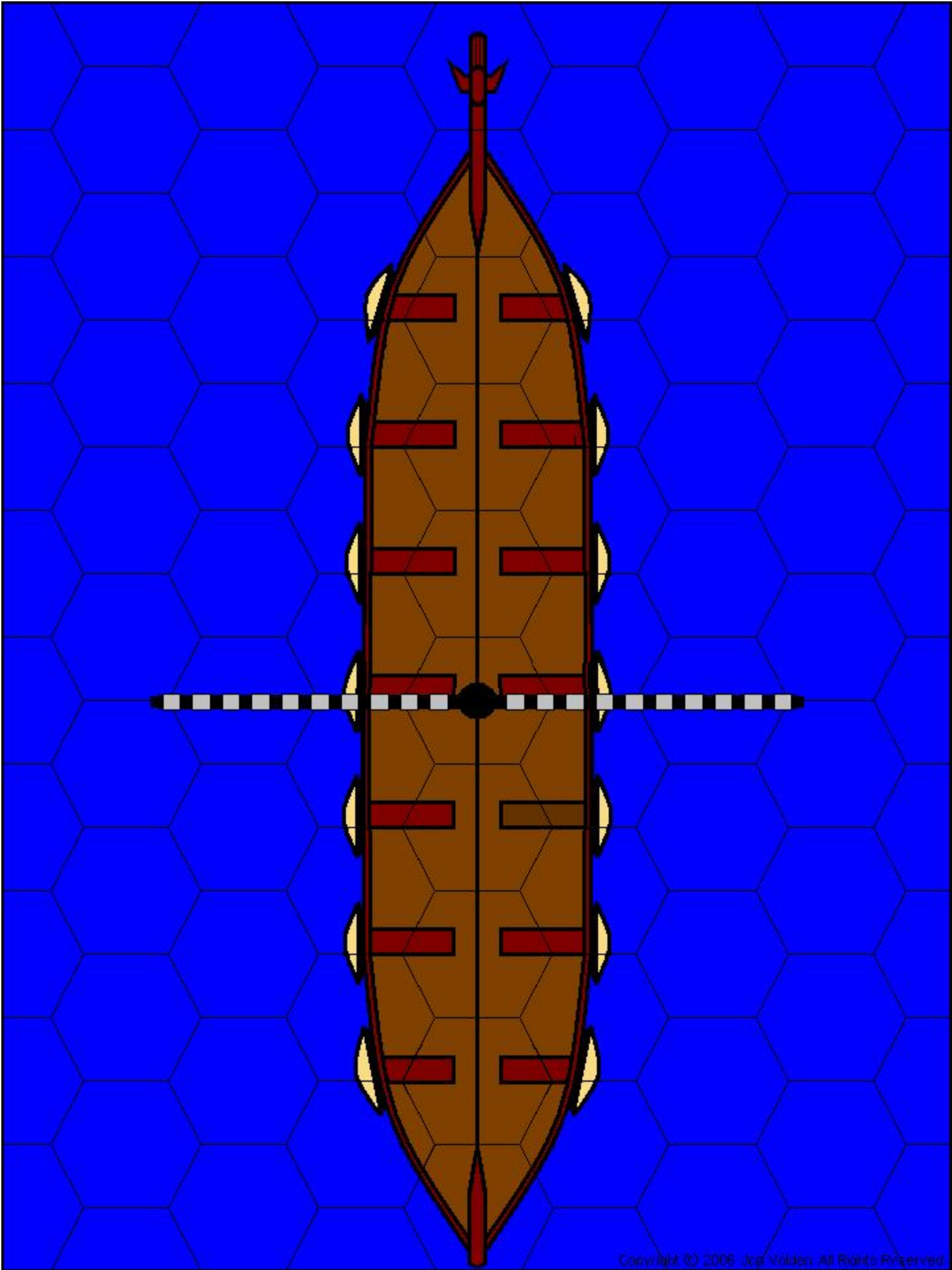


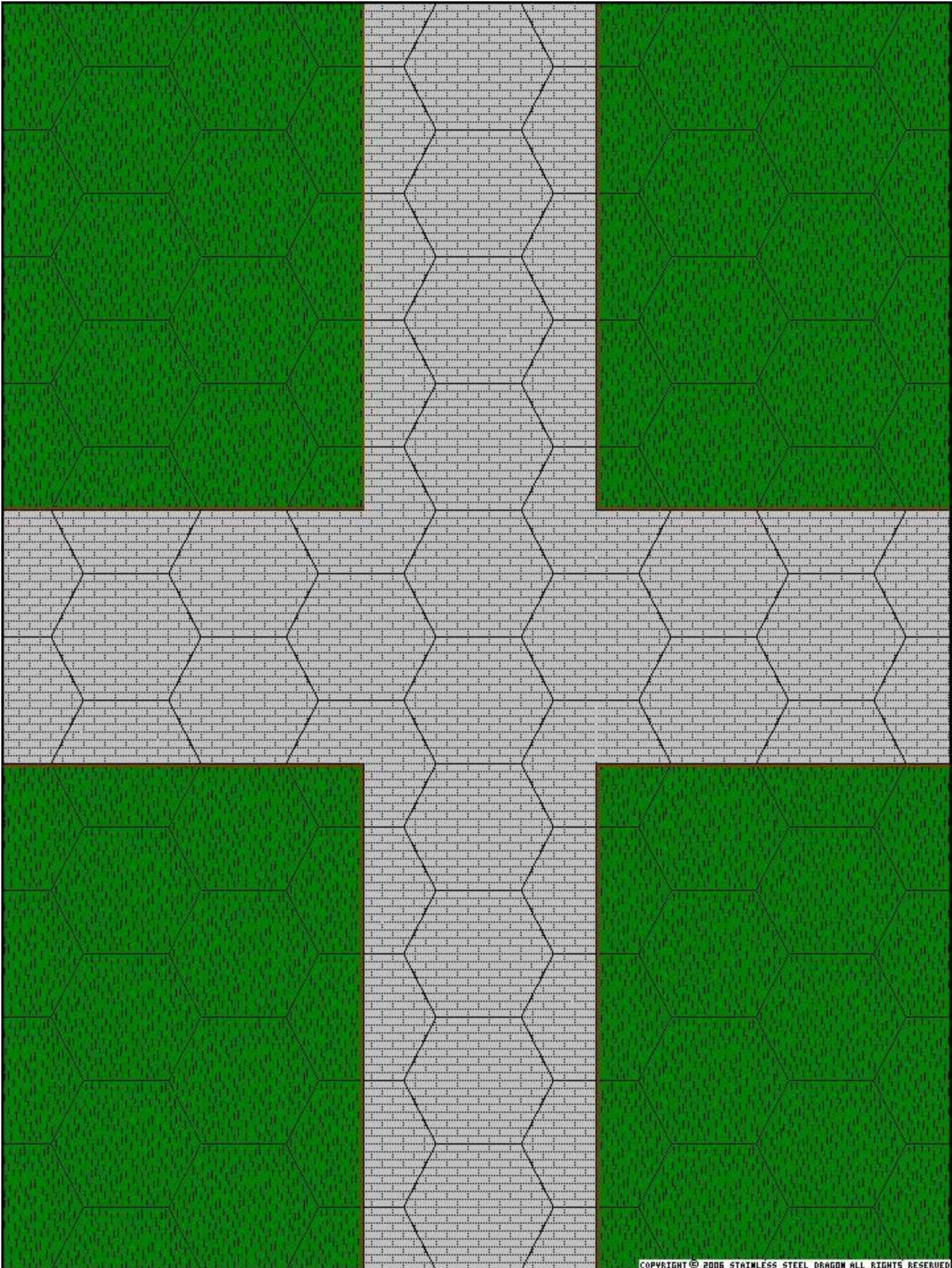


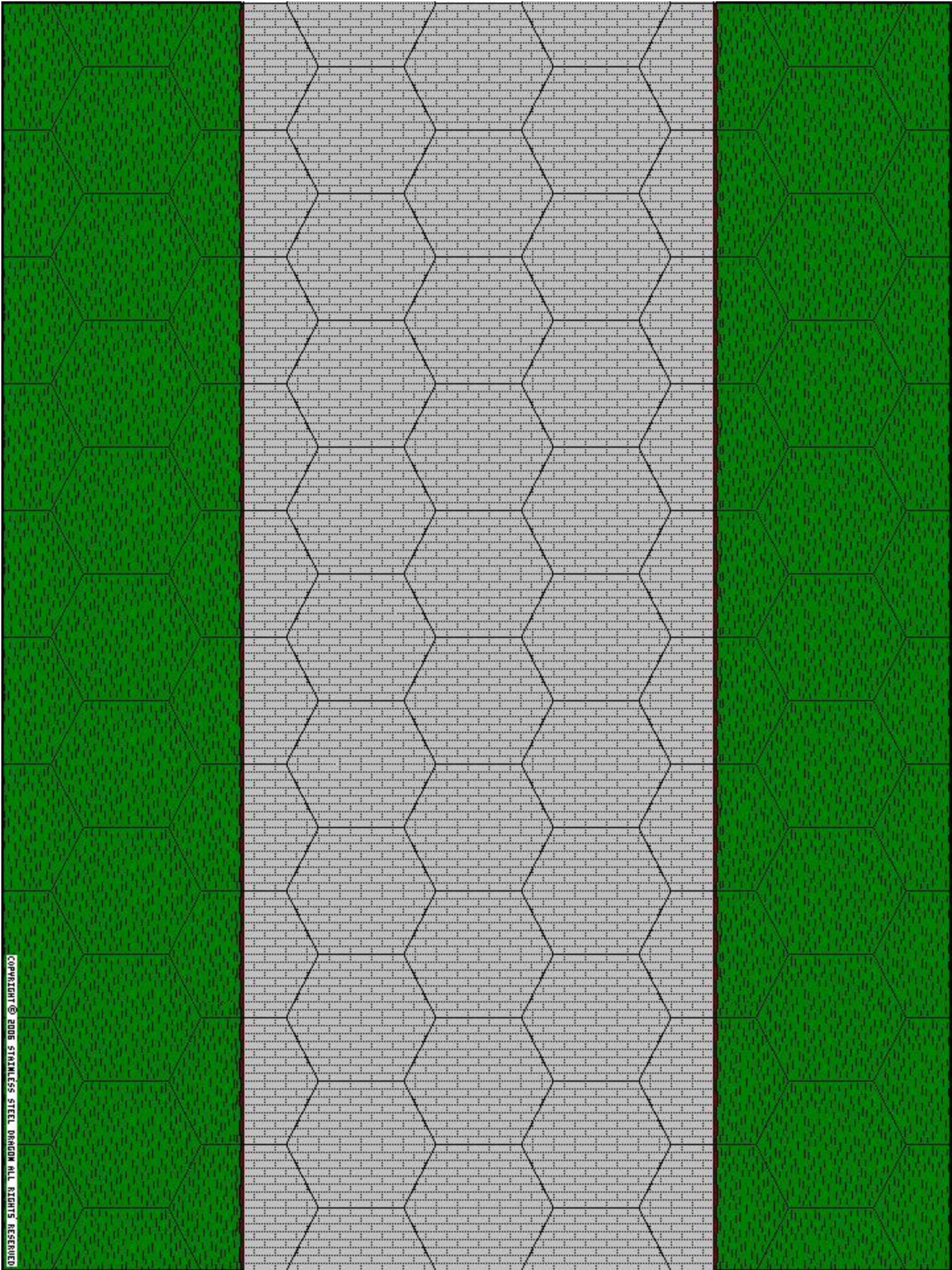


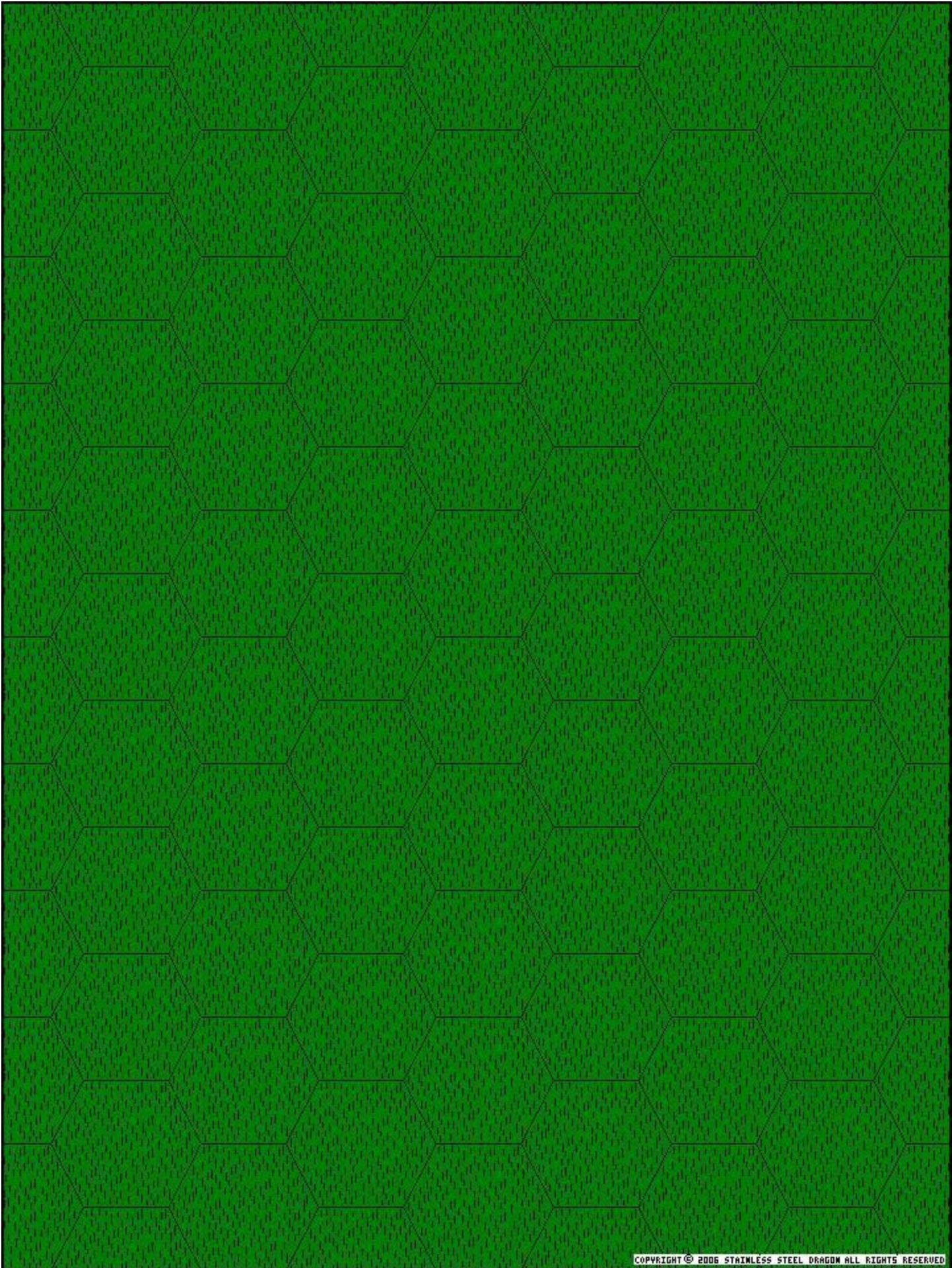












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