

# BATTLETECH

# MAPPACK

## FLATLANDS TERRAIN SET



**CATALYST**  
game labs

A TOTAL WARFARE MAP SUPPLEMENT

TW, P. 263

<b>FLATLANDS TERRAIN TABLE</b>	
1D6	Mapsheet
1	Open Terrain #1
2	Open Terrain #2
3	Desert Hills
4	City Ruins
5	CityTech Map
6	Scattered Woods

## PRINT YOUR BATTLEFIELD!

*BattleTech MapPacks* bring back *BattleTech's* classic map sheets in printable form. Using the original map sheet art, and sized for compatibility with the original printed sheets and newer *Hex Packs* alike, you can now store and print as many sheets as needed for your *BattleTech* games.

Use these sheets in conjunction with the random terrain tables found in *Total Warfare*, or any time you need a quick map, but transporting physical terrain is impractical. Mount them on poster board or cardboard for longevity, or cut them up to mix and match your own unique battlefields.

This PDF provides you with Full-Sized Maps (18"x22") as well as Tabloid (11"x17") and Letter (8.5"x11") tiles to choose from.

### OPTION 1 (PREFERRED)

If you have access to an oversize or poster printer, printing the Full-Sized Map whole is the simplest option. Otherwise, printing tiles will be necessary.

Print the Full-Sized Maps (pp. 3-8) in Adobe Reader using the Poster Size option. Use the default Tile Scale and Overlap (Tile Scale 100%, Overlap 0.005 in) and select the Cut Marks box. This will produce six sheets of map segments marked for proper cutting and joining. Trim the sheets along the cut marks provided and tape them together with clear tape.

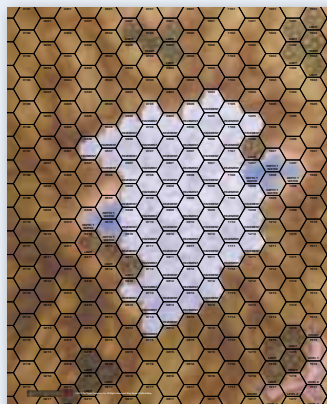
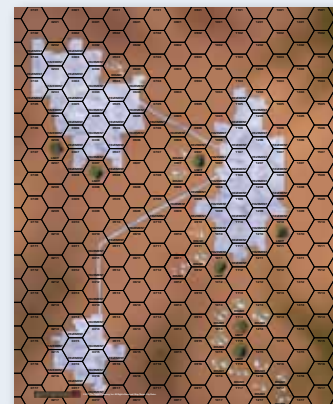
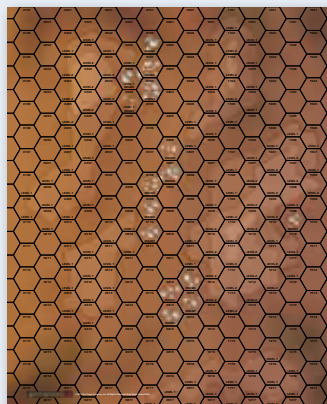
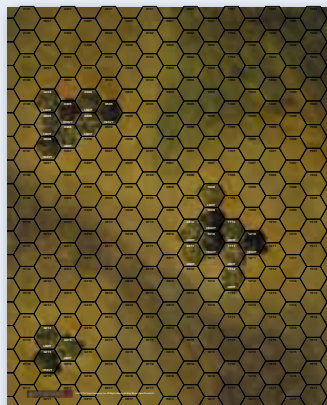
### OPTION 2

This method is simpler and uses less paper and ink. However, please note that while any maps produced using this method are compatible with each other, *they are a fraction smaller than previously produced BattleTech Hex Maps and will not line up with them.*

Print out the four Letter-sized tiles (pp. 21-44) using Adobe Reader. Set the size as Fit. Trim the white excess off the sheets and tape them together with clear tape.

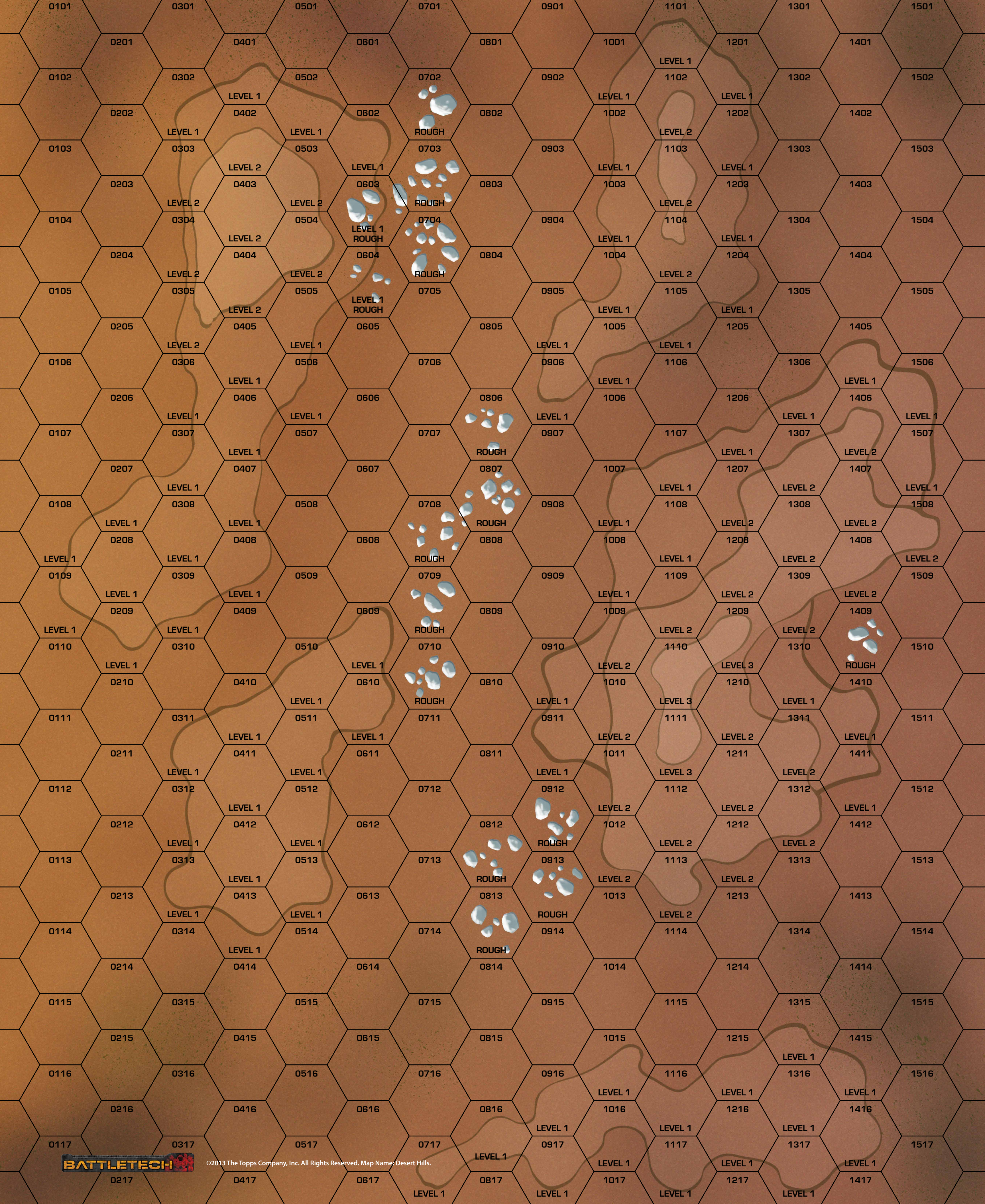
### OPTION 3

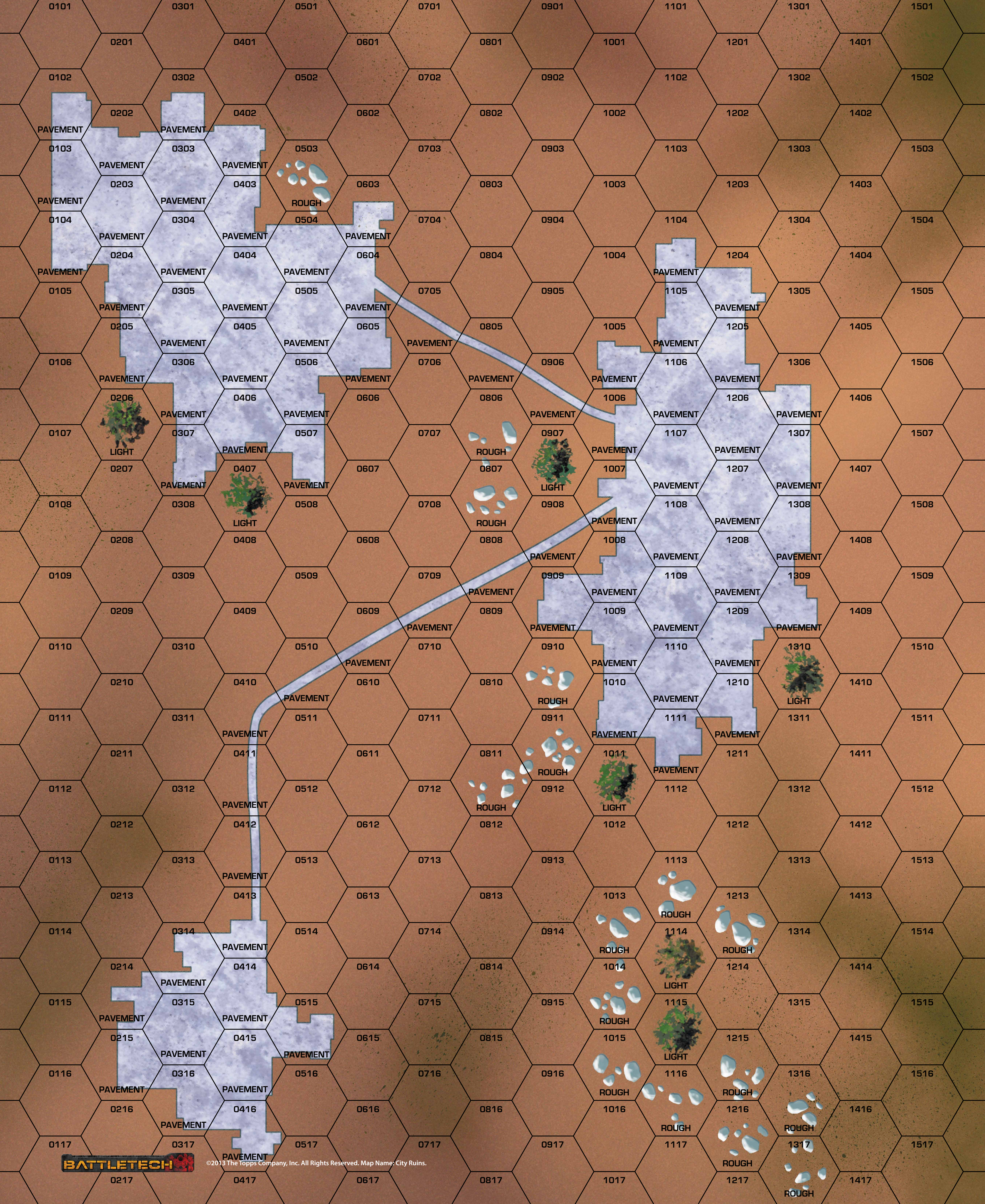
If your printer is capable of printing tabloid-sized sheets, use the above method but print the two Tabloid-sized tiles (pp. 9-20) instead. As noted above, any maps produced using this method are compatible with each other, *but they are a fraction smaller than previously produced BattleTech Hex Maps and will not line up with them.*

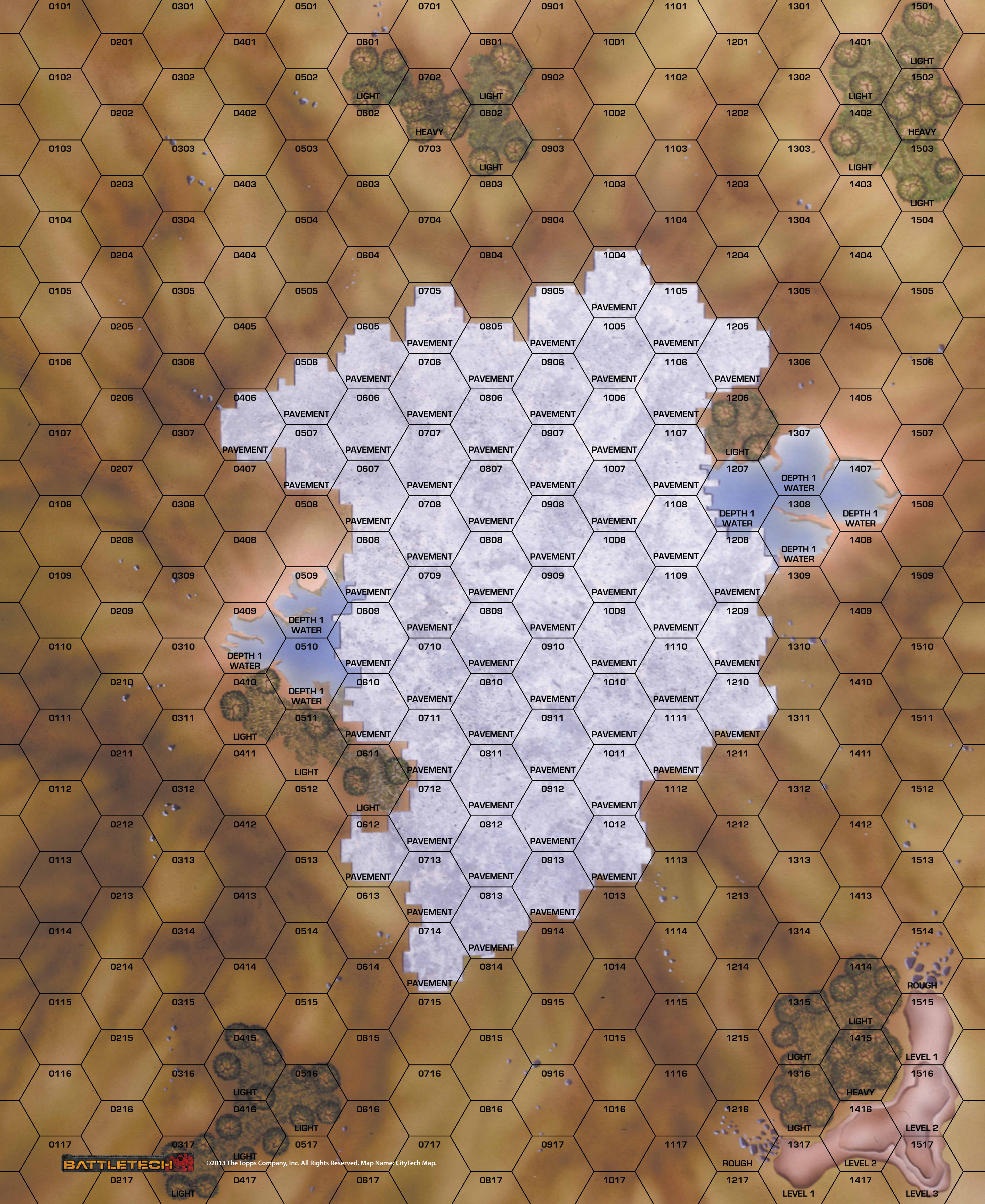


















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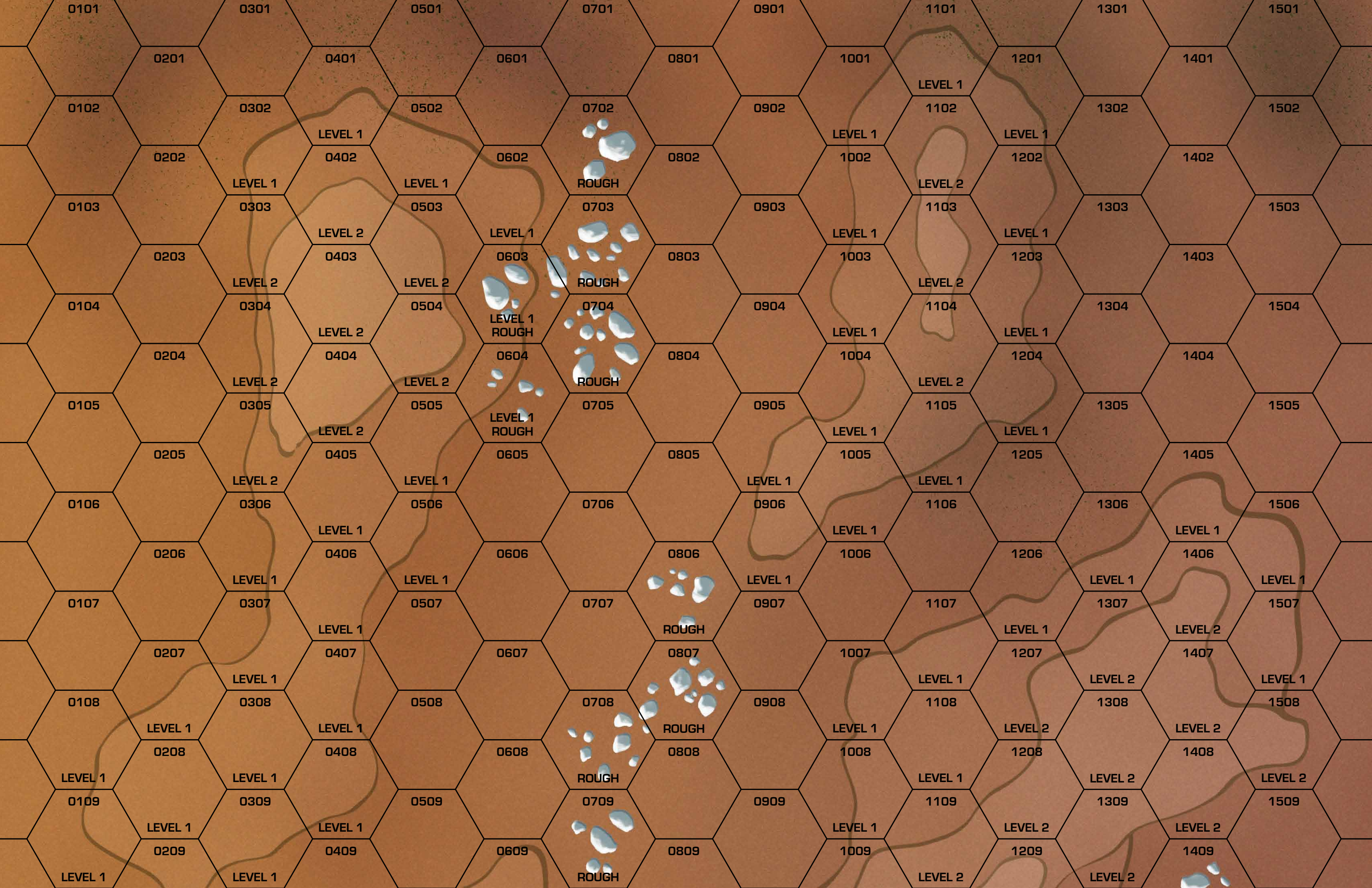
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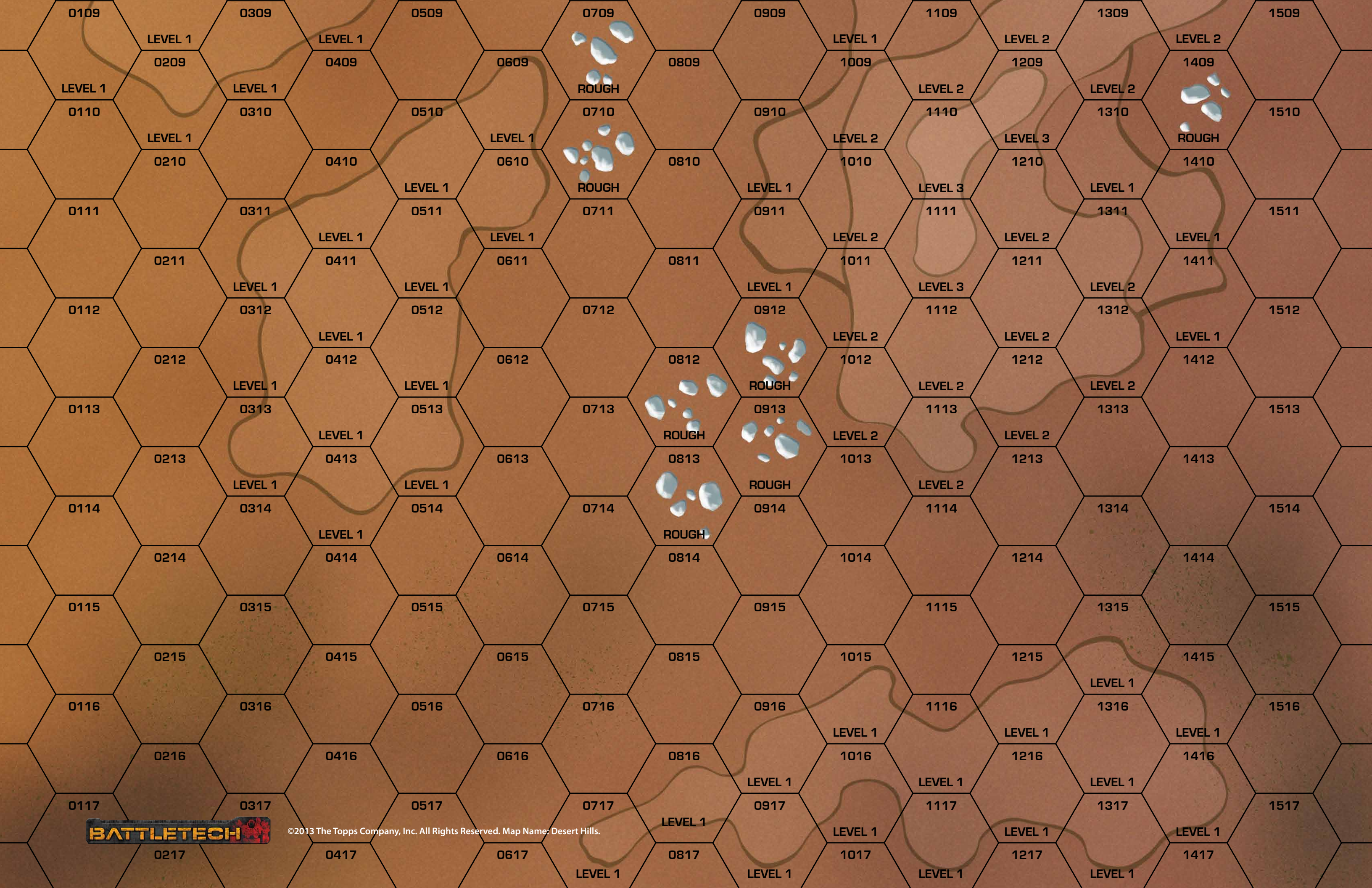
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LEVEL 1

LEVEL 1

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0209

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LEVEL 2

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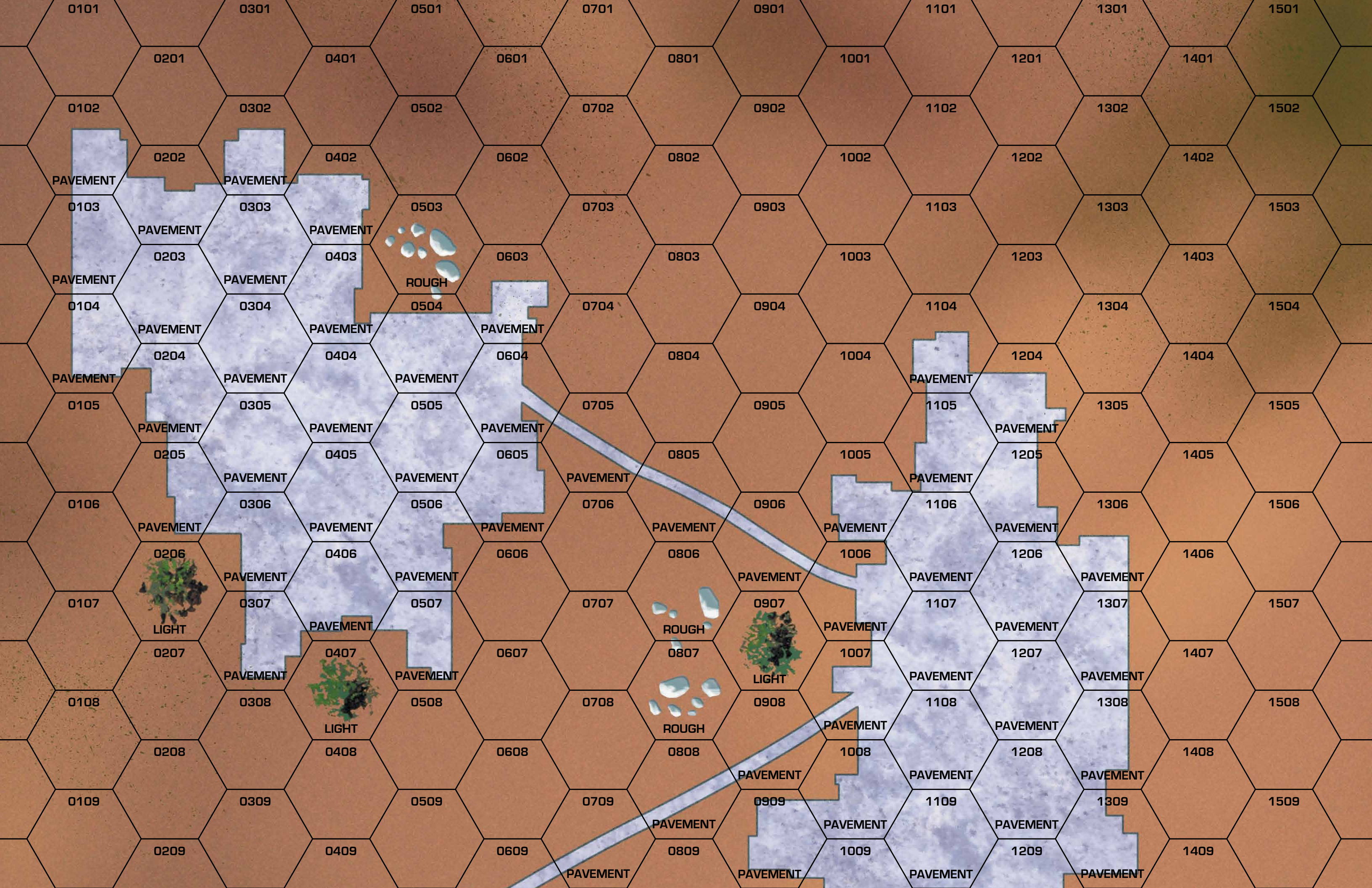
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PAVEMENT

PAVEMENT

ROUGH

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PAVEMENT

PAVEMENT

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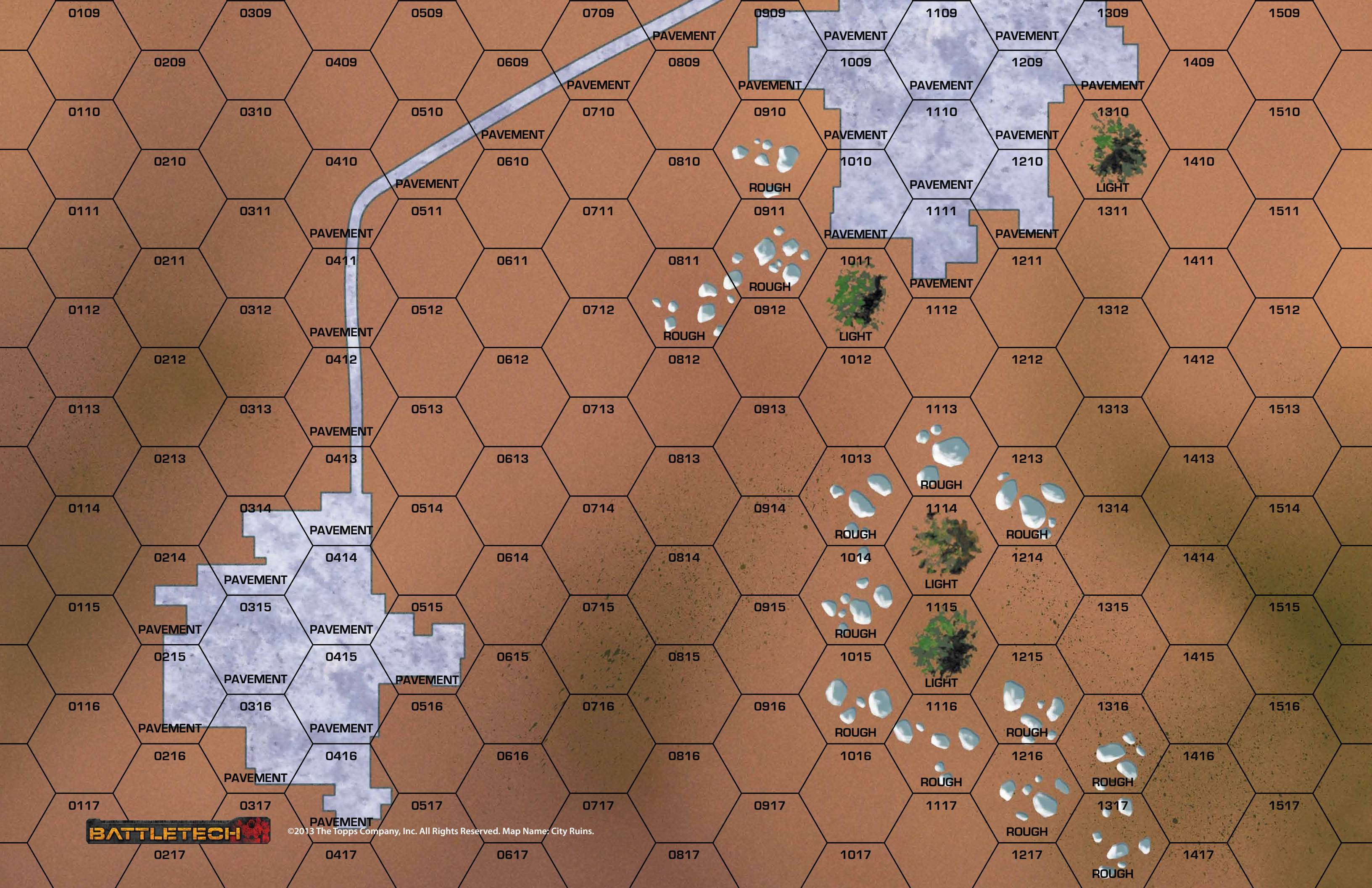
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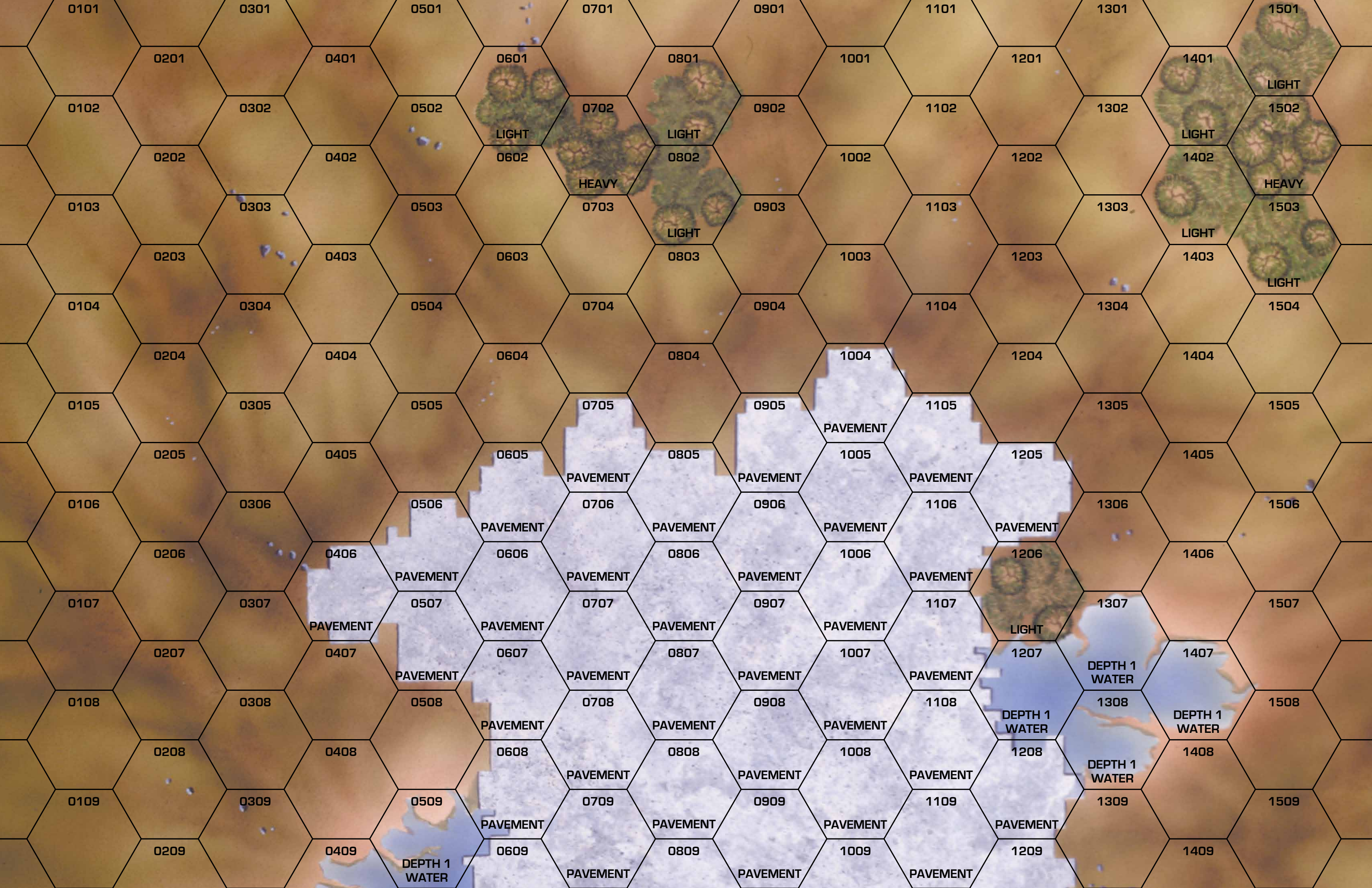
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**BATTLETECH**

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DEPTH 1  
WATER

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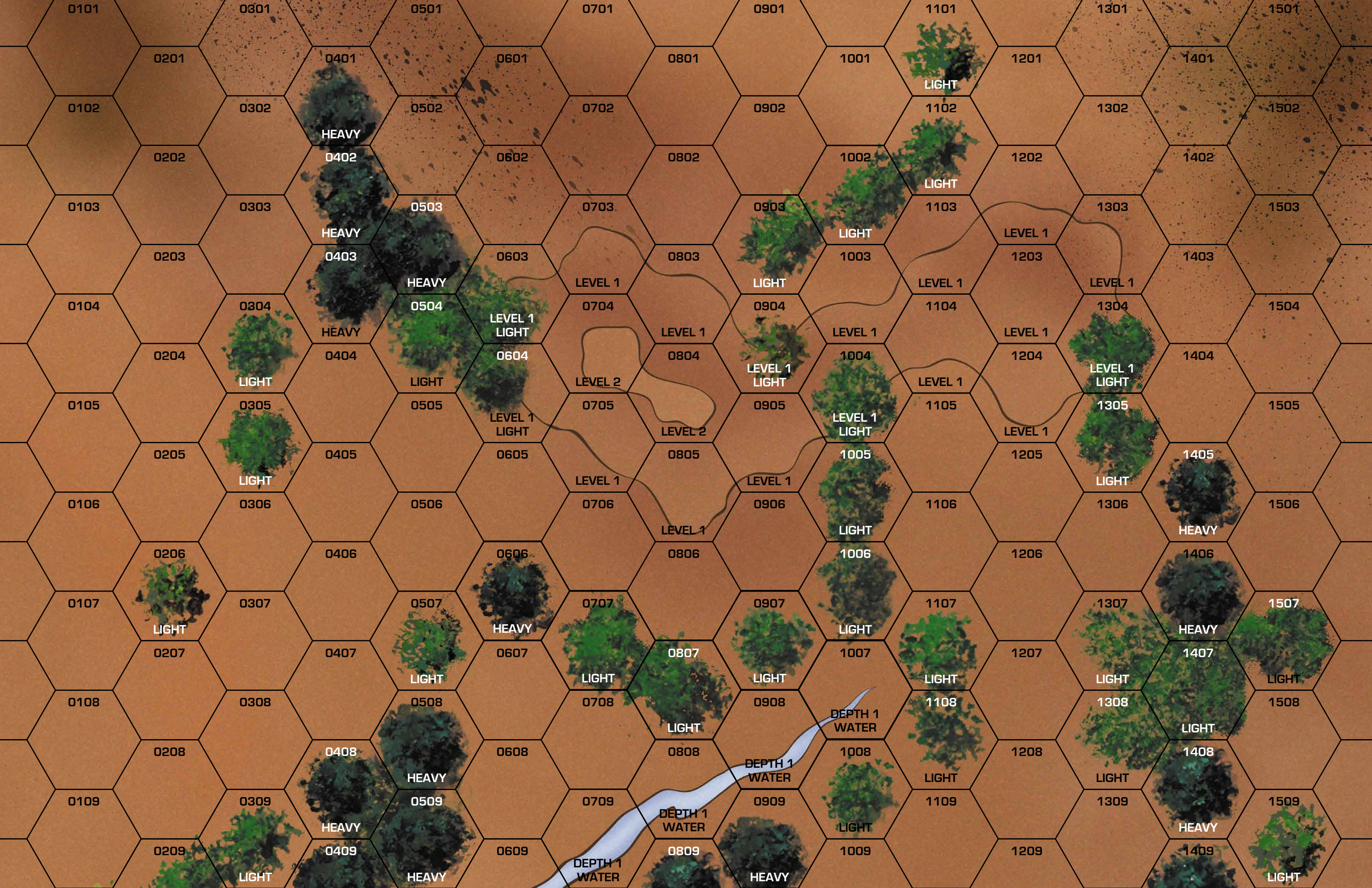
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LEVEL 2

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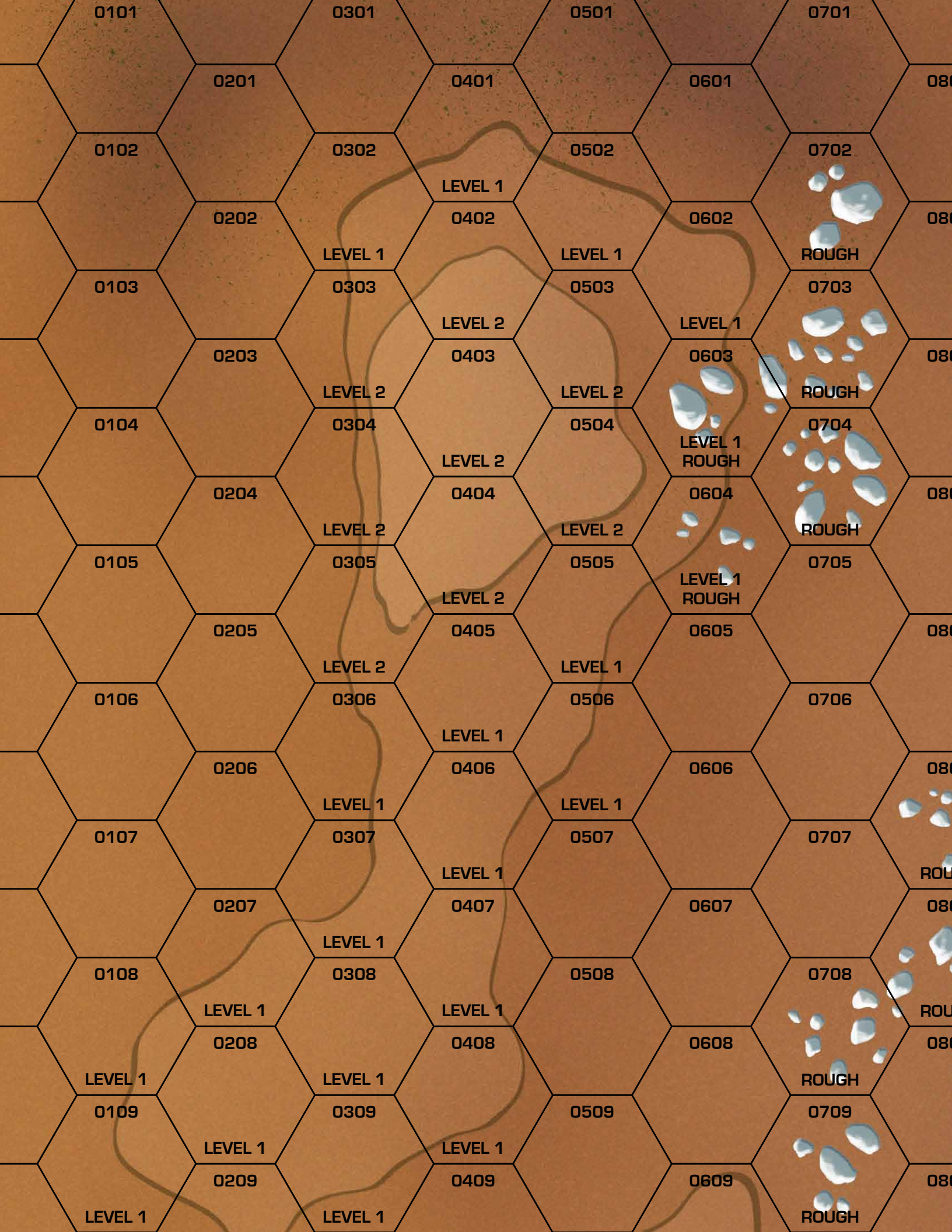
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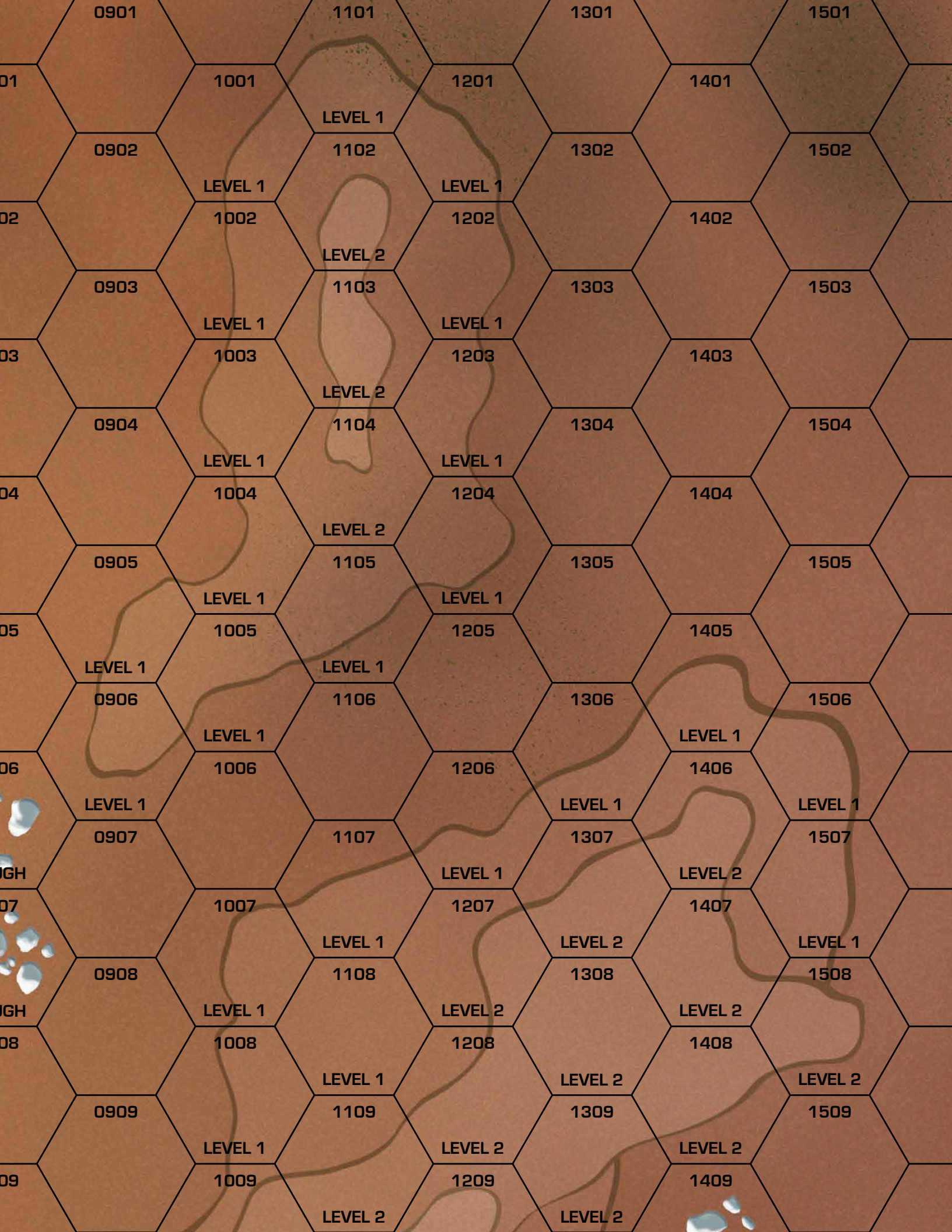
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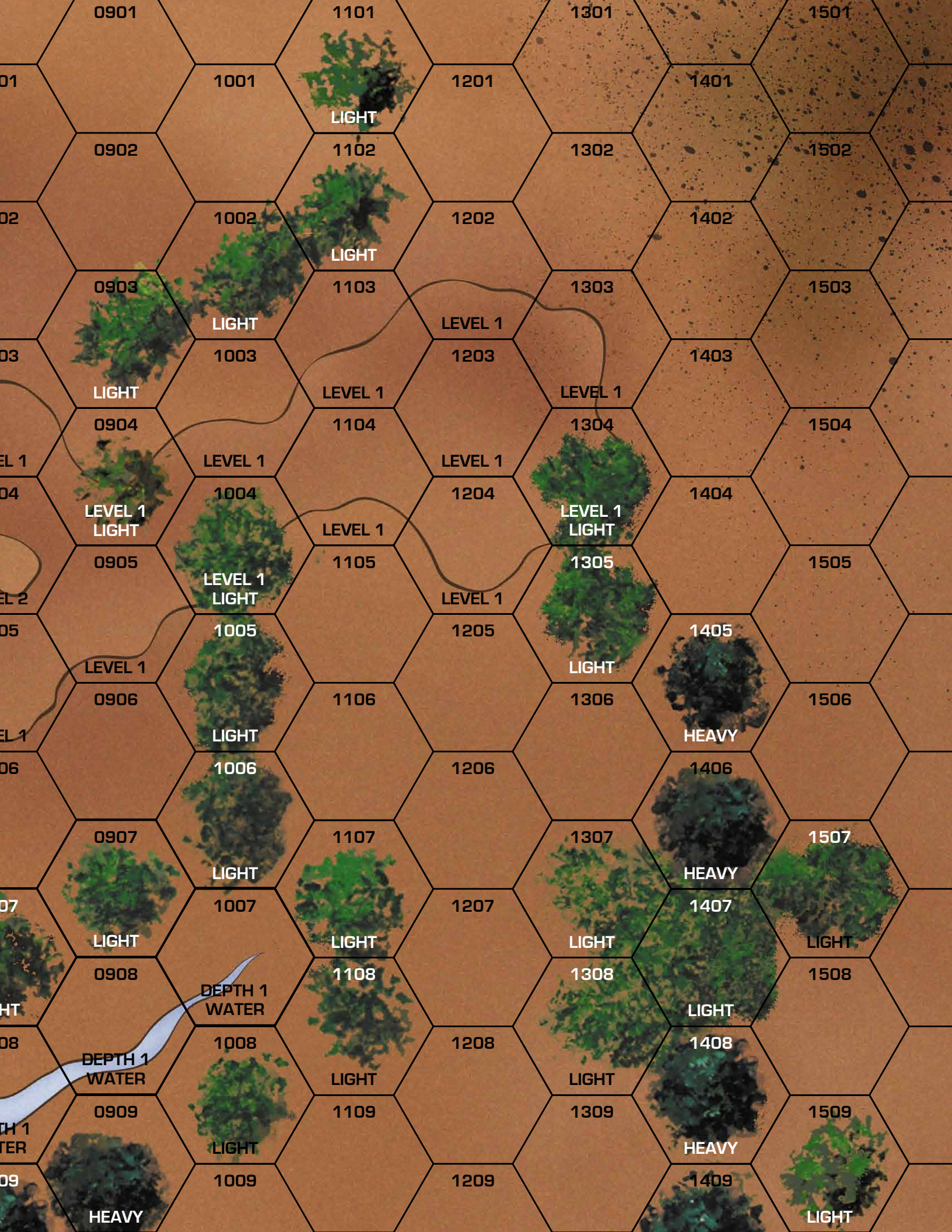
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