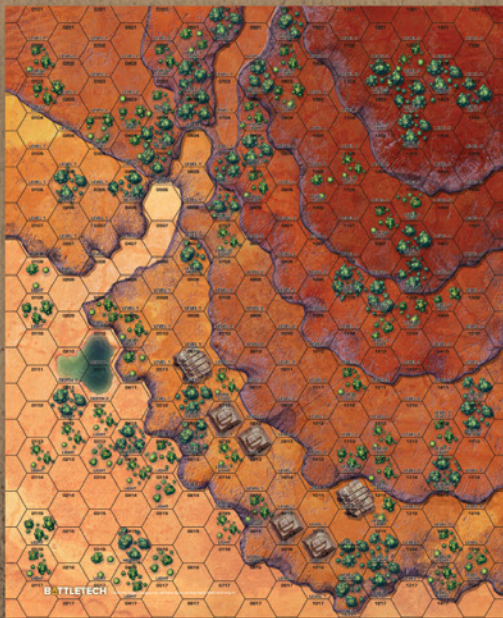


BATTLETECHTM MAP PACK



WORLDWIDE EVENT 2020 TERRAIN SET

BATTLETECH™

PRINT YOUR BATTLEFIELD!

BattleTech Map Pack Worldwide Event 2020 brings brand new *BattleTech* map sheets in printable form. Using the original map sheet art, and sized for compatibility with the *BattleTech: A Game of Armored Combat* printed maps and punch out terrain 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 a Full-Sized Map (18"x22") as well as Letter (8.5"x11") and Tabloid (11"x17") 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 Map (pp. 2-5) in Adobe Acrobat 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.



E-CAT35MT011

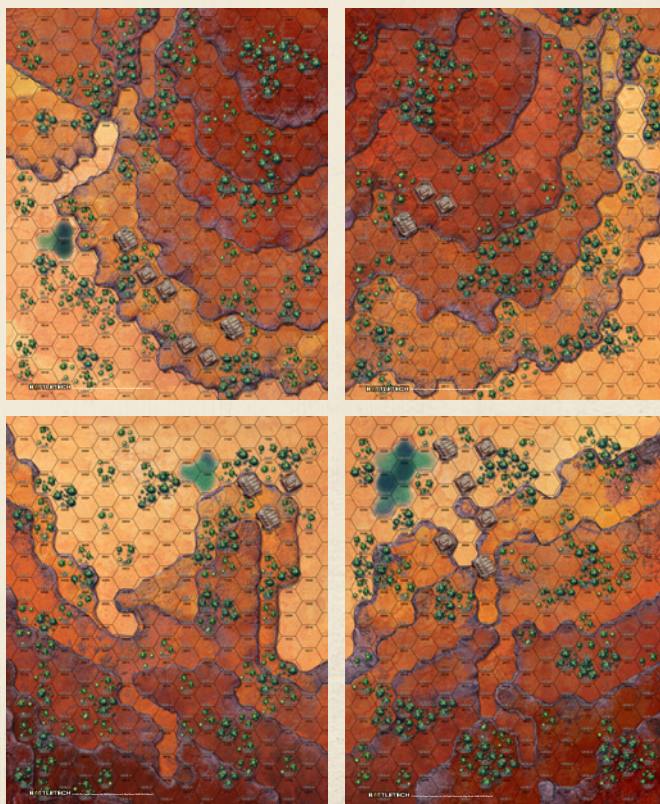
OPTION 2

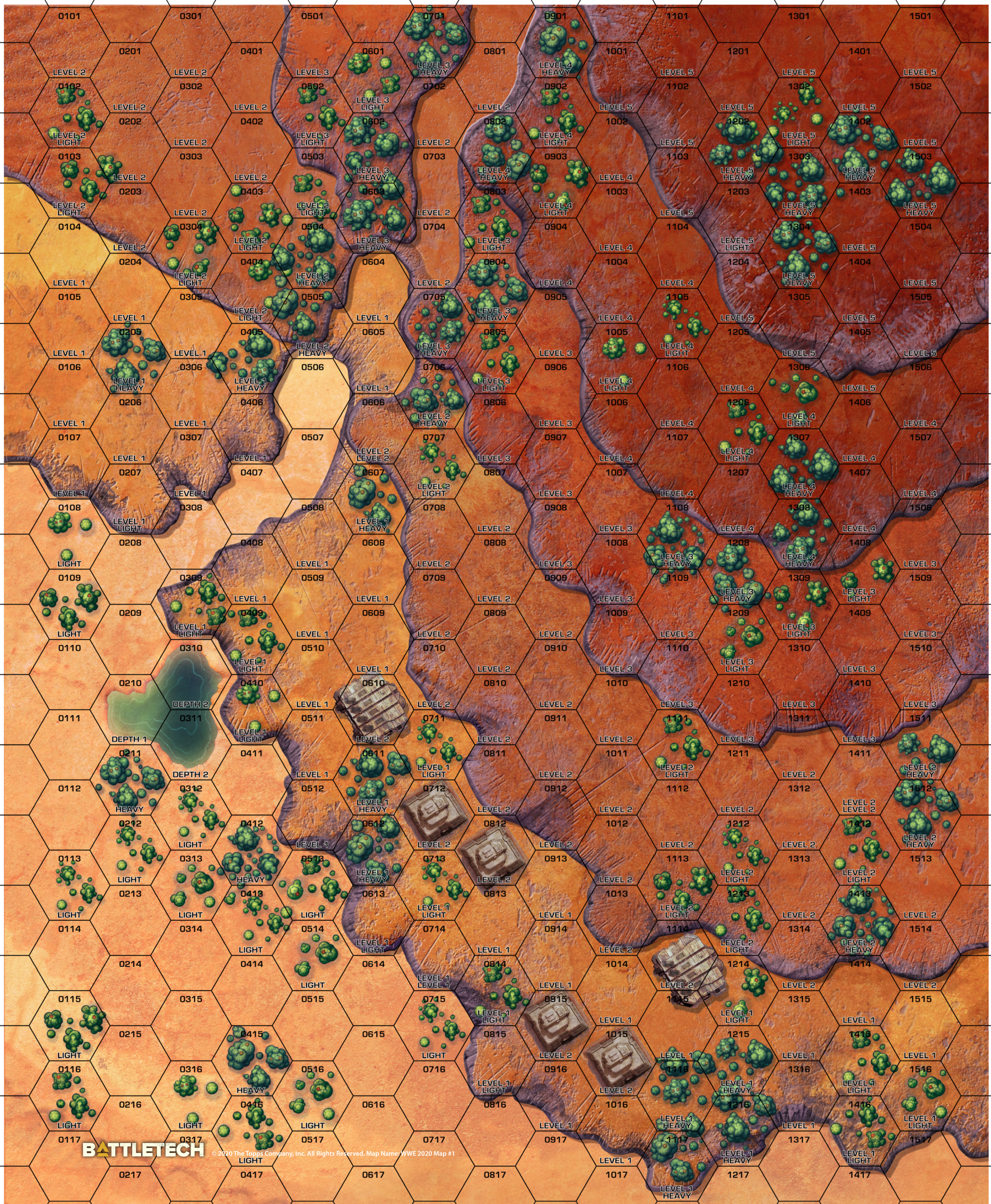
This method is simpler and uses less paper and ink. However, please note that while any maps produced using this method are compatible with each other, they are a fraction smaller than previously produced *BattleTech* Hex Maps and will not line up with them.

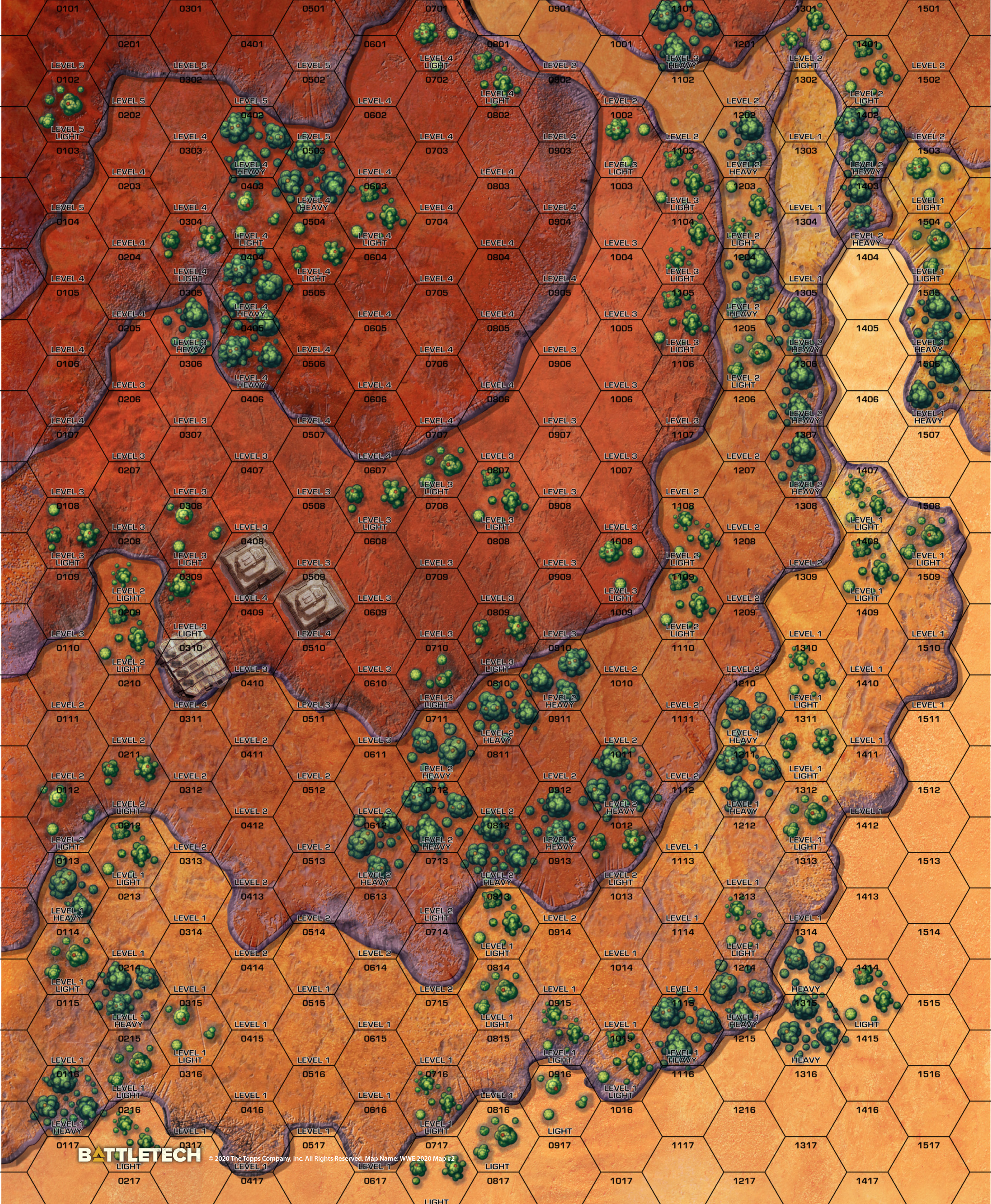
Print out the Letter-sized tiles (pp. 6-41) using Adobe Acrobat. Set the size as Fit. Trim the white excess off the sheets and tape them together with clear tape.

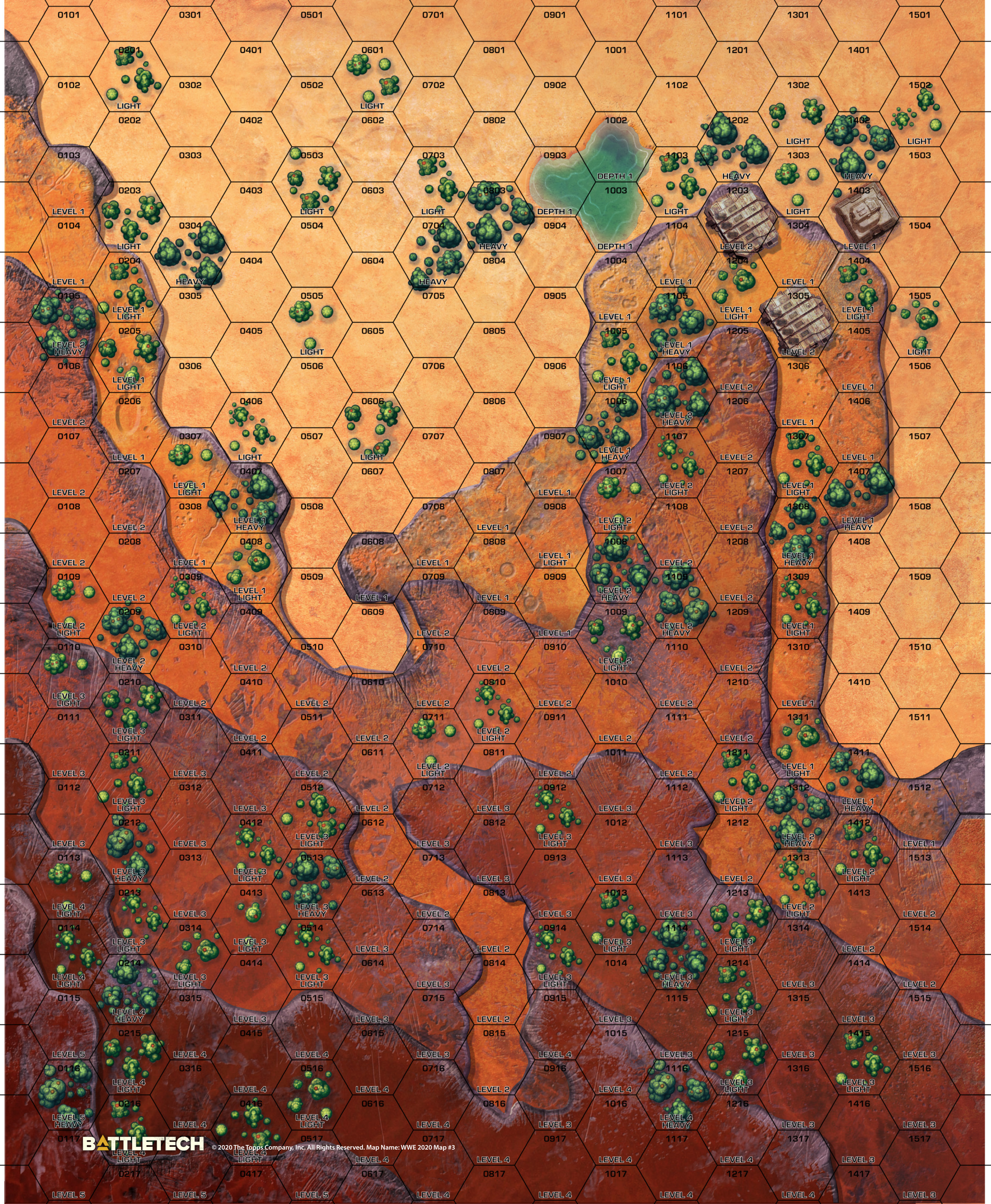
OPTION 3

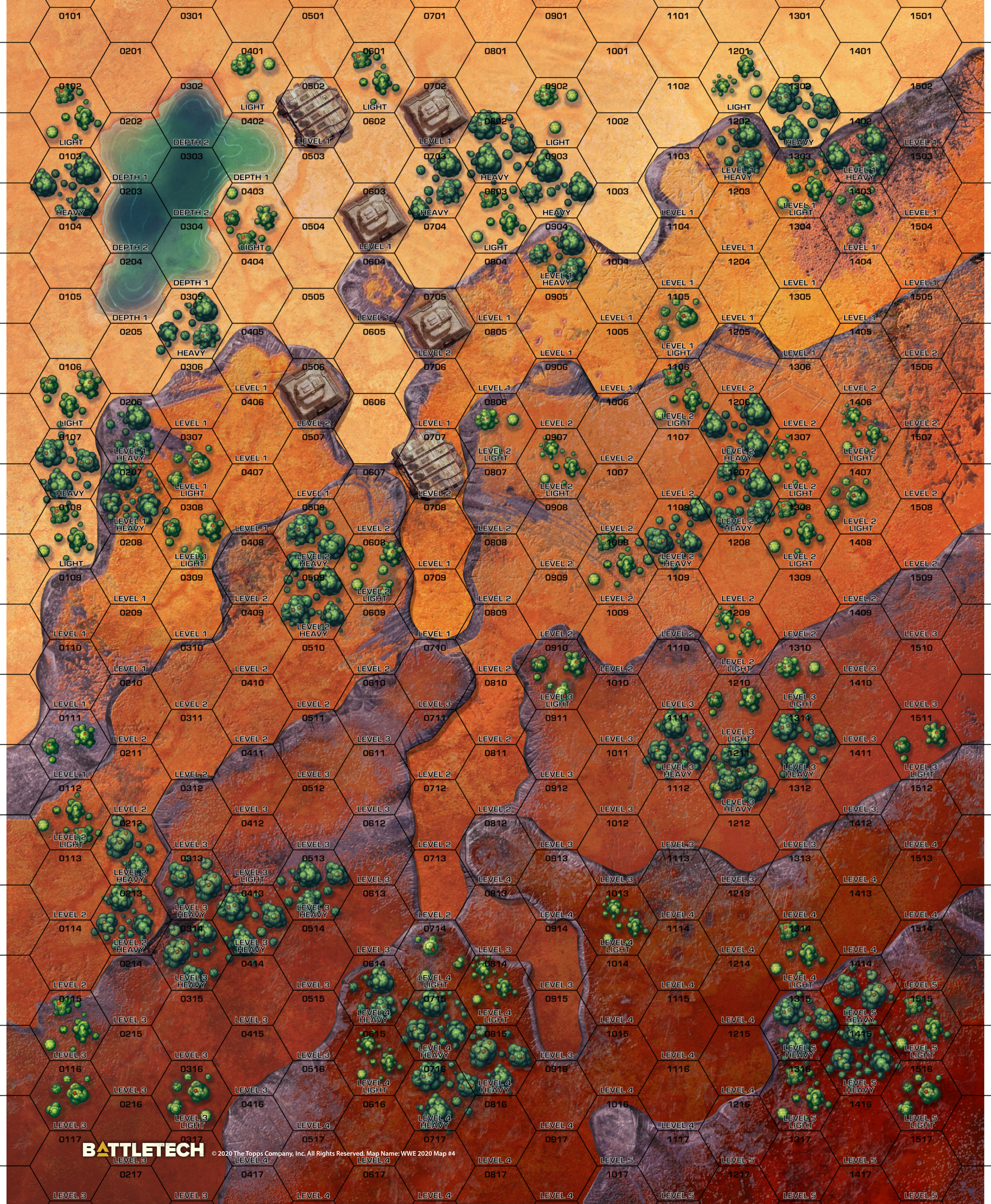
If your printer is capable of printing tabloid-sized sheets, use the above method but print the two Tabloid-sized tiles (pp. 42-49) instead. As noted above, any maps produced using this method are compatible with each other, *but they are a fraction smaller than previously produced BattleTech Hex Maps and will not line up with them.*

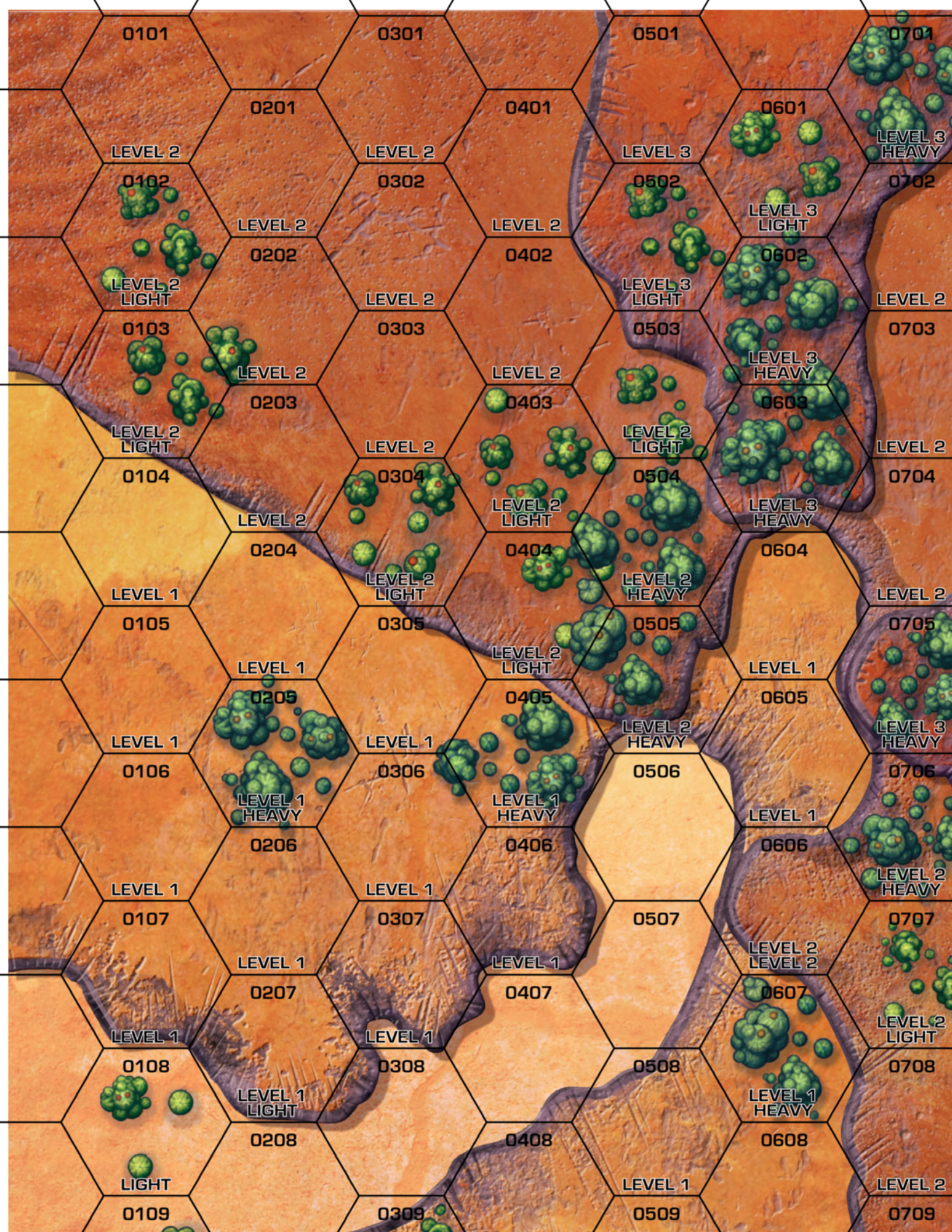
























LIGHT

0110

LEVEL 1
LIGHT

0310

LEVEL 1

0510

LEVEL 2

0710

0210

DEPTH 2

0311

LEVEL 1
LIGHT

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LEVEL 1

0511

LEVEL 1

0610

LEVEL 2

0711

0111

DEPTH 1

0211

DEPTH 2

0312

0411

LEVEL 1

0512

LEVEL 2

0611

LEVEL 1
LIGHT

0712

0112

HEAVY

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LIGHT

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LEVEL 1
HEAVY

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LEVEL 2

0713

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LIGHT

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HEAVY

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LEVEL 1
HEAVY

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LEVEL 1
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0715

0115

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0515

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0716

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LIGHT

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0417

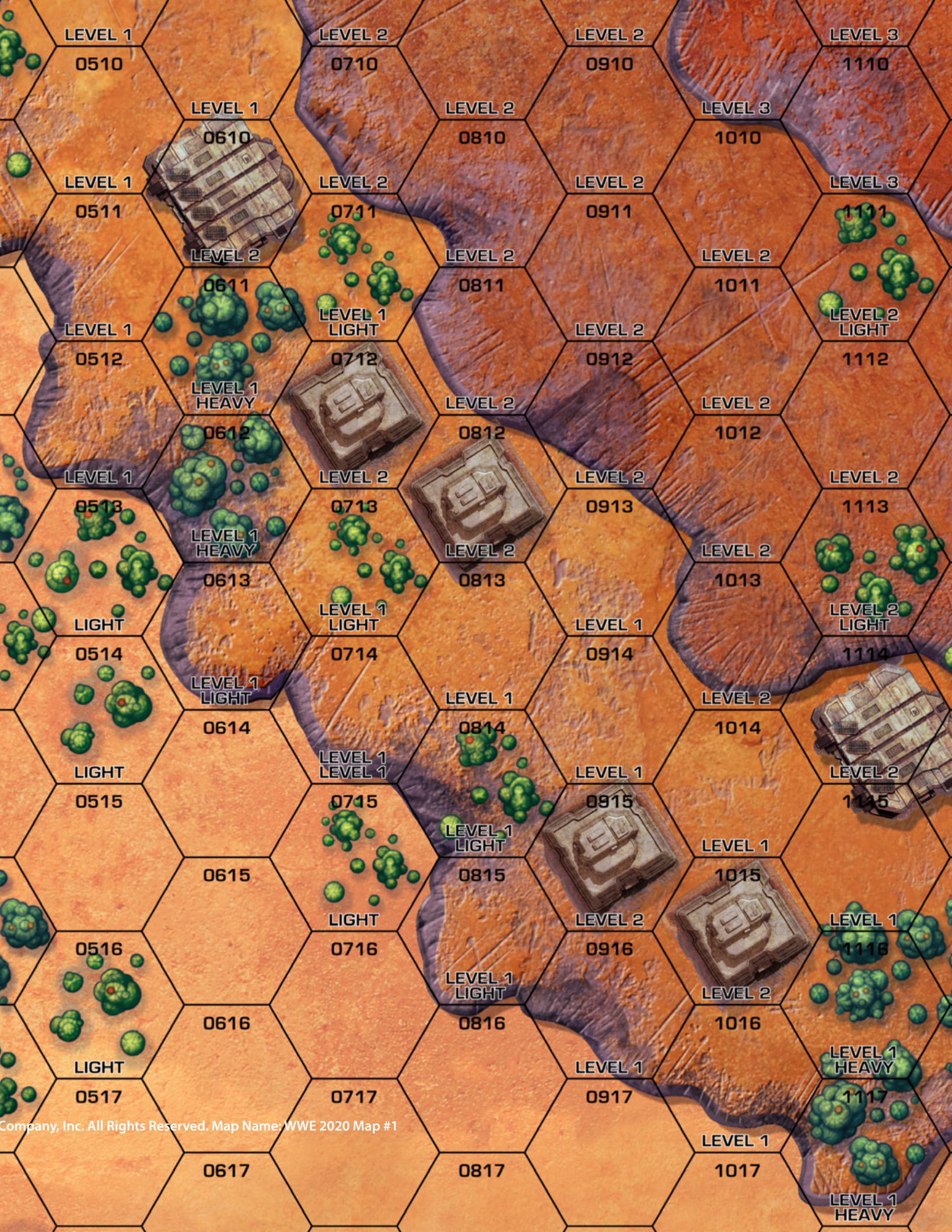
LIGHT

0517

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BATTLETECH

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LIGHT

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1010

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LEVEL 5

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HEAVY

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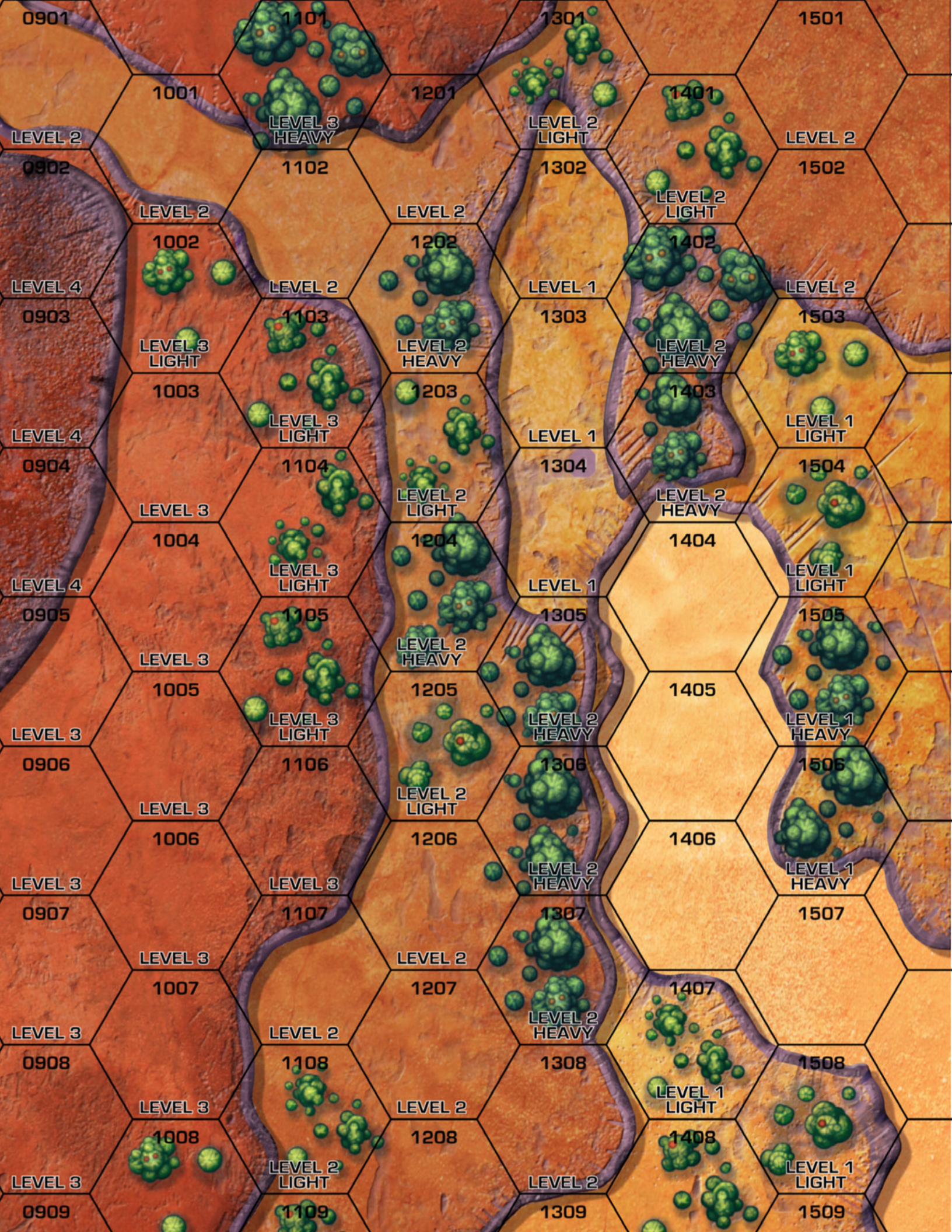
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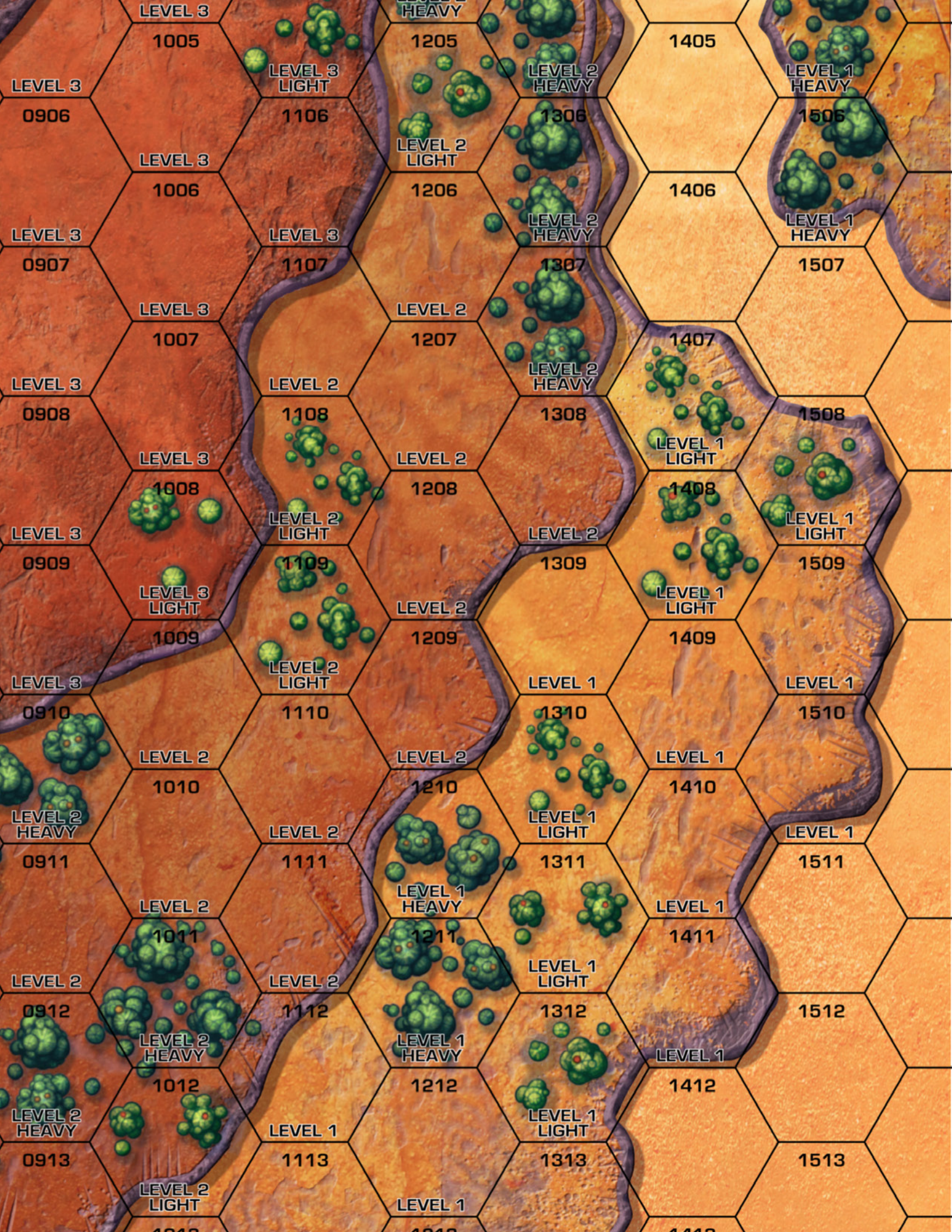
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BATTLETECH

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BATTLETECH

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LEVEL 5

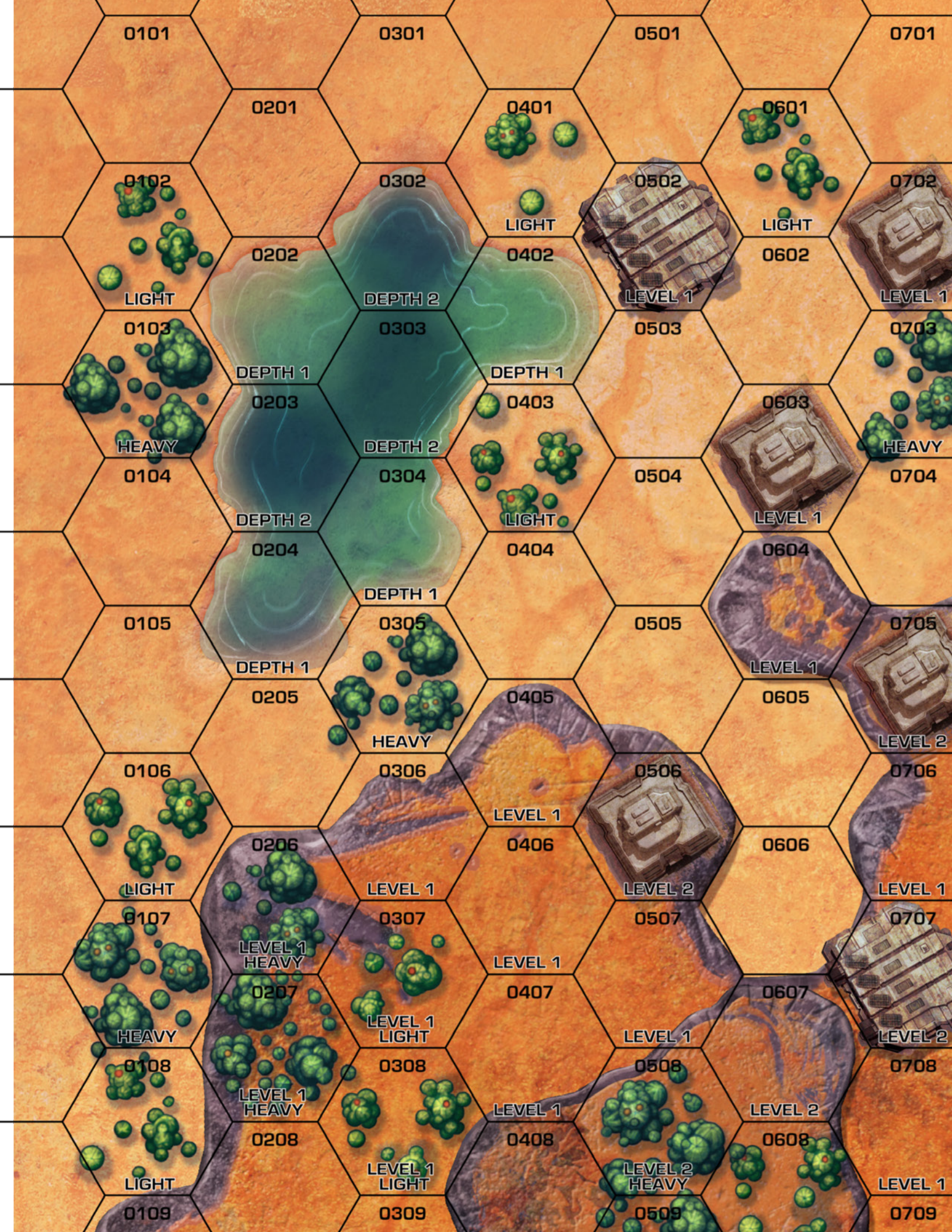
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HEAVY

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DEPTH 2

LEVEL 1

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DEPTH 2

LIGHT

LEVEL 1

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0404

0604

DEPTH 1

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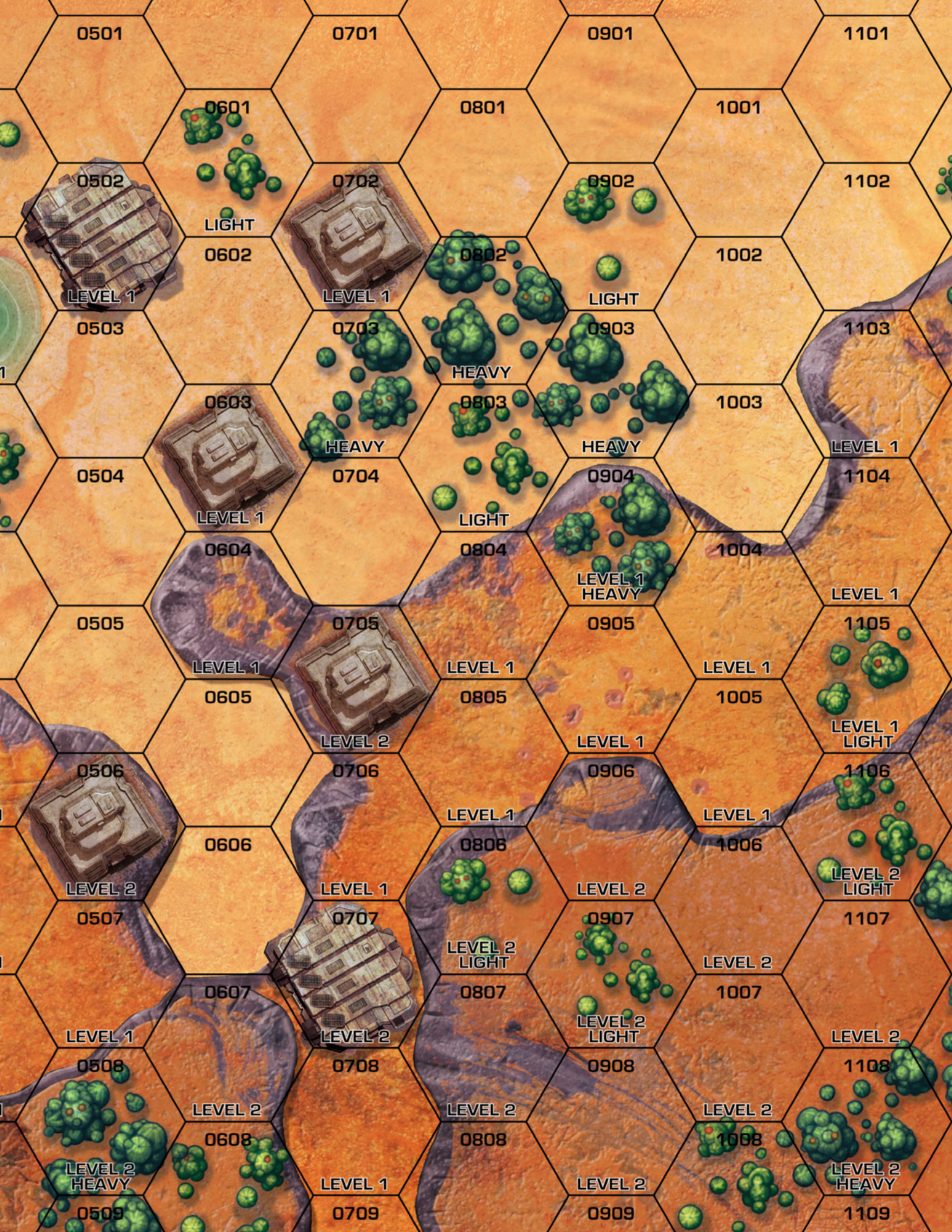
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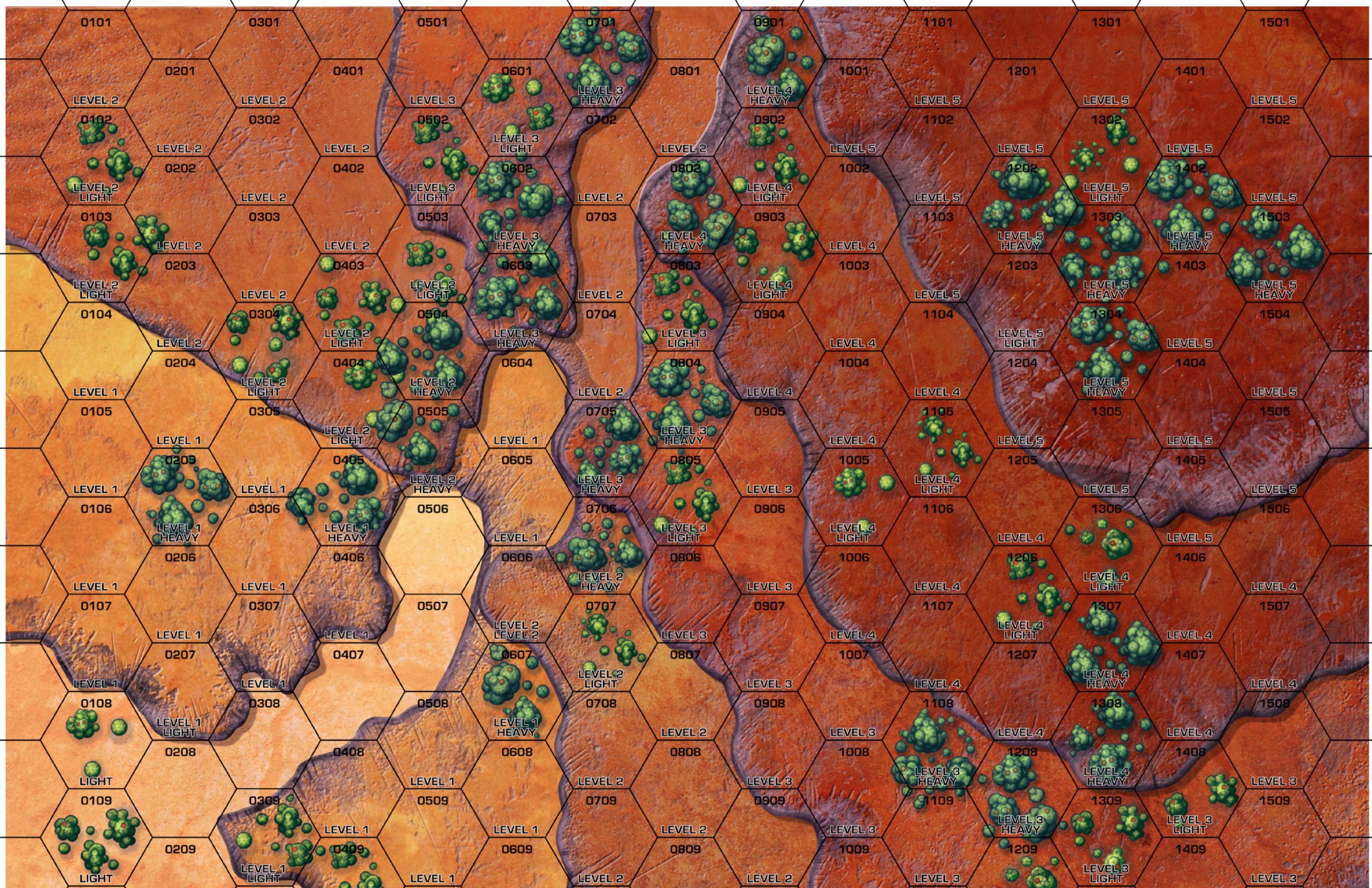


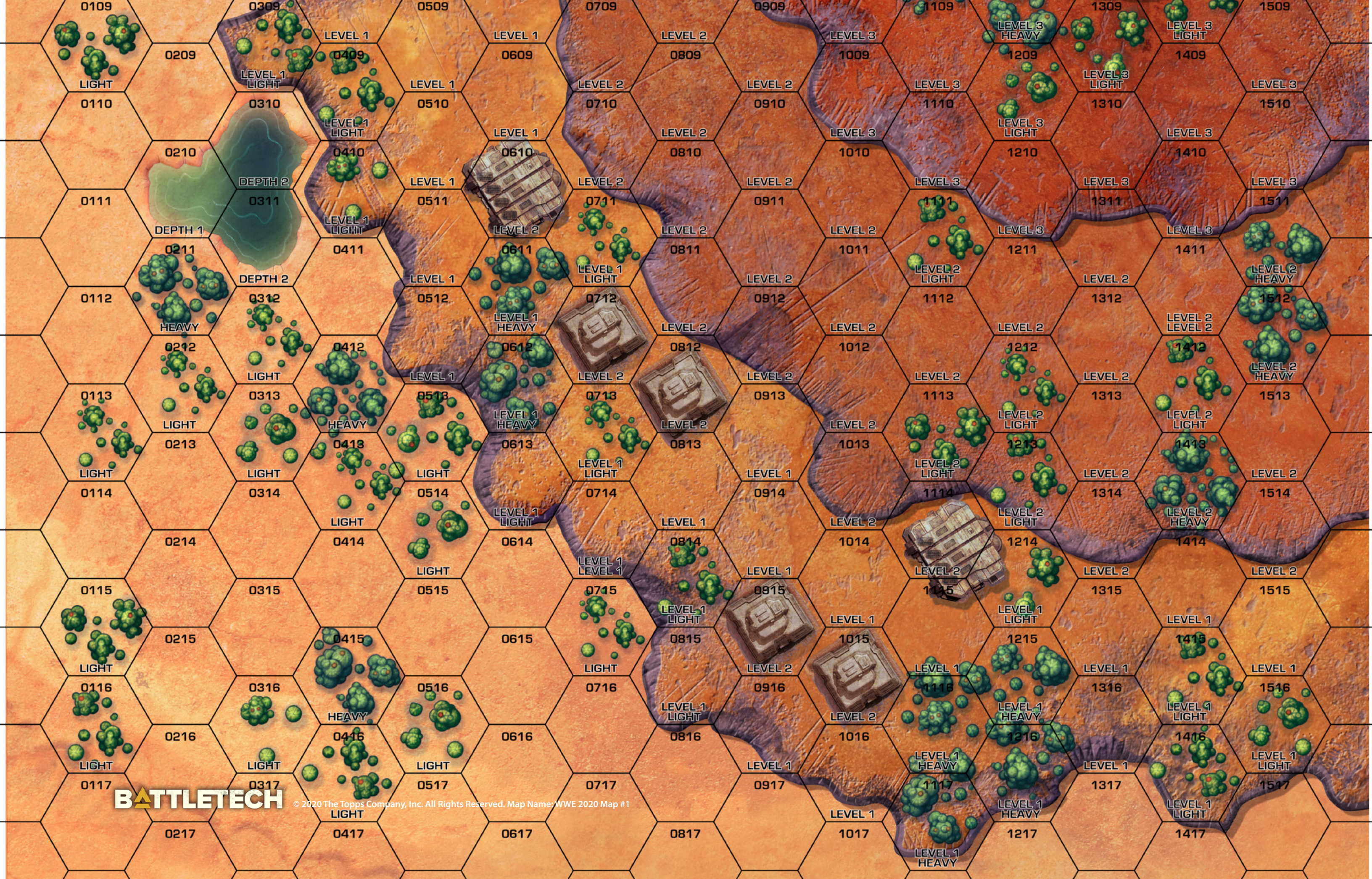
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BATTLETECH

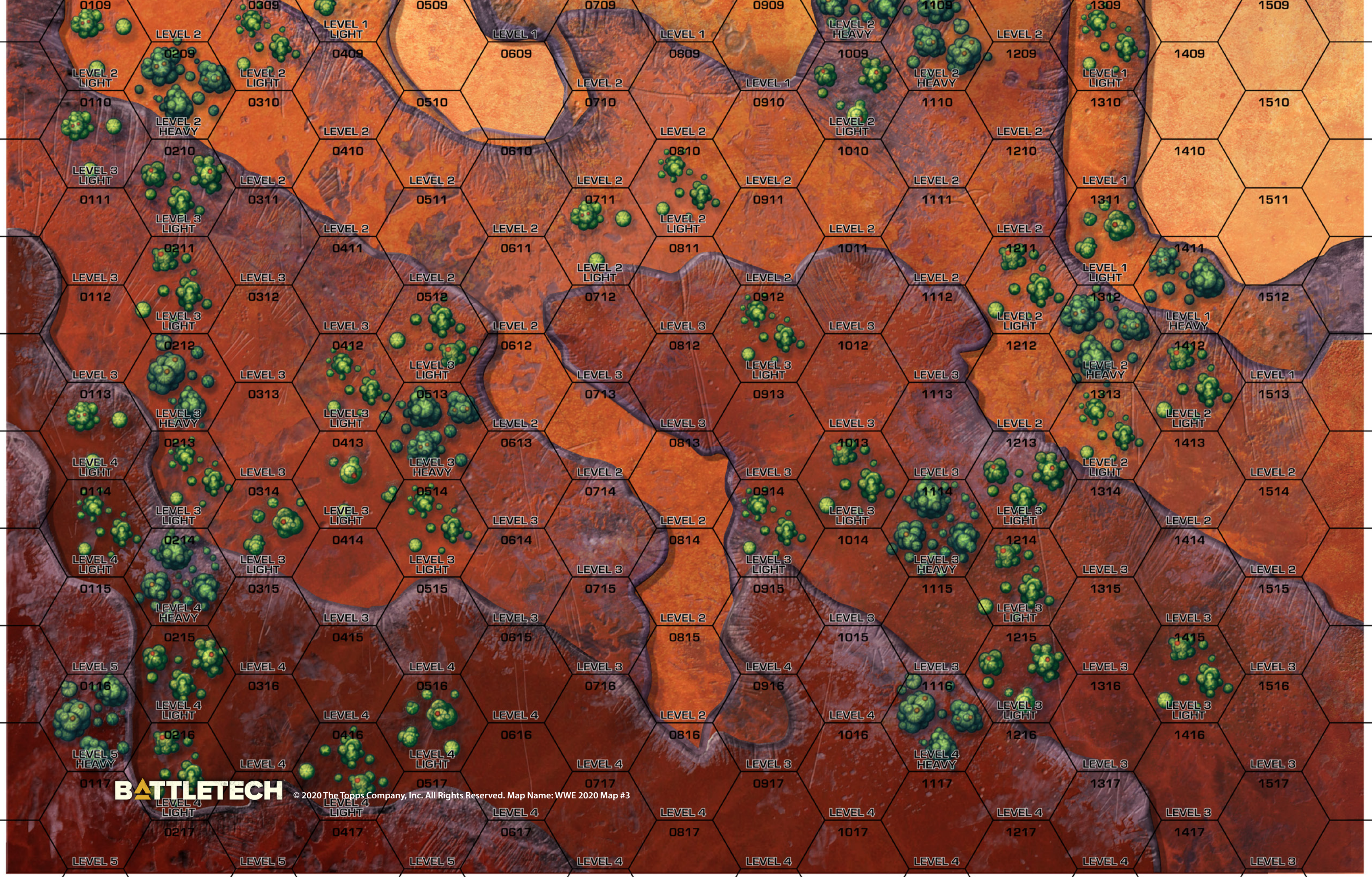
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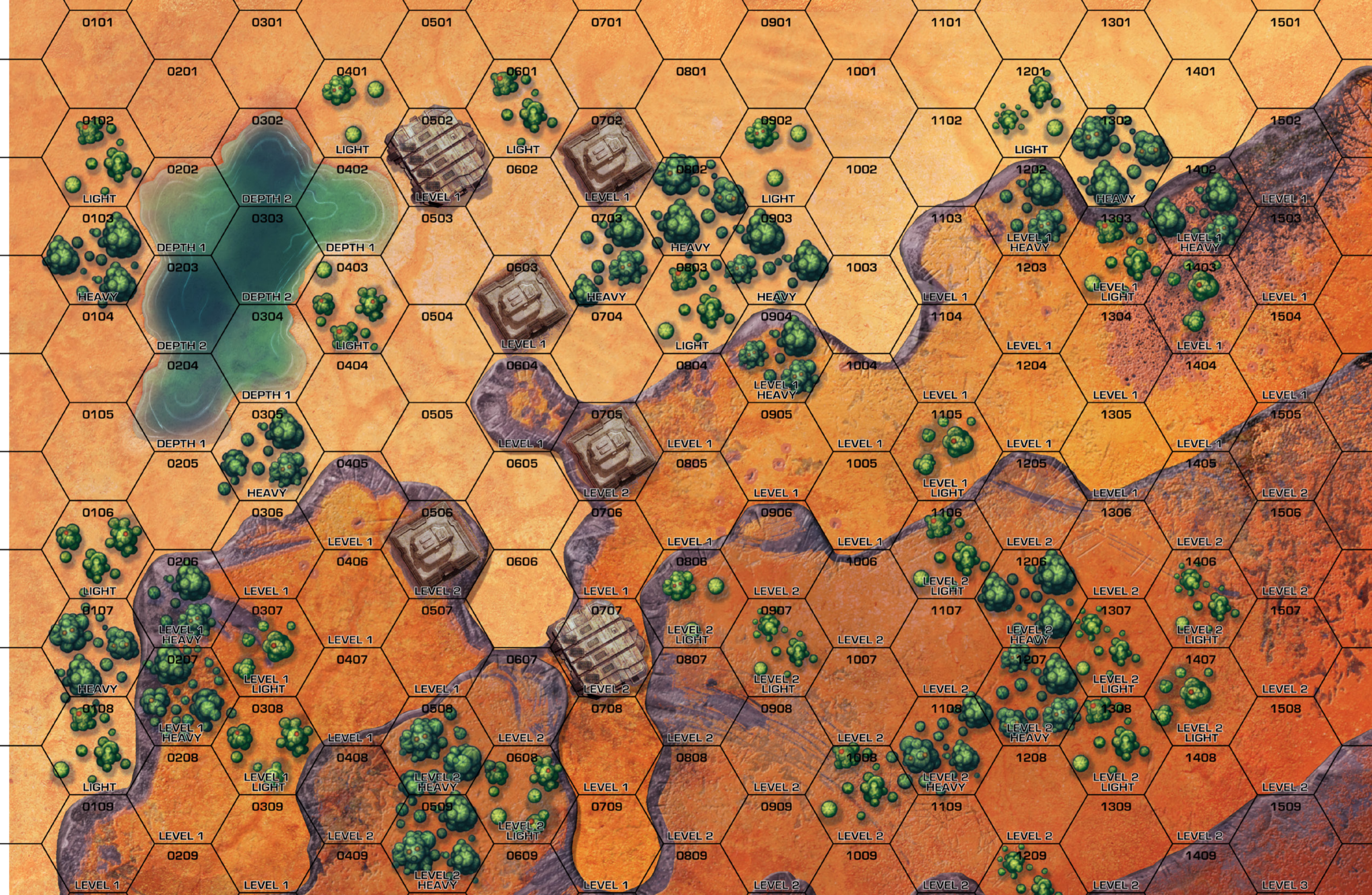
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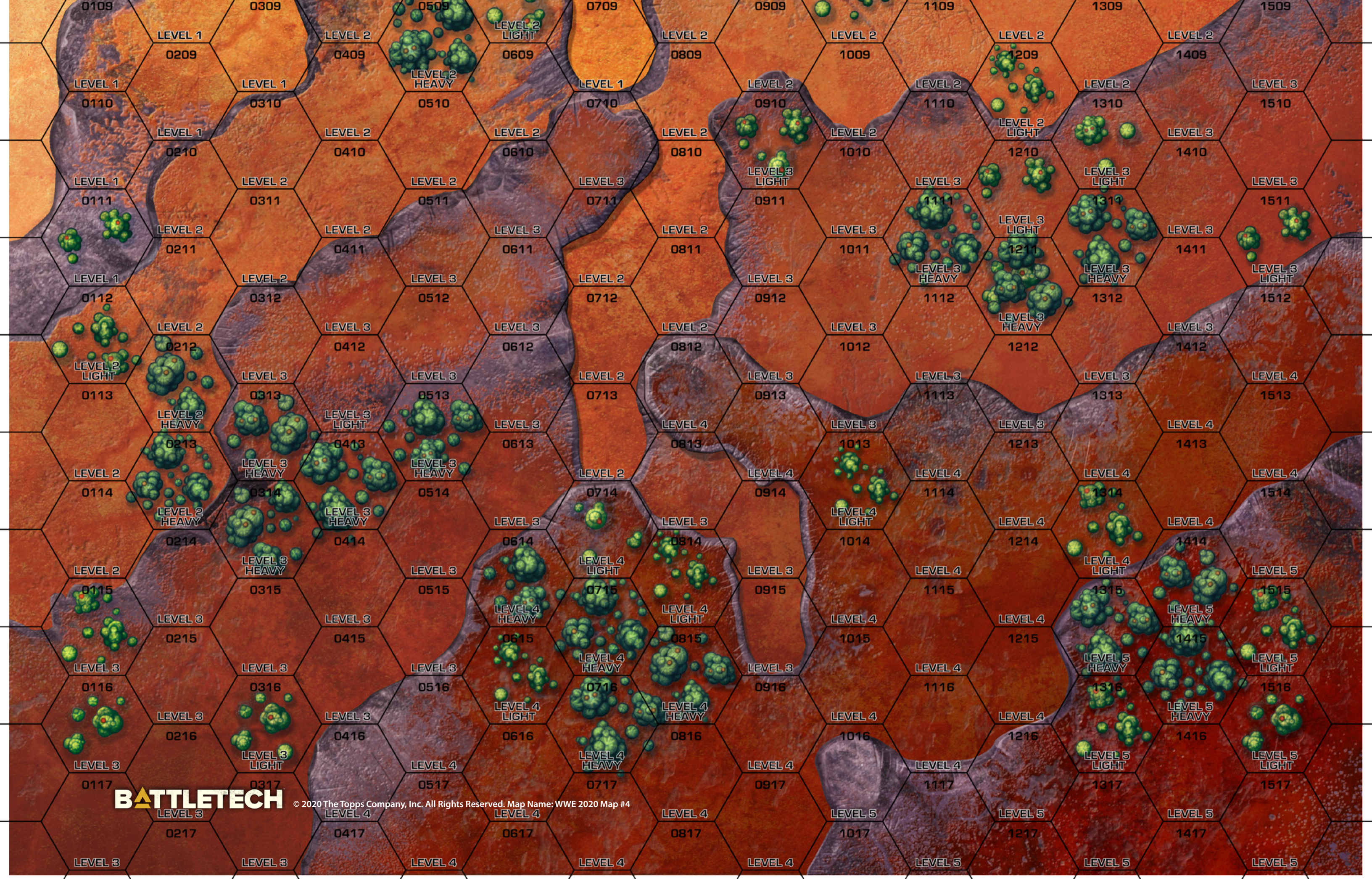




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BATTLETECH

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