

William (kindalas) Wilson's:

Battlemat for the Eclipse Phase Adventure Bump in the Night

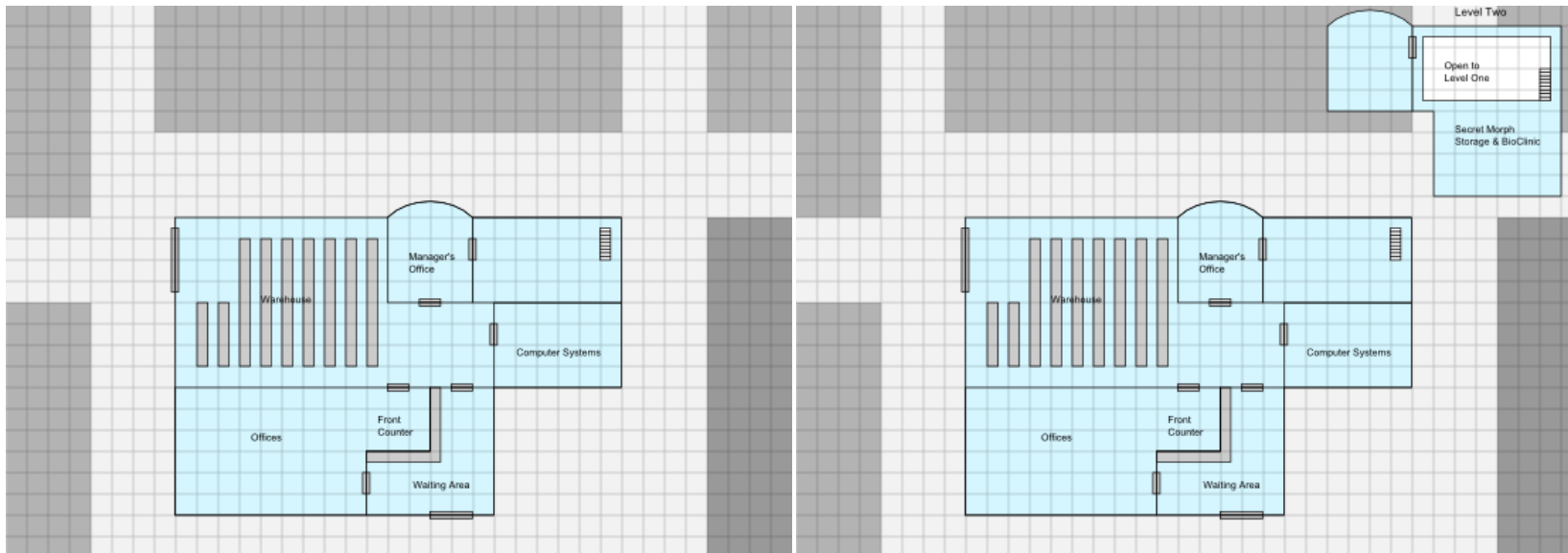


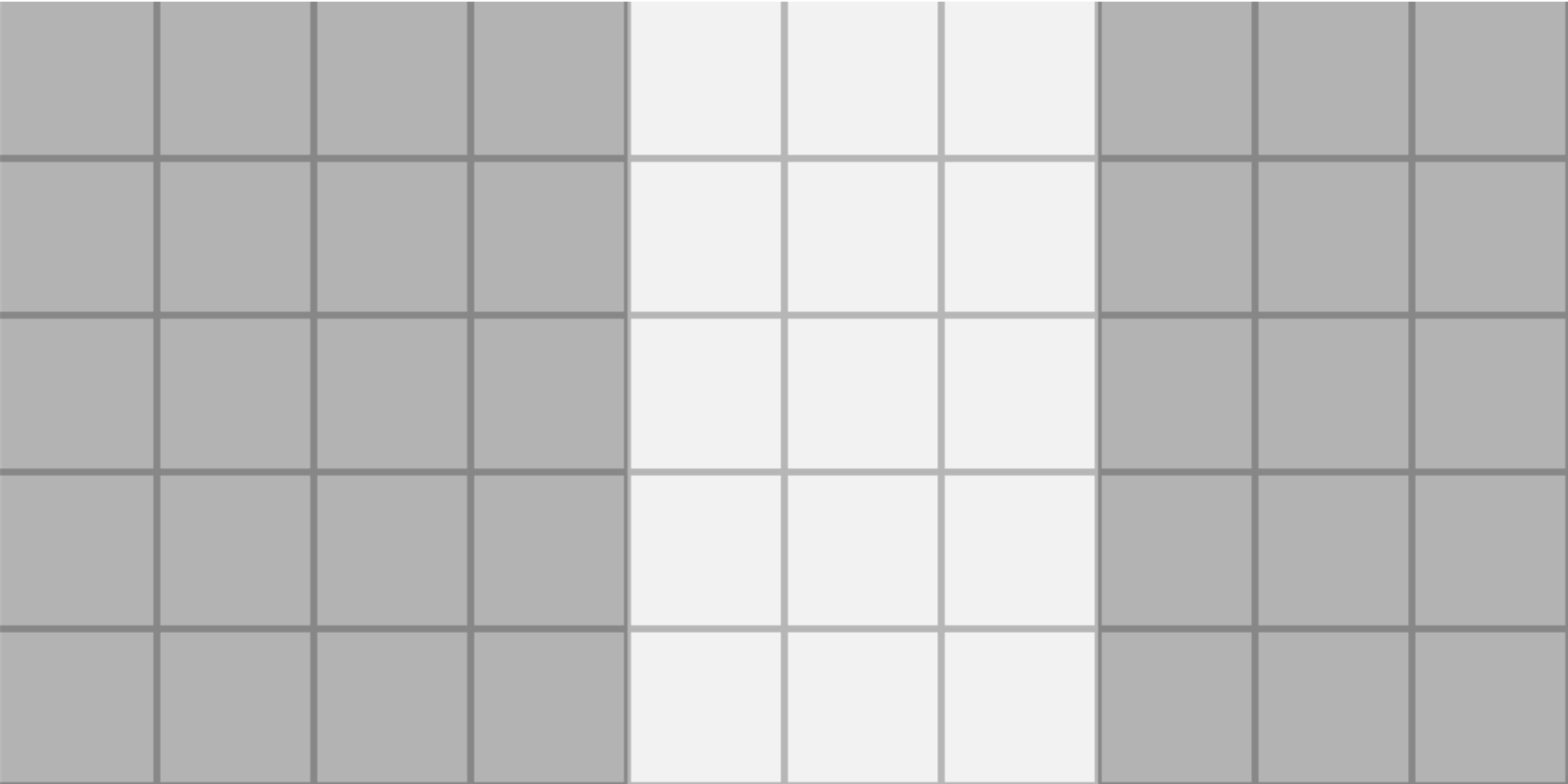
In the near future I will be running Bump in the Night for my gaming group and as part of my preparations for play I have decided that we will be shifting from the more freeform combats that we have undergone in the past to a very strict RaW tabletop combat system. I have previously released paper figurines based on the graphics found in the Eclipse Phase core book that I will be using for these battles.

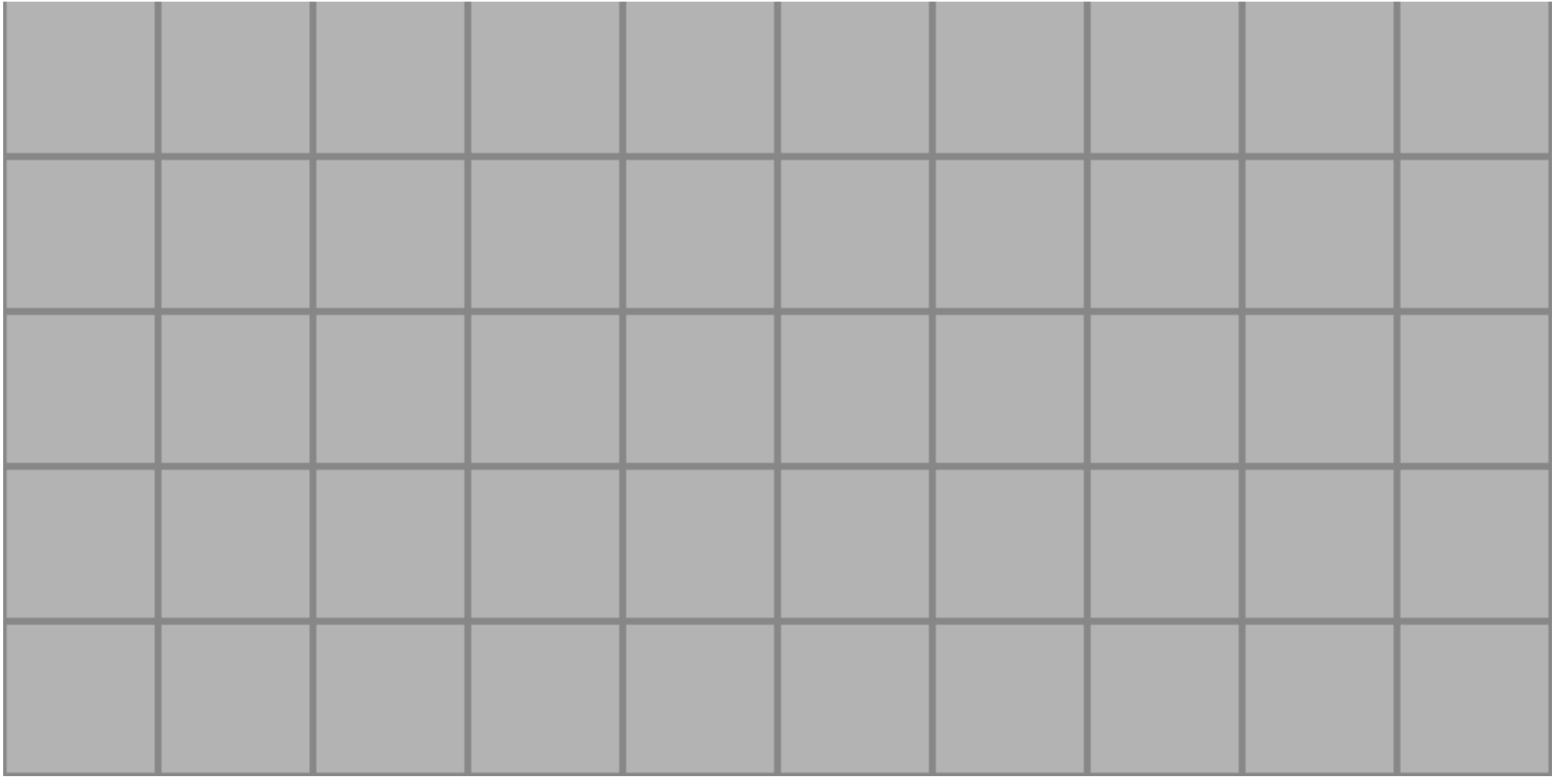
Currently the biggest challenge to using war-game styled combats is the maps. Adam Jury when assembling Bump in the Night made a really nice reference map; however I found it unwieldy when expanded to the 37 inch by 26 inch map I would be using. Instead I used his map as a template to build my own. The one thing I did for my own purposes was reduced the scale from 3m per square to 2m per square. However I have left scales off of the maps as I feel it would be best for Game Masters to have the flexibility to choose their own scales.

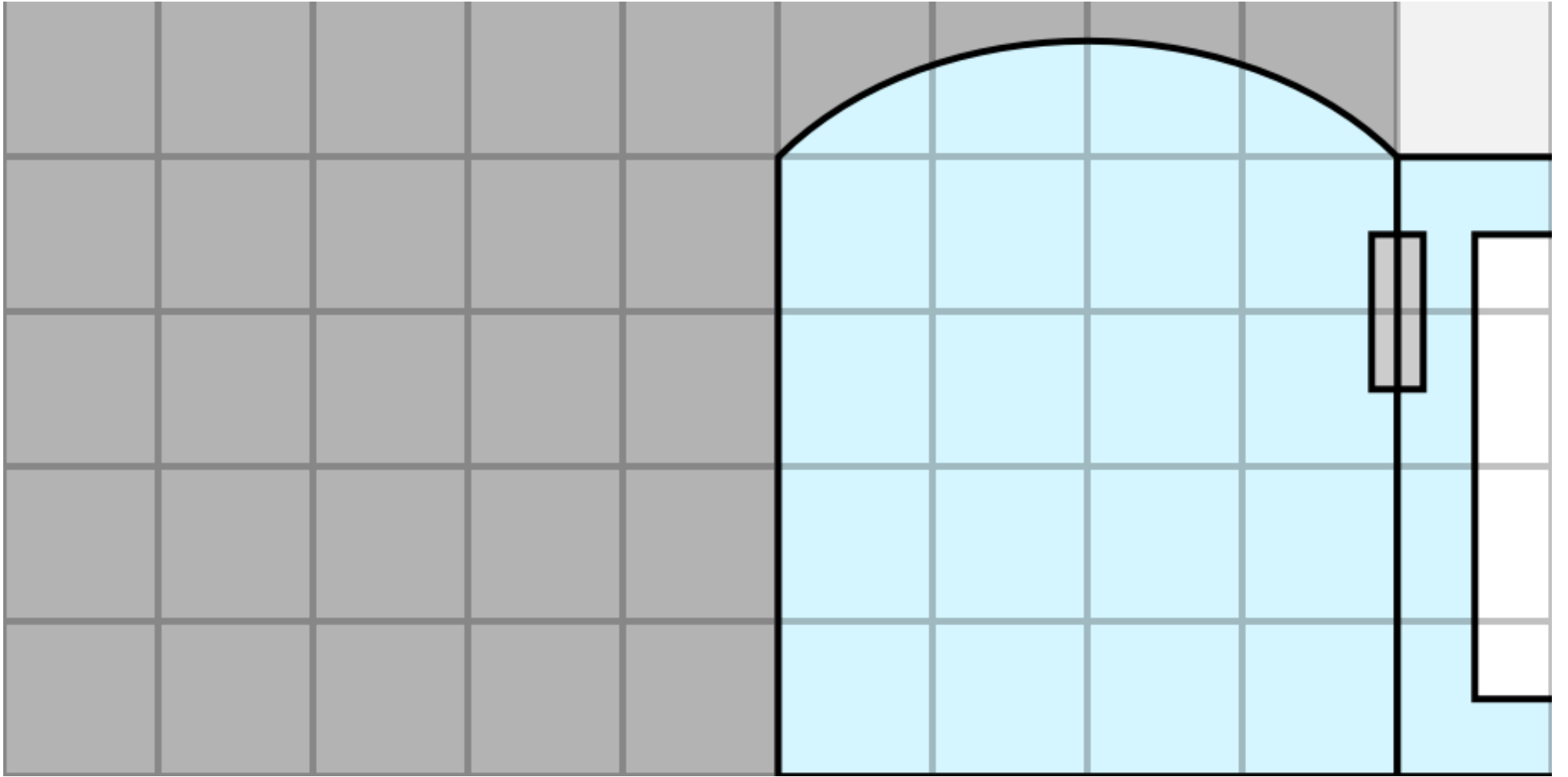
This map is made up of 16 tiles, with 4 extra tiles showing the second level of the factory. I decided on this because the factory is supposed to house illegal activities and Game Masters may want to keep the second level as a surprise for characters that didn't do the best legwork. For my Game I plan on assembling the full map, and then placing the extra sheets on top of the second level area. Leaving it hidden until needed.

Good Gaming,
William Wilson





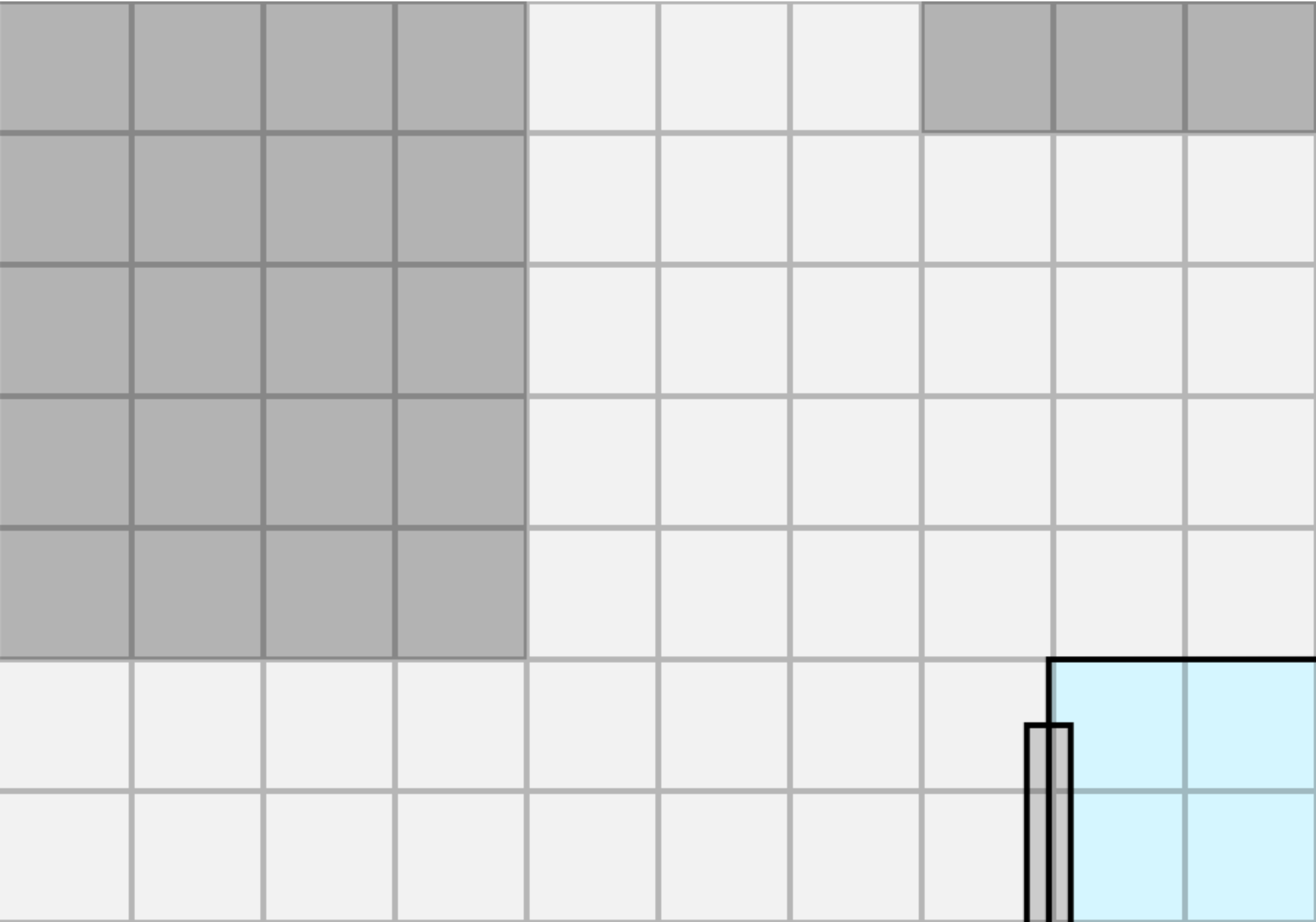


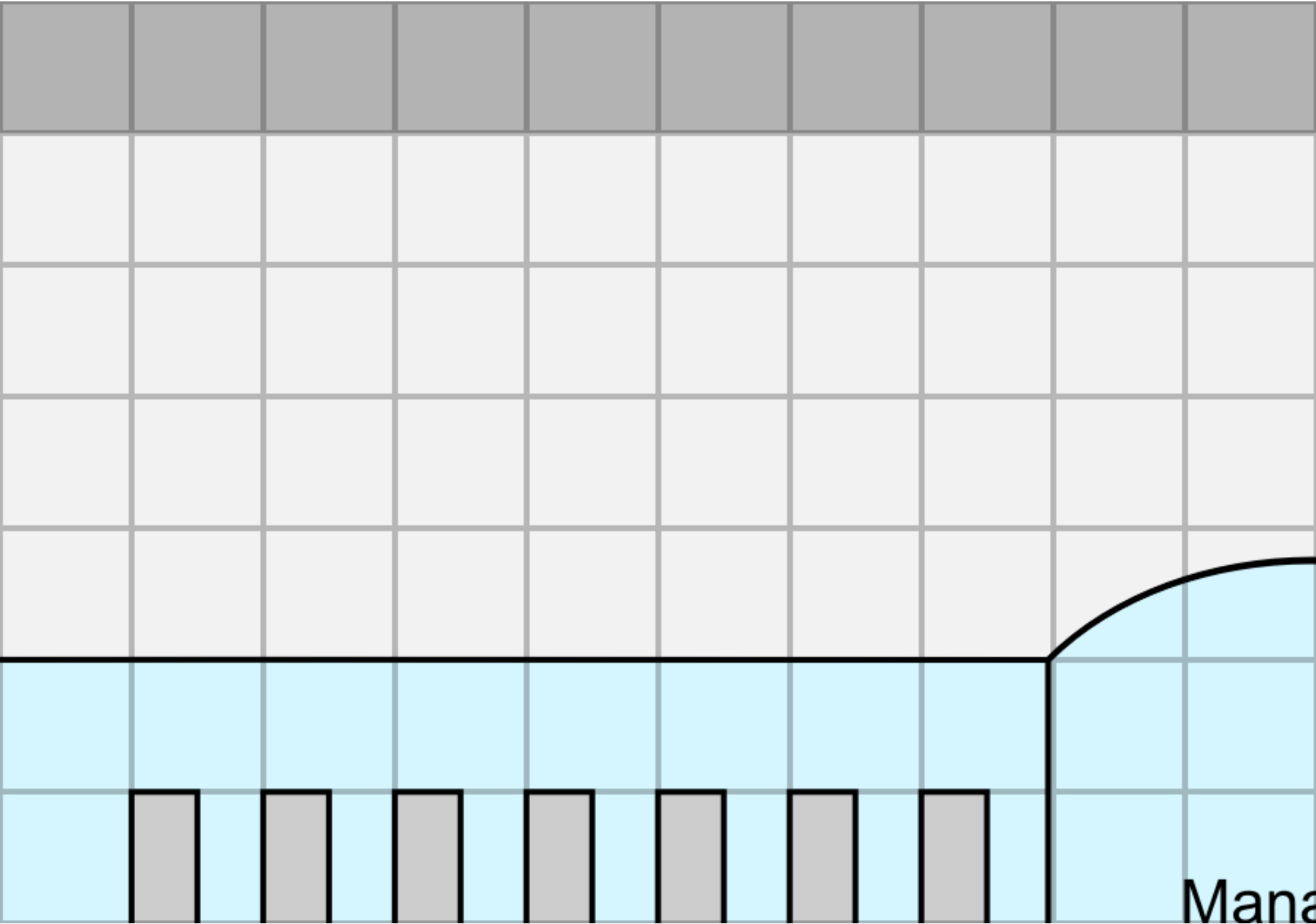


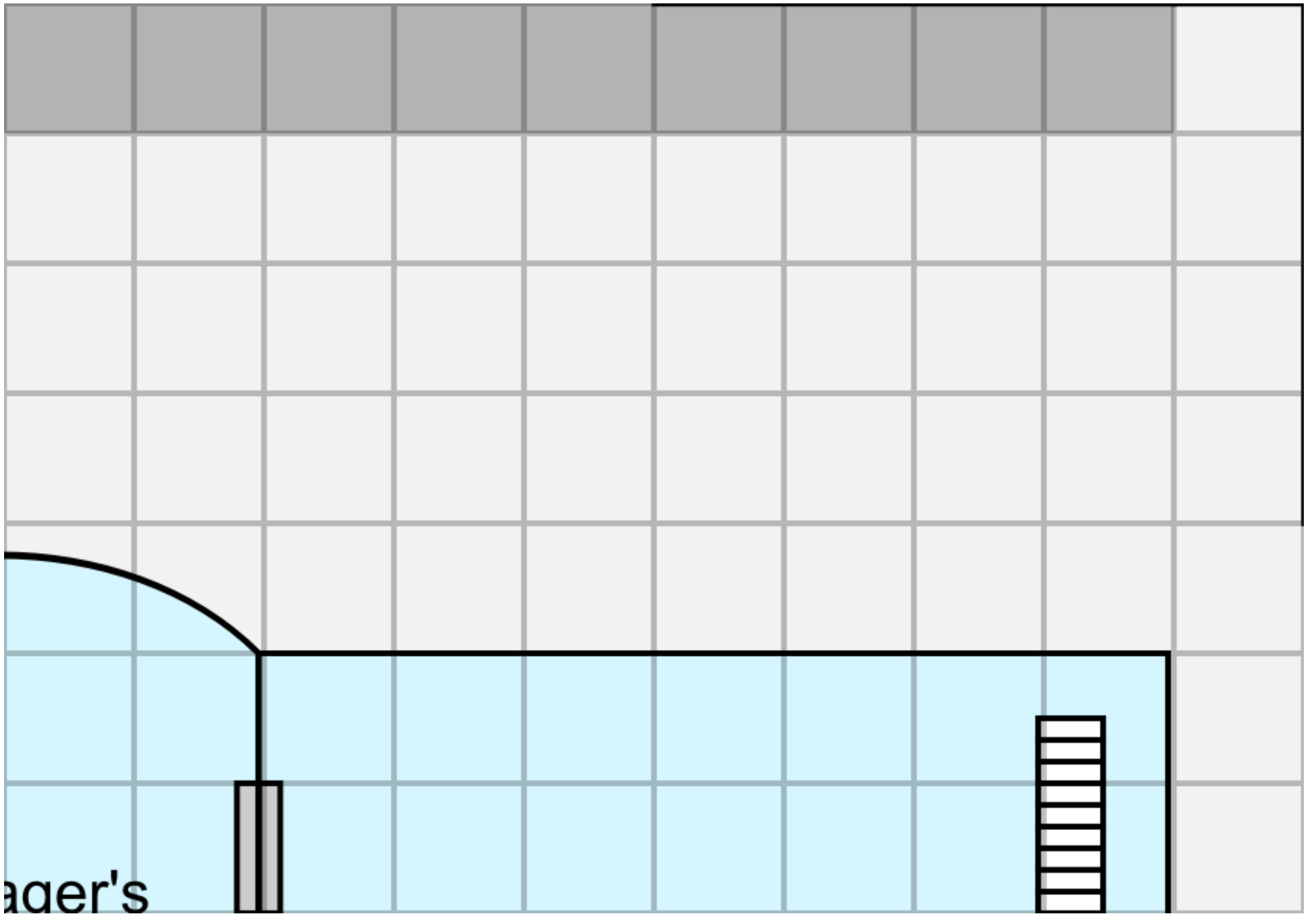
Level Two

Open to
Level One

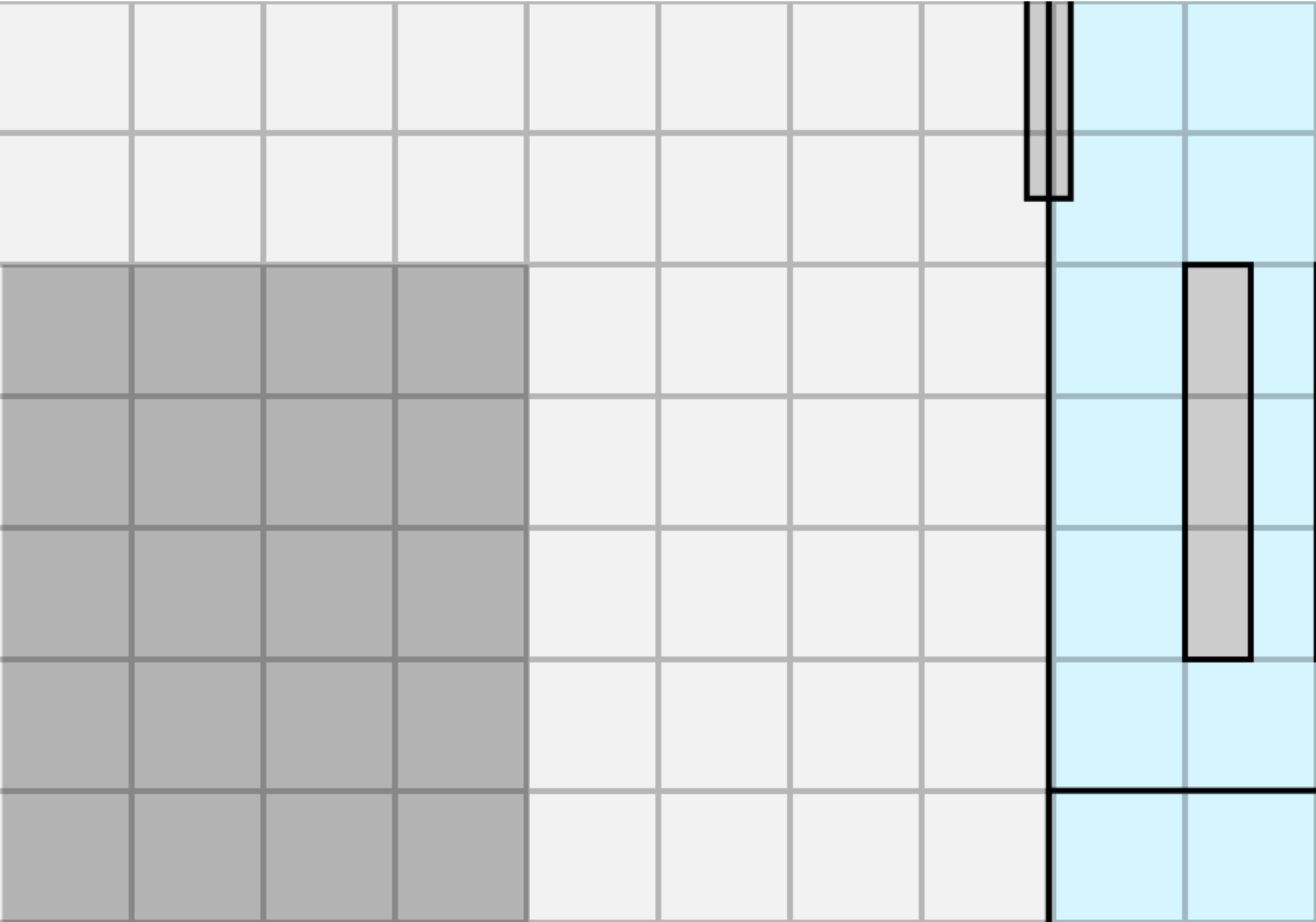


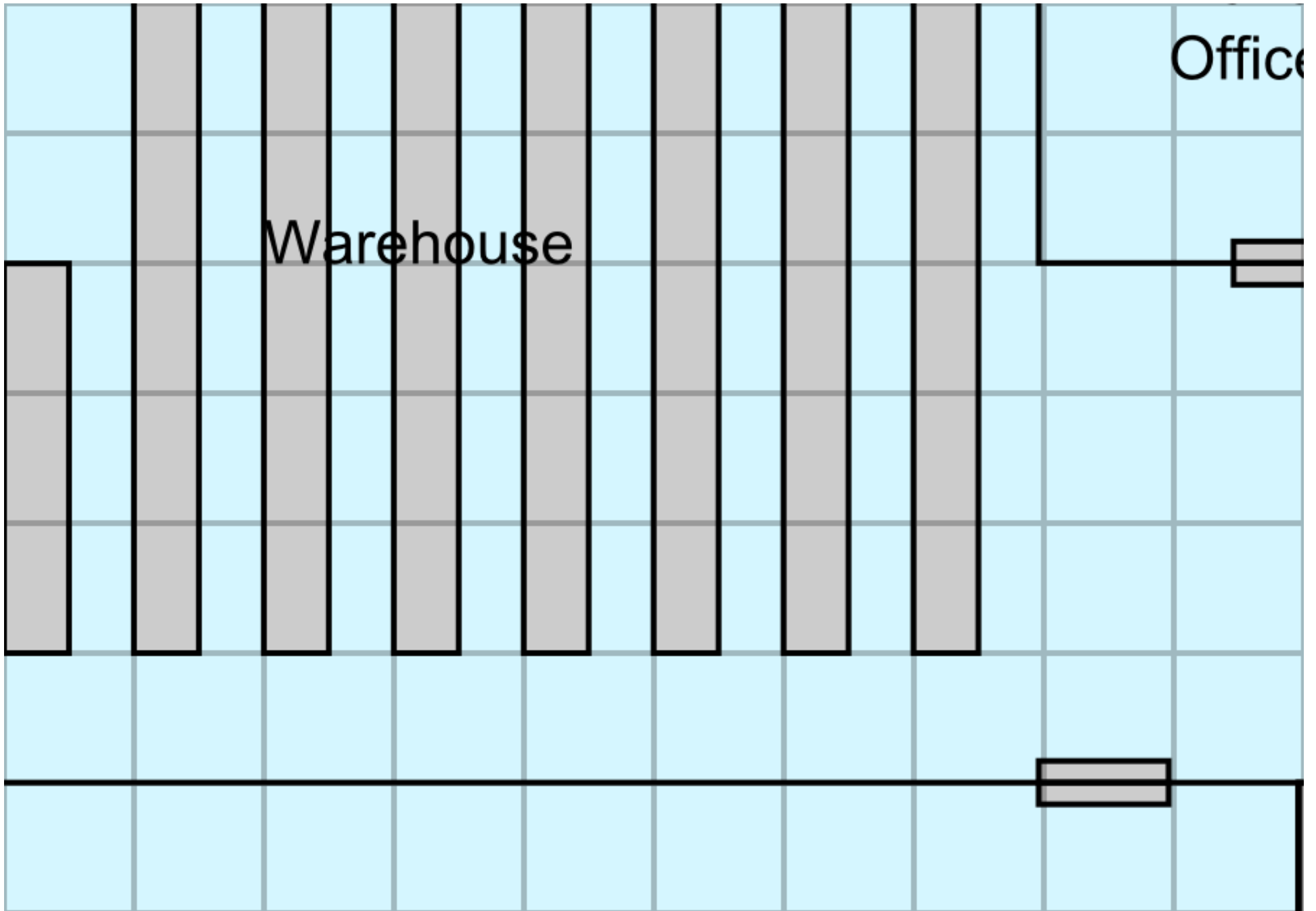




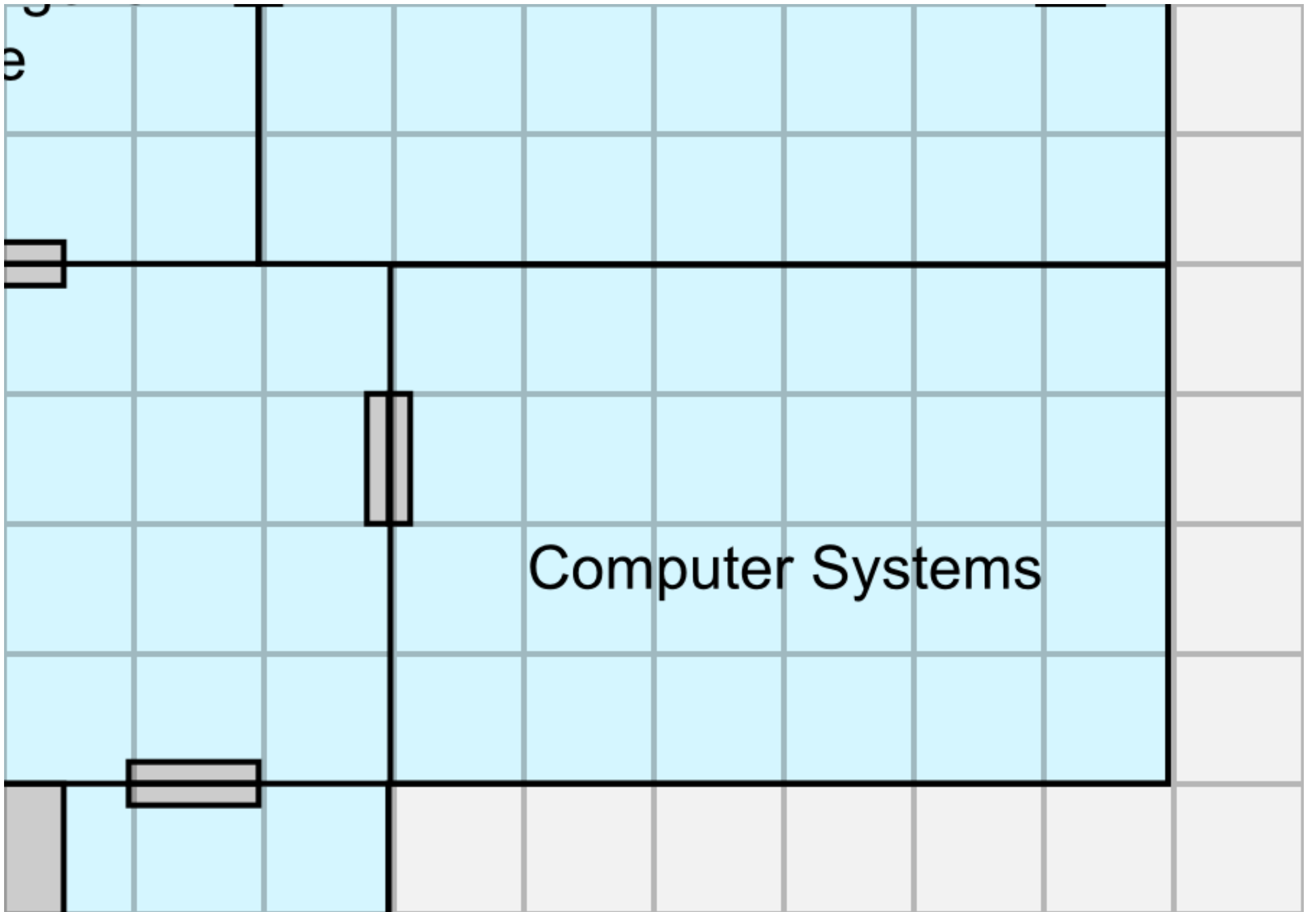


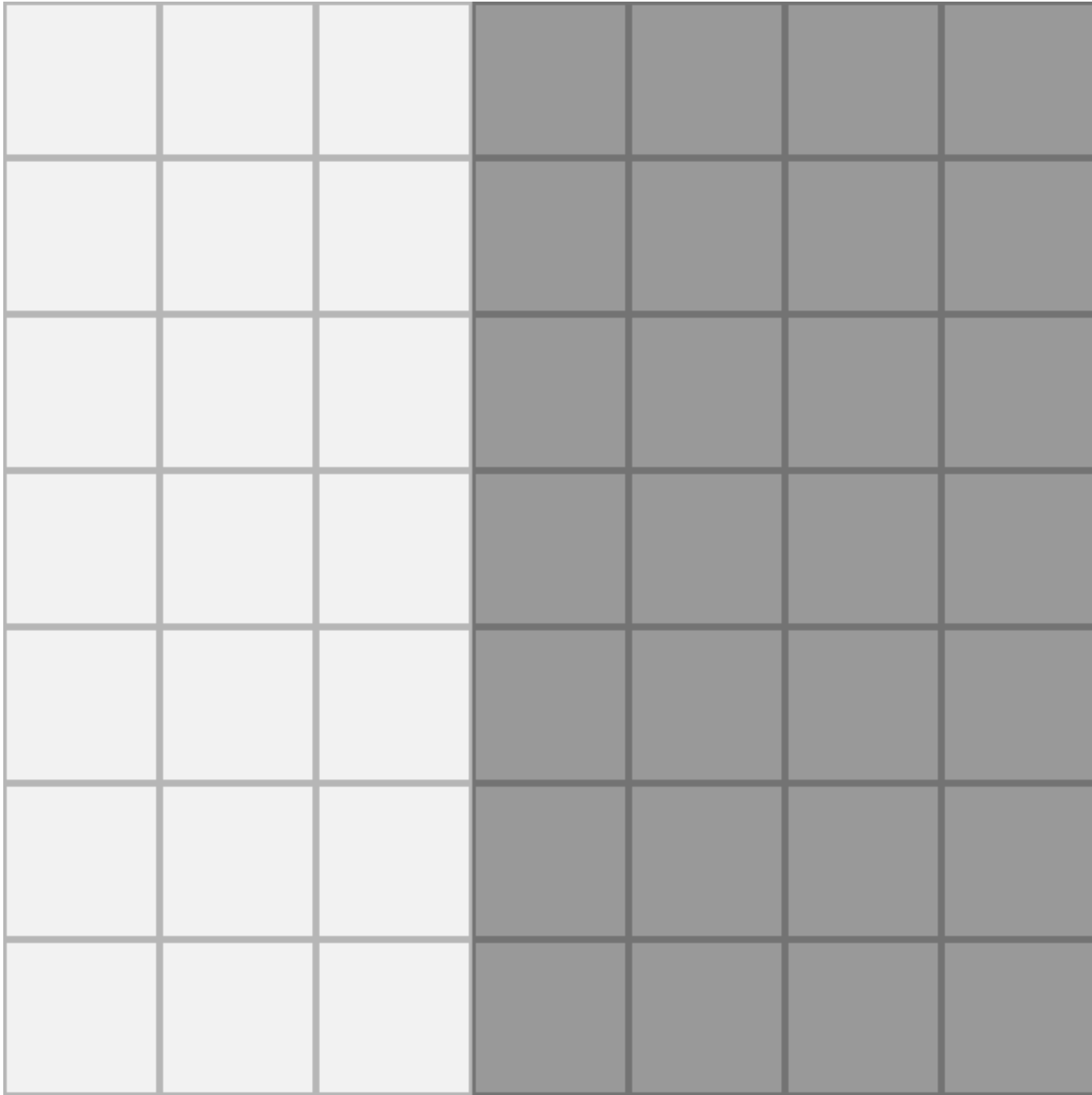
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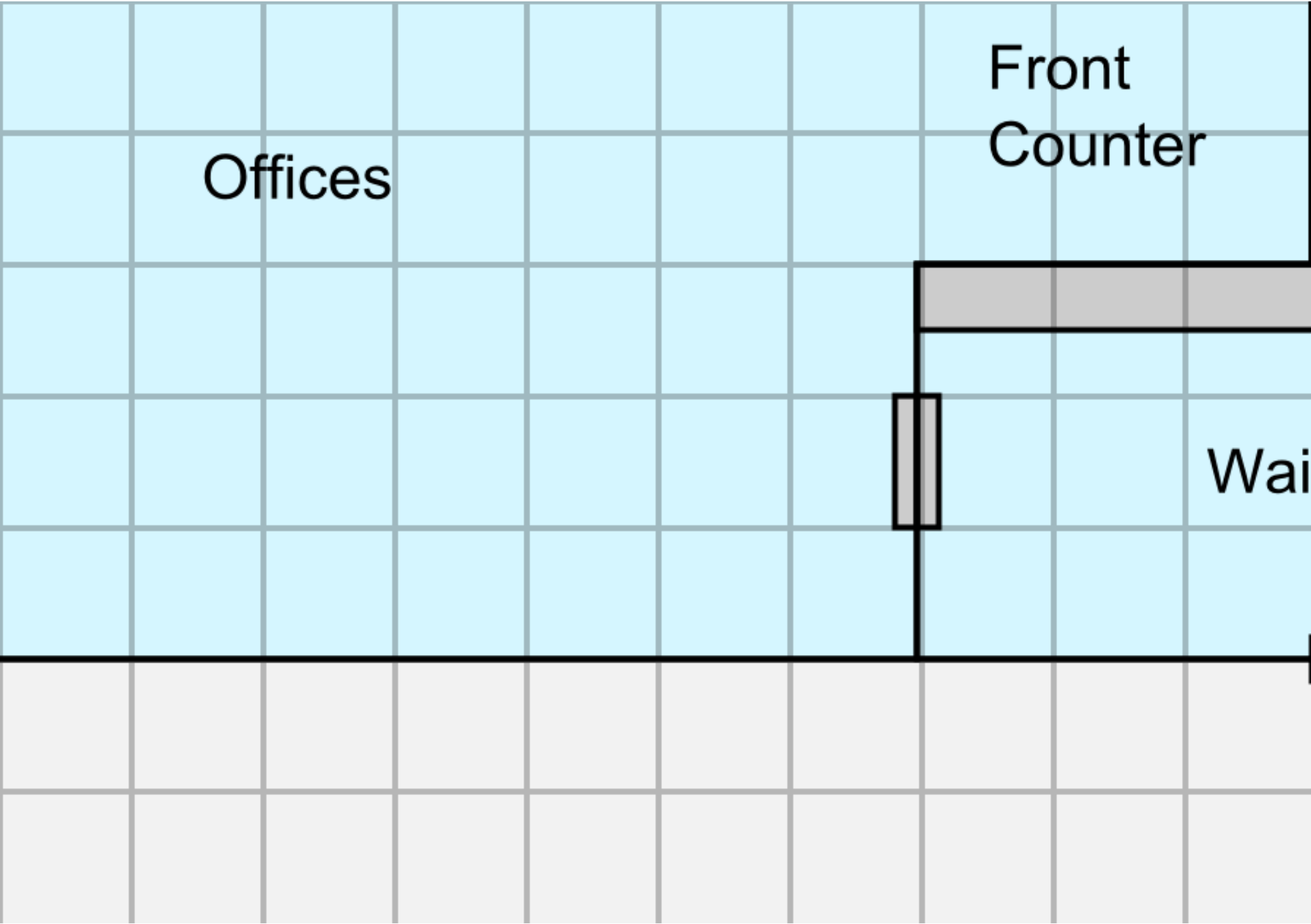




Computer Systems



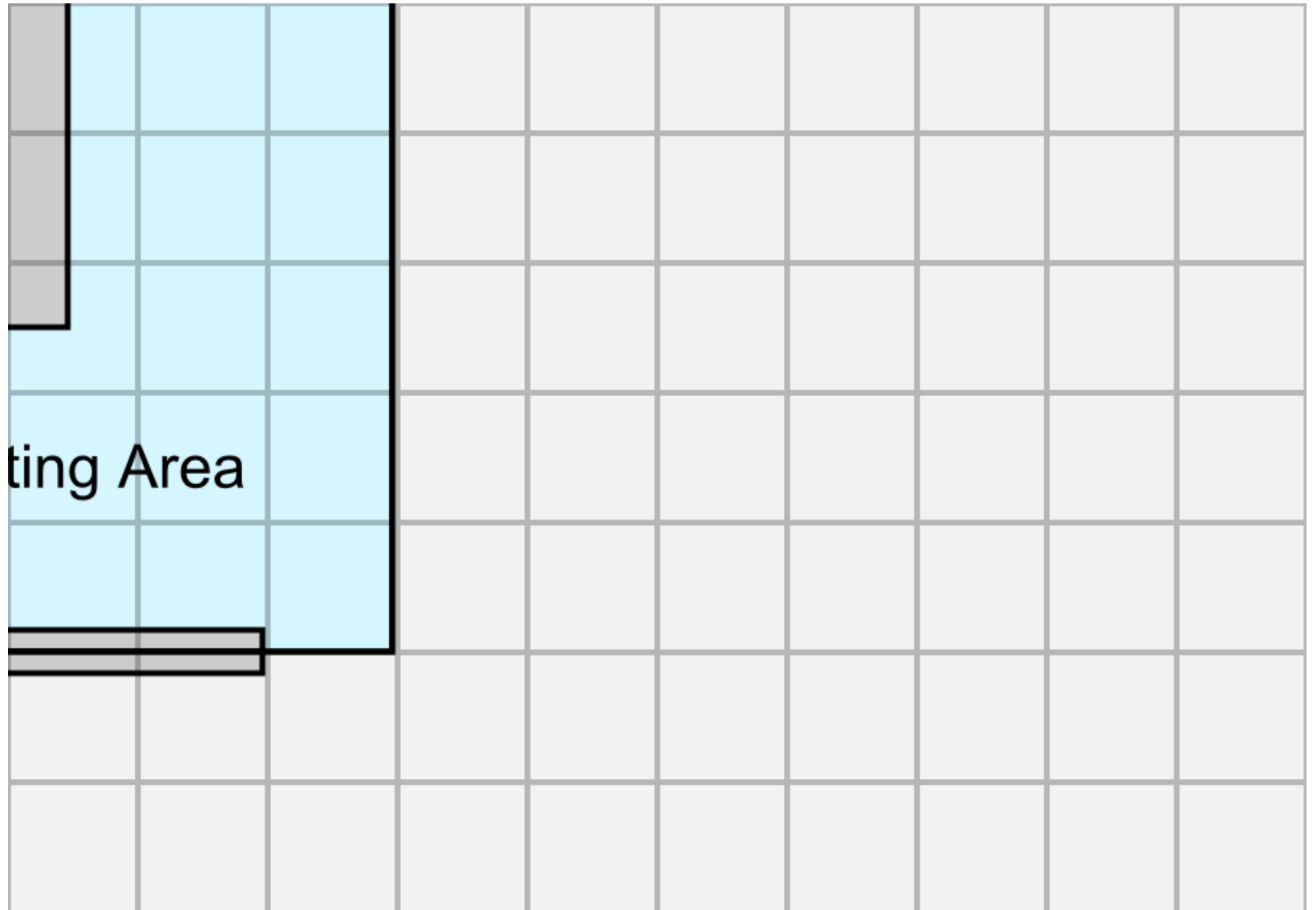


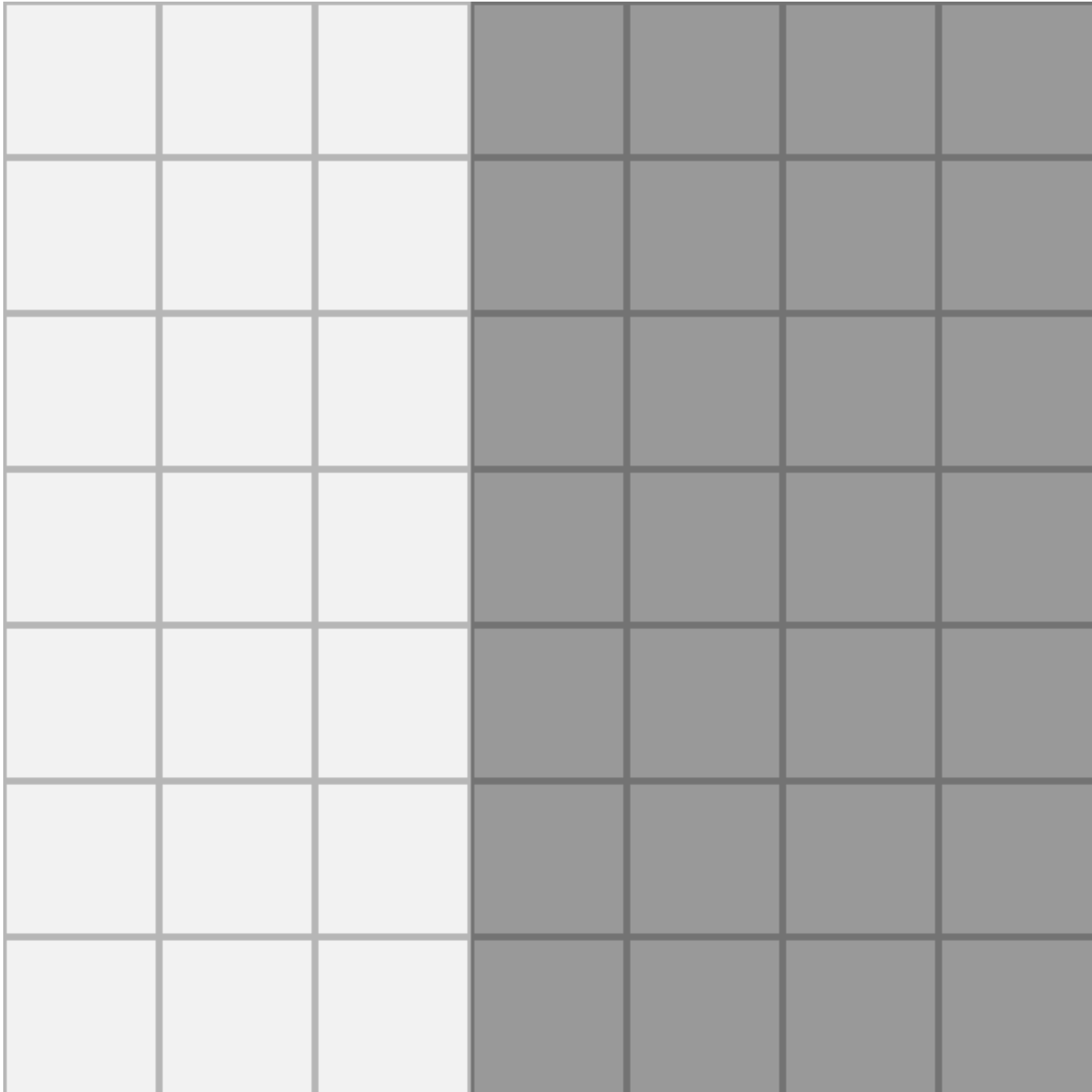


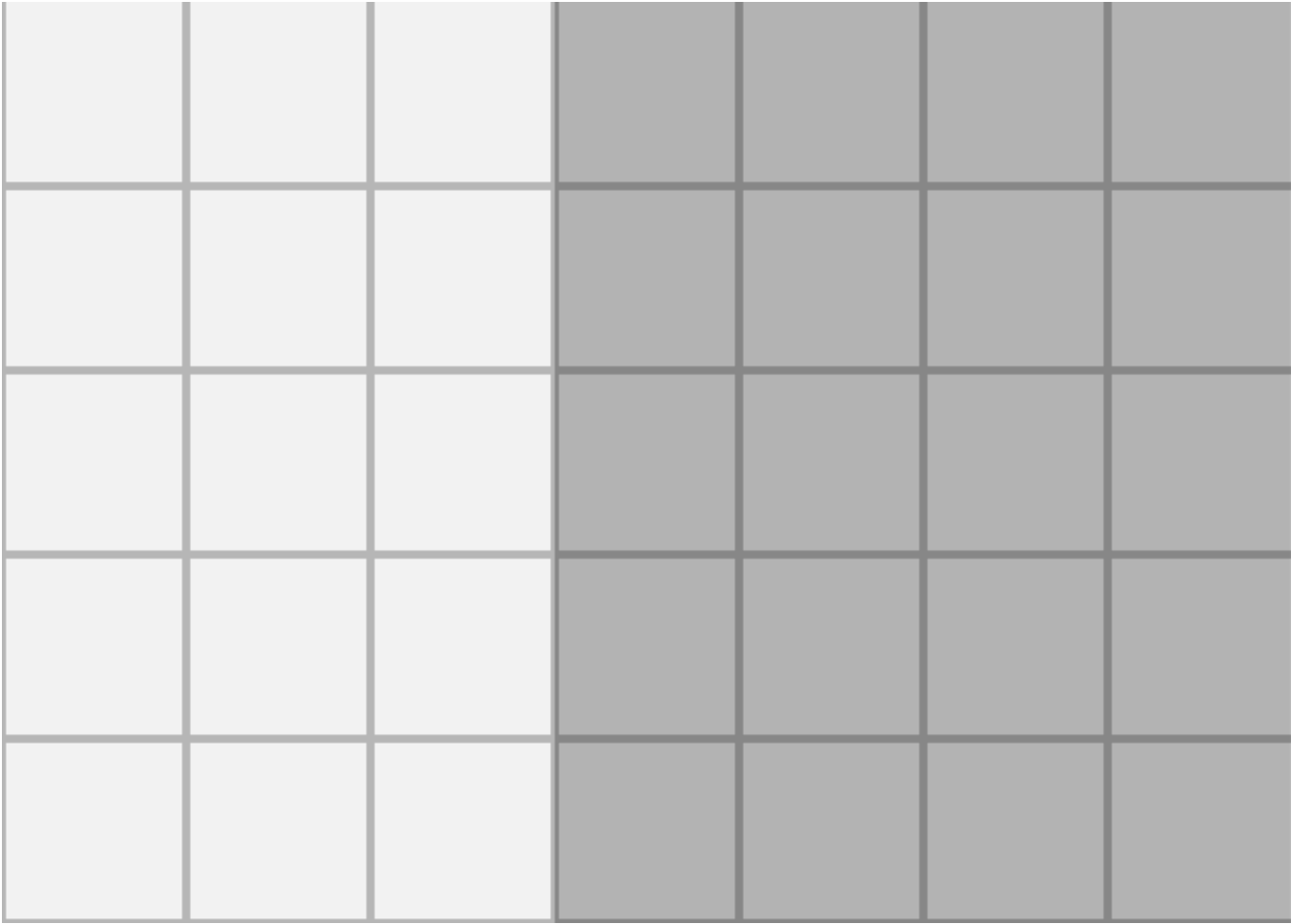
Offices

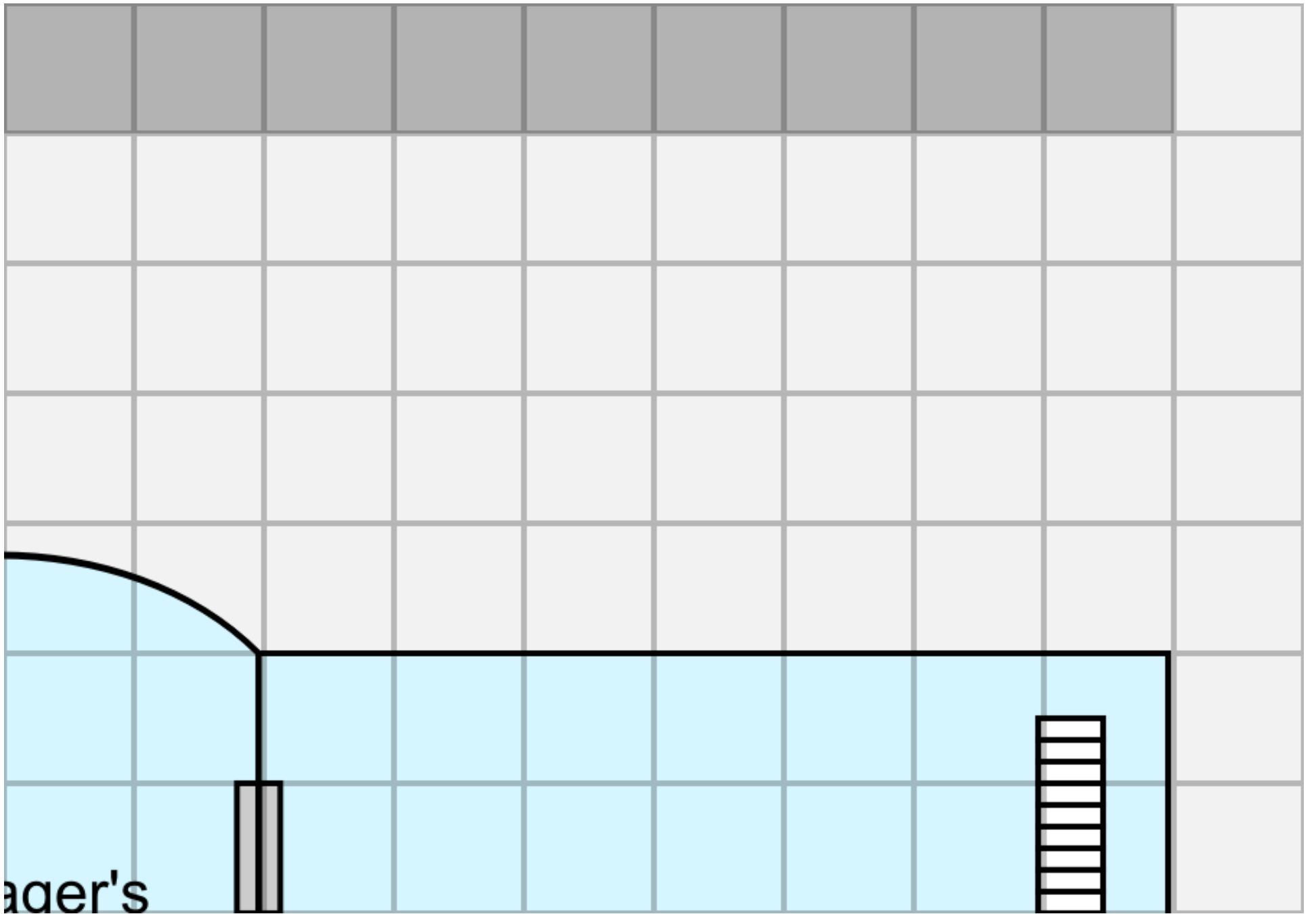
Front
Counter

Waiting









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