

Map

Geomorphic hex maps about 10 hexes in diameter. 2 cm hexes. A particular terrain type is generally an area 6 hexes in diameter. Scale is about 1 hex for 10 meters (one house fills a hex).

Random map generator

I'll see about converting my Archimage map generator (<http://www.curufea.com/games/warpspawn/archimage/archimage.php>) for this. And I'll use the images from the [Terrain Table](#) page

Professional maps that could be used

Goblin

http://dwarfstar.brainiac.com/ds_goblin.html Goblin terrain rules are now incorporated into the TerrainTable

The M8 Map System

http://www.cke1st.com/m_games4.htm

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