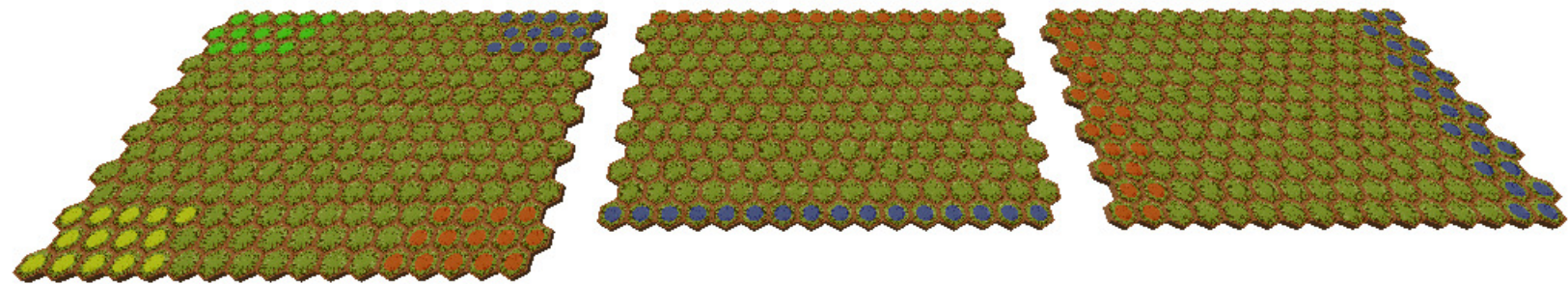
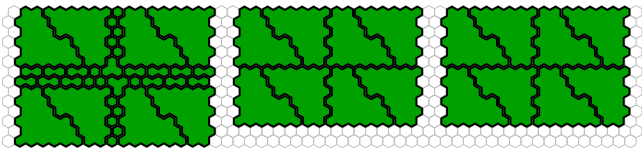


Turn based map building

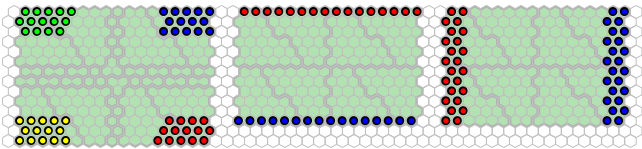


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Level : 1



Start



Plenty of credit to LUCKE13 on Heroscapers for this! I copied this idea from him, and changed it a bit.

Players use the "blank canvas" of 2-6 24 hex pieces to participate in building the map they will play on! The starting 24 hex pieces cost nothing to anyone, and would probably be best placed as shown. Terrain pieces have been given a cost in credits based on their size and effects. Depending on the amount of players, there should be 2-3 building rounds. I suggest splitting about 300 credits between all of the players, although this may vary depending on the size of your "blank canvas" and how much you actually want to build on the map. Evenly divide the number of credits by the number of players, and then divide THAT number by the number of building turns, and that's the amount of credits each player gets each turn, round up or down if you don't get whole numbers. Also, any points not spent in a given build turn DO NOT CARRY OVER TO THE NEXT BUILD TURN!

Players may not move any of the pieces that were placed in a previous build turn, even if they were the one that placed the piece! Players may build on any tile, even if it was placed by another player. However, if a player wishes to build on top of **unique terrain (lava field, snow, road, dungeon)** with any space that is not the identical type, that player must pay a price in credits of the piece(s) they are covering, along with the cost of the piece they are placing. Pieces that don't cover up the hex, such as battlements or the RotV ruins, DO NOT cost extra to place on unique terrain. Lava fields may be built upon lava fields at no additional cost (just pay the original price for the lava piece you are buying) road upon road, etc. Also, molten lava may be placed on lava fields at no additional cost, as can ice onto snow, and shadow onto dungeon.

Cost for covering up spaces:

- Placing terrain on top of Dungeon costs the building player an extra 2 credits per hex covered up
- Placing terrain on top of Road or Snow costs the building player an extra 3 credits per hex covered up
- Placing terrain on top of a Lava field costs the building player an extra 5 credits per hex covered up

So if a player is putting a single snow piece on a single lava field, the total cost is 8 credits total (3 for the snow piece, plus an additional 5 for covering up the single lava field.) If a player covers only some of a larger piece of unique terrain, they pay the full price of EACH SPACE as if each one was a single space. So, if a player puts a two hexes of water on a seven hex lava field, the total cost is 20 credits (10 credits for covering two of the lava spaces[it costs 5 credits per single space covered up!] and 10 credits for the two hexes of water.) The thin tiles (molten lava, ice, shadow, water, swamp water) may never be built upon (master set rules!)

I suggest keeping a rule that the highest point of the map can only be 5-7 levels high, otherwise flying figures become very powerful. I also think it's a good idea to predetermine where start zones are (I put some zones in on the virtual scape that I generally use) and to make it a rule to never place any terrain or other buildings in/on them. BUT, don't assign players to any of the starting zones! Roll D20 to decide who gets what zone (AFTER building the map is completed!) to keep you honest in your map building. If you severely stack one side to make an easy win, and your opponent ends up getting the starting zone on that side, you will be in for a beat down! Murphy's Law!

TERRAIN COSTS: Pieces in brown text DO NOT INCREASE IN COST regardless of the terrain they are placed on, pieces in green are at a bargain price per hex, for "buying in bulk"

1 Credit per: hex of NON UNIQUE land (so you may buy grass, rock, sand, and swamp land) battlement, ladder

2 Credits per hex of: dungeon, swamp water

3 Credits per hex of: Road, Ice, Snow

5 Credits per hex of: Water, Shadow, Lava field, Ice glacier, Rock Outcrop

8 Credits: Single hex RTTFF tree, molten lava hex, Two space ROTV ruin, five hex RTTFF wall

10 Credits: Jungle piece (buyer's pick of tree or bush), Three space ROTV ruin

20 Credits: Any 24 hex land, Seven hex lava field, four hex RTTFF tree, Six hex glacier, Marro Hive (only as terrain, may not be drafted), warehouse ruin (no upper ledge)

Easy reference for cost of covering spaces

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- Placing on top of Road or Snow costs the building player an extra 3 credits per hex covered up
- Placing on top of Lava field costs the building player an extra 5 credits per hex covered up