

PART 1

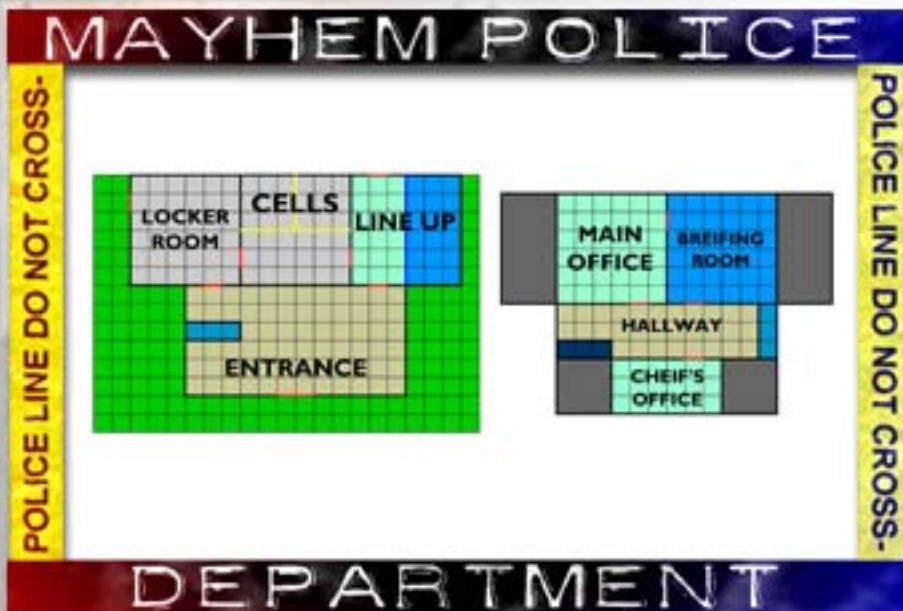
BASING AND GROUND Tiles



Basing is the literal foundation of your MPD model. To ensure your build goes together as smoothly as possible, proper planning is essential.

Mayhem PD is designed in "chunks". Rooms are 6"x6" and hallways are 3"x6". Keeping these "modules" in mind we can now proceed to create a "footprint" that will allow us to use this with the standardized 7"x7" (or 7.5"x7.5") WWG basetile format.





It's crucial that you physically plan your layout either on graph paper or with a paint program as I have done. This Police station will be on two levels and will require a "footprint" of six base tiles (3x2).

I've also noted on my plan overlapping areas of roofing, the placement of doors and the locations of the staircases, none of which is immediately important but must be noted for later.

Establishing an initial grid is recommended for all formats at this stage (1" grids for gridless players too). Six 1" grids were printed off and glued down to a sheet of foamcore. When dry, the excess foamcore was carefully trimmed off.

A printing anomaly may occur resulting in tiles not quite 7"x7". Measure print outs before cutting them out and if they're off, mark each grid on it's bottom middle square and glue them down in a staggered pattern as shown to minimize the problem.



An effective but time consuming alternative to avoid the whole problem is to draw the entire grid out by hand.

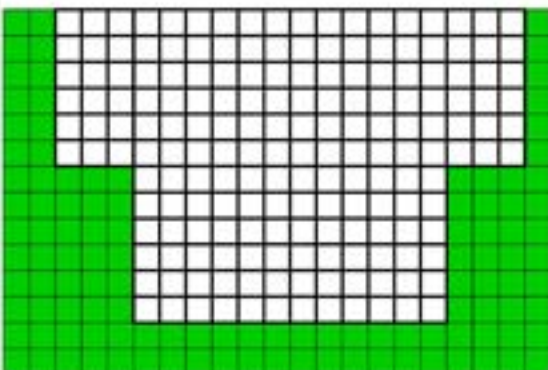
Once the grid is in place, refer back to your plan and using a marker, draw out the actual "footprint" of your building's ground floor.

The second floor should be prepared in a similar manner. Roof sections are dealt with slightly differently (see PART 3- ROOFING).



MAYHEM POLICE

POLICE LINE DO NOT CROSS-



POLICE LINE DO NOT CROSS-

POLICE LINE DO NOT CROSS-

Total grid size:
14x21= 294

MPD: 180

Difference: 114

Divide by 49:
(7x7 grid): 2.3

Minimum
number of tiles
needed: 3

POLICE LINE DO NOT CROSS-

DEPARTMENT

Going back to your plan, count the number of squares that will form the actual ground. Why? Ground tiles use up a lot of ink. By counting how many ground squares there are, you can work out the minimum number of squares you need and print ONLY that many tiles.

Once you've worked out how many tiles you will need, determine how many (if any) full tiles you'll require, then carefully cut the rest into whatever sizes are needed to fill out the rest of the grounds.

Edge these pieces with a green marker and glue them into place.

Learn all about edging and other great tips in the tutorials section at www.worldworksgames.com

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An alternative ground tile of concrete slabs is also included. For my model I've decided to mix and match them to add interest.

