



#### Welcome

This new, exciting product is based on the acclaimed **battlemaps** produced by **Øone Games**. The **SKIRMISH TILES** are 8x5 inches dungeon rooms and corridors tiles suitable for any miniature-based skirmish game. Some of your favorite battlemaps have been adapted and optimized to this new format and many wonderful rooms have been added.

Each tile shows a superb rendered plain view of a dungeon room or a corridor without the loss of space due to the perspective view.

### How to Use this Product

With these tiles you can easily build a battlefield for your miniature game, even printing each tile more than once. Examples of how the tiles can be arranged are found at the end of the book. You get three simple dungeons you can use for fast-setup miniature games.

The tiles are intentionally left without terrain information to allow you to customize them for your own games. You may need to record terrain information (which may affect the movement of your miniature, for example). To do this, you can draw directly on your printout or, if you have computer skills, can extract and modify the images to suit your needs. Perhaps you can simply print the grayscale version of the color tiles that are on the table, record the terrain information on these tiles and use them for reference.

Of course, you can even use the **SKIRMISH TILES** for roleplaying games (although the battlemaps series produced by **Øone** are more suitable for this). Being tileable, the tiles allow you to deploy a dungeon before the players as they delve into it, creating the dungeon on the game table.

More of these tiles are in production, visit the **Øone**'s website (www.0onegames.com) for news and free downloads.



## **Øone Roleplaying Games**

www.Øonegames.com master@Øonegames.com

# SKIRMISH TILES, dungeon rooms set 1

Product Code: MAC07. First edition 12/2003

Room Design: Mario Barbati

**3D Modeling:** Guido Barbati, O'Bully

Texture Mapping: O'Bully

Graphics: O'Bully

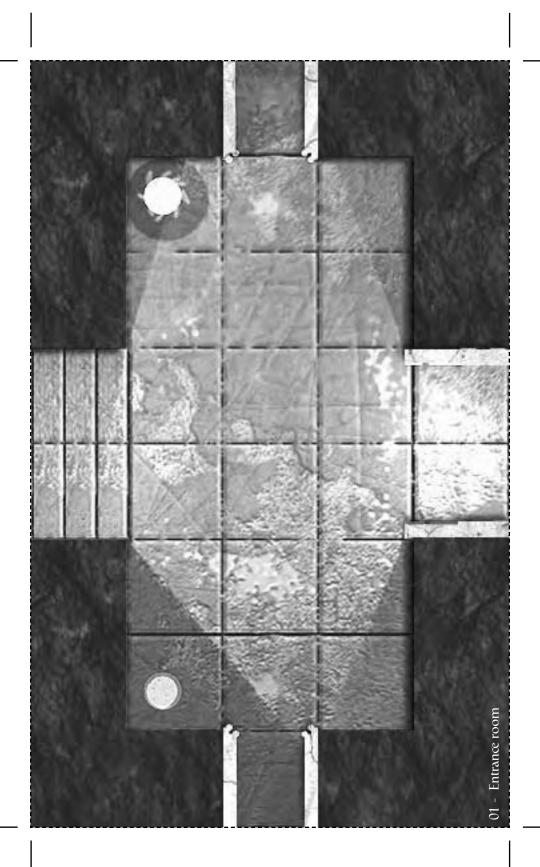
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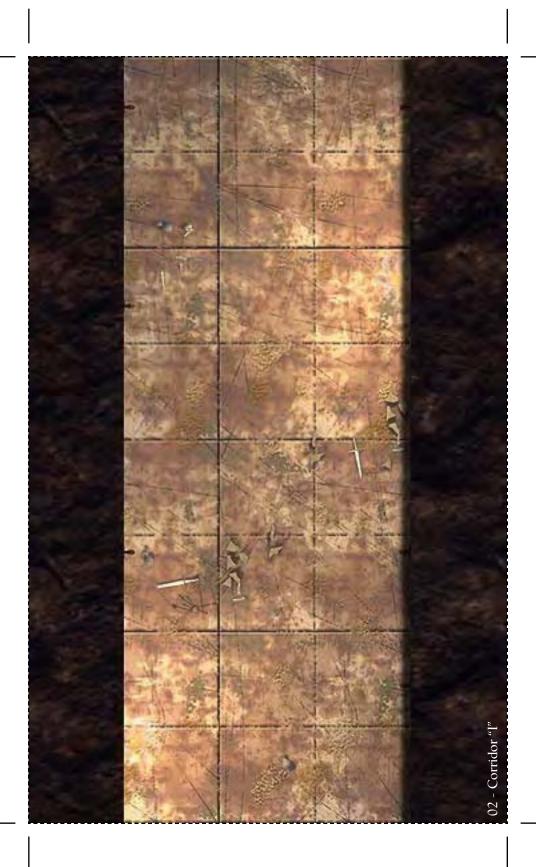
# SUMMARY

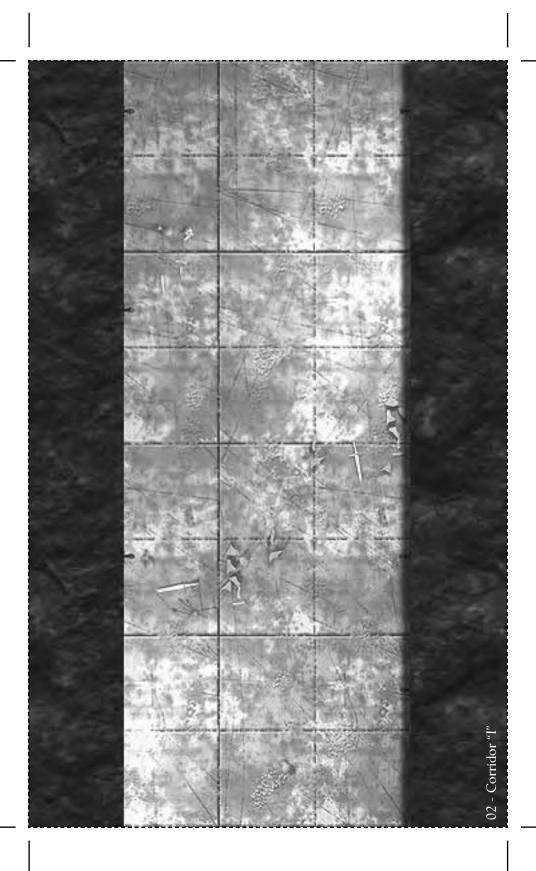
Click on the thumbnails for the color and grayscale versions of the tiles

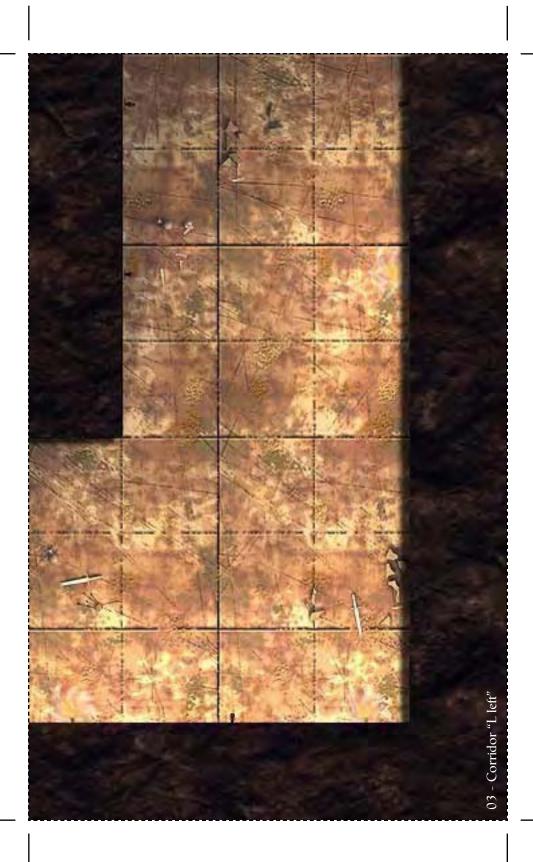


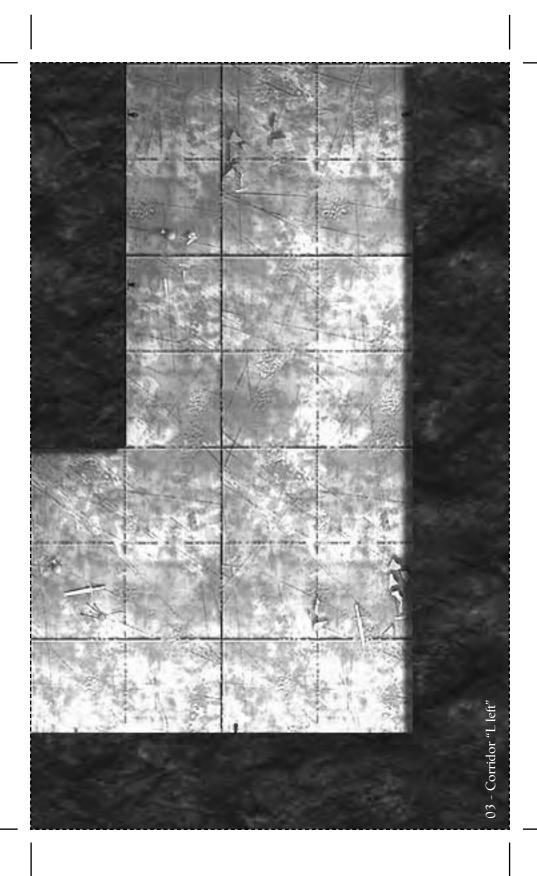


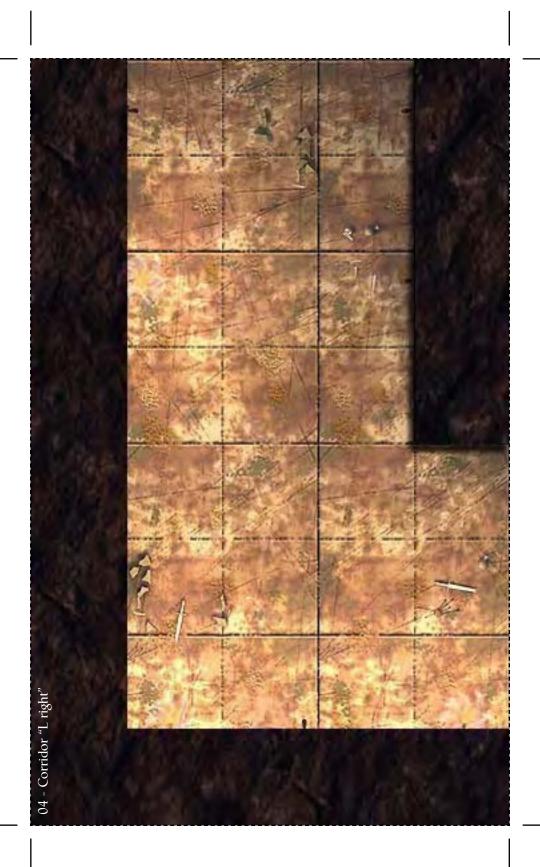


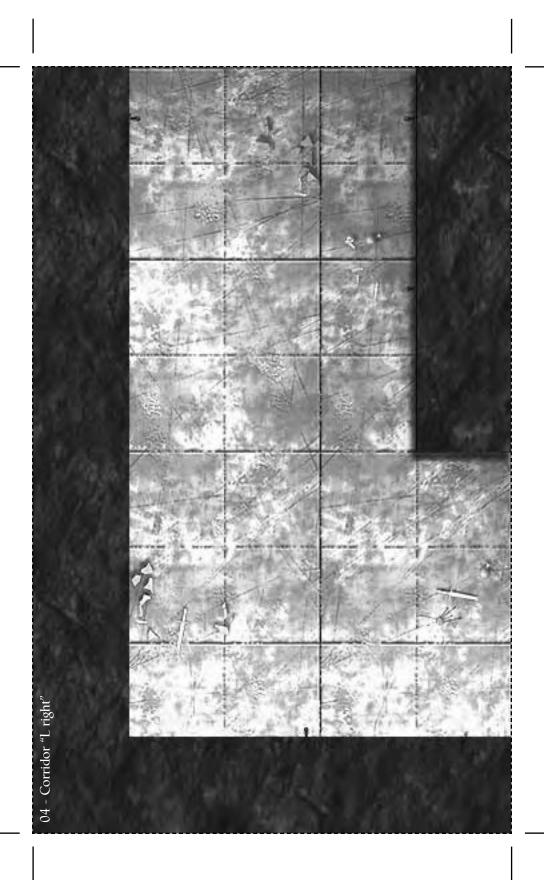


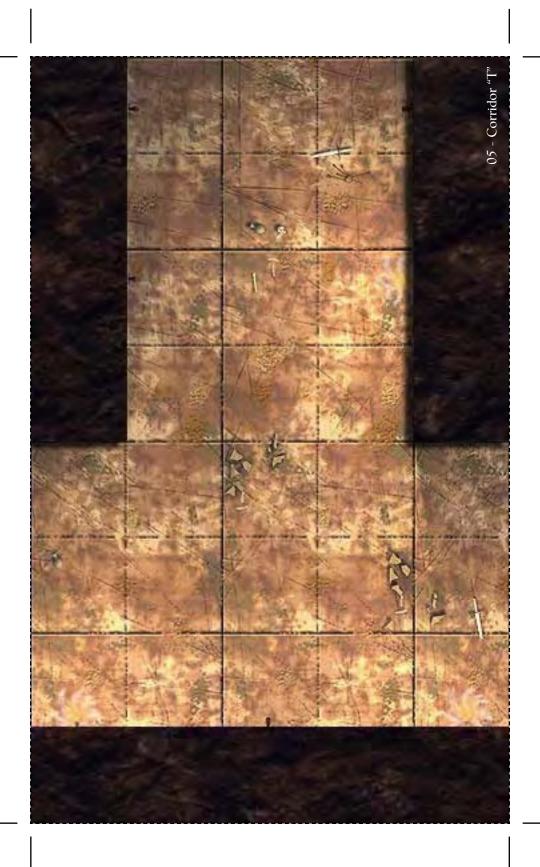


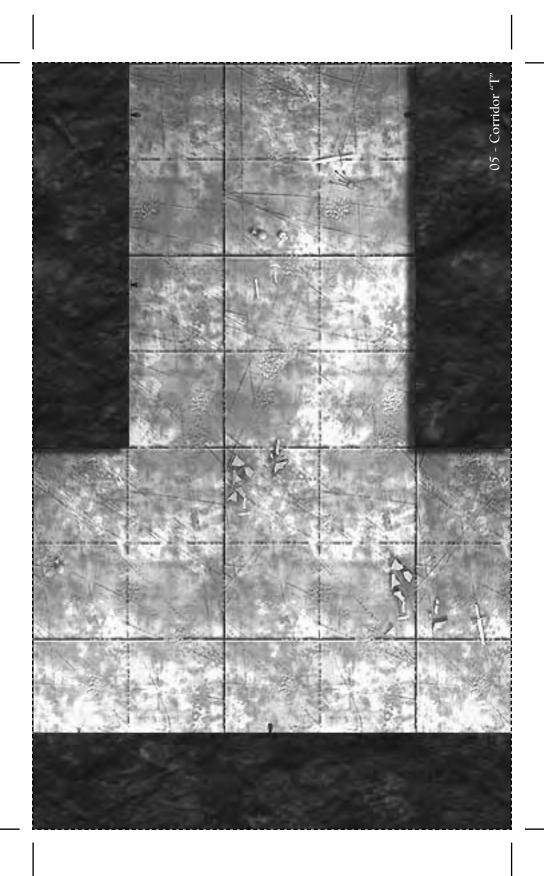


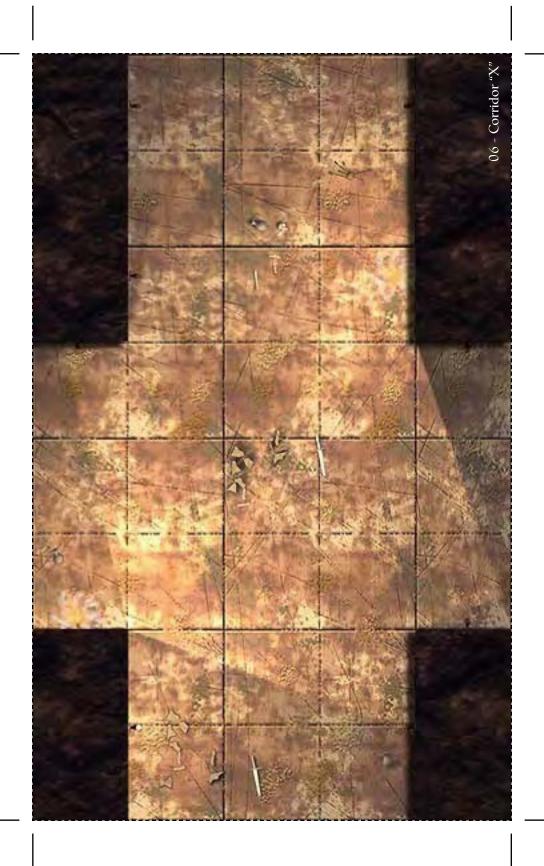


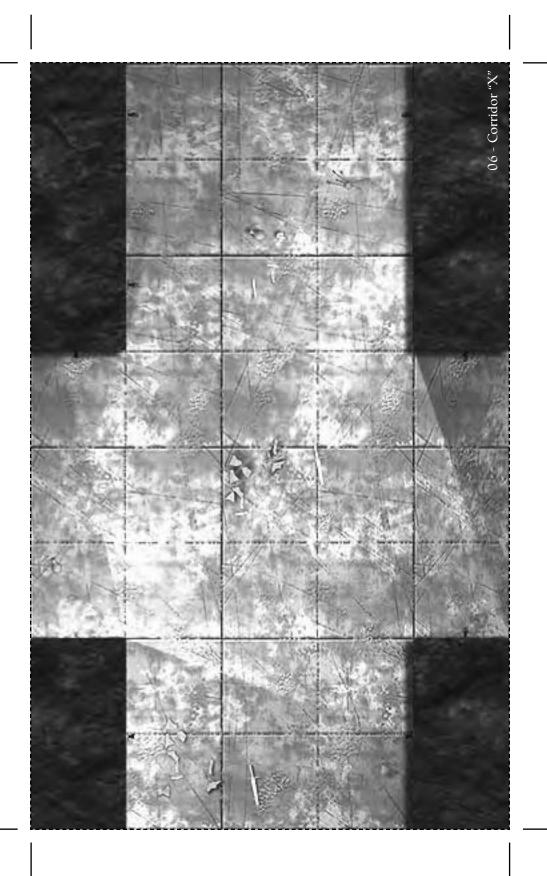


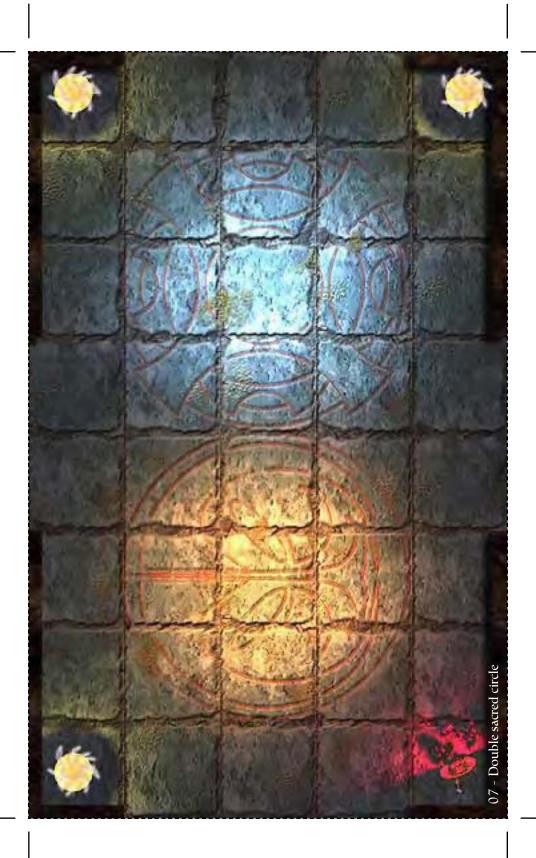


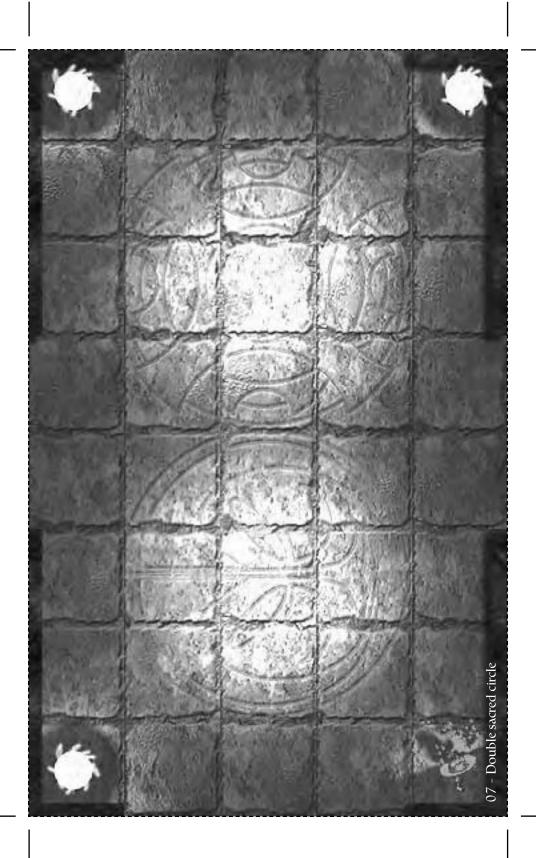


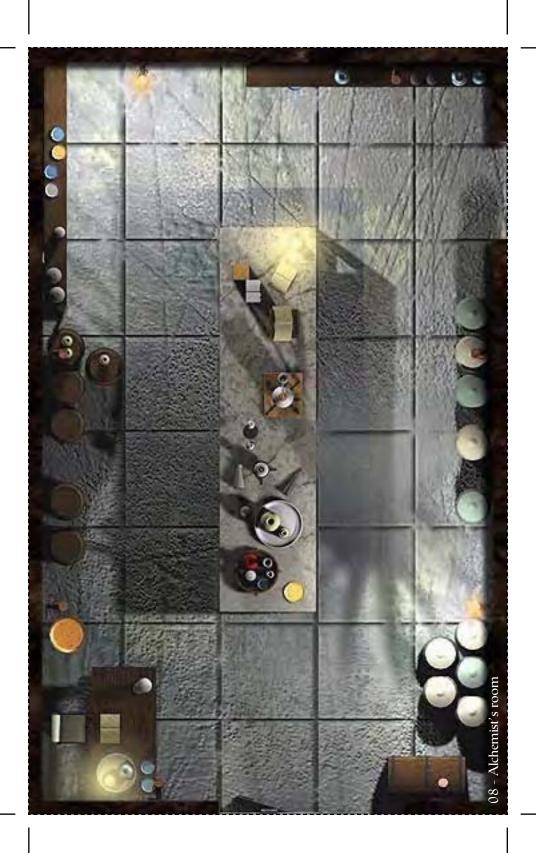


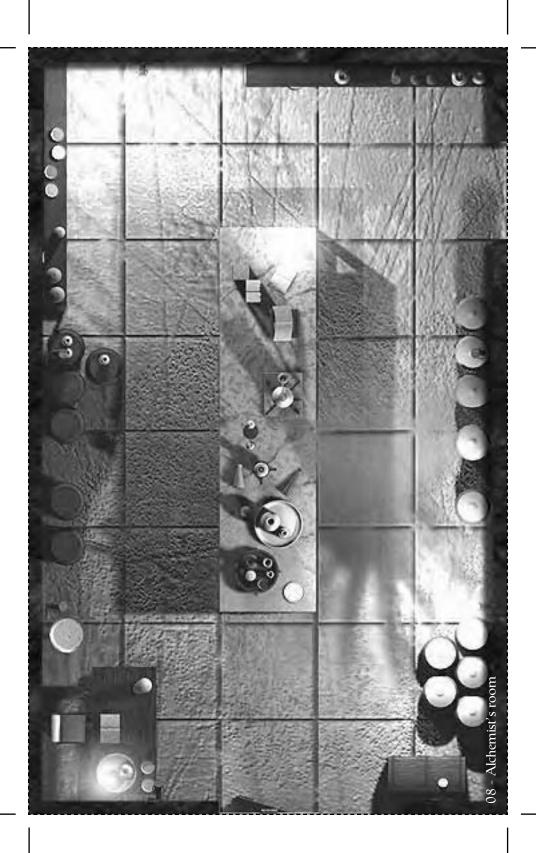


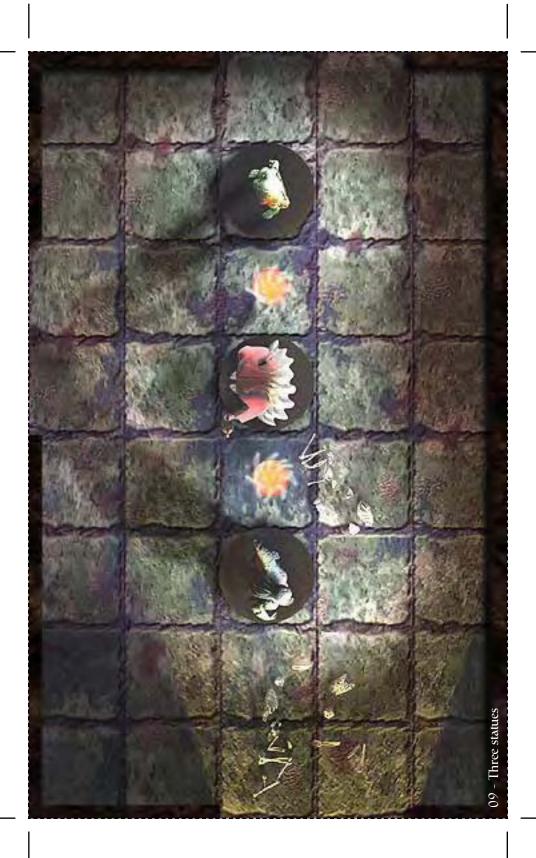






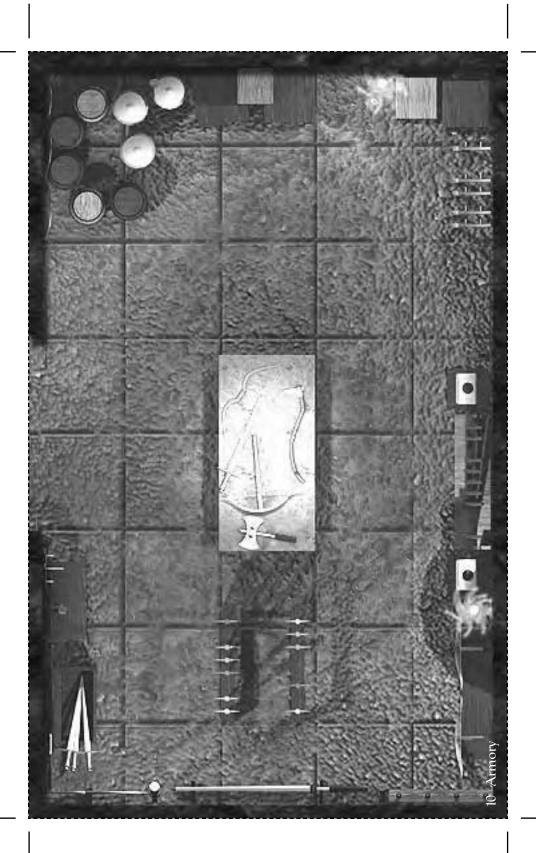




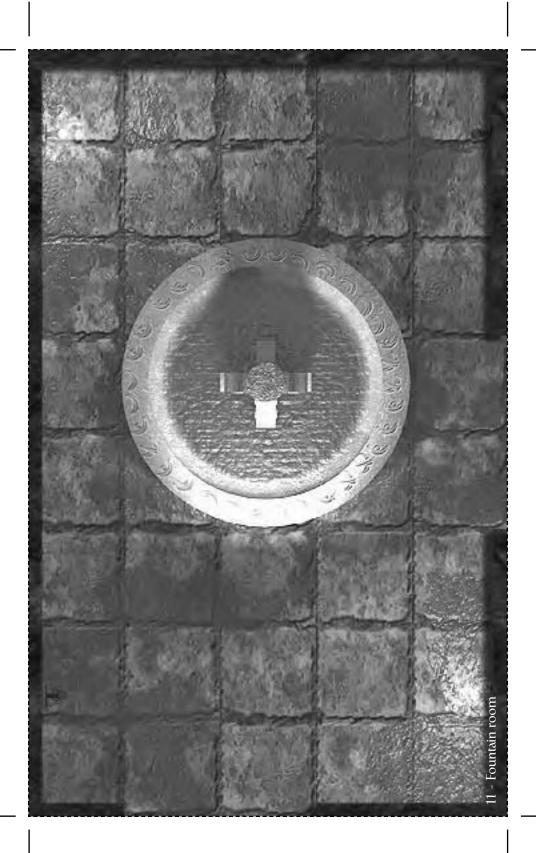


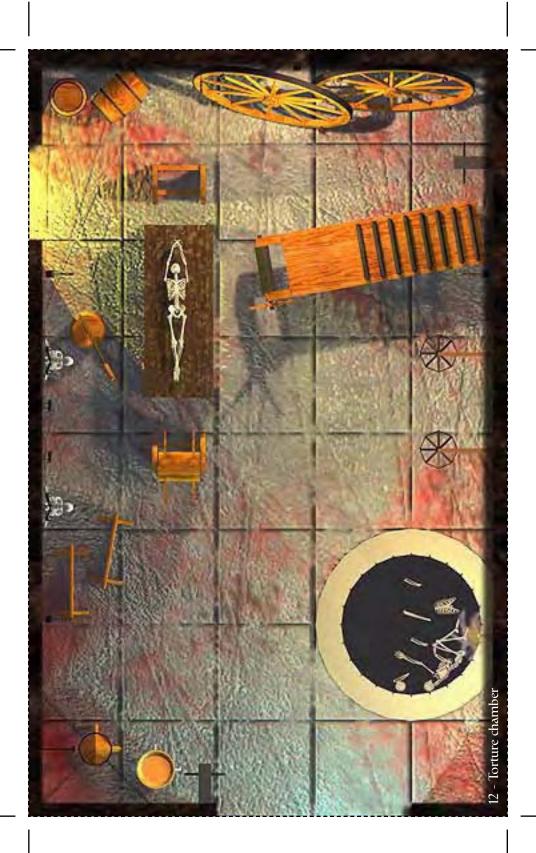


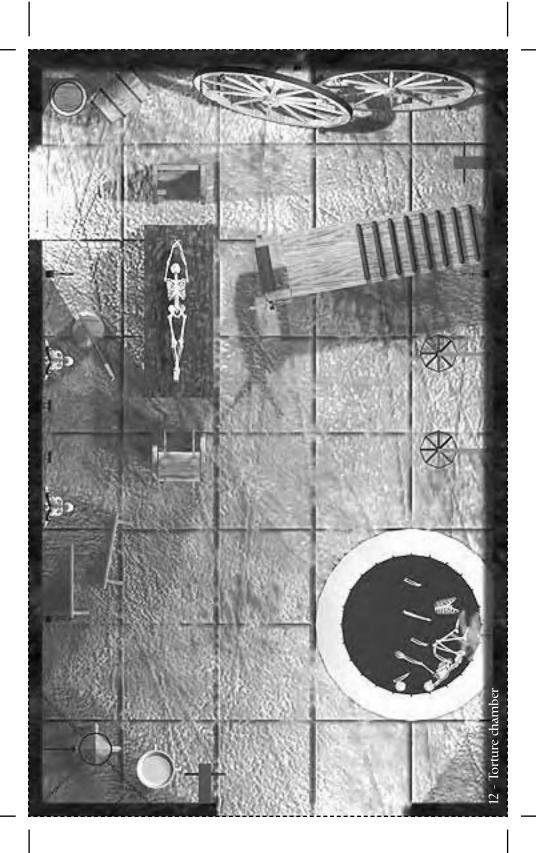


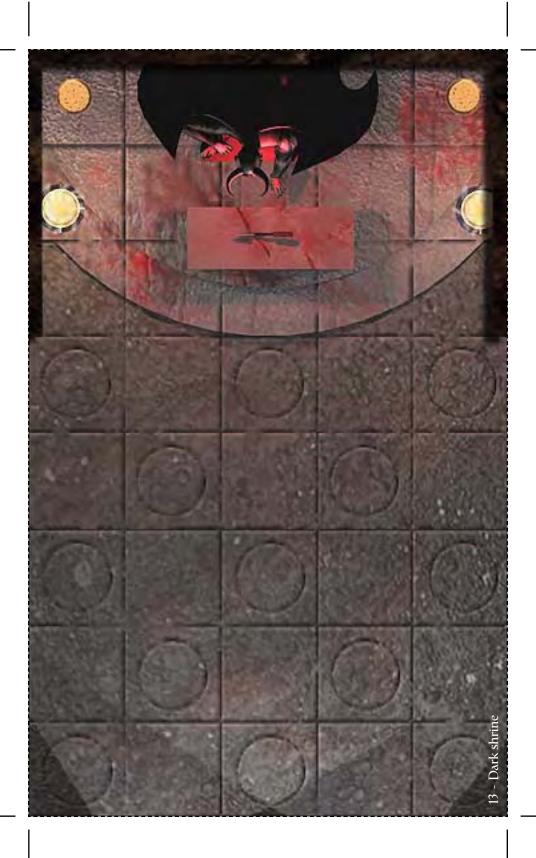


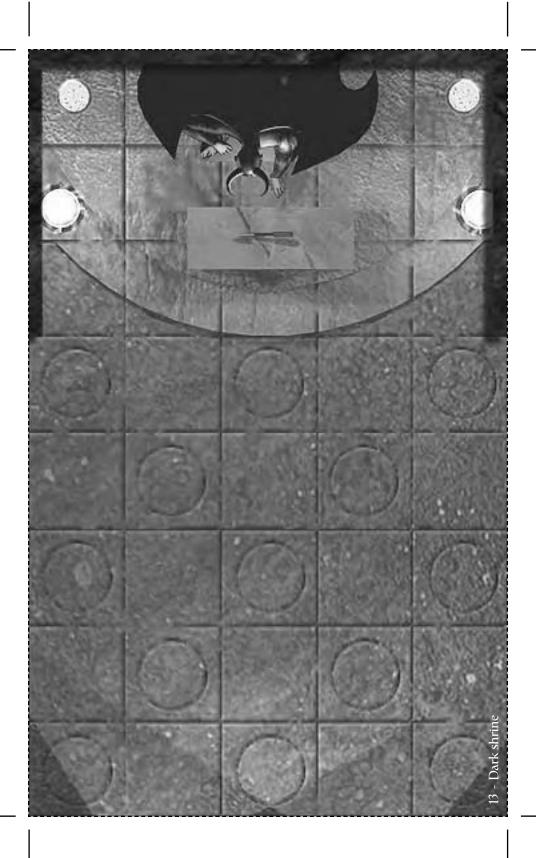




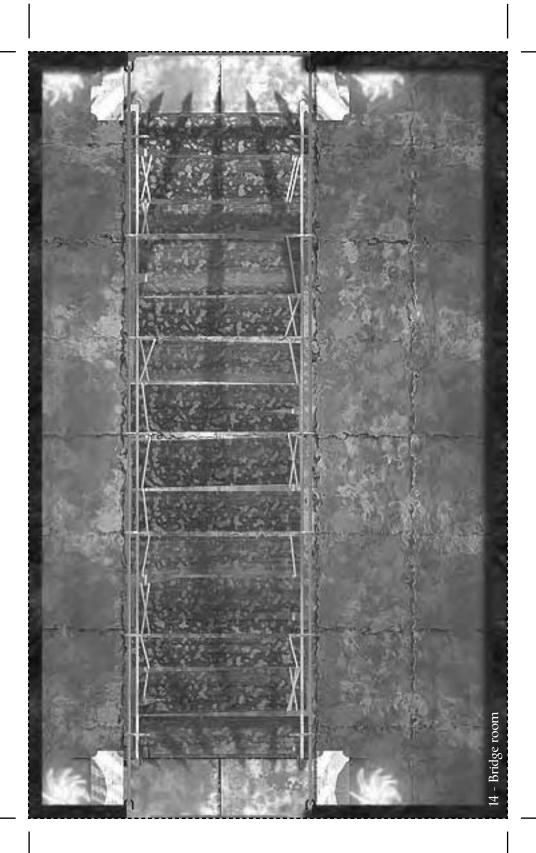








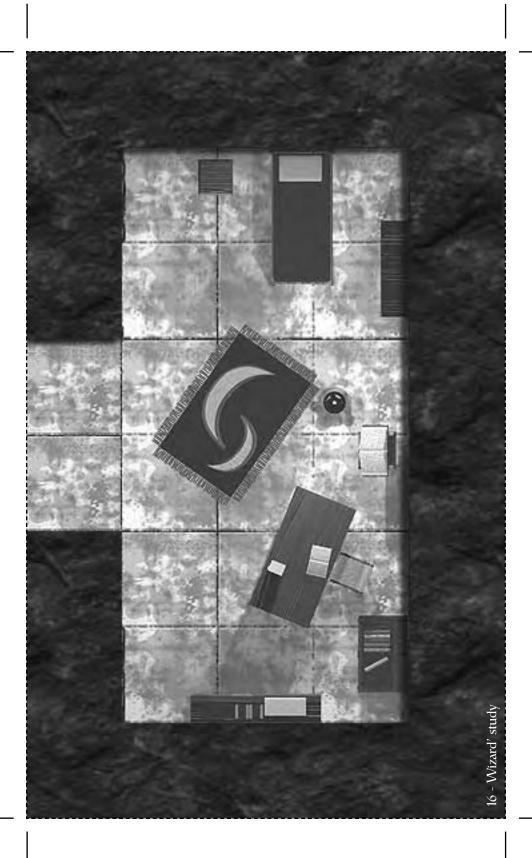




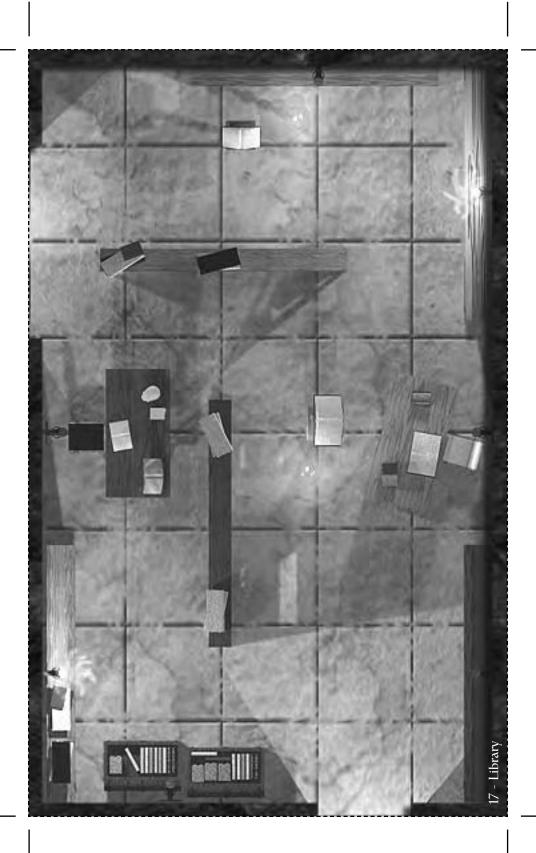


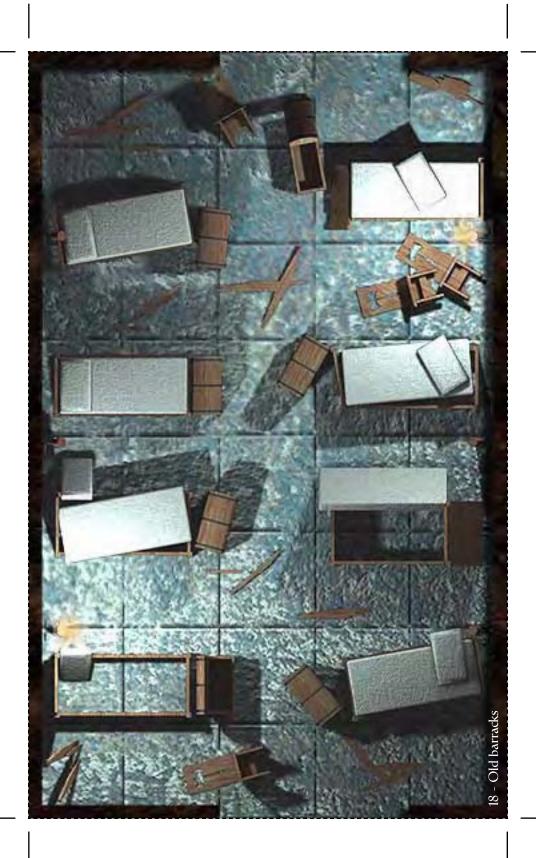


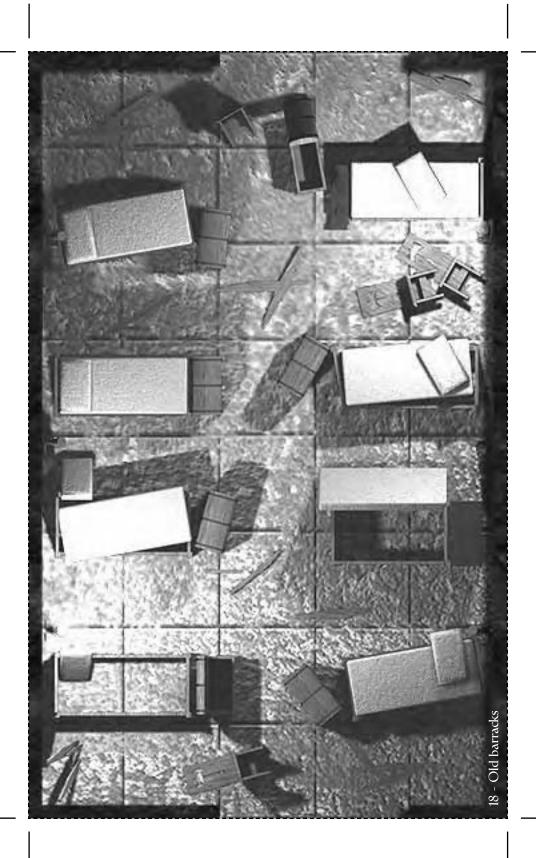


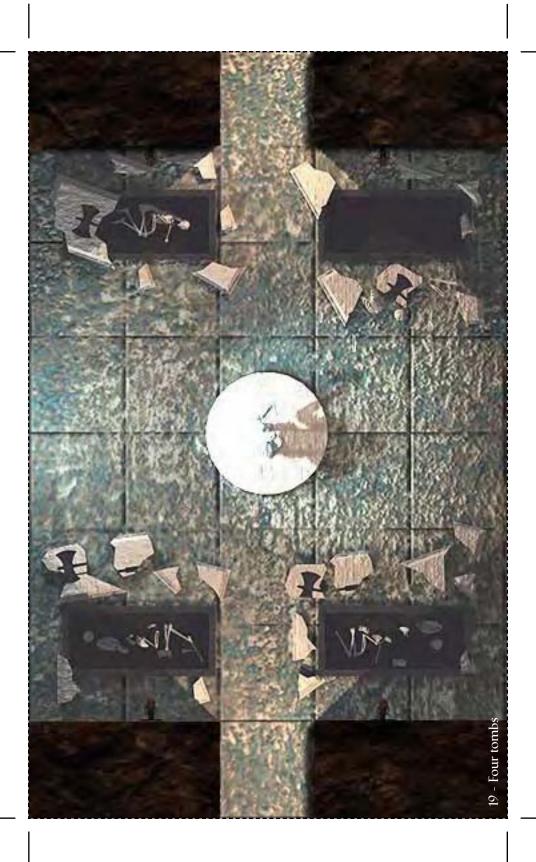


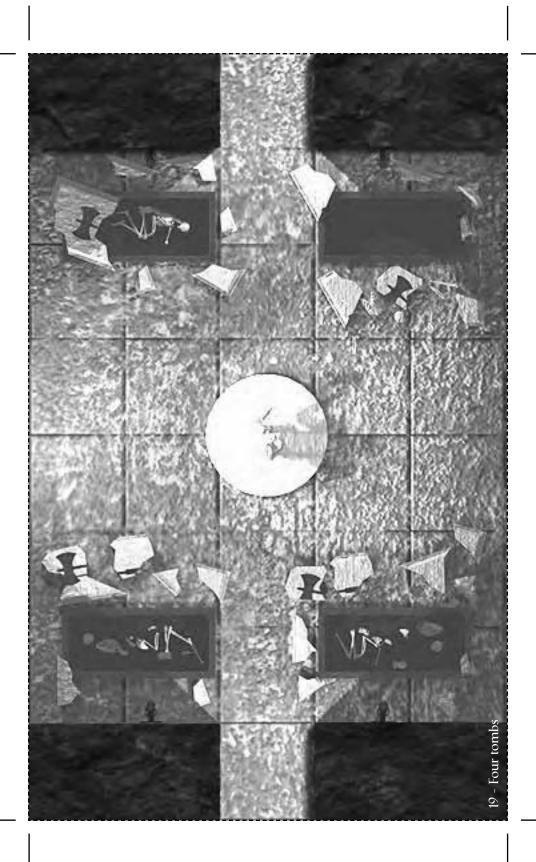


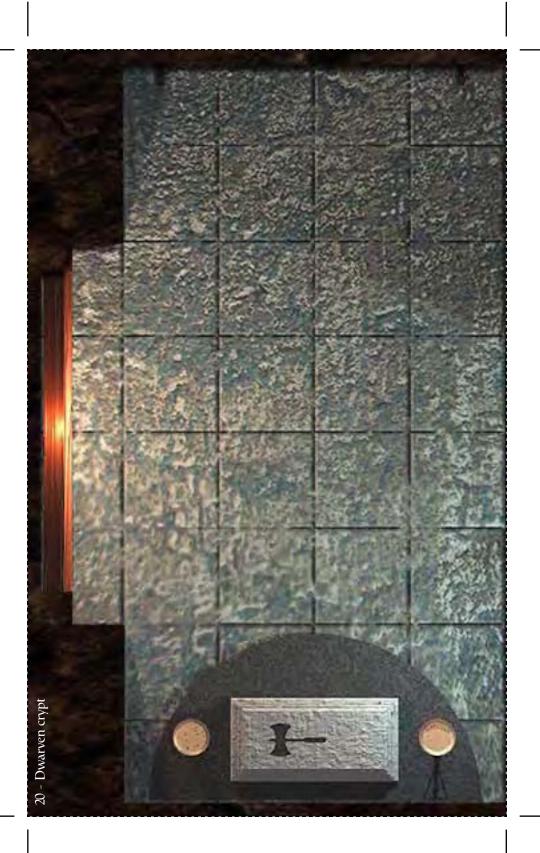






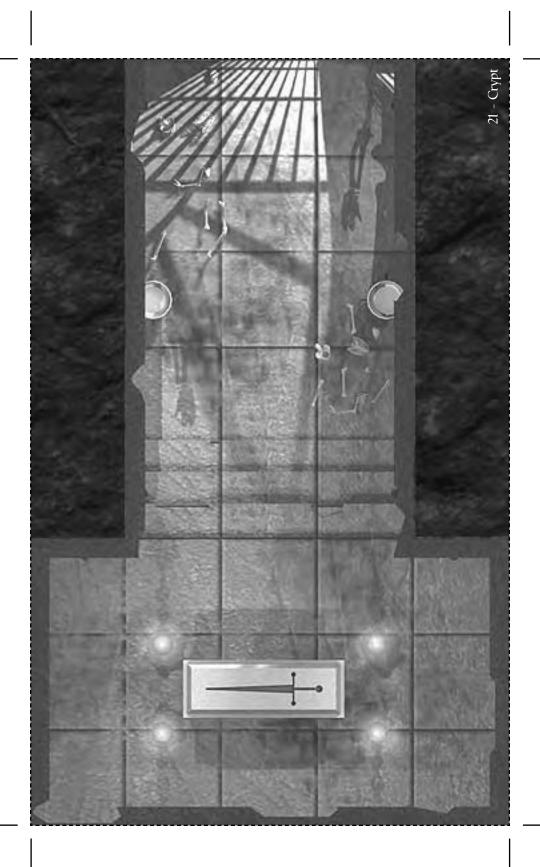




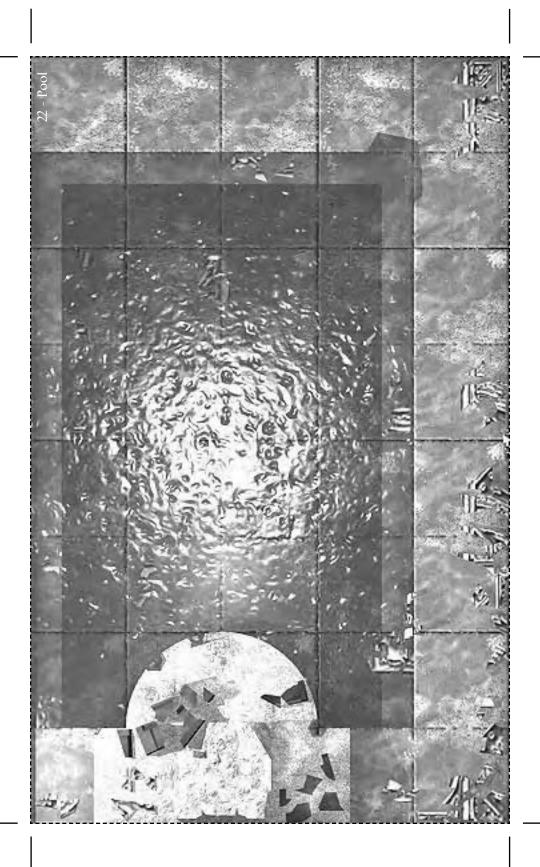




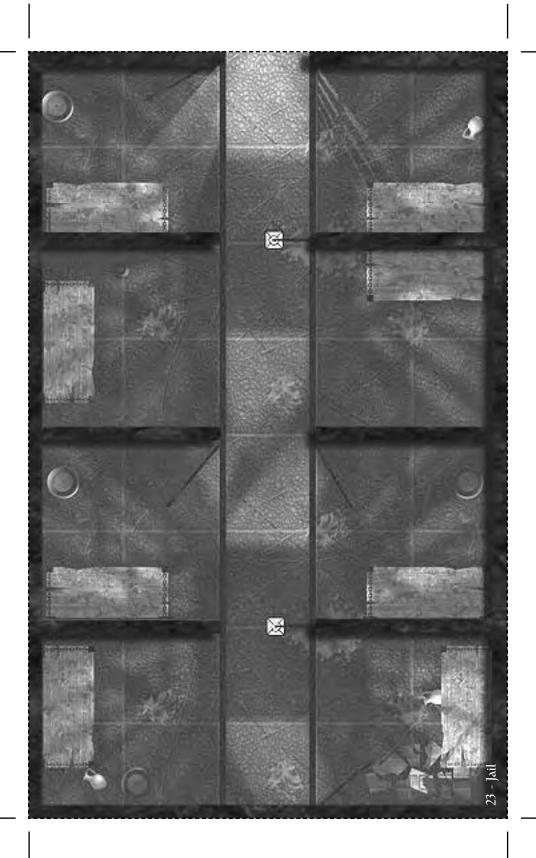


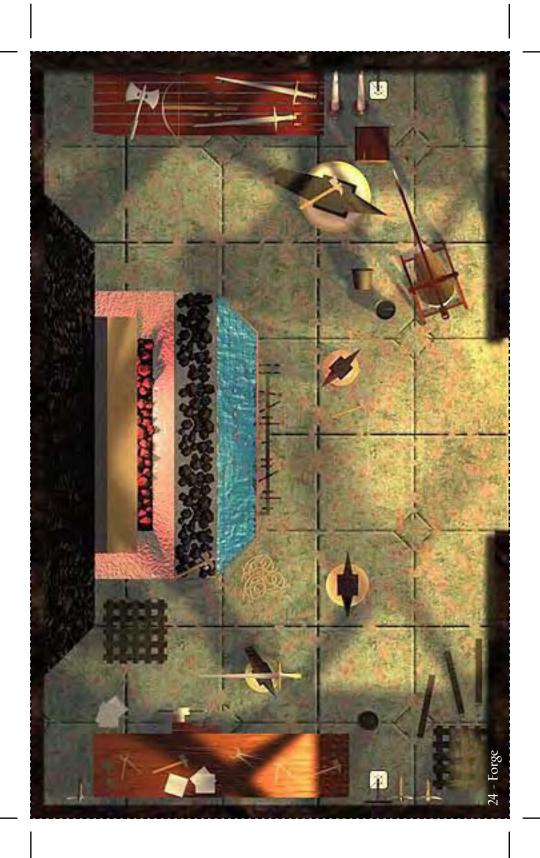


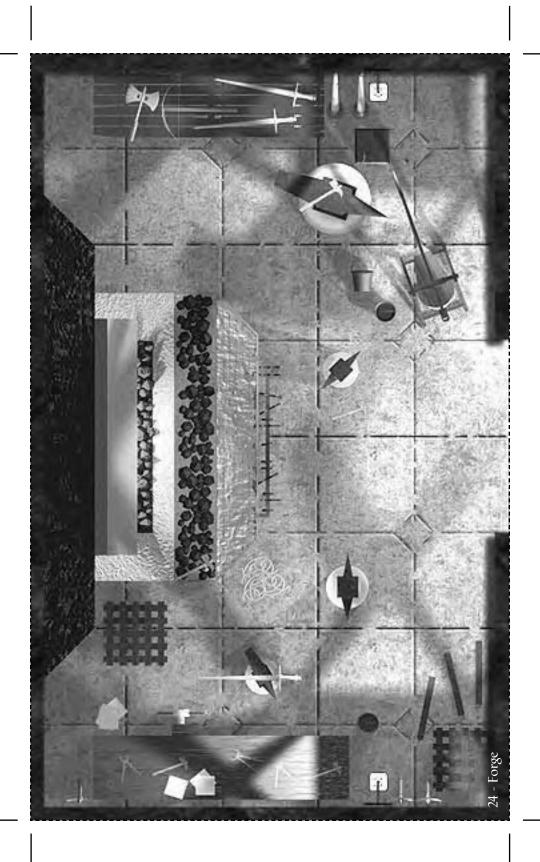


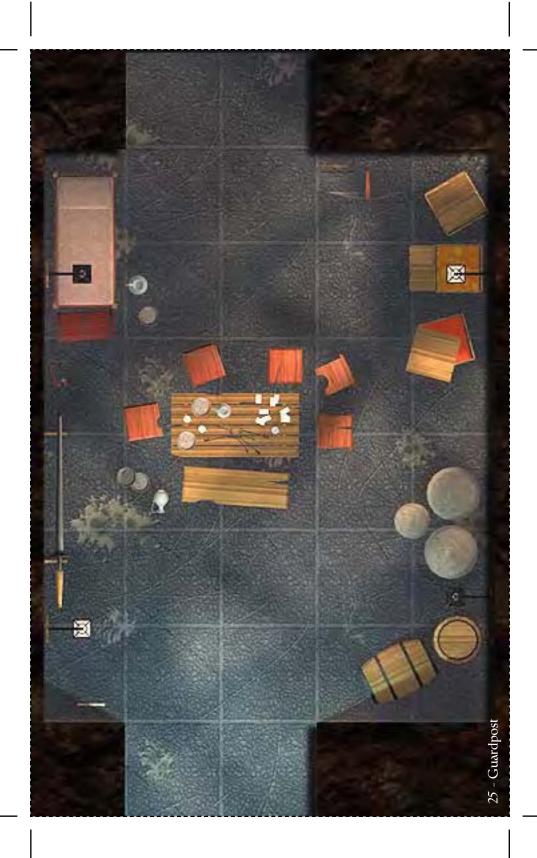




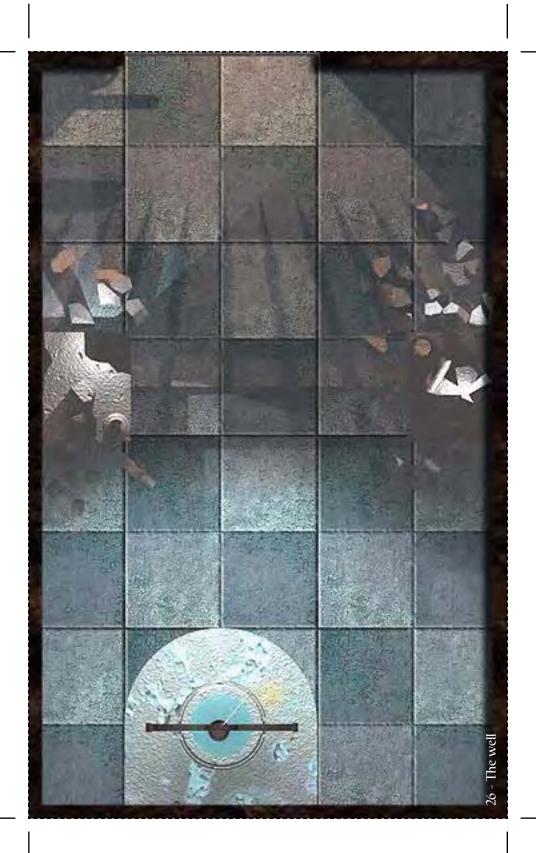


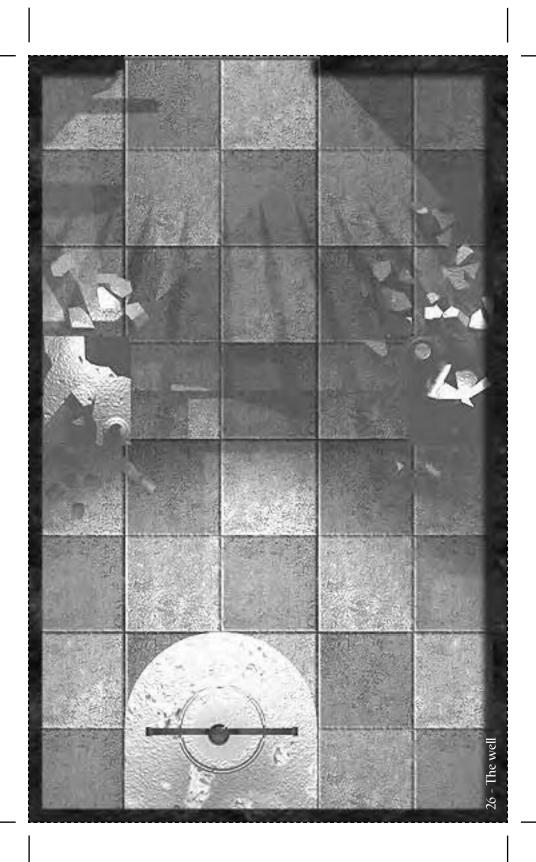


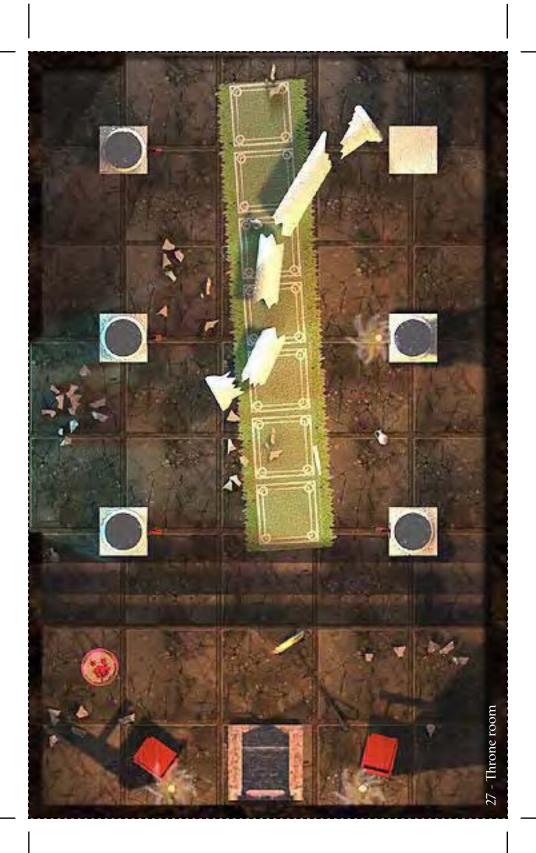


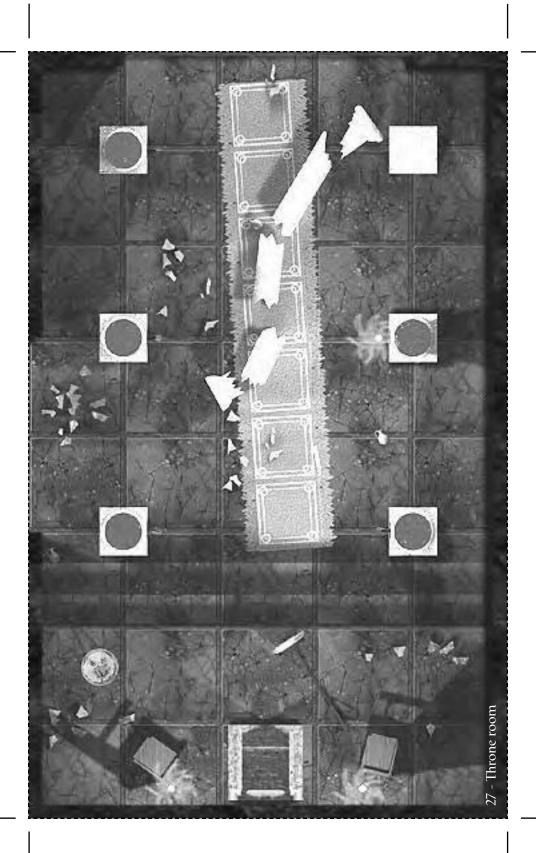


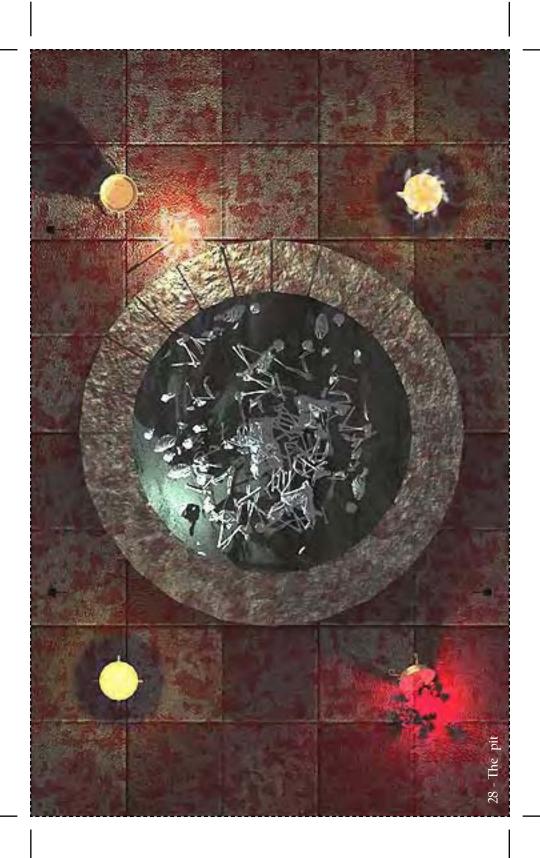


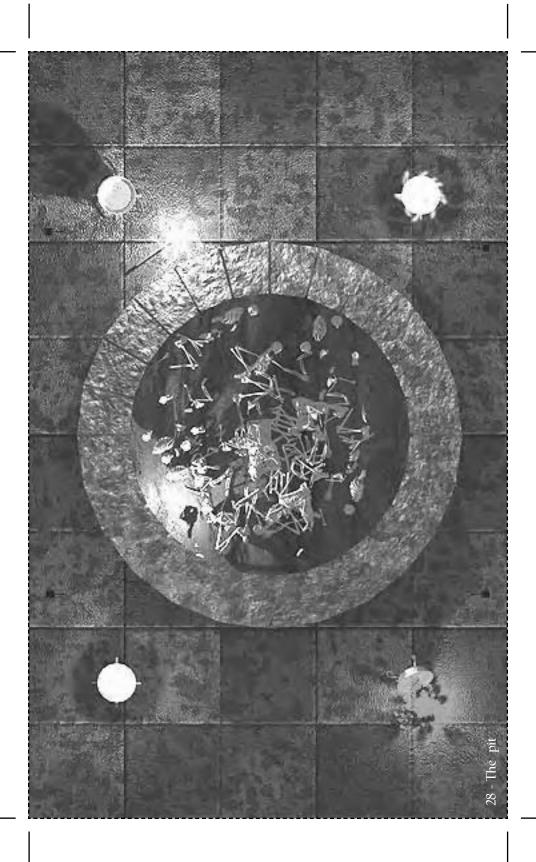




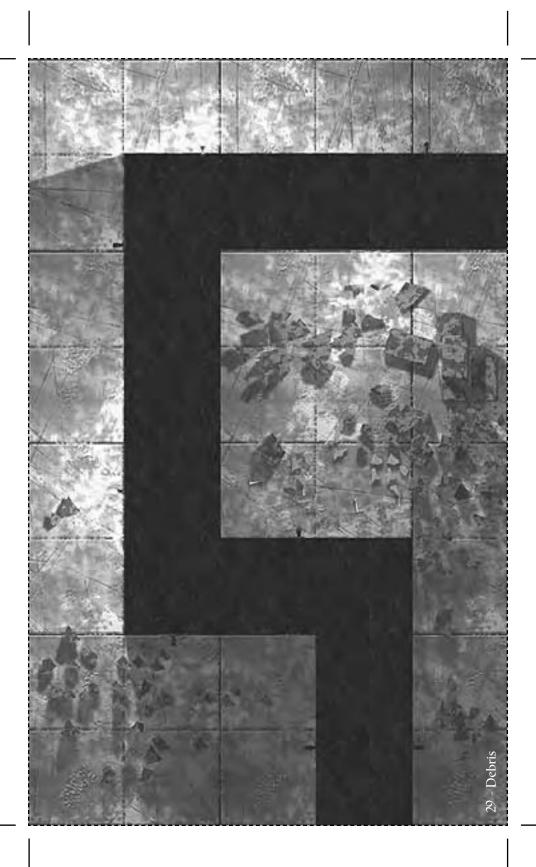




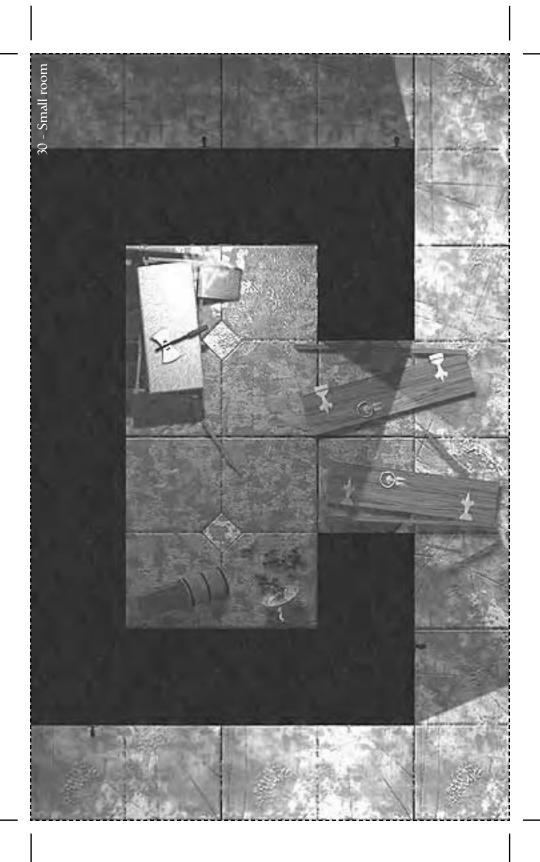




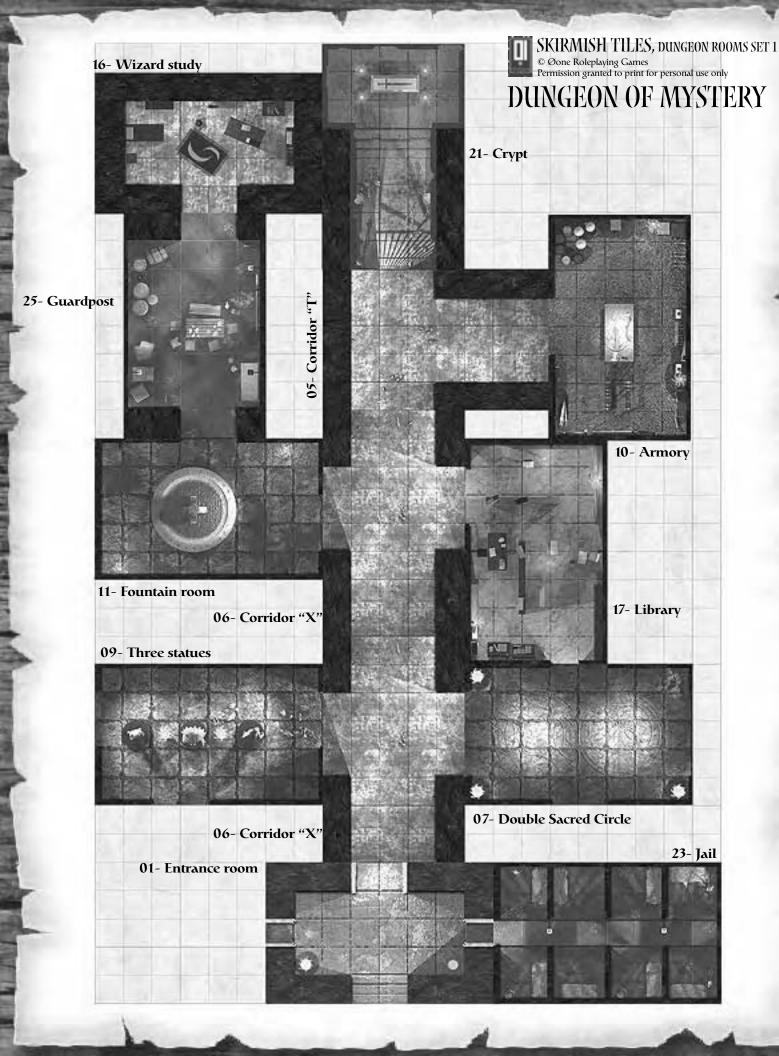


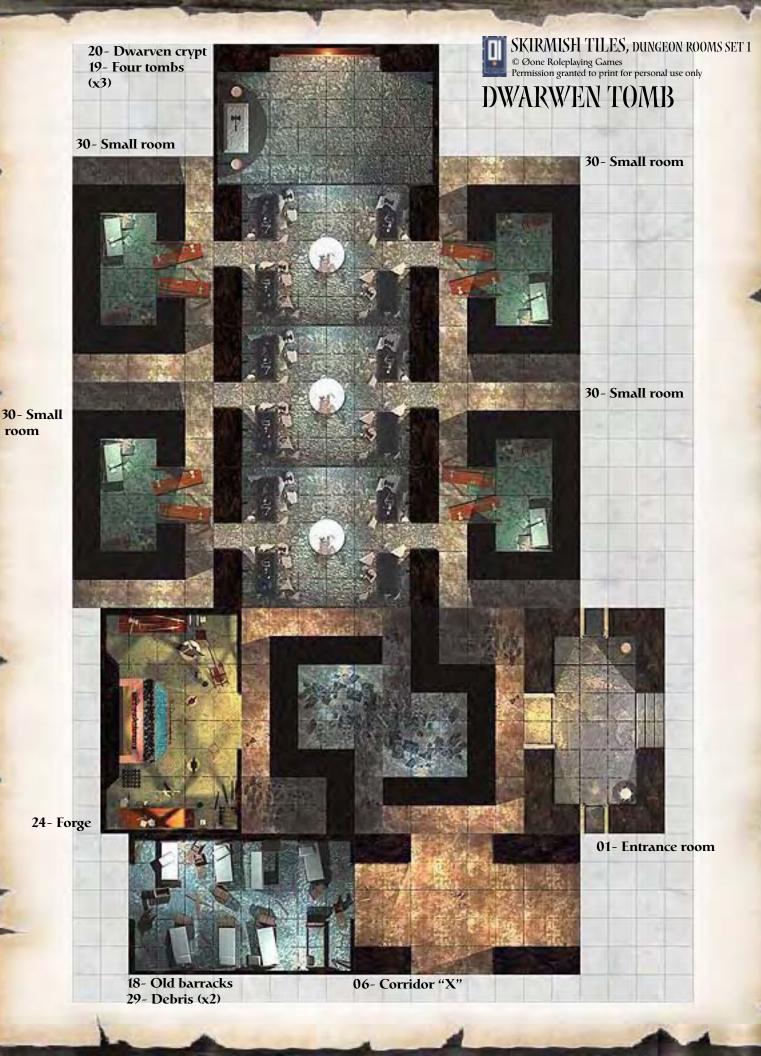


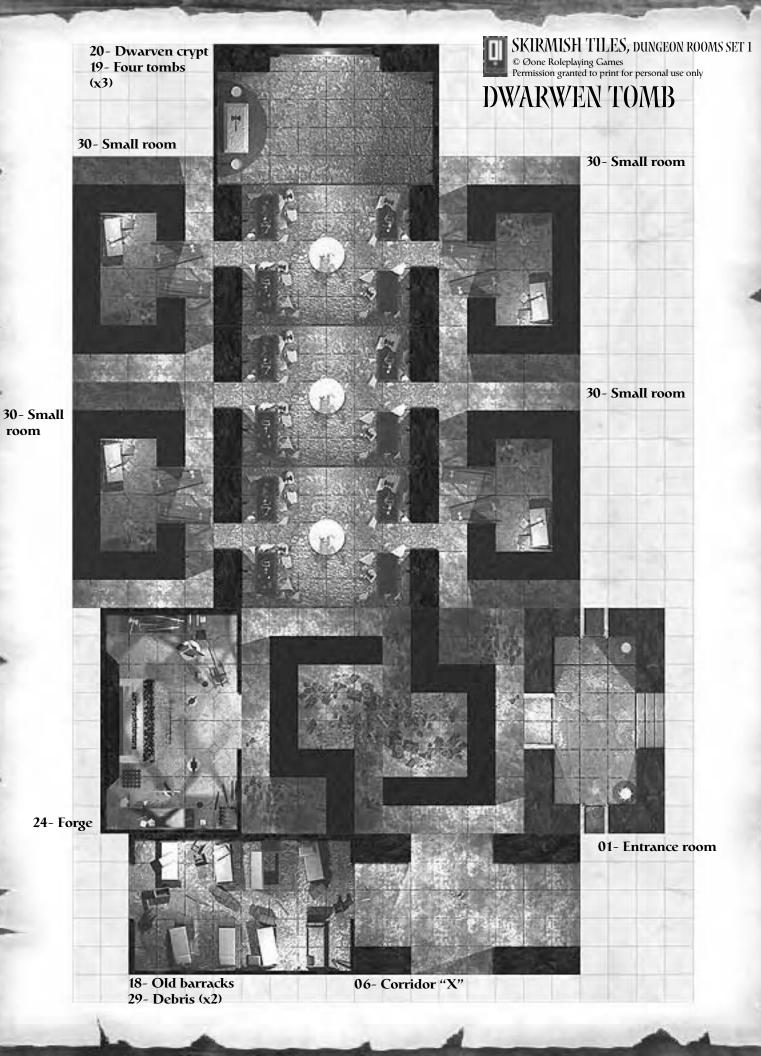




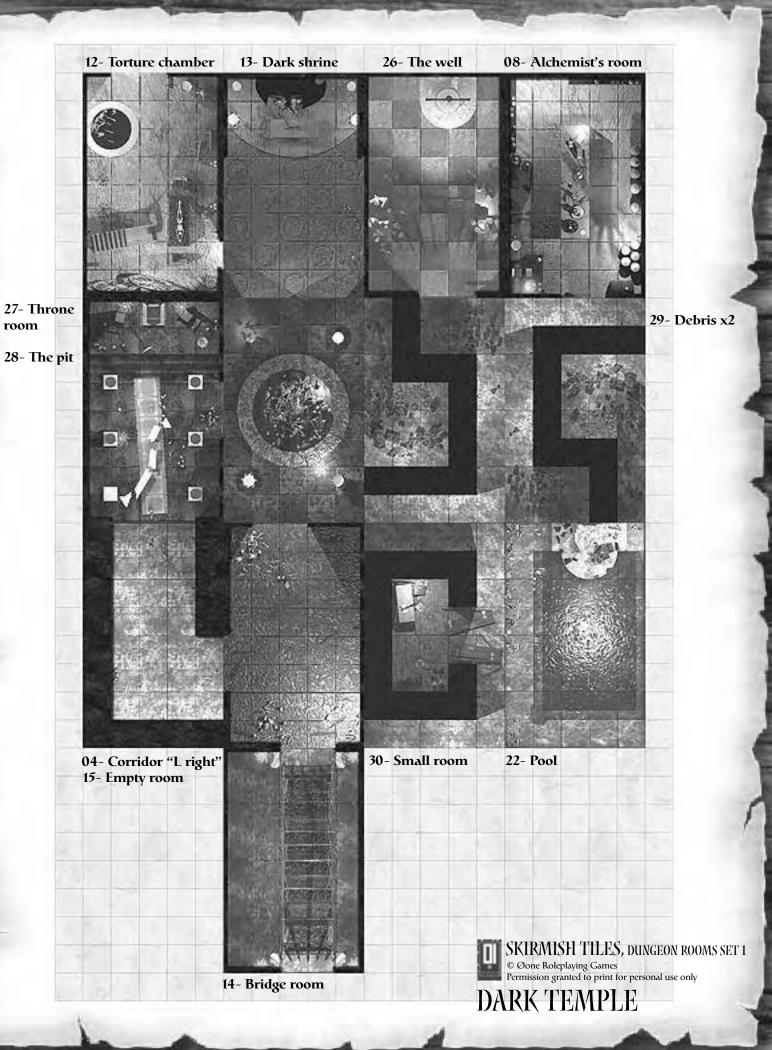




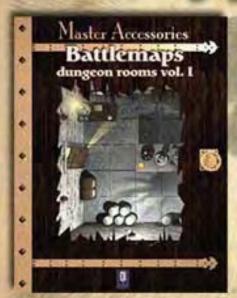


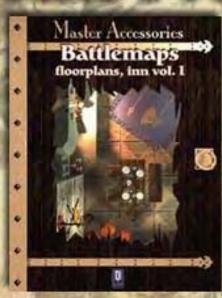


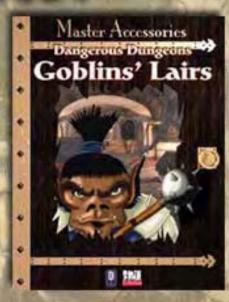


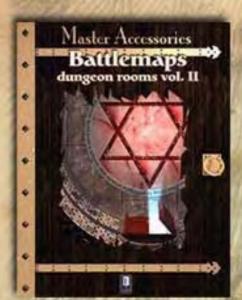


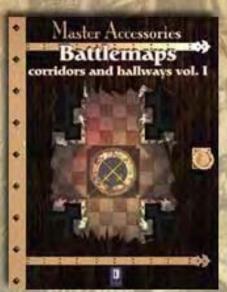
## You turn on the left, What Next?

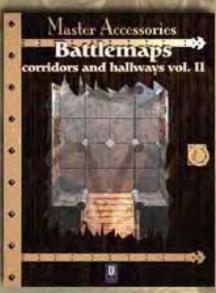












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