

Basic Dungeon floor Tiles 2

by Stefan Pietraszak

Miniatures are an essential part of many roleplaying games. To use miniatures, you'll need some kind of floor plans. These exist in many styles and flavors, from hand-drawn battlemaps to sculpted 3D dungeons.

Our goal was to create a basic tileset that could be used fast and easily, mainly (but not solely) to be used with *Dungeon Bash* (see below). This document is an extension of our *Basic Dungeon Floor Tiles* (#1), available at [our site](#).

How to use the floor tiles

On the following pages are the different basic floor tiles. On pages 2-4 are corridors and rooms, while on pages 5 are doors. Just print out those sections you need and cut them out. For best results, print the tiles on glossy paper, then glue to cardboard before cutting.

You'll notice that the border of every tile is 0,1" thick - unless it's part of a passage way. Take a look at the dead ends from page 3 (on the lower right): there's only one exit.

The doors need a little assembly: fold them in the middle, then fold the stands outward, and glue the front and back together.

This document offers a narrow passway set, together with conversion pieces (on page 4)

Dungeon Bash!

These floor tiles are a special preview for *Dungeon Bash*, a d20 subsystem to play a randomly generated dungeoncrawl - with or without a Game Master! Check out the product page at www.theothergamecompany.com/projects/bash.htm.

For your convenience here's a quick dungeon generating table (below), incorporating the conversion piece and the very small rooms. Start with a broad (two squares) passageway. Once you roll a 8 or 9 (a conversion piece), switch to the small passageways whenever you roll up a corridor, and vice versa if you roll another 8 or 9.

Note that this isn't the same as the system used in *Dungeon Bash*, as these will be more complex and generate



<http://www.theothergamecompany.com>

more logical dungeons - and at the same time they'll be faster to use. Nevertheless, this table should get you started rolling up your dungeon.

Dungeon generating table 2

d20	Tile
1	Corridor: Intersection
2	Corridor: T-Junction
3	Corridor: T-Junction
4	Corridor: T-Junction - Doors: 1
5	Corridor: Corner
6	Corridor: Corner
7	Corridor: Corner - Doors: 1
8	Conversion piece
9	Conversion piece
10	Corridor: Straight
11	Corridor: Straight (dead end) - Doors: 1
12	Corridor: Straight - Doors: 1
13	Corridor: Straight - Doors: 2
14	Corridor: Straight - Doors: 2
15	Room: Very Small
16	Room: Small
17	Room: Small - Doors: 1
18	Room: Small - Doors: 2
19	Room: Big
20	Room: Big - Doors: 1

About TOGC

The Other Game Company (TOGC) was founded in Aachen, Germany, by Stefan Pietraszak. Being a somewhat innovative guy, Stefan uses TOGC to publish anything he comes up with: board and tabletop games, RPG stuff and Comics, but for the meantime D20 is everything.

Go down and have some fun!
Your favorite roleplaying game
just became your favorite boardgame too!
Click here for details.

www.theothergamecompany.com







