

Making Hex Tiles

by Mark Sims

One of the major drawbacks to designing a set of rules that use hexes is the lack of suitable scenery. I've found that the majority of things available are either too expensive, the wrong size or just don't look that good (or all three).

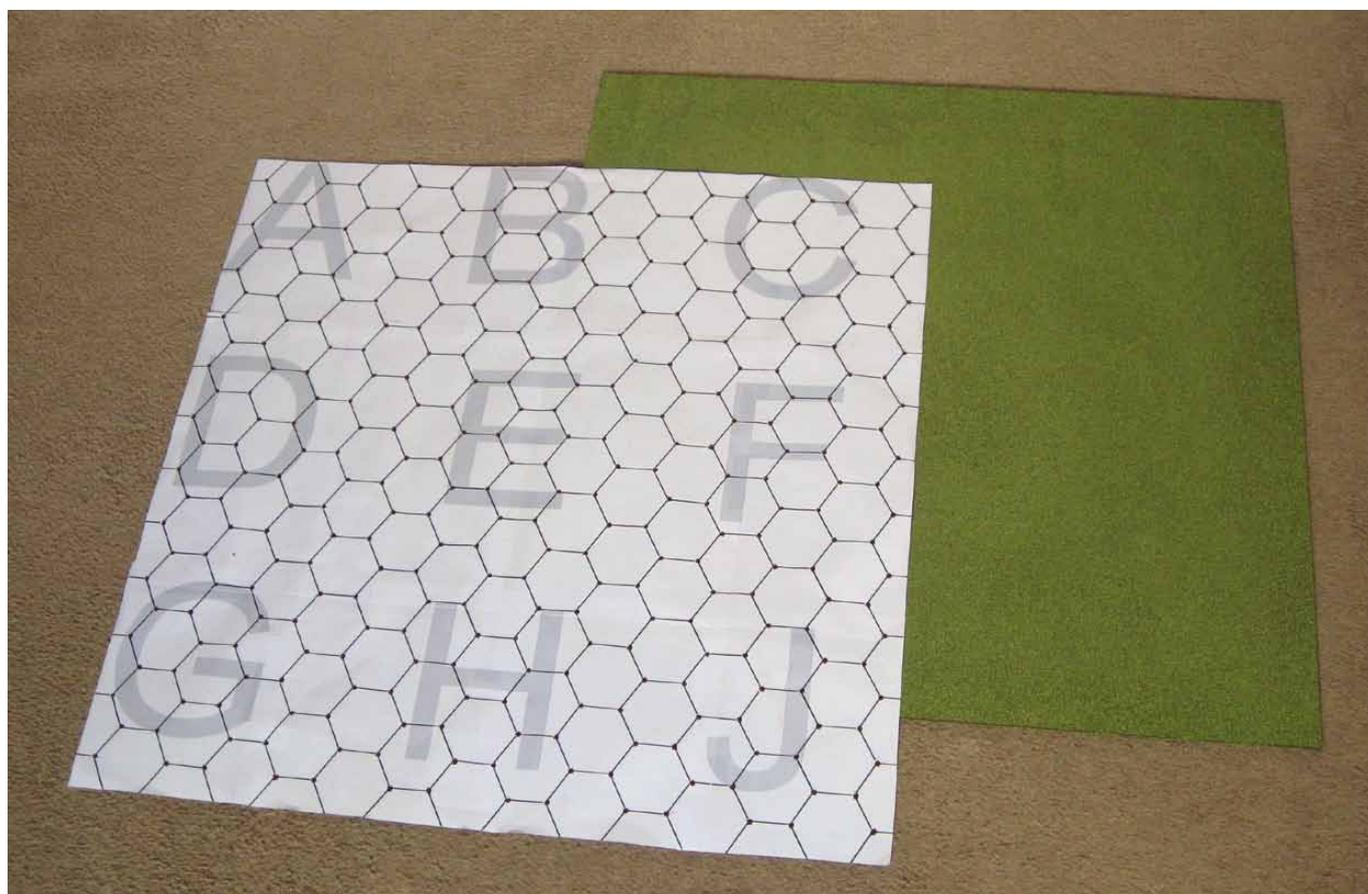
I decided that the way forward was to make my own scenery so that I could have a consistent style to everything.

The first step is to make the basic terrain tiles, the objective is to have tiles that can be orientated so that the hexes can be aligned lengthways or width ways. This means making sure that all of the hexes along the edges are 'half' hexes and those at the corners are 'quarter'.

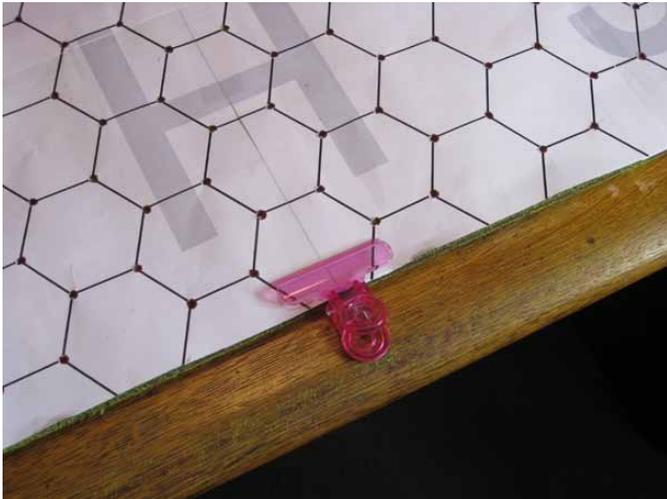
I have designed a template that is suitable for 60cm square tiles (the ones I use) and have altered the size so that it can also be used with 24" square tiles. Each hex is approximately 2" across but the sizes may not be exact as they are designed with the half and quarter hexes in mind.

The PDF's for these tiles are available to download from the Crusader Publishing site www.crusaderpublishing.com

You'll need to print this PDF at 100% scale and make sure that large pages are tiled - this simply means it will be printed on several sheets and you'll need to tape them together. The letters that you see on the sheet are simply added to help you fit the thing together properly.



Once you have printed out the template and stuck it together you'll need to punch holes where each hex line joins another. Once you have done this (you may need to 'trim' the edges of the holes a bit) align the template over the tile. Its best to anchor it in place with bulldog clip, tape or pins so that it doesn't move while you are working on it.



After that simply use a marker pen and put a dot through each hole onto the tile.

It is worth buying a few pens and finding one that suits the colour of your tile and the texture of the material that it is covered with.

When you have the right pen buy a few of them, this is better than completing half of your tiles and then finding you cant quite get the same colour for the other half.

I've done 15 tiles and this used 3 pens.



Once you have 'dotted' your tile you can remove the hex template and simply use the pen and a ruler to join the dots!



How you orientate the template on your square tile is not important. If you are doing this properly (and your tile is actually square) the tile can be used with the hex rows aligned across or up and down.

Including taking the photos this tile took me just over 30 minutes to complete.

The edges of the tiles will match up with each other and so will those at the corners. They may not be 100% perfect but you'll be able to set up a battlefield as wide or deep as you like.



The tiles shown here are manufactured by ESLO and sold in the UK through [North Star](#).

I have used the back of the tiles and flocked them myself as I found their green a bit too bright and wanted to be able to match the hills I make to the ground colour.