

# BATTLETECH<sup>TM</sup> MAP PACK



## WORLDWIDE EVENT 2018 TERRAIN SET



# BATTLETECH™

## PRINT YOUR BATTLEFIELD!

*BattleTech Map Pack Worldwide Event 2018* brings brand new *BattleTech* map sheets in printable form. Using the original map sheet art, and sized for compatibility with the *BattleTech: A Game of Armored Combat* printed maps and punch out terrain alike, you can now store and print as many sheets as needed for your *BattleTech* games.

Use these sheets in conjunction with the random terrain tables found in *Total Warfare*, or any time you need a quick map, but transporting physical terrain is impractical. Mount them on poster board or cardboard for longevity, or cut them up to mix and match your own unique battlefields.

This PDF provides you with a Full-Sized Map (18"x22") as well as Letter (8.5"x11") and Tabloid (11"x17") tiles to choose from.

### OPTION 1 (PREFERRED)

If you have access to an oversize or poster printer, printing the Full-Sized Map whole is the simplest option. Otherwise, printing tiles will be necessary.

Print the Full-Sized Map (pp. 2-5) in Adobe Acrobat using the Poster Size option. Use the default Tile Scale and Overlap (Tile Scale 100%, Overlap 0.005 in) and select the Cut Marks box. This will produce six sheets of map segments marked for proper cutting and joining. Trim the sheets along the cut marks provided and tape them together with clear tape.



**E-CAT35MT010**

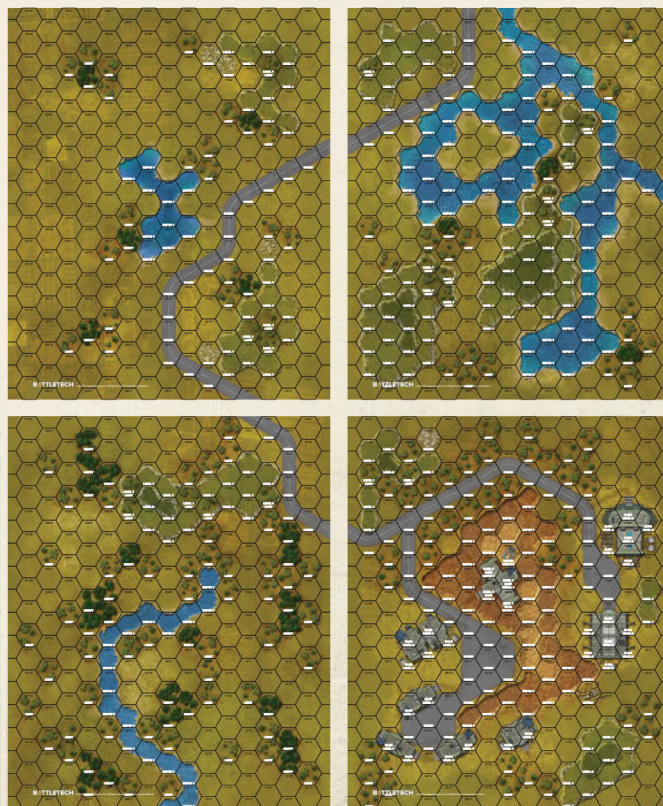
### OPTION 2

This method is simpler and uses less paper and ink. However, please note that while any maps produced using this method are compatible with each other, they are a fraction smaller than previously produced BattleTech Hex Maps and will not line up with them.

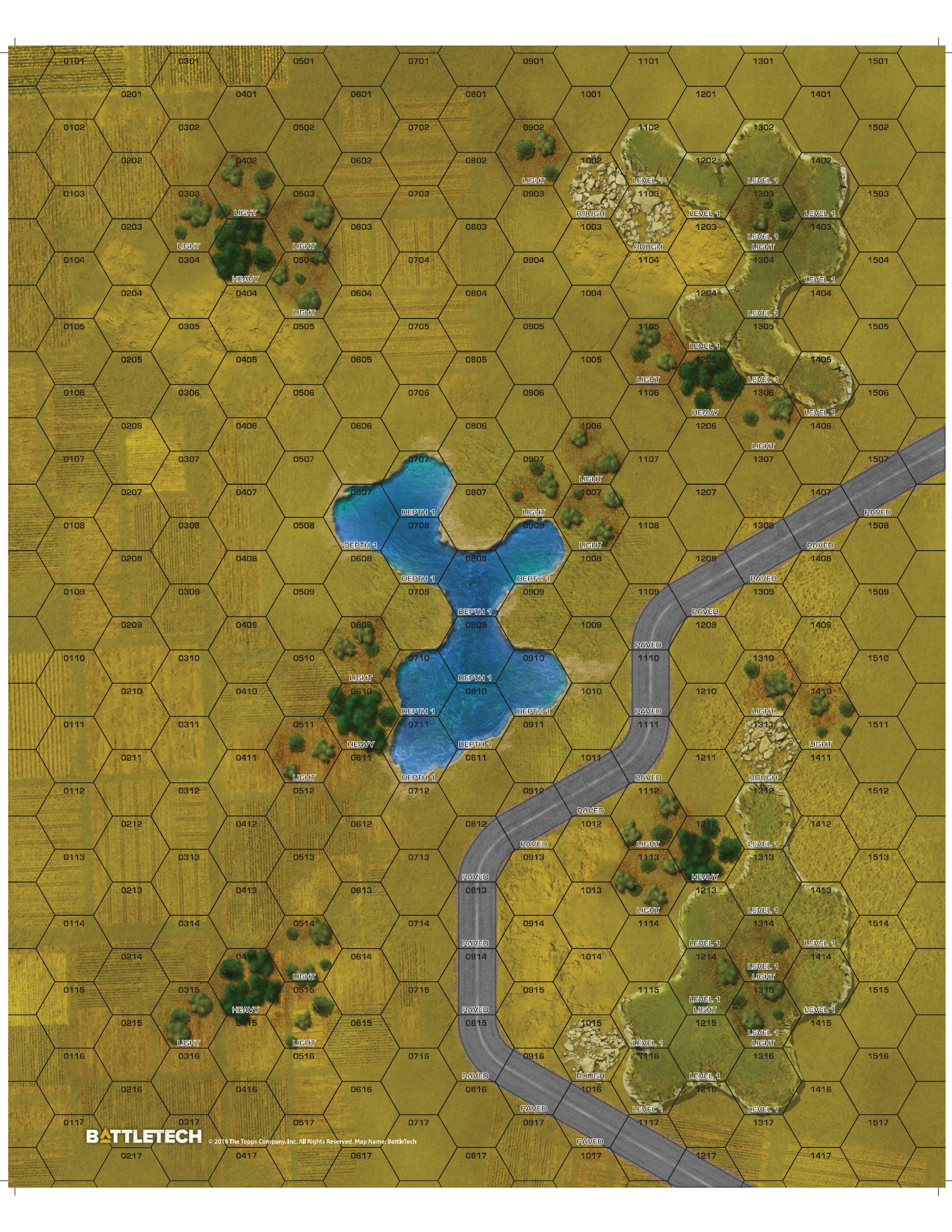
Print out the Letter-sized tiles (pp. 6-41) using Adobe Acrobat. Set the size as Fit. Trim the white excess off the sheets and tape them together with clear tape.

### OPTION 3

If your printer is capable of printing tabloid-sized sheets, use the above method but print the two Tabloid-sized tiles (pp. 42-49) instead. As noted above, any maps produced using this method are compatible with each other, *but they are a fraction smaller than previously produced BattleTech Hex Maps and will not line up with them.*



















BATTLETECH

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0501

0701

0901

1101

0601

0801

1001

0502

0702

0902

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0602

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1002

0503

0703

LIGHT

0903

LEVEL 1

1103

0603

0803

ROUGH

1003

LIGHT

0504

0704

0904

1104

0604

0804

1004

LIGHT

0505

0705

0905

1105

0605

0805

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0507

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LIGHT

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DEPTH 1

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DEPTH 1

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0910

PAVED

1110

LIGHT

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DEPTH 1

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0711

0911

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HEAVY

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1011

LIGHT

DEPTH 1

PAVED

0512

0712

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PAVED

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1012

0513

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LIGHT

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0813

1013

PAVED

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0110

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LIGHT

0210

0410

0610

DEPTH 1

0111

0311

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HEAVY

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DEPTH 1

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0115

0315

0515

0715

HEAVY

0215

0415

0615

LIGHT

LIGHT

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**BATTLETECH**

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0217

0417

0617

















0501

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1102

PAVED

DEPTH 1

0602

0802

1002

LEVEL 1

0503

0703

0903

1103

PAVED

0803

DEPTH 1

0603

1003

LEVEL 1

0504

0704

DEPTH 1

DEPTH 1

PAVED

0804

DEPTH 1

0604

1004

PAVED

0505

0705

DEPTH 1

DEPTH 1

DEPTH 1

0605

DEPTH 1

0805

0905

LIGHT

1005

DEPTH 1

0506

DEPTH 1

0706

DEPTH 1

0806

DEPTH 1

0906

LEVEL 1

1106

DEPTH 1

0507

0606

0707

0807

DEPTH 1

0907

LEVEL 1

1107

0607

0708

0808

DEPTH 1

0908

LEVEL 1

LIGHT

0508

0608

0709

0809

DEPTH 1

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1108

HEAVY

1008

DEPTH 1

0509

0709

1109

LEVEL 1





0901 1101 1301 1501

1001 1201 1401

0902 1102 1302 1502

LIGHT

1002 1202 1402

0903 1103 1303 1503

DEPTH 1

0904 1104 1203 1403 1504

DEPTH 1

0905 1105 1204 1304 1404 1505

LIGHT

0906 1106 1205 1305 1405 1506

LIGHT

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0907 1107 1206 1306 1406 1507

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LEVEL 1

DEPTH 1

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HEAVY

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DEPTH 1

DEPTH 1





LEVEL 1

PAVED

DEPTH 1

0205

0405

0605

DEPTH 1

0106

PAVED

DEPTH 1

0706

PAVED

DEPTH 1

0206

0306

0406

0606

PAVED

DEPTH 1

0107

0307

DEPTH 1

0507

0707

0207

0407

0607

0108

DEPTH 1

0308

DEPTH 1

0508

0708

0208

0408

0608

0109

DEPTH 1

0309

DEPTH 1

DEPTH 1

0509

DEPTH 1

0709

0209

0409

0609

0110

DEPTH 1

DEPTH 1

0510

0710

0210

0410

0610

LIGHT

HEAVY

0111

0511

0711

0211

LIGHT

LIGHT

0112

0411

0611

LIGHT

LIGHT

0512

0712

0113

LEVEL 1

LEVEL 1

LIGHT

LEVEL 1

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LEVEL 2

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LEVEL 1

LIGHT

0513

0613

0713

0213

0413













**BATTLETECH**

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0101

0301

0501

0701

0201

0401

0601

0102

0302

0502

0702

0202

HEAVY

0402

0602

0103

LIGHT

0303

HEAVY

0503

0703

0203

0403

HEAVY

0603

LEVEL 1

0104

0304

HEAVY

0504

LEVEL 1

0704

0204

LIGHT

0404

LIGHT

0604

LEVEL 2

0105

0305

0505

0705

0205

0405

LEVEL 1

LIGHT

LEVEL 1

0106

0306

0506

0706

0206

0406

0606

0107

0307

0507

0707

LIGHT

0407

HEAVY

0607

LIGHT

0108

0308

0508

0708

0208

0408

0608

HEAVY

0109

0309

0509

0709





0501

0701

0901

1101

0601

0801

1001

LIGHT

0502

0702

0902

1102

0602

0802

1002

LIGHT

0503

0703

0903

1103

0603

0803

1003

LIGHT

HEAVY

LEVEL 1

LIGHT

LEVEL 1

0504

0704

0904

1104

LEVEL 1

LEVEL 1

LEVEL 1

LIGHT

0604

0804

1004

LIGHT

LEVEL 2

LEVEL 1

LEVEL 1

0505

0705

0905

1105

LEVEL 1

LEVEL 2

LEVEL 1

LIGHT

0605

0805

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LEVEL 1

LEVEL 1

0506

0706

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LEVEL 1

LIGHT

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HEAVY

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0308

LIGHT

0708

0208

0408

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HEAVY

0109

0309

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0709

HEAVY

0209

0310

0409

0609

DEPTH 1

0110

0310

0510

0710

HEAVY

DEPTH 1

0210

0311

0410

0610

LIGHT

LIGHT

0211

0312

0411

0611

0711

LIGHT

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DEPTH 1

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0713

DEPTH 1

LIGHT





LEVEL 1  
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0805

LEVEL 1  
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HEAVY

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DEPTH 1

0710

DEPTH 1

0910

1110

DEPTH 1

0610

DEPTH 1

0810

1010

DEPTH 1

0511

LIGHT

0711

HEAVY

0911

1111

LIGHT

0611

0811

LIGHT

1011

DEPTH 1

0512

0712

0912

1112

0612

0812

LIGHT

1012

DEPTH 1

0513

0713

0913

1113

HEAVY

0813

LIGHT

1013

0613









**BATTLETECH**

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DEPTH 1

LIGHT

0910

1110

1310

1510

1010

1210

HEAVY

1410

HEAVY

0911

1111

LIGHT

1311

1511

LIGHT

1011

1211

1411

0912

1112

1312

1512

LIGHT

1012

1212

1412

0913

1113

1313

1513

LIGHT

1013

LIGHT

1213

1413

HEAVY

0914

1114

HEAVY

1314

1514

1014

1214

1414

0915

1115

LIGHT

1315

1515

1015

1215

HEAVY

1415

0916

LIGHT

1116

LIGHT

1316

1516

1016

1216

HEAVY

1416

DEPTH 1

0917

1117

1317

LIGHT

1517

1017

1217

1417

DEPTH 1





0101

0301

0501

0701

0201

0401

0601

LIGHT

0102

0302

0502

0702

LEVEL 1

ROUGH

0202

0402

0602

LIGHT

LEVEL 1

0103

0303

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LEVEL 2

LEVEL 1

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0403

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PAVED

LEVEL 1

LIGHT

LEVEL 1

LIGHT

LIGHT

0104

0304

0504

0704

LIGHT

LIGHT

PAVED

LEVEL 1

0105

0305

0505

0705

0205

PAVED

LIGHT

LEVEL 1

0106

0306

0506

0706

PAVED

LIGHT

DEPTH 1

PAVED

0107

0307

0507

0707

LIGHT

LIGHT

DEPTH 1

0207

0407

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LEVEL 1

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1402

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LIGHT

1104

LIGHT

1203

1403

PAVED

0904

PAVED

1004

LIGHT

1105

LIGHT

1204

1304

1504

DEPTH 1

0905

1005

1106

1205

1305

1505

BLDG LEVEL 2

1405

BLDG LEVEL 2

DEPTH 1

0906

DEPTH 1

1006

LIGHT

1107

PAVED

1206

BLDG LEVEL 2

1306

BLDG LEVEL 2

1406

1506

DEPTH 1

0907

LIGHT

1007

LIGHT

1108

PAVED

1207

PAVED

1307

1507

BLDG LEVEL 2

1407

DEPTH 1

0908

DEPTH 1

1008

LIGHT

1109

PAVED

1208

PAVED

1308

1508

1408

DEPTH 2

0909

PAVED

1309

LEVEL 1

1509





LEVEL 1

0106

0205

PAVED

0206

PAVED

0107

LIGHT

0207

0108

LIGHT

0208

0109

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0112

0113

0209

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PAVED

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0310

BLDG  
LEVEL 2

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BLDG  
LEVEL 2

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PAVED

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DEPTH 1

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PAVED

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BLDG  
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LEVEL 1  
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LEVEL 1  
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DEPTH 1

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DEPTH 1

0710

PAVED

0711

PAVED

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PAVED

0713













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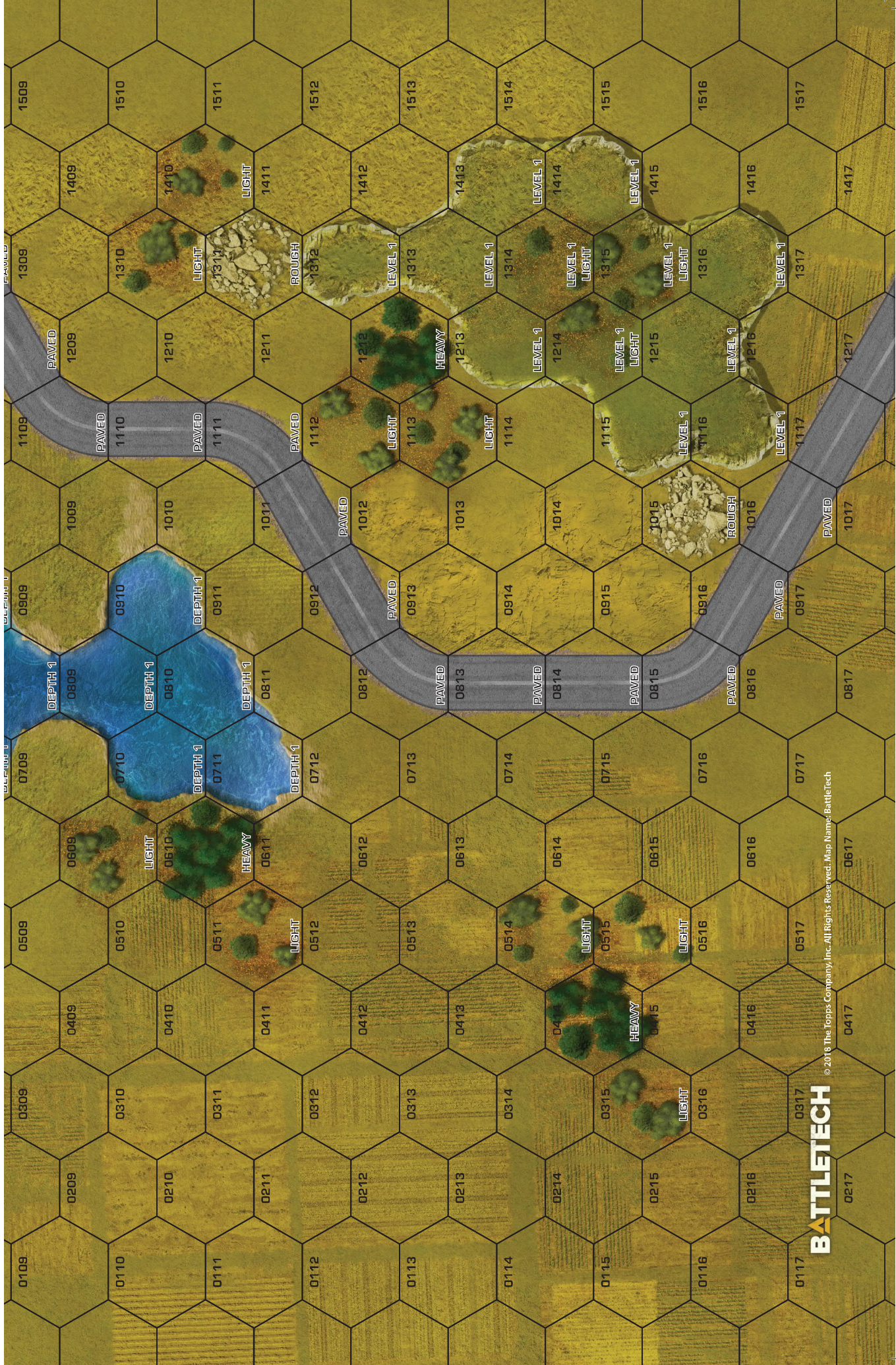












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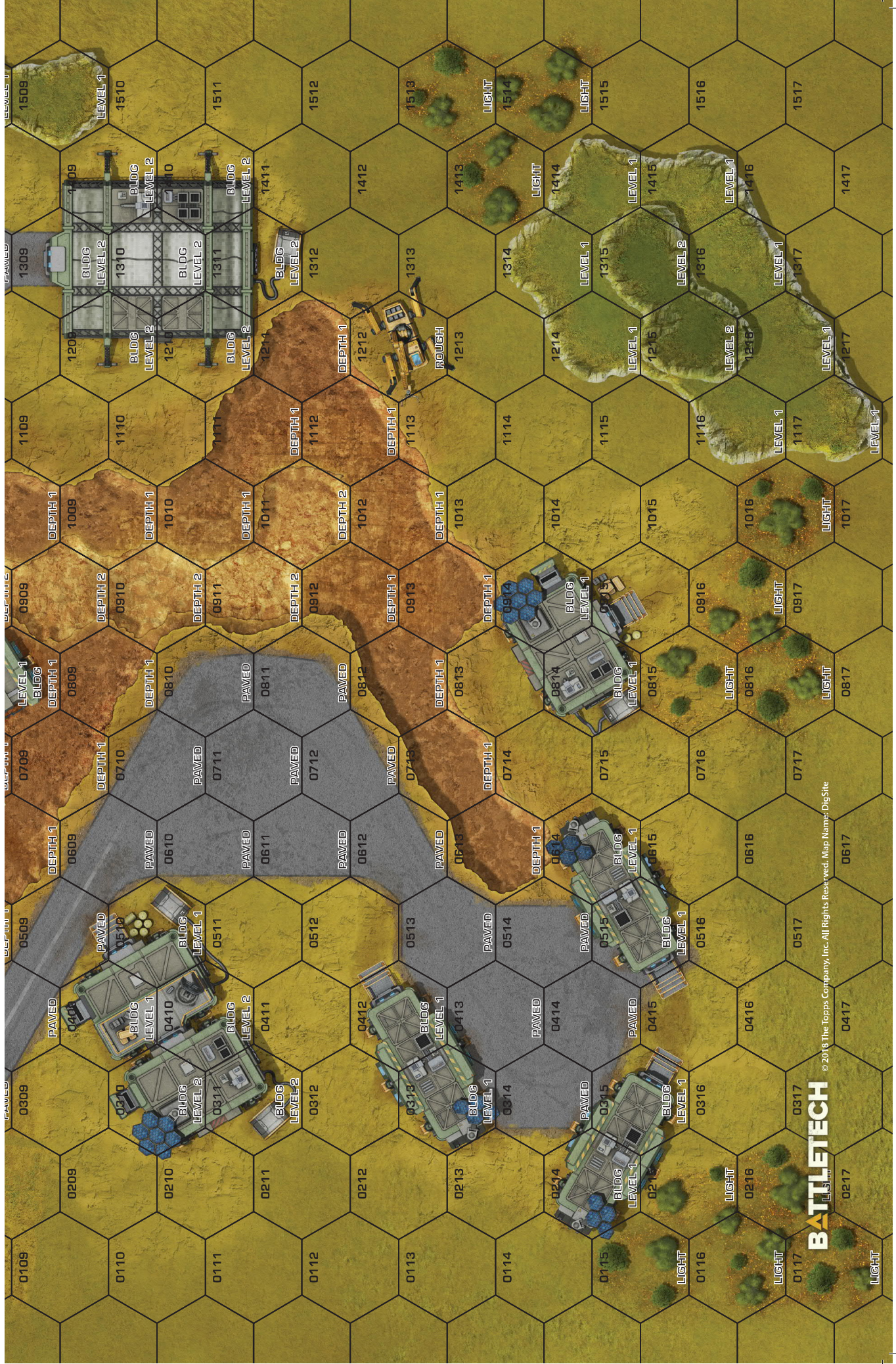
© 2018 THE BATTLETECH COMPANY, INC. ALL RIGHTS RESERVED. LIGHT FRAME: SCATTERED WOODS

**BATTLETECH**









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