



PART 1

BASING AND GROUND Tiles

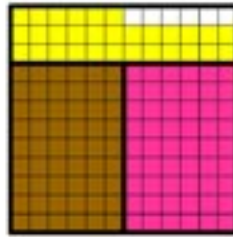
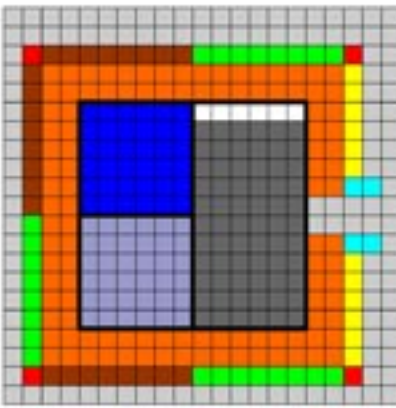


Basing is the literal foundation of your Bank model. To ensure your build goes together as smoothly as possible, proper planning is essential.

Mayhem Bank is designed in "chunks". Rooms are 6"x6" and hallways are 3"x6" which can be combined in any way to make larger structures. 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.



MAYHEM CENTRAL CITY BANK



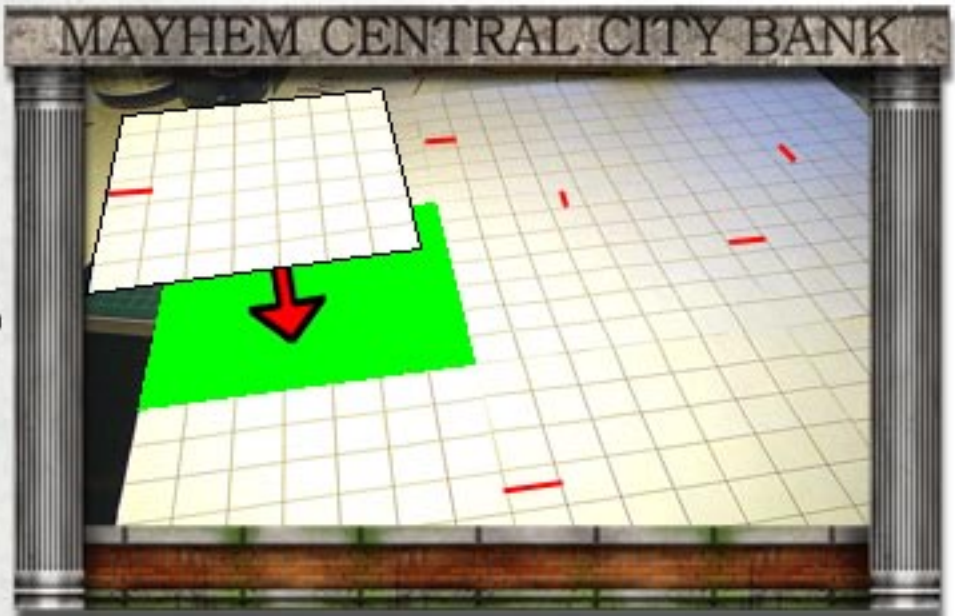
Before you begin it's best to plan out your layout either on graph paper or with a paint program as I have done. This bank will be on two levels and will require a "footprint" of nine 1" base tiles (3x3).

I've also noted on the plan where I intend to put fences and other details to be added later.

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

A printing error may occur resulting in squares not quite 7"x7". To combat this, measure them before cutting. If they're off, mark each on it's middle bottom square and glue them in a staggered pattern as shown to minimize the problem.

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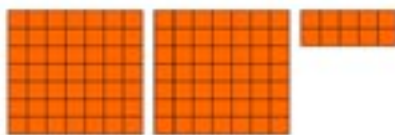
An effective but time consuming alternative to avoid this problem would be to draw the entire grid out by hand.

Once the grid is in place, refer back to the plan and using a marker draw on the actual "footprint" of the bank along with any divisions between the concrete and brick tiles.

The second floor and roof are produced separately (See Part 2-STRUCTURE).

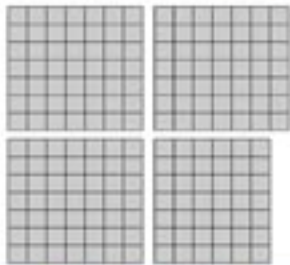


MAYHEM CENTRAL CITY BANK



**Total Number of Brick
Squares: 108**

**Total Number of Brick
Tiles Needed: 3**



**Total Number of Concrete
Squares: 189**

**Total Number of Concrete
Tiles Needed: 4**

Going back to your plan, count the number of squares that will form the surrounding base of the bank, this way you'll only have to print the tiles you need and save on waste.

Since this bank is in 1"/gridless format, the total number of squares is divided by 49 (7x7) to determine the number of tiles needed. If it were in 1.5" format the result would naturally be divided by 25 (5x5).

Once you've worked out how many tiles you will need, determine how best to chop them up into chunks of a useable size.

Edge these pieces in an appropriate colour and glue them into place.

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

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For this particular layout, I've chosen to create a perimeter of sidewalk/ concrete and an inner "courtyard" of sloped bricks.

For simplicity sake, they have been glued to the board in an "outside-in" manner.

