

CITY BUILDING

One of the best ways to create the proper atmosphere for playing a game of Atomic Super Humans or Giant Monster Rampage is building a playing field that represents a proper city in both scale and layout.

In this section you will find several ideas on how best to layout your city as well as how best to accessorize it so that it feels like an appropriate playing field for the combatants being used.

SCALE

The first thing you need to determine, when creating your city, is what size figures you will be using as combatants. The size of the figures will dictate how big or small everything else on the playing field needs to be.

LAYOUT

Once you have determined the size of the figures being used you need to determine the layout of the playing field.

NOTE: Since the recommended playing field size is 3' x 3' that is the size these guidelines will use when talking about examples, however the guidelines can be applied to playing fields of any size.

STEP 1: GRID

The first step in laying out your playing field is to place an imaginary grid over it. The size of this grid is dependent upon the size of the figures being used.

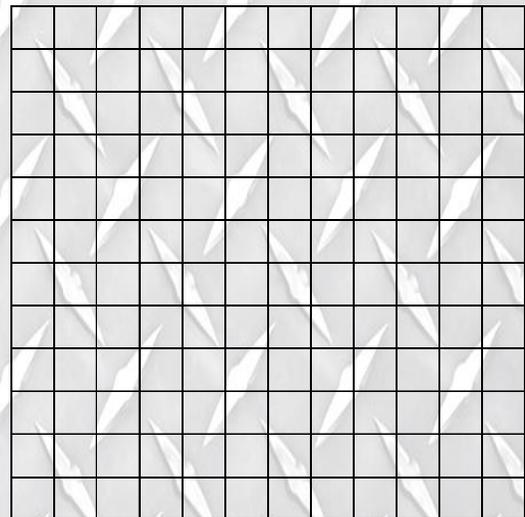
Below is a table of the recommended square sizes for your grid, based on the average size of the figures being used.

PLAYING FIELD GRID TABLE

Figure Size	Square Size
1-4"	3" x 3"
5+"	6" x 6"

If you are using figures that fall into multiple categories on the table above, you should use the square size that best represents the scale of the battle taking place.

Below is a graphic showing an example of a 3' x 3' playing field that has been broken down into a grid composed of 3" x 3" squares.



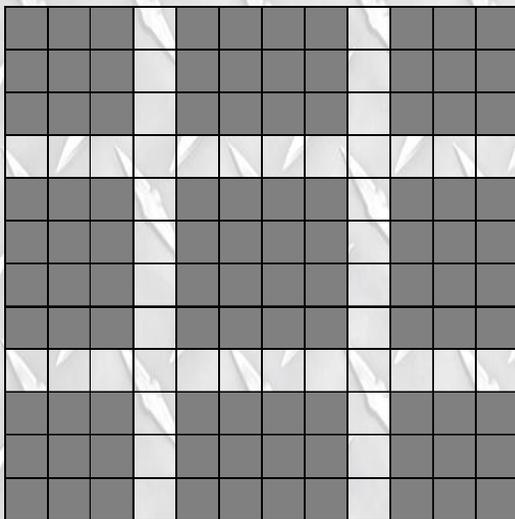
STEP 2: PATHS

Once you have chosen a grid for your playing field, the next thing you need to do is plot a number of paths running from one edge of the playing field to an opposite edge. Paths represent streets or open stretches of land that combatants can use to maneuver around the playing field.

It is recommended that there be at least one path running between opposing edges of the playing field. When creating a path, the width of that path should be no thinner than a single square on the grid and should be no wider than two squares on the grid. The path should also start on one table edge and run until it reaches the opposite end of the playing field.

If you are using more than one path per edge it is recommended that those paths be spaced as evenly apart as possible as this helps to create blocks that are similar in size.

Below is a graphic showing an example of paths (clear squares) laid out on the grid used in the previous example.



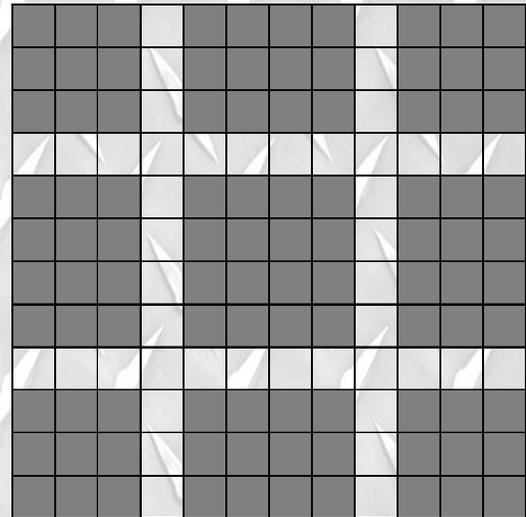
STEP 3: BLOCKS

After you have plotted the paths on your playing field you need to outline the playing field's blocks. Blocks are the area of the playing field that will contain terrain features such as buildings, objects, water or a combination of those things.

It is recommended that all blocks be bordered by an edge of the playing field or a path.

Depending on how you laid out your paths, the playing field's blocks may already be designated for you.

Below is a graphic showing an example of blocks (grey squares) laid out on the grid used in the previous examples.



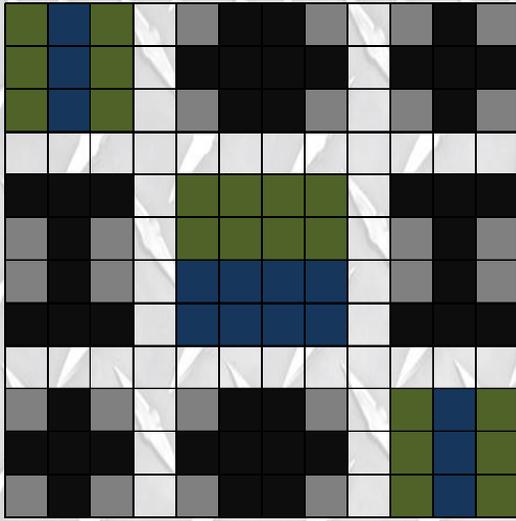
STEP 4: OCCUPATION

After you have determined the paths and blocks of your playing field you need to place terrain features in every block. You can place one type of terrain feature covering the entire block or you can place several different types of terrain. Make sure the terrain you decide to use is appropriate for the battle that is going to take place on it.

When placing terrain in your blocks, it is recommended that you place no more than three different types per block.

Below is a graphic showing an example of occupied blocks laid out on the grid used in the previous examples. In the example the black squares represent buildings or some other type of structure, the blue squares represent water terrain, and the green squares represent forest terrain. **NOTE:** You can place terrain on the paths if you want, but it is recommended that the terrain used

compliment the paths, such as placing cars as objects at different points along the path, if that path represents a road.



The guidelines discussed in this section are designed to give you an idea about how to create a playing field. They shouldn't be viewed as the only way to create a playing field.

One thing to keep in mind when designing a playing field is the powers available to the combatants. It is usually a good idea to have players create their combatants before creating the playing field. This gives you the opportunity to add in those terrain pieces that will allow those combatants who have terrain dependent powers, to get the full use out of those powers.