

# Terrain

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## Painting progress

Time to get my misc sci-fi done. Currently doing layers and then detail to Wolsung steampunk slum huts

## Representation

In addition to the terrain suitable for [warjd](#) there's been an accumulation of other kinds of terrain and tile sets that are suitable. Five Parsecs doesn't randomly give you a theme for your campaign encounter, just guidelines on placement of types and sizes of terrain. So we'll go with what we have available that suits the story.

Possible theme	Sources
Underground settlement, Mine	MDF Tunnels
Megacity streets, High tech city or town	<a href="#">warjd</a>
Inside Megablocks, Space stations or High tech Instalations	Battlesystems
Space Derelicts, Colonies or large industrial	Space Hulk, Legions of Steel, AVP tiles
Plains, Forests, Fields, Ancient ruins	various regular terrain
Spaceships	Battlestations tiles
Hives	Aliens, Advanced Space Crusade

## Session 1 Table


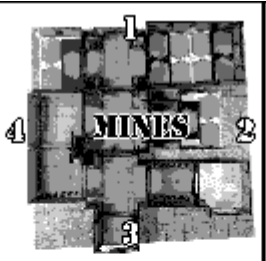


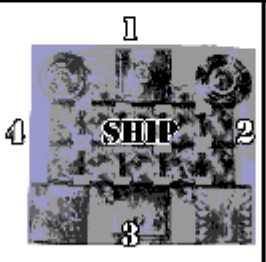

These images will be used for a die drop table to determine where someone's battle is taking place





## Die Drop Table

d4 for starting table edge

From:

<https://www.curufea.com/> - Curufea's Homepage

Permanent link:

<https://www.curufea.com/doku.php?id=games:wargame:terrain>

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