

# Terrain Tile System

## Over View



Multi-Use Interlocking Tiles

[www.sarissa-precision.com](http://www.sarissa-precision.com)



# Tile Basics

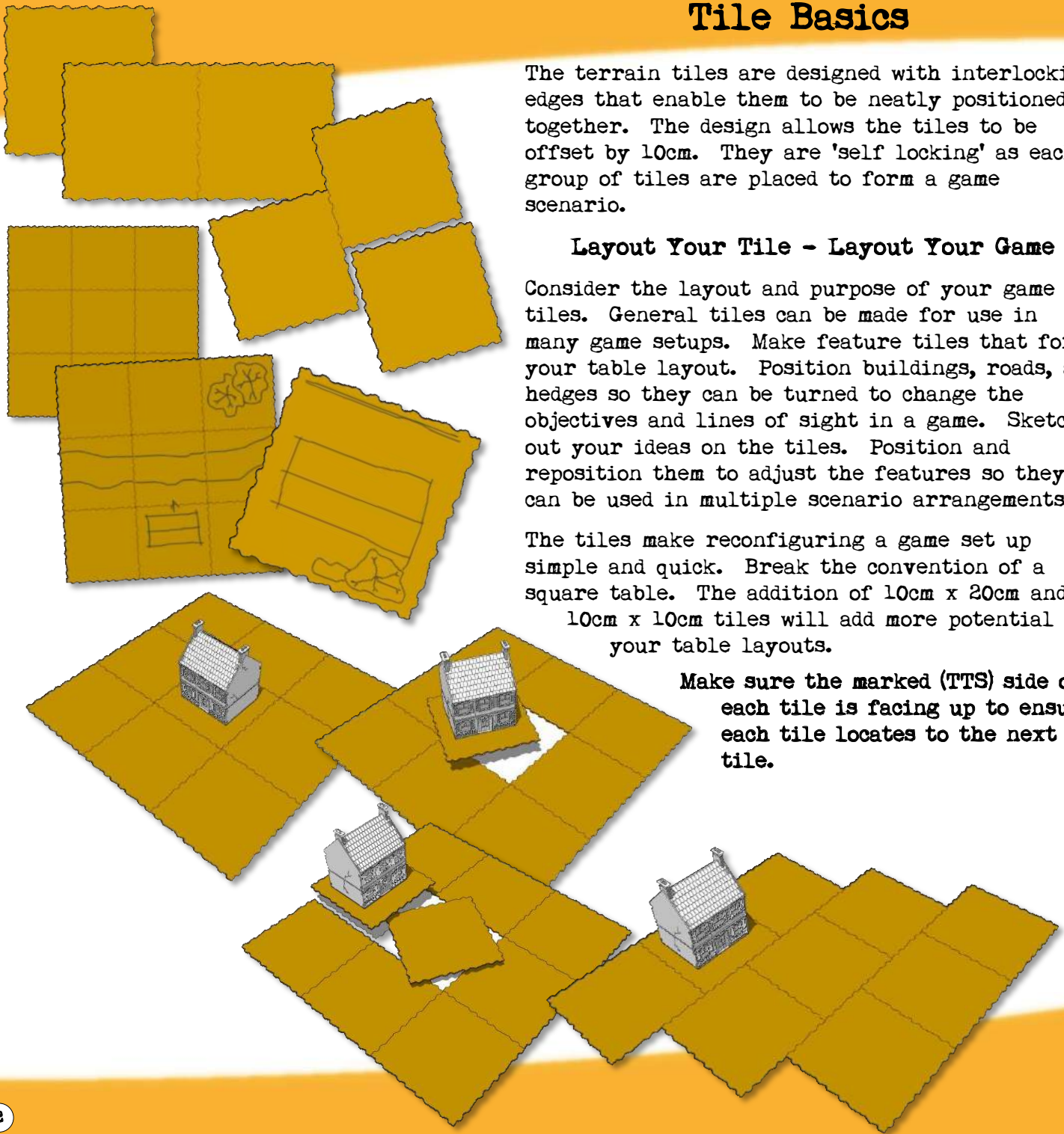
The terrain tiles are designed with interlocking edges that enable them to be neatly positioned together. The design allows the tiles to be offset by 10cm. They are 'self locking' as each group of tiles are placed to form a game scenario.

## Layout Your Tile - Layout Your Game

Consider the layout and purpose of your game tiles. General tiles can be made for use in many game setups. Make feature tiles that form your table layout. Position buildings, roads, and hedges so they can be turned to change the objectives and lines of sight in a game. Sketch out your ideas on the tiles. Position and reposition them to adjust the features so they can be used in multiple scenario arrangements.

The tiles make reconfiguring a game set up simple and quick. Break the convention of a square table. The addition of 10cm x 20cm and 10cm x 10cm tiles will add more potential to your table layouts.

**Make sure the marked (TTS) side of each tile is facing up to ensure each tile locates to the next tile.**





# Terrain Tile Making Basics

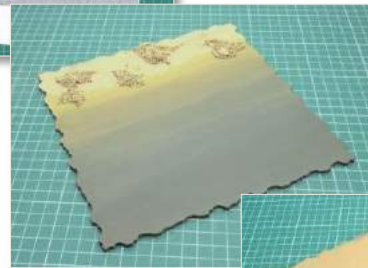
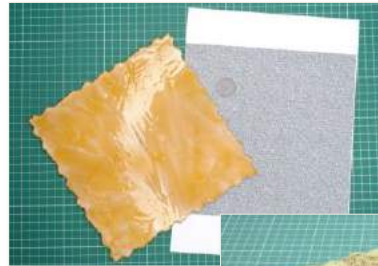


The terrain tiles are made from 100% wood - 3mm MDF. We suggest using a base primer - sealer, of your choice, to give the best grounding for the terrain work. Depending on what your putting on to the surface it may need a light or heavy coat and is best sealed on both sides.

The tiles may occasionally 'warp' when wet materials are applied. If there is any movement in the tile, as work progresses, leave each stage to dry fully. Do not leave them in direct sunlight as this may cause an uneven drying process and cause 'warping'. Leave them on a flat surface.

The tiles can be left over heat or in the sun, this 'softens' them and will allow you to gently bend them into shape.

Before gluing things down, shaping and terraforming the tiles, sketch things out. Layout the features and buildings. Lay tiles together to get a feel for how they 'flow'.



# Simple Town Tile

Not all terrain is made up of buildings or foliage. The simplest form of street tile is a ground surface, cobbles, tarmac, slabs etc.

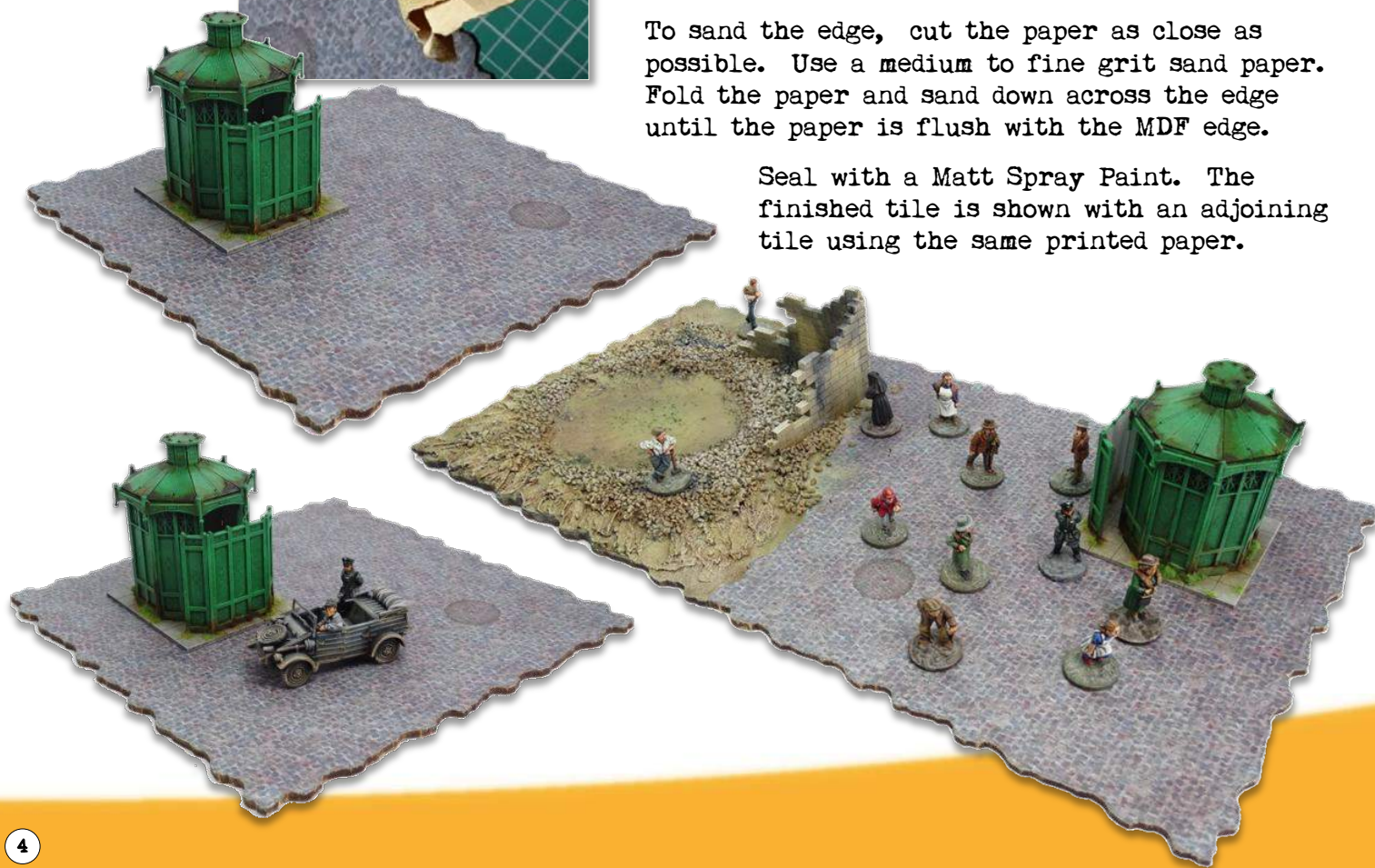
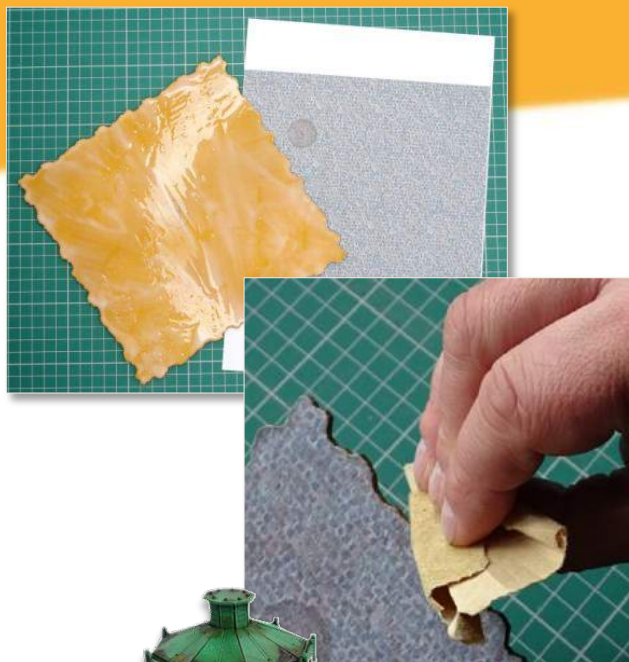
Printed paper makes a quick and effective solution. The cobble pattern was printed on A4 without boarder in a 20.5cm x 20.5cm square.

The tile was coated in PVA glue, not too thick, and the paper fixed. Use an heavy book to keep the paper flat. If there are small wrinkles they should flatten out as the glue dries.

The paper is then shaped to the tile. It can be cut with a sharp scalpel or sanded off.

To sand the edge, cut the paper as close as possible. Use a medium to fine grit sand paper. Fold the paper and sand down across the edge until the paper is flush with the MDF edge.

Seal with a Matt Spray Paint. The finished tile is shown with an adjoining tile using the same printed paper.





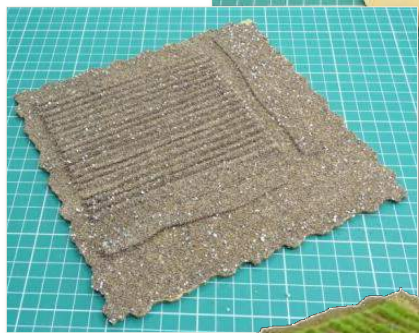
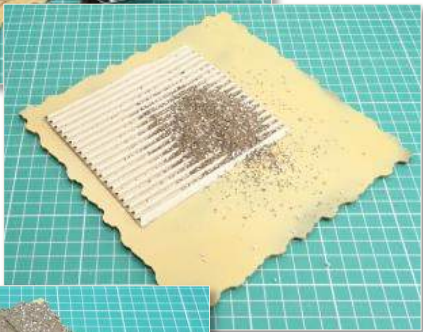
# Fields

Gaming tables need all types of terrain, and most period gaming will need fields of some form.

When creating fields with the terrain tiles leave space around the edges. When the tiles are used together this can form paths, road edges and ditches. By varying the boarder your roads and byways can be varied as a matter of design.

Using corrugated card and flat card the tile can be quickly profiled. Card can be fixed with superglue, carpet tape and PVA.

Natural terrain can form a scale-less background for gaming. The pictures below show 20mm and 28mm figures on the same terrain tile.





# Rocks

Feature terrain forms an important part of many game tables., whether it is a road through or too an objective or a well placed obstruction to line of site. Terrain Tiles are designed so they can be repositioned by simply turning them around or placing them in a different configuration. Take the time to consider the layout of feature tiles. The position of things can create either an escape route or an ambush.

This tile uses pebbles to form a ravine. A texture spray paint is used to create an even unifying coating before the final colour painting and dry brushing.



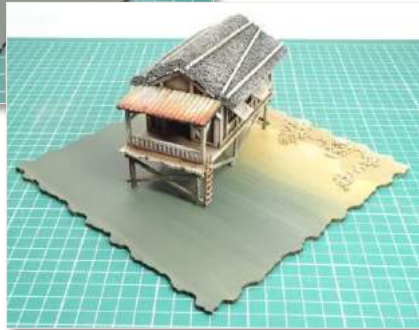
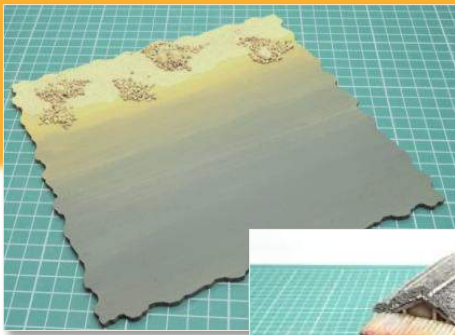
# Water

One of the simplest uses for the terrain tiles is for a sea battle base. Beaches and river banks can be simply created.

Paint the water type you are looking for with water based acrylic, model or artist type paints. Add any beach or river bank details your design needs.

There are many water effect materials on the market. These tiles use an artists Impasto Gel Medium. Its a thick high gloss clear 'gloop' used by artists to get 3D texture in paintings.

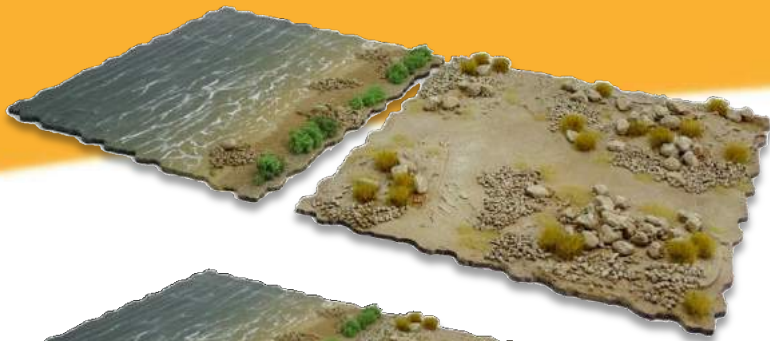
'Poured' the gel onto the tile and spread with the back of a spoon to create the waves. Leave to dry, then paint white acrylic to the wave tips and add another layer of gel. Glue any buildings before adding the gel.





## Mixing and Matching

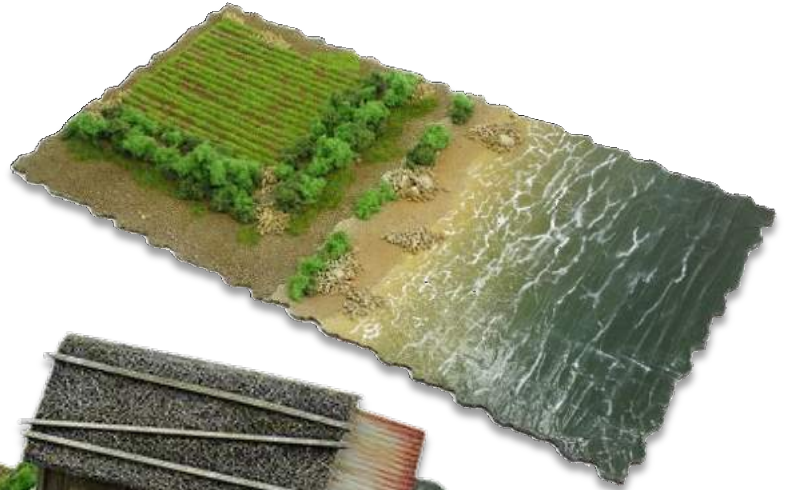
As you design your terrain tiles you will start to see how they can be combined and reused to create multiple game scenarios in many scales. They can form a backdrop to gaming or used to create small dioramas.





## Linking Tiles

If your creating roadways, rivers and tracks on tiles consider how they will link across the joints.





## Common Effects

Using common materials finishes and effects means that the terrain tiles can be easily swapped and changed while keeping a single table design.





## Not Just for Gaming

The terrain tiles are really useful as a base for models of all types and scales.





**Terrain Tile System for all scale  
games and models.**

Please go to our website for a full guide on  
using our Terrain Tile System. More photos and  
ideas can be found on our website or on Facebook

**[www.sarissa-precision.com](http://www.sarissa-precision.com)**



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