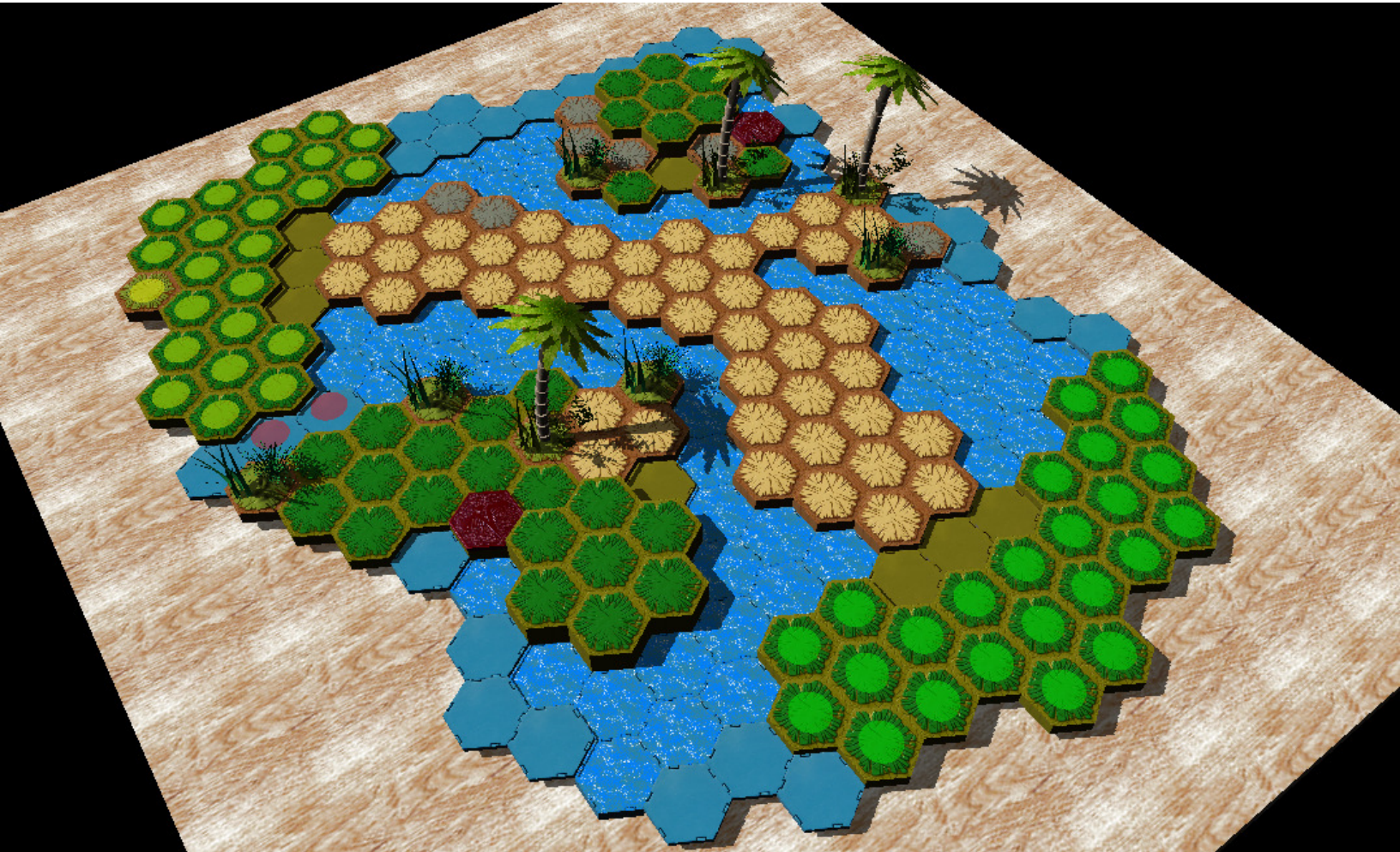
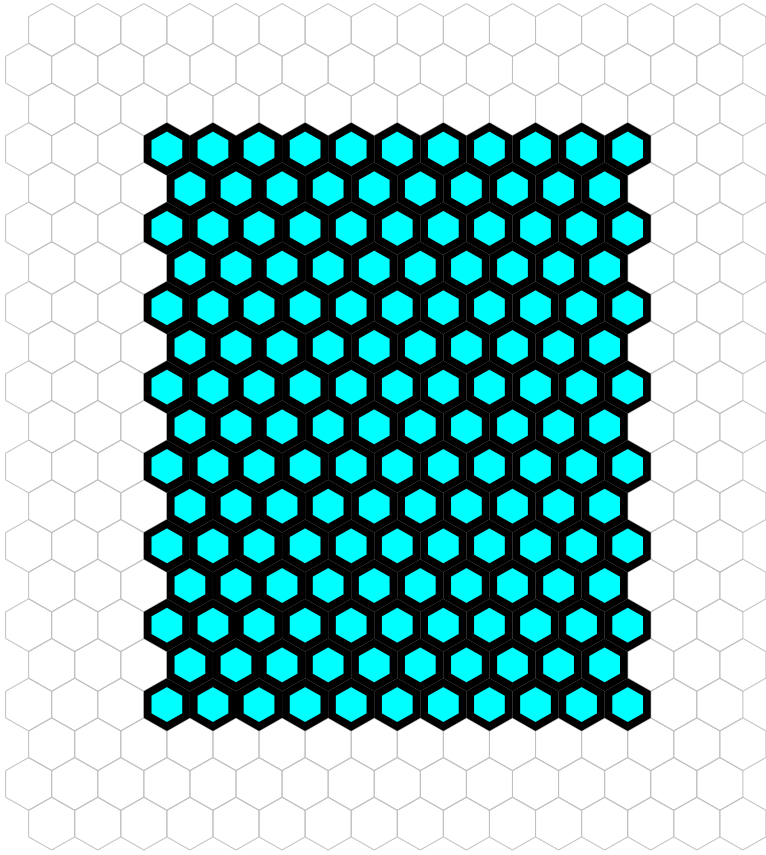


The Sandbar



Author : nyys

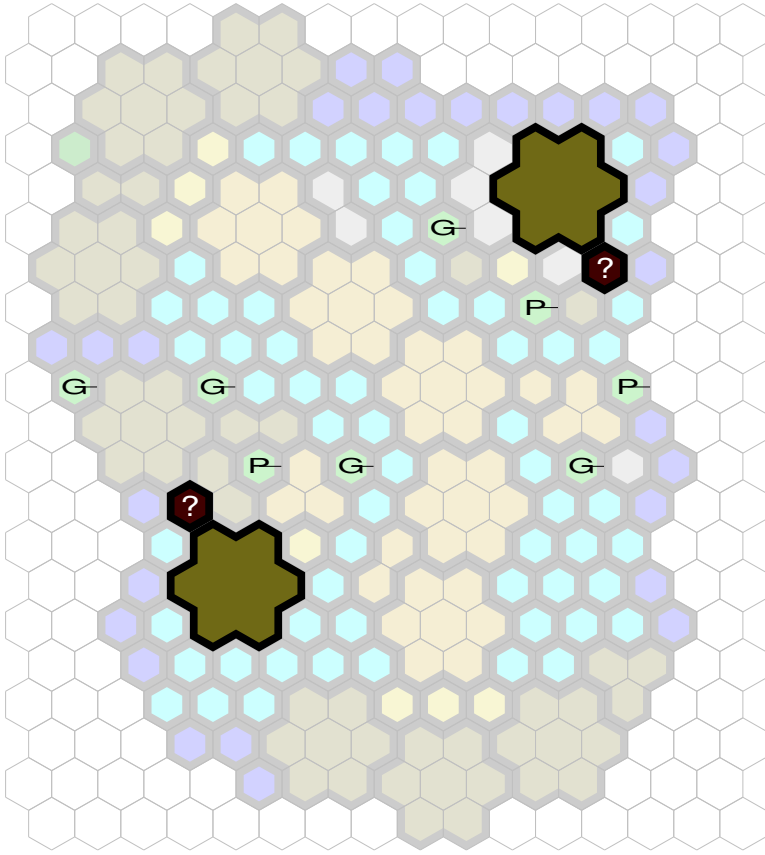
Level : 1



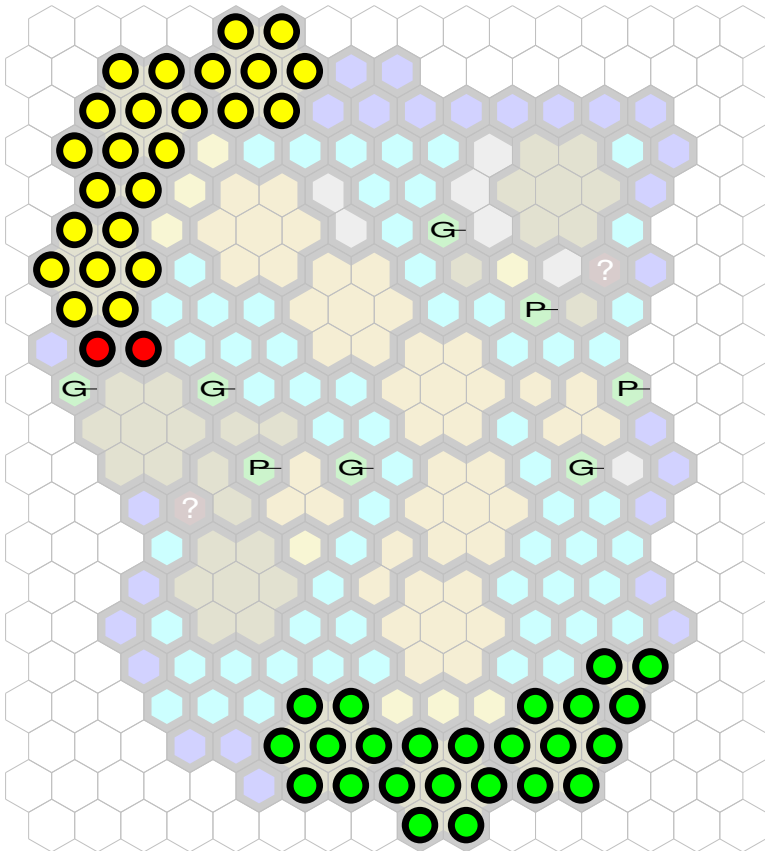
Level : 2



Level : 3



Start



Number of player :

Size : 14.50x20.00 hex

1 Lexan Water Mat, 1 SotM, 1 TJ, 1 RotV (optional).

The use of the RotV set is for the water tiles and only adds aesthetic value (gets rid of the squareness of the Lexan Mat). Of the 29 water tiles used (21 RotV, 8 SotM) only 2 are actually needed, which are noted with a **RED** start zone dot.

Cartographers Note: Originally this map was created without the three swamp tiles attached to each start zone, basically making the sandbar an island. It was later decided that not having a 'bridge' to the middle would both unnecessarily slow the game down, and give a disadvantage to most mele units (especially if facing Vipers).

I would be very interested in hearing the results of any games played on this map.

thanks,
-nyys