

a very visual way to play with reality!

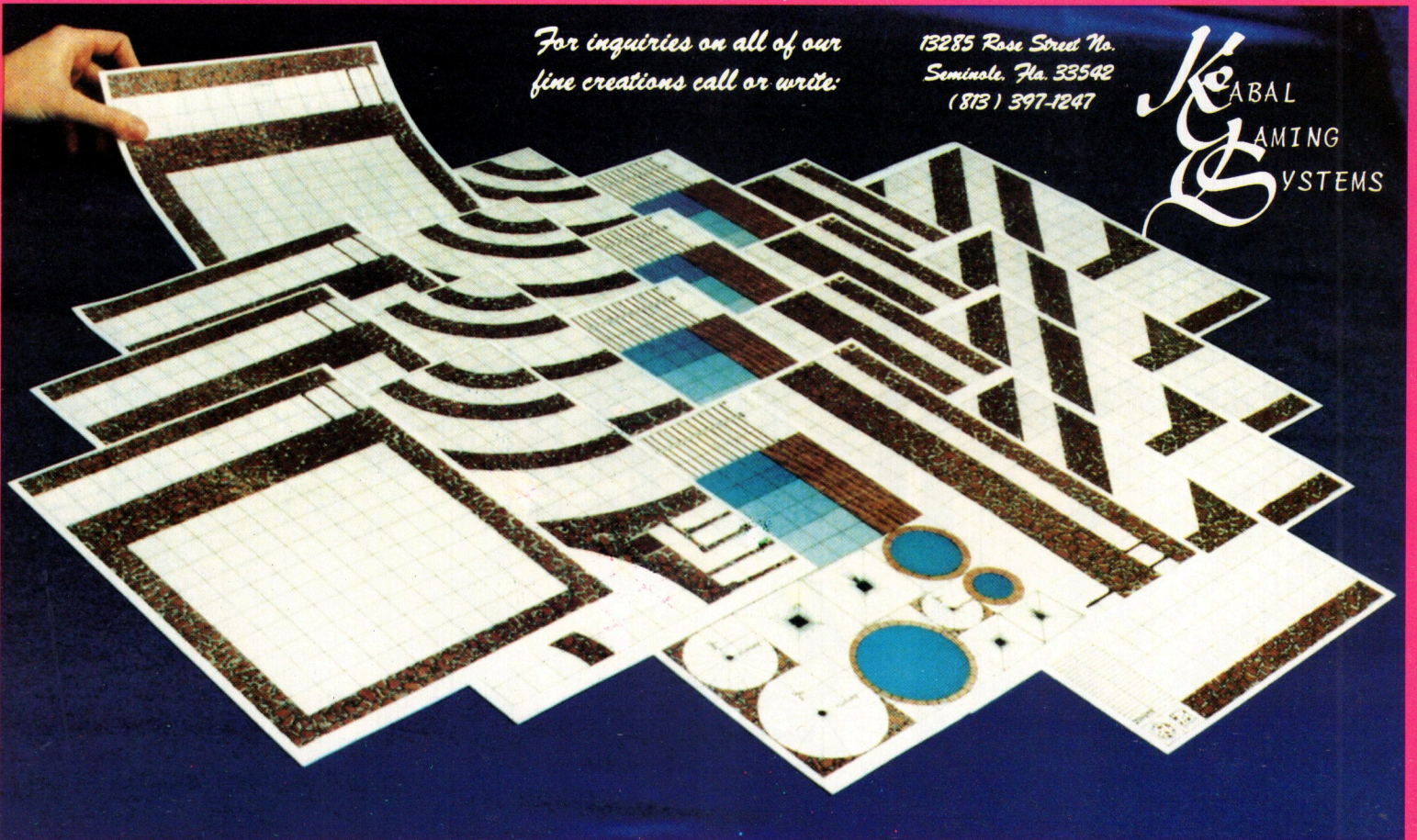
\$5.00

Dungeon Floor Modules

An assortment of pools, doors, passageways, rooms, pillars, bridges, stairs & pits can be assembled in an infinite variety of Dungeons . . .

20 sheets, 13 sq. ft. of color on a sturdy card stock!

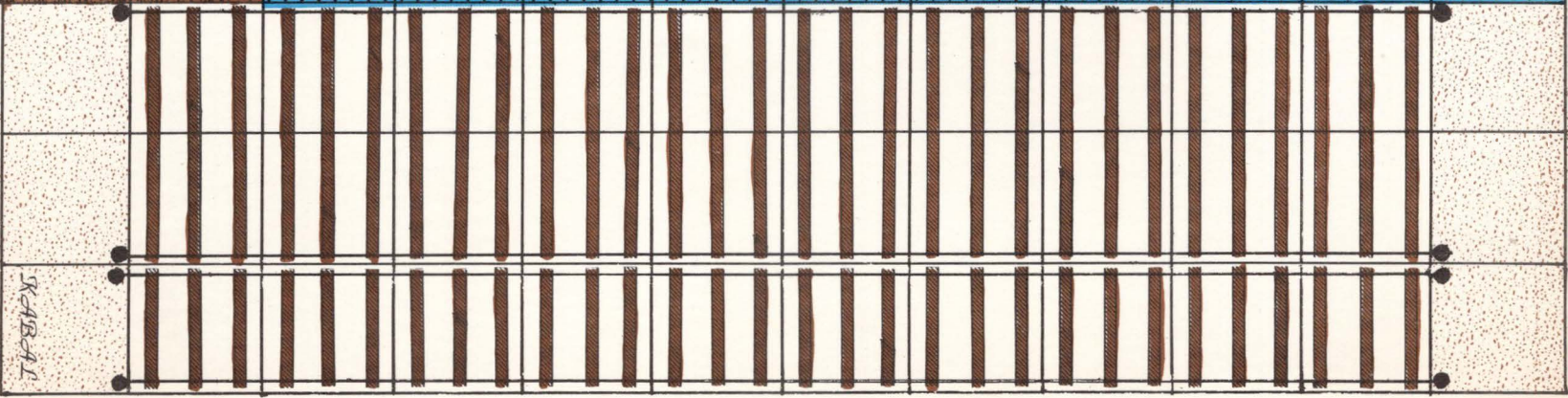
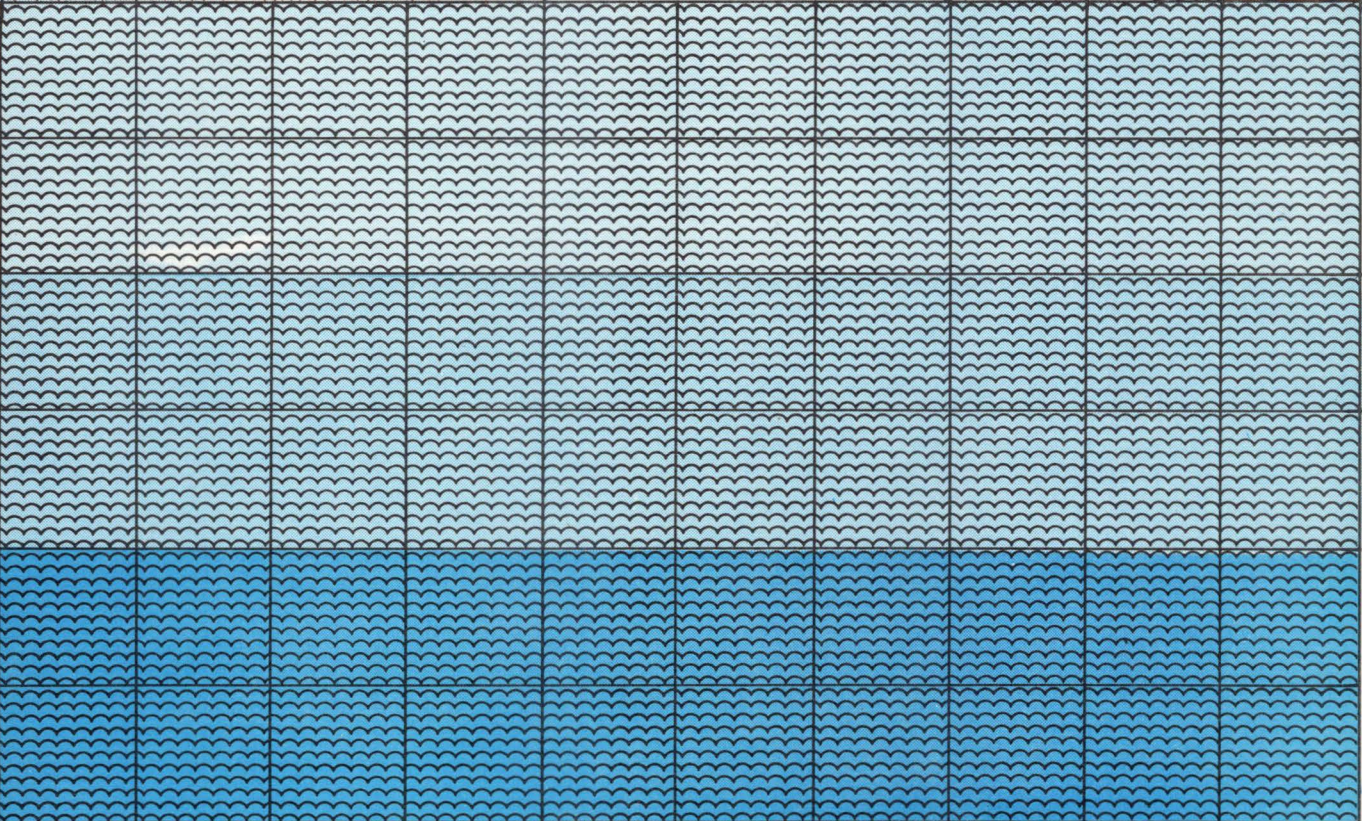
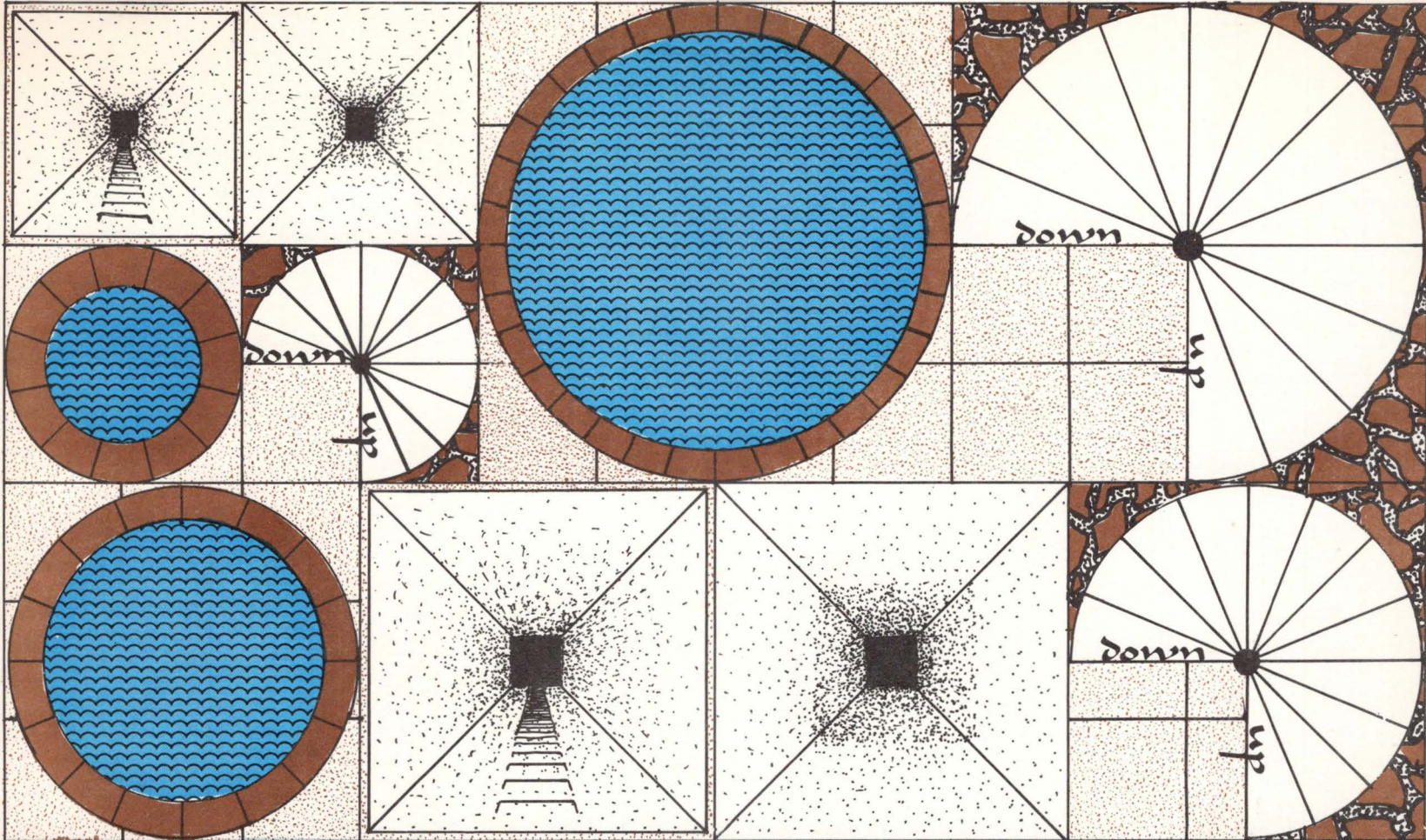
Scaled for use with 25 or 15 mm miniatures: Grenadier miniatures recommended.



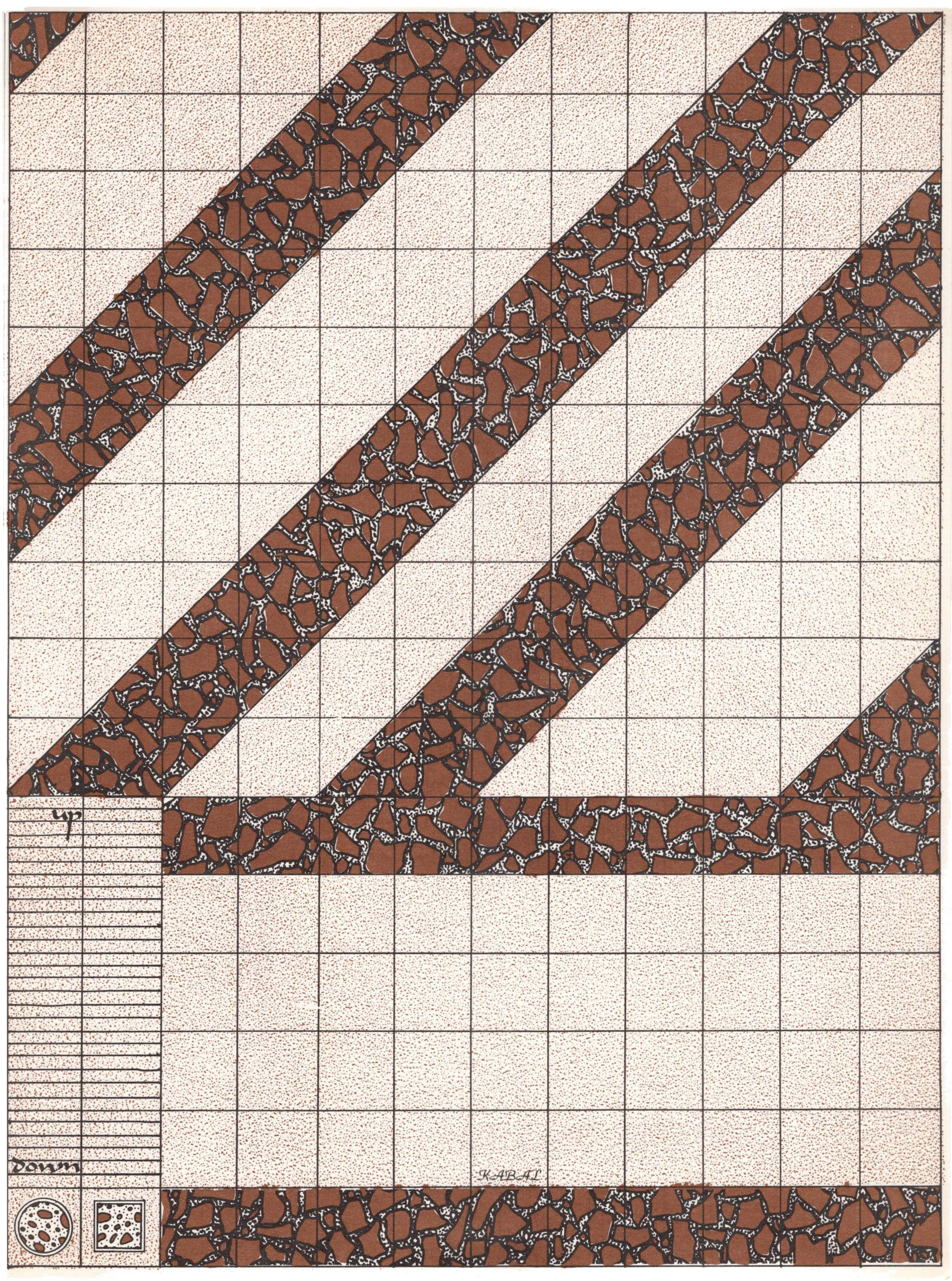
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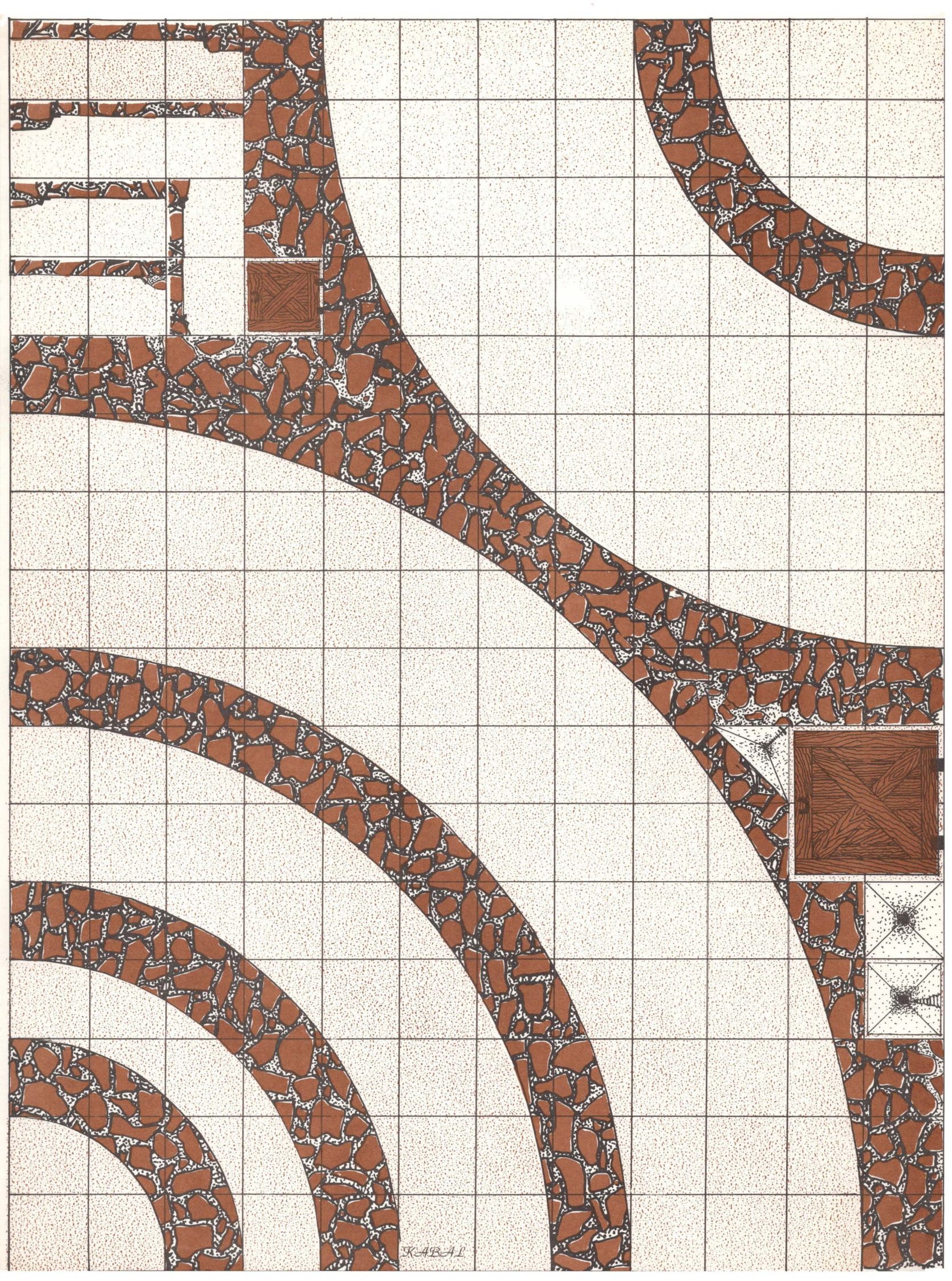


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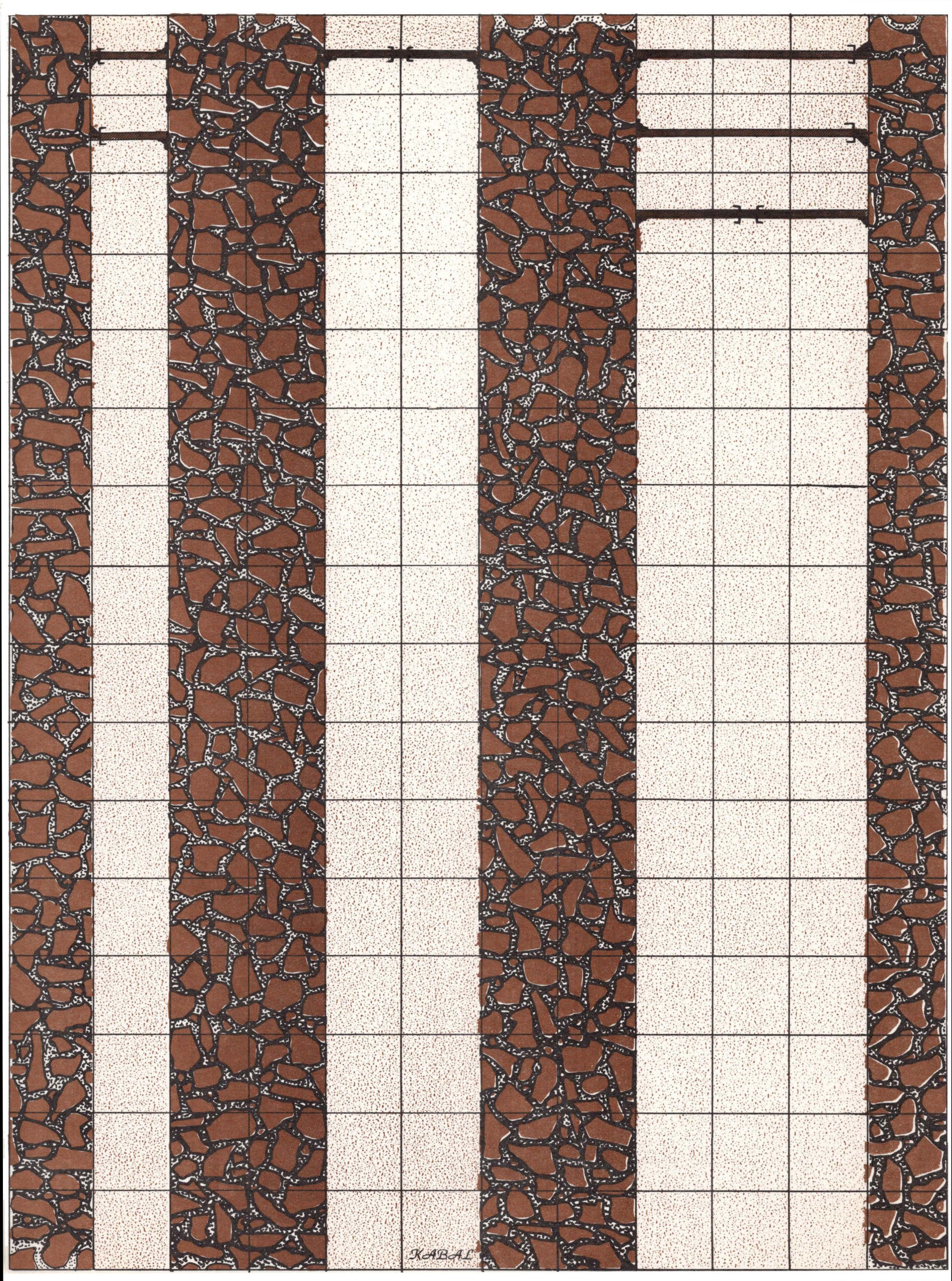
down

KABAI

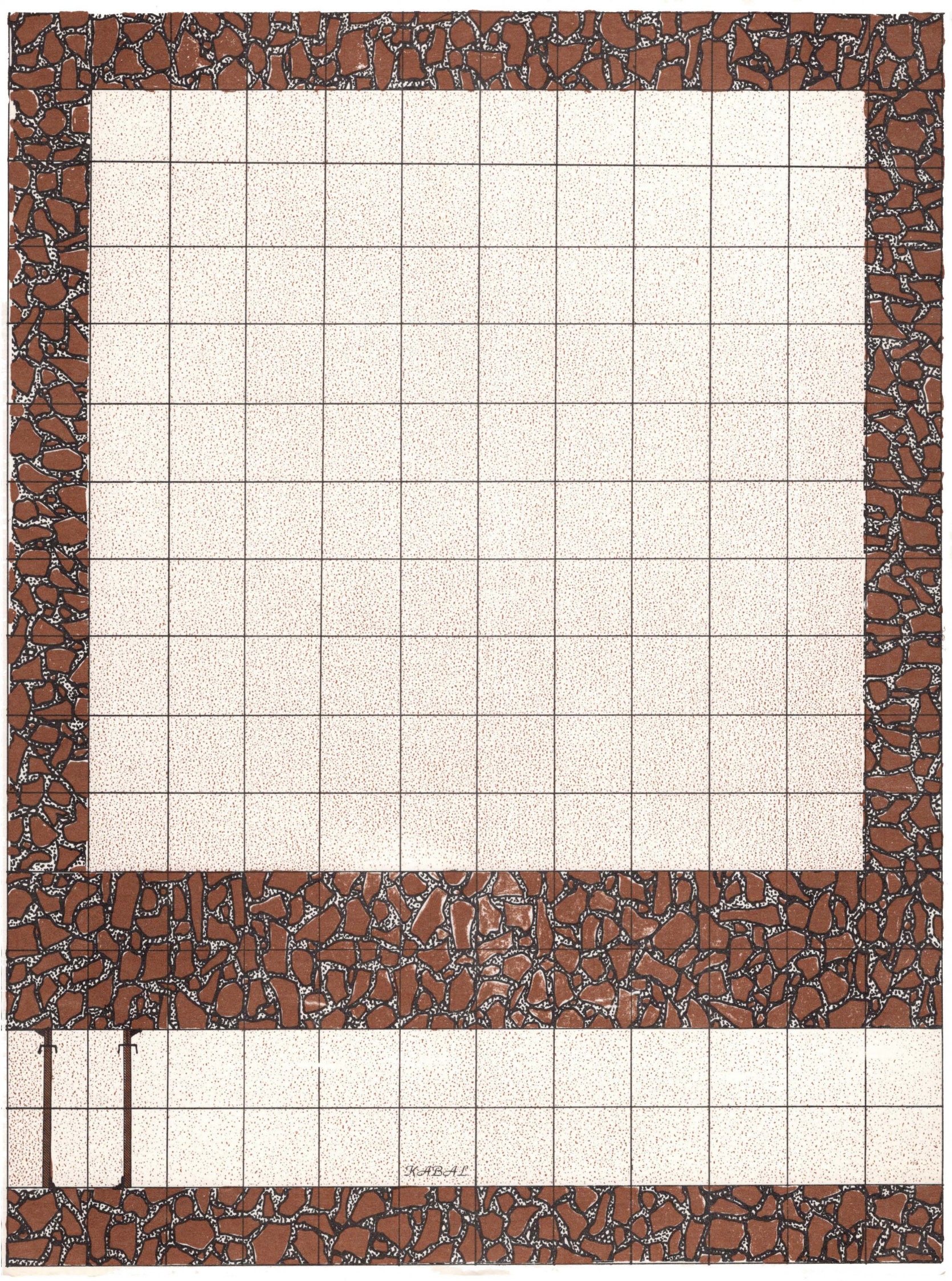




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HOW TO USE DUNGEON FLOOR MODULES

These Dungeon Floor Modules lend a realistic view to any gaming although they were originally designed for the role playing game of Kabal. Remember, these pieces can be assembled in an infinite variety of dungeons. Use your imagination! Here are some ideas & methods.

If you use 25 mm figures, then each square is 1 meter by 1 meter. If you use 15 mm figures each square is 5' x 5'. To show movement of figures down hallways, use three hallway pieces, the central piece for figure placement while the front and back pieces are to show the players what their characters see. Don't bother moving figures, instead, announce the distance traveled. To reflect realism, remember to have the players walk toward the referee, even if they turn, because they always move toward the unknown (they can lose their compass directions).

For a more visual effect, use furniture to decorate hallways and rooms. Characters need to see what's in the room and where it is because they may need to hide behind tables or barricade doors. Grenadier produces excellent furniture for these purposes.

To avoid arguments over positioning for traps and combat, it is recommended that only the player move his character's figure. For trap locating and/or tripping, have the players roll in order of forward positions. If a pit opens, remove only the figures involved and replace them with a pit marker. An exclamation of the noise of descent and landing helps the mood greatly!

To save time during play, side passages, intersections and doors should be placed at the limit of vision (10 meters) and moved up to the characters figures (not the figures to them). Don't move the figures when the players turn a corner, just rebuild the corner behind them.

To save time during combat, remember that missiles cannot be fired through friends without risking hits. Keep all movement realistic or reasonability vanishes. When running, a character's top speed is not gained instantaneously, therefore, allow time for acceleration and deceleration of the characters' movements.

As you can see, if realism, playability and speed of play is desired, then Kabal is a rule system that should be examined.

KABAL GAMING SYSTEMS is PLAYING WITH REALITY...

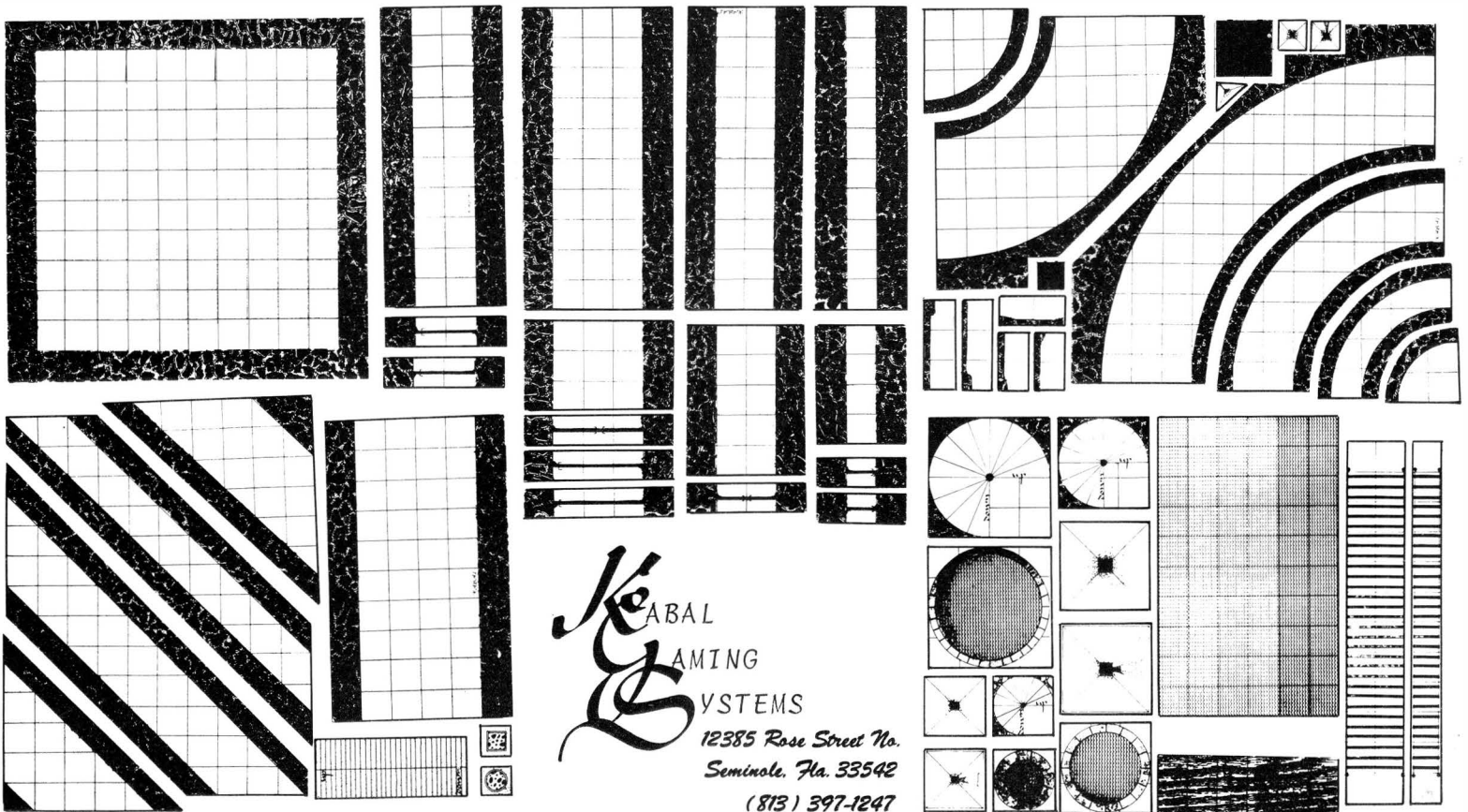
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Diagramed are the suggested cut out methods.



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