

SENGOKU UNDERWORLD - SIMPLE TEMPLATES

High above, the Sacred Mountain looms over the ever-changing coastline that laps around the lower hunting grounds. When the tide retreats the open mouths of the Ghost Caves are revealed. Ominous those these caves look, they are gateways to popular hunting grounds...

For those hunters that are brave enough to pick their way through these entrance tunnels, the prospect of bountiful prey awaits within.

INTO THE UNDERWORLD

If players choose to hunt in the Underworld their hunters will face a new and difficult challenge. No longer will the hunters be roaming the wide open flanks of the Sacred Mountain. Below the mountain are the twisting caves, cramped caverns and loft chambers. The game moves from open table to square grids.

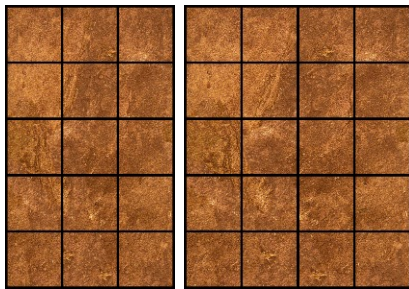
To create the Underworld players will have to construct the cave system using their own or our example terrain layouts. 20mm or 25mm square depicting various tunnels and caves. Alternative Armies presents to you these simple and free templates on 20mm squares for you to copy and cut out as many times as you wish. Mount them on thin card for extra durability.

The rules for playing in the Underworld begin on page 27 of Sengoku Monster Hunter - Rampage the expansion to the core rule book. You will need a copy of this to make use of these templates. Find the Sengoku 15mm range [HERE](#) on our website.

If you have any questions please contact us on [EMAIL](#) and ask.



KEY TO THE MOST COMMON TEMPLATES

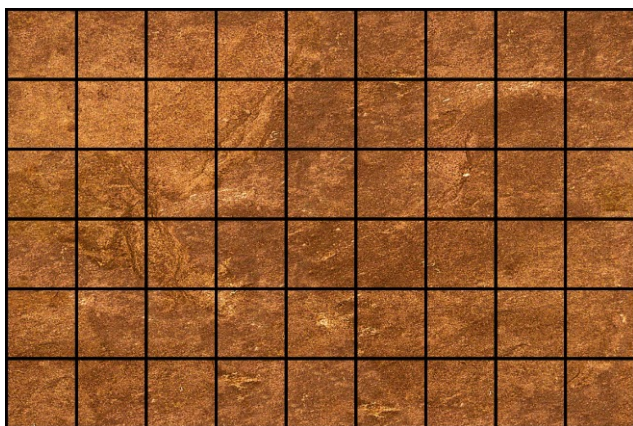


TUNNEL

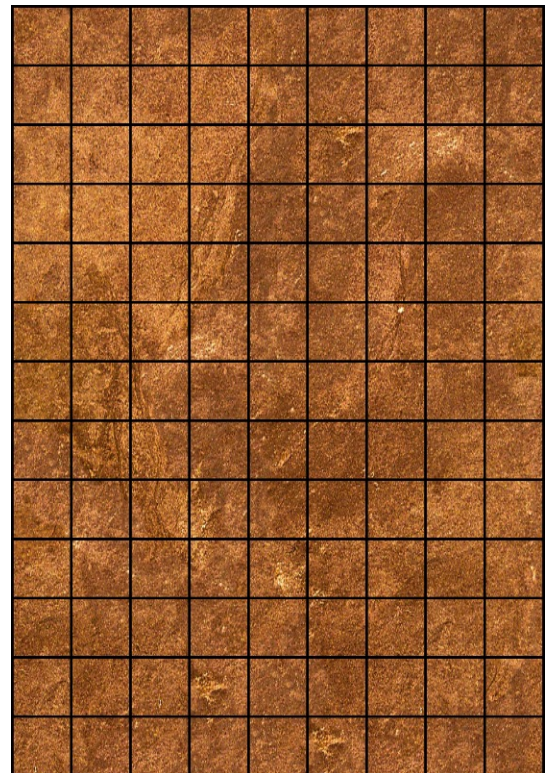
TUNNEL



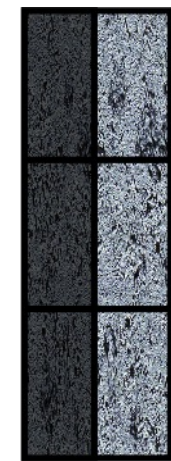
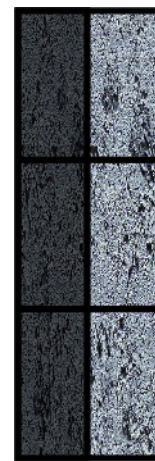
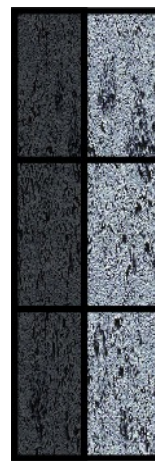
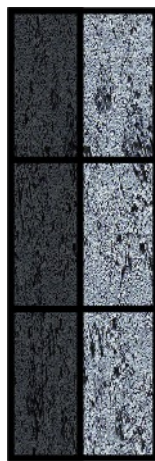
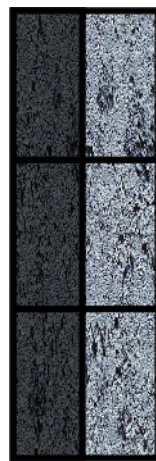
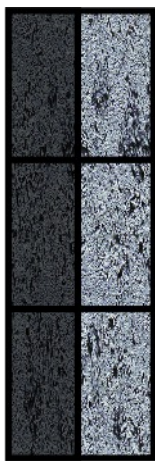
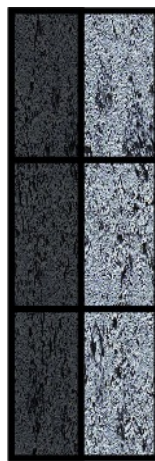
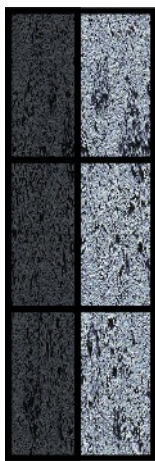
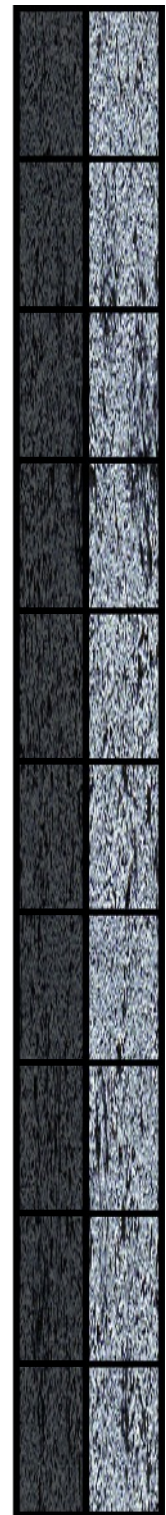
TUNNEL OR CAVE,
CHAMBER WALLS
(PLACE AROUND OUTER SQUARES)

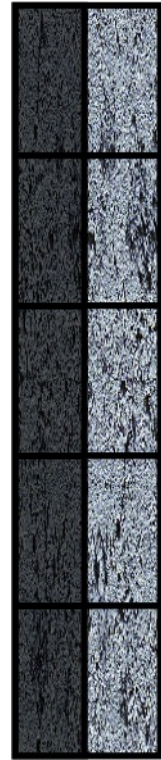
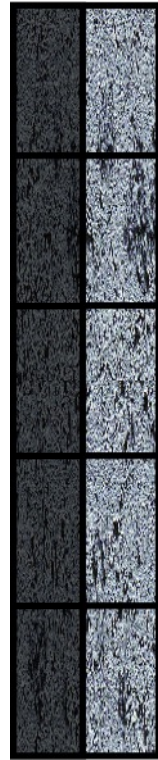
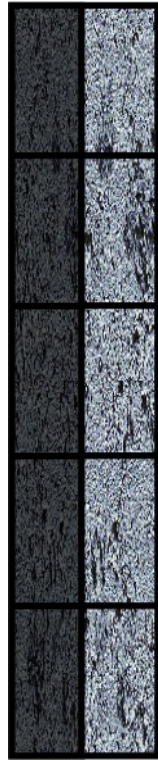
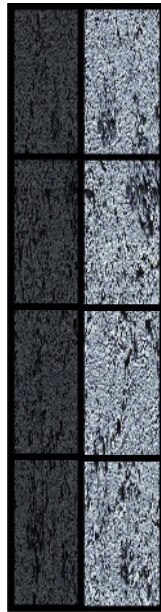
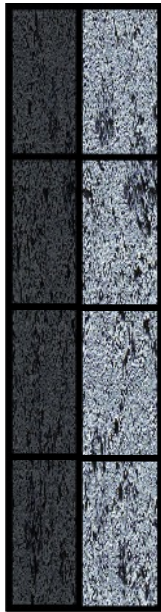
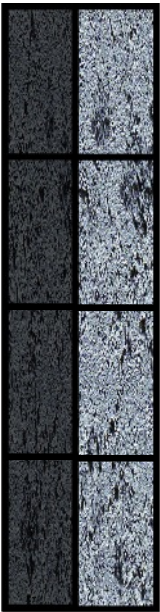
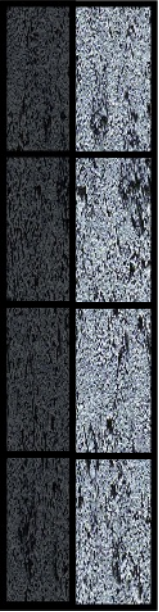
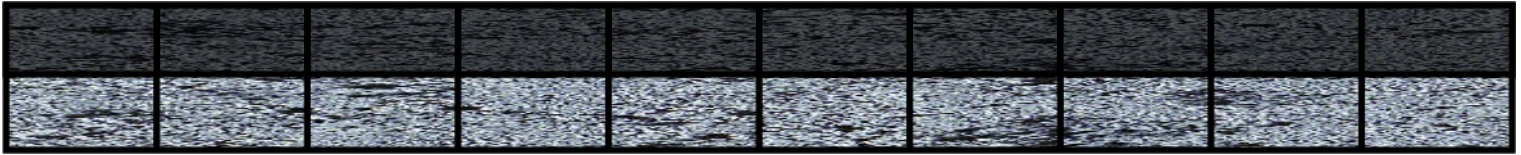
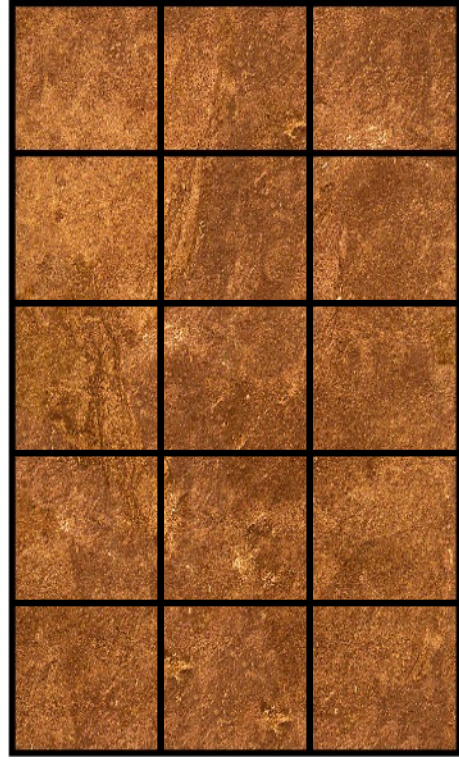
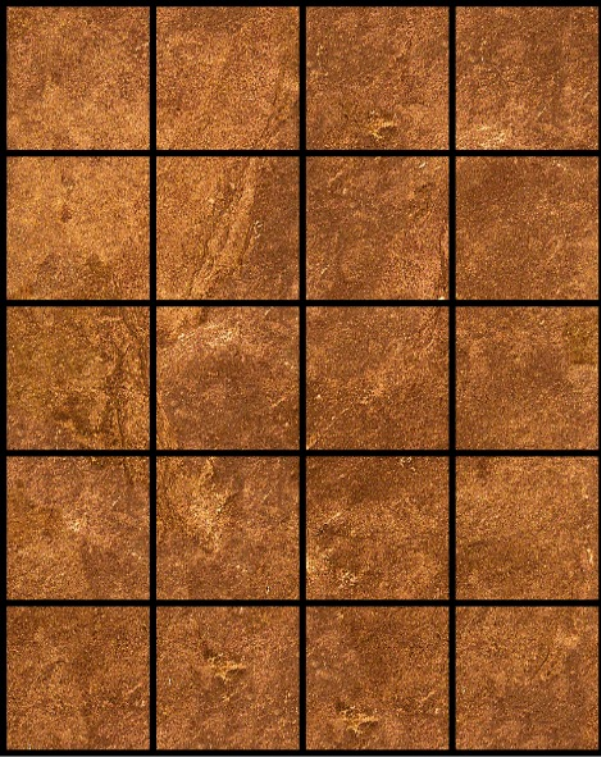


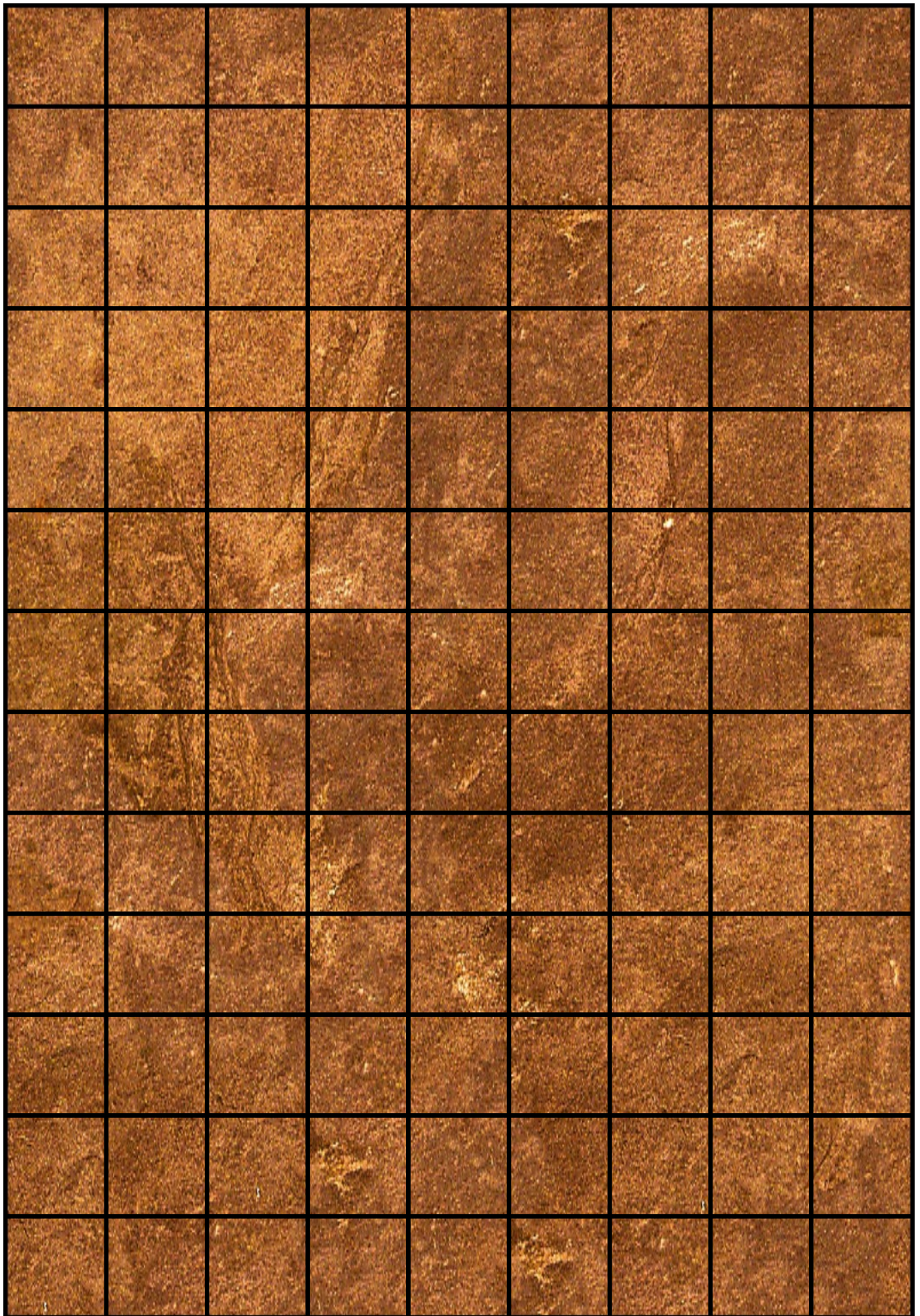
CAVE

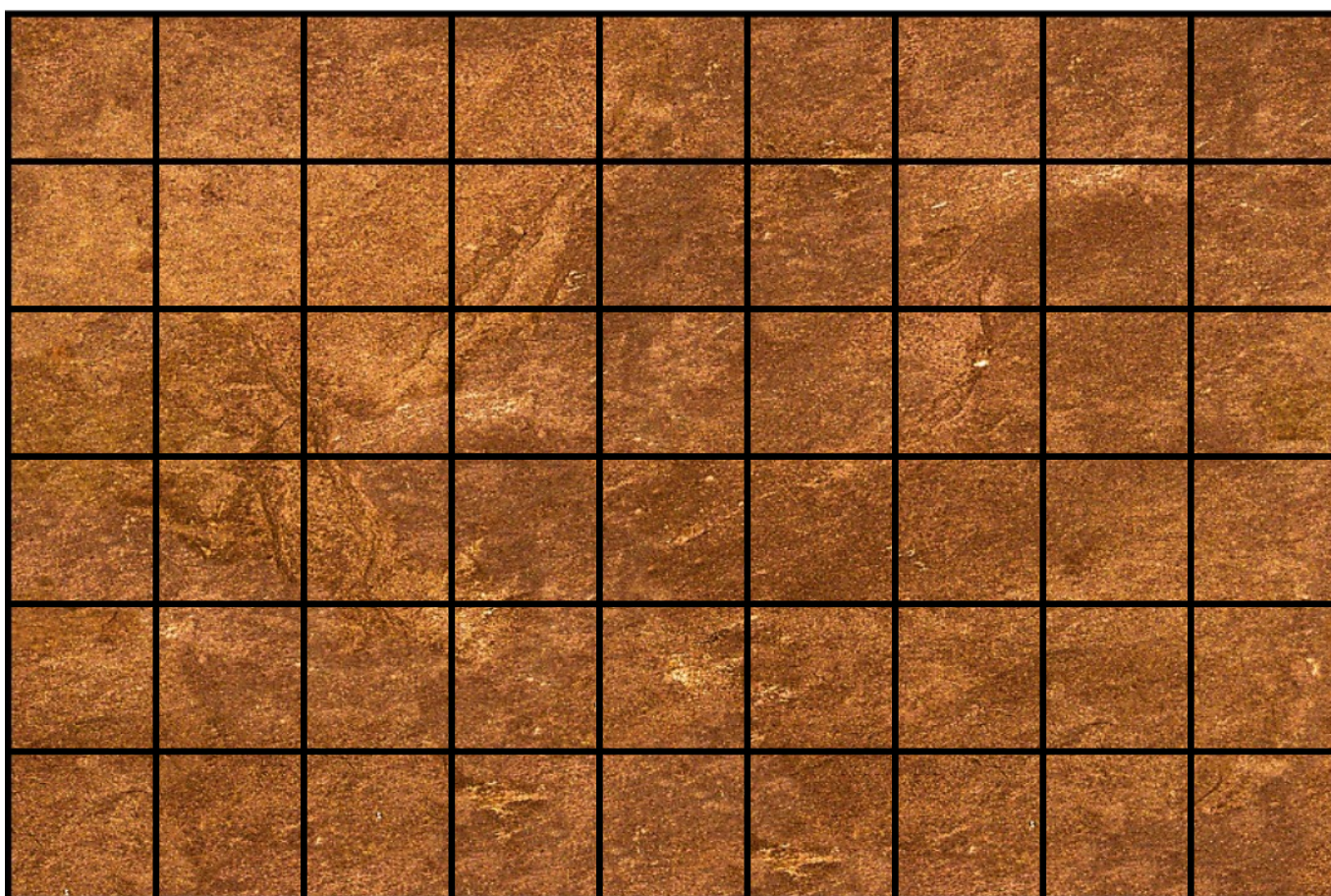
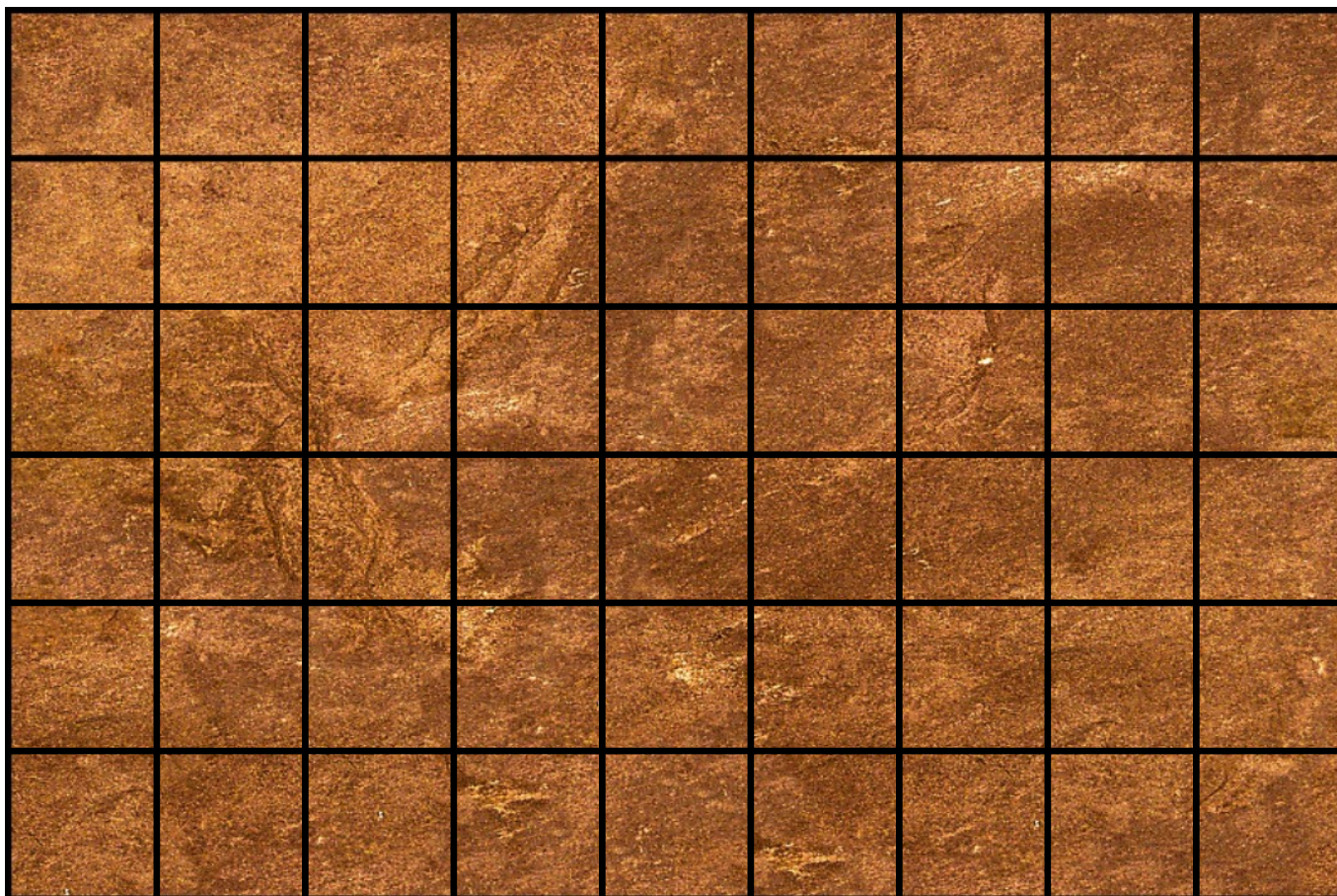


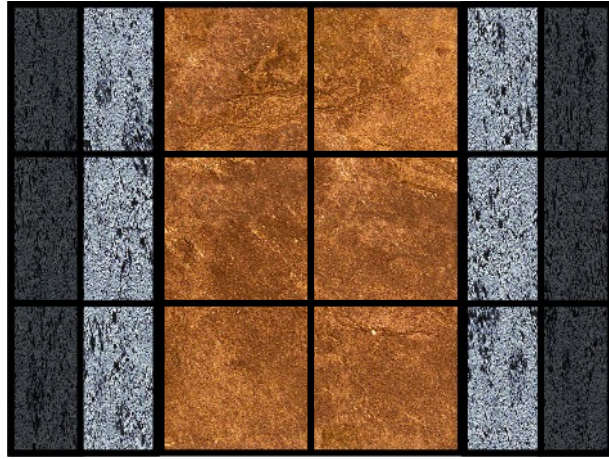
CHAMBER



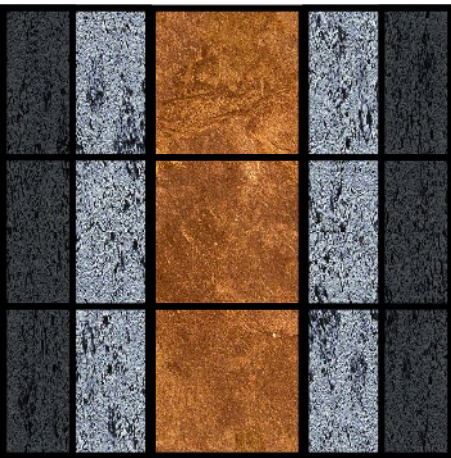
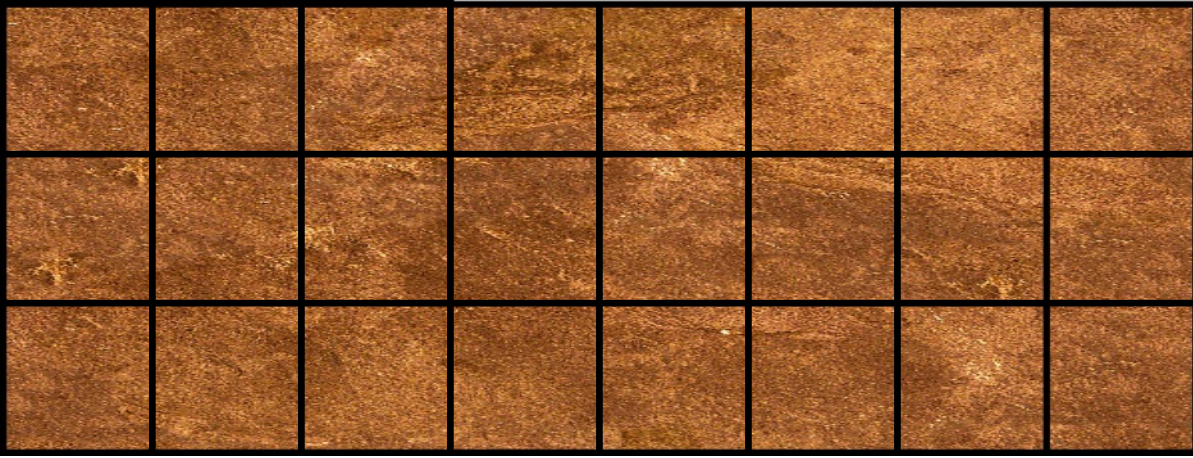








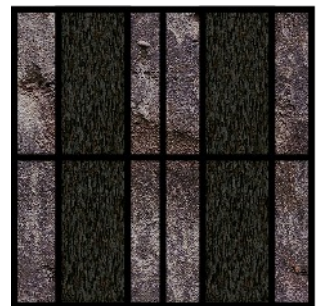
PINCH POINT TUNNEL



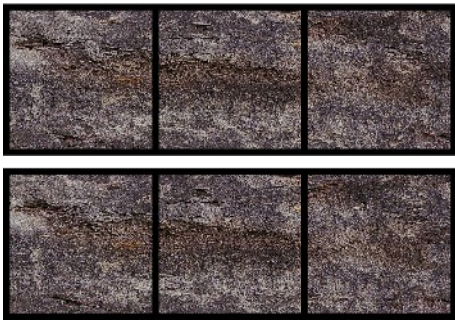
PINCH POINT TUNNEL



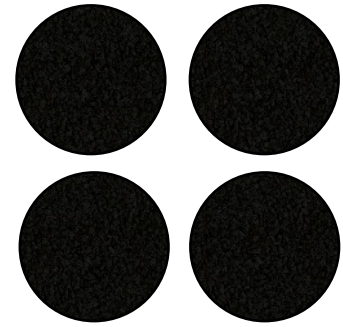
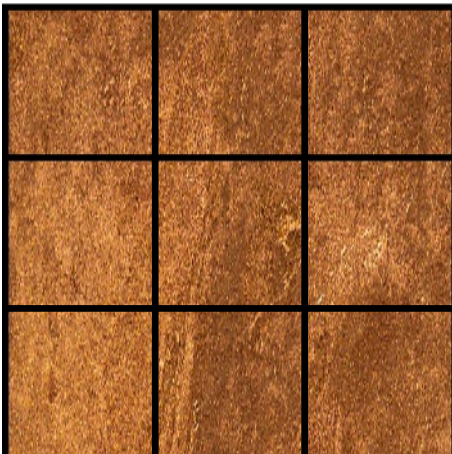
STREAMS



ROCK FALLS



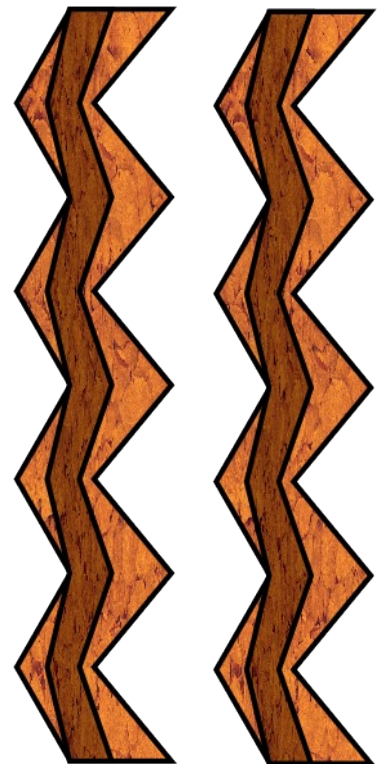
DEAD END SQUARES



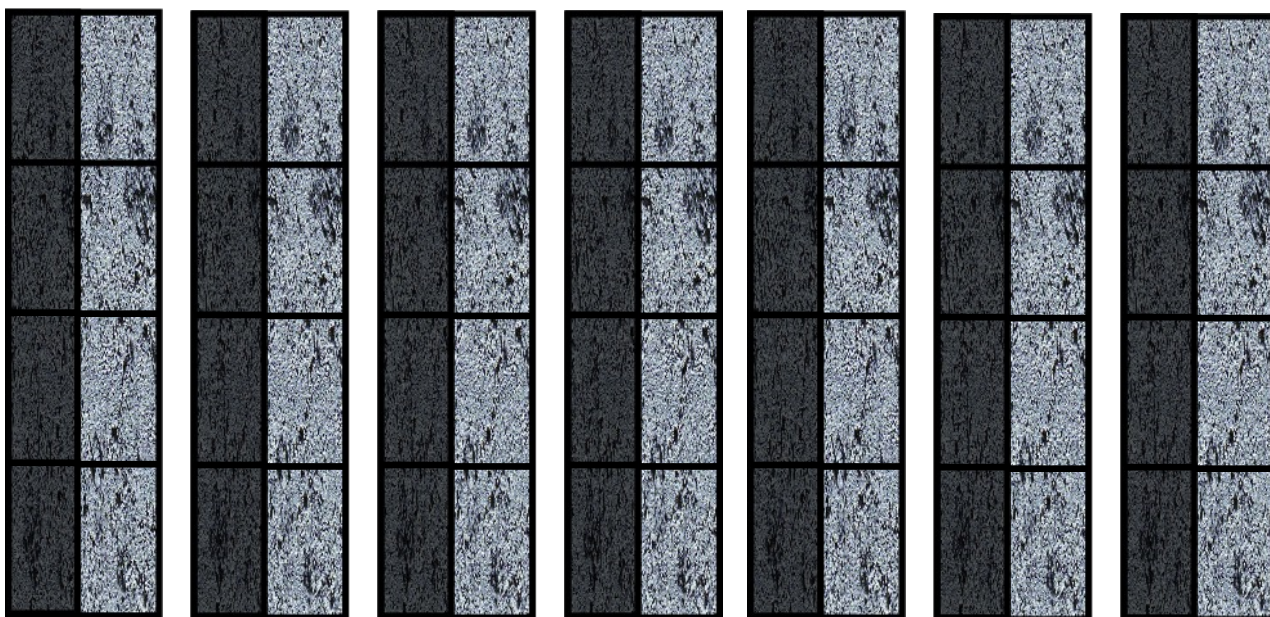
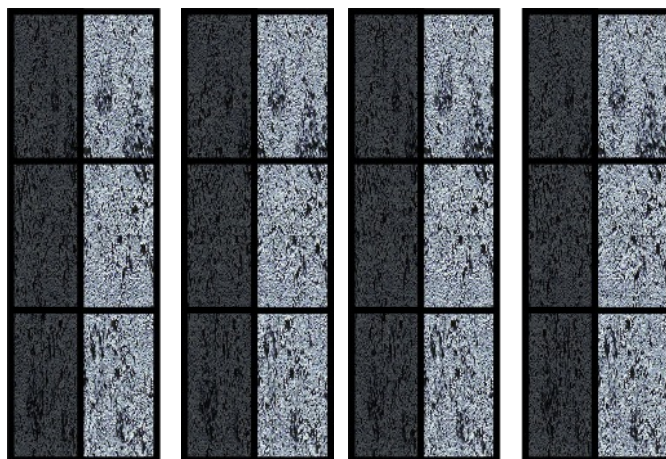
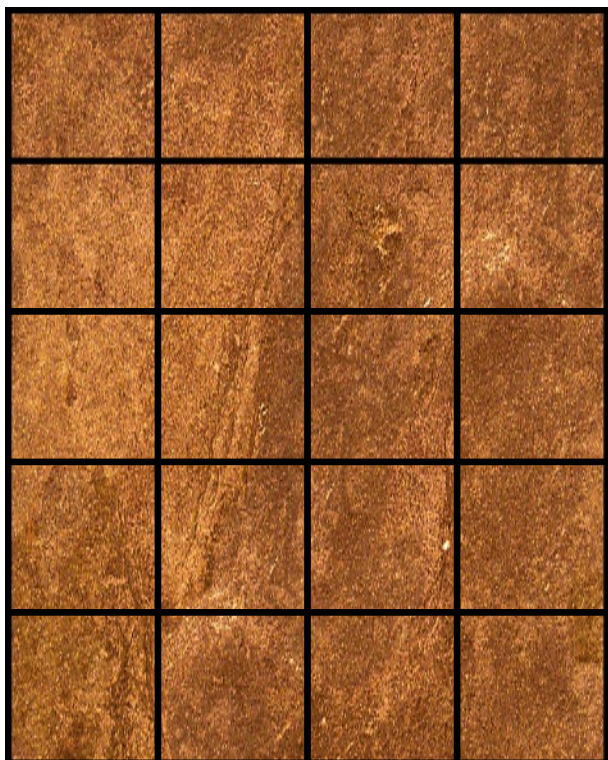
ROCK PILLARS

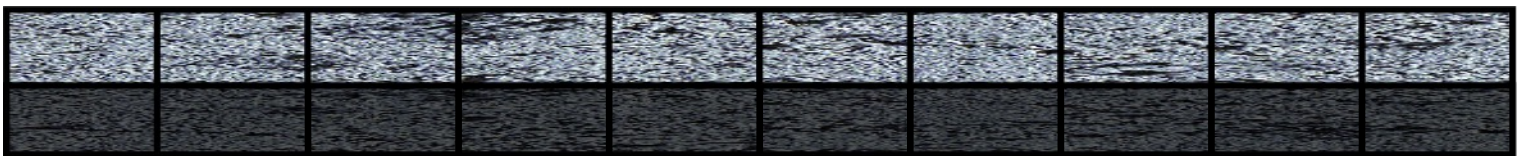
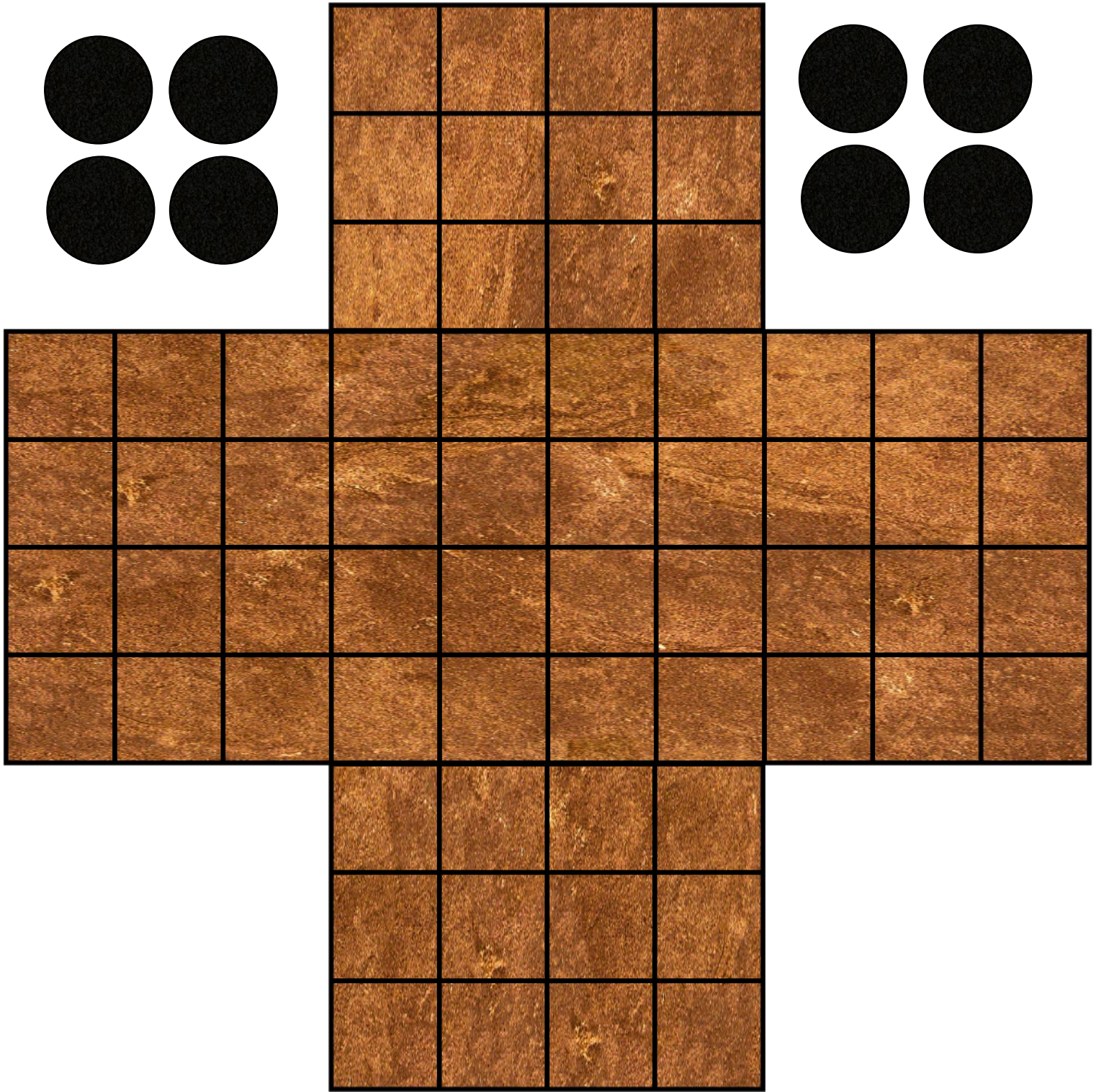
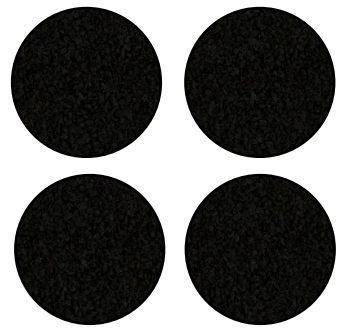
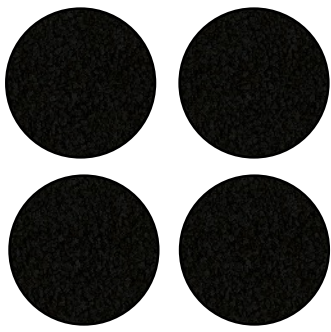


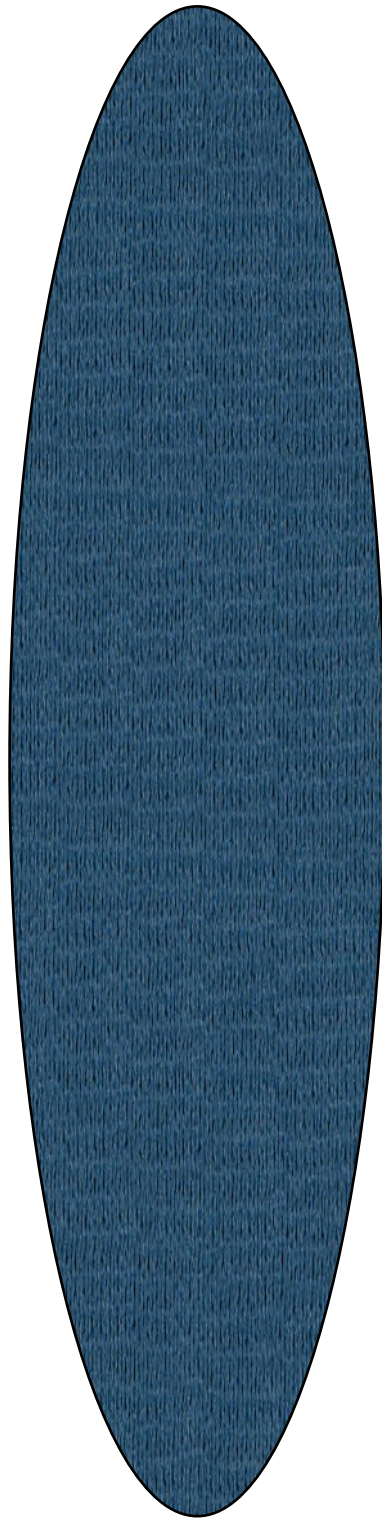
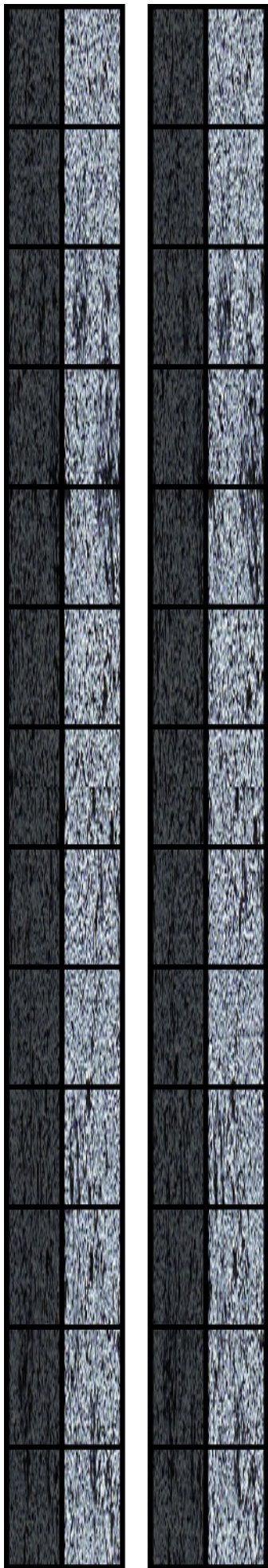
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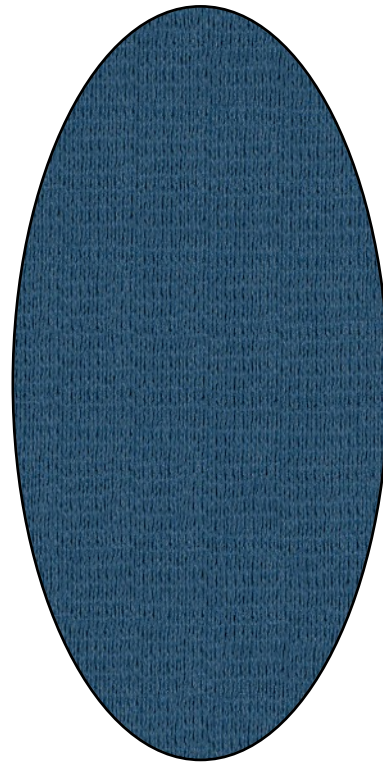
FISSURES







LAKE



LAKE EXTENSION

