

U18 – Assault on a Queen, how to build the map. Dated 5/30/2012. Since then the map 6 might have gotten a scenario special overlay which makes this process redundant.

First, lay the some boards like this. The 01 boards can be any boards, for they are just placeholders for now.



Next do the following in this order (see the picture below). The order is important because if there are multiple copies of the same map, any Croppings or Terrain SSR only affect the most top left version of the map. That's why we have to work one map at a time starting from the (bottom) right.

1. Crop map 00 rows HH-HH (yes, they are outside the grid, but that's ok.)
2. Change the placeholder map to 00, then crop map 00 rows HH-HH
3. Crop map 06 rows P-GG
4. Go to Terrain SSR and change map 06's buildings wooden.
5. Change the placeholder map to 06, then crop 06 rows M-O
6. Change the placeholder map to 06, then crop 06 rows A-L and coordinates 7-10
7. Change the placeholder map to 06, then crop 06 rows A-L and coordinates 1-6
8. Go to Terrain SSR and change map 06's buildings wooden. Now you have a board where some of the buildings are stone and some are wooden.
9. Change the date to May (for all maps, changes grain to plowed fields). Then for map 03 go to Board 3 Special overlays and choose G34: The Liberators. That will level the hills and remove the shellholes.

