



Caves and Tunnels of Xilos

For playing “The Battle for Xilos” Scenario 4: Tunnels you’ll need several terrain areas in different numbers and sizes:

1 x Large Cavern 8” x 8”

8 x Small Caverns 6” x 6”

24+ x Tunnels 5” x 2”

In this document you’ll find ready-to-print caves and tunnels:

1 x Large Cavern 8” x 8”, in parts A and B; print pages 2 and 3 once.

2 x Small Caverns 6” x 6”; print pages 4 and 5 four times to receive eight caverns.

4 x Tunnels 5” x 2”; print page 6 six times to receive twenty-four tunnels.

Remember to set printing scale to 100% and margins to 0mm in print settings.



Big Cave part A



Overlap area. Glue together Big Cave part A and B







