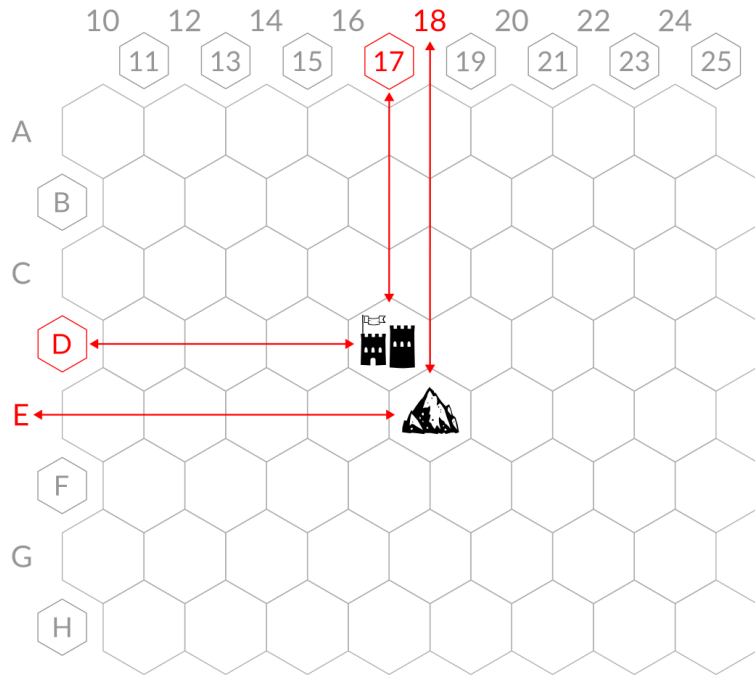# Game Stamps
Hex Paper Template – ½" Hexes

This file contains a hex paper template for use with ½" stamps.
For additional information and resources, please visit **www.gamestamps.com**.

Each hex is identified by alphanumeric coordinates. For example…

- The castle is in hex **D17**
- The mountain is in hex **E18**.

The coordinates are not printed inside the hexes, because they would be concealed when you stamped over them. Instead, you can find the coordinates for any hex by cross-referencing the letters and numbers printed along the edges of the paper.

If you're looking for a hex near the center of the map, start with the row. If the letter for the row is enclosed in a small hex (such as D), the column that intersects the row will also be enclosed in a small hex (such as 17). If the letter is not enclosed in a small hex (such as E), the column won't be either (such as 18). This feature makes it easier to cross-reference the coordinates, especially for hexes near the center of the page.

These sheets may also be combined to create interlocking maps, where each sheet represents a region in a larger world.

For example, traveling east from hex **B47** in the East Marches, you enter hex **B11** in the Yellow Woods. The East Marches and Yellow Woods are separate regions with their own maps and keys.

You may find it useful to add a unique prefix or suffix to the coordinates, identifying the region. For example, a travel journal may refer to the castle in hex **EM-B47** or the forest in hex **YW-B11**, to avoid any ambiguity.

A   A

B   B

C   C

D   D

E   E

F   F

G   G

H   H

I   I

J   J

K   K

L   L

M   M

N   N

O   O

P   P

A A
B B
C C
D D
E E
F F
G G
H H
I I
J J
K K
L L
M M
N N
O O
P P