# Game Stamps <br> Hex Paper Template - 1/2" Hexes 



This file contains a hex paper template for use with $1 / 21$ 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.



