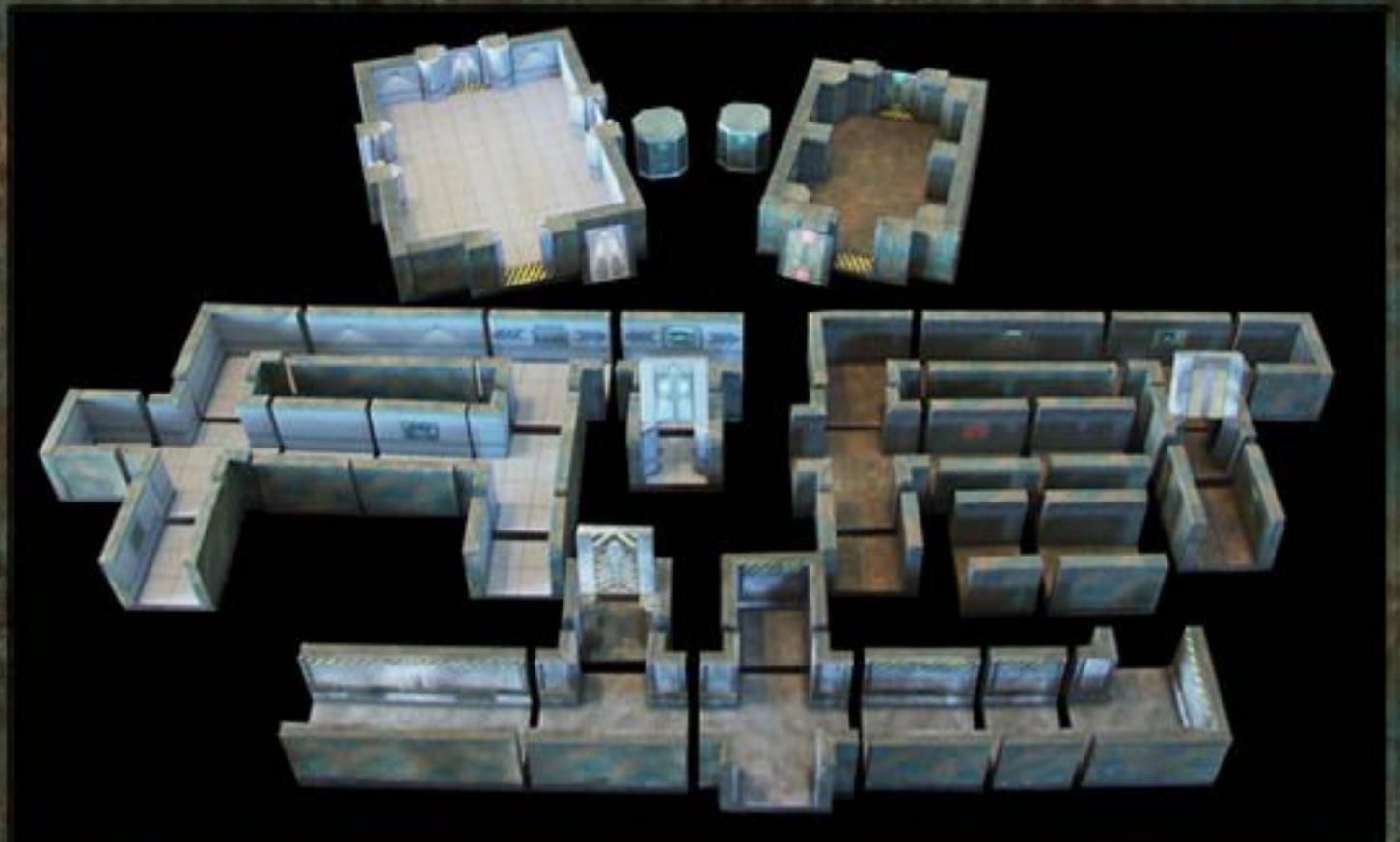


# Zone souterraine

Maquettes en papiers pour jeux de rôles et figurines



## Planches

Pièces à imprimer, découper et assembler par collage.



# Accès aux planches

## Petite salle et couloirs

[Petite salle](#)  
[Petit couloir](#)  
[Moyen couloir](#)  
[Grand couloir](#)  
[Couloir de croisement](#)  
[Couloir en T](#)  
[Couloir en angle](#)  
[Couloir fermé](#)  
[Porte couloir](#)

## Grande salle et couloirs

[Grande salle](#)  
[Petit couloir](#)  
[Moyen couloir](#)  
[Grand couloir](#)  
[Couloir de croisement](#)  
[Couloir en T](#)  
[Couloir en angle](#)  
[Couloir fermé](#)  
[Porte couloir](#)

## Couloirs supplémentaires

[Petit couloir](#)  
[Moyen couloir](#)  
[Grand couloir](#)  
[Couloir de croisement](#)  
[Couloirs en T](#)  
[Couloirs en angle](#)  
[Couloir fermé](#)  
[Porte couloir](#)

**Faites vos impressions sur du papier de 160g et par sélection de une à plusieurs planches.**

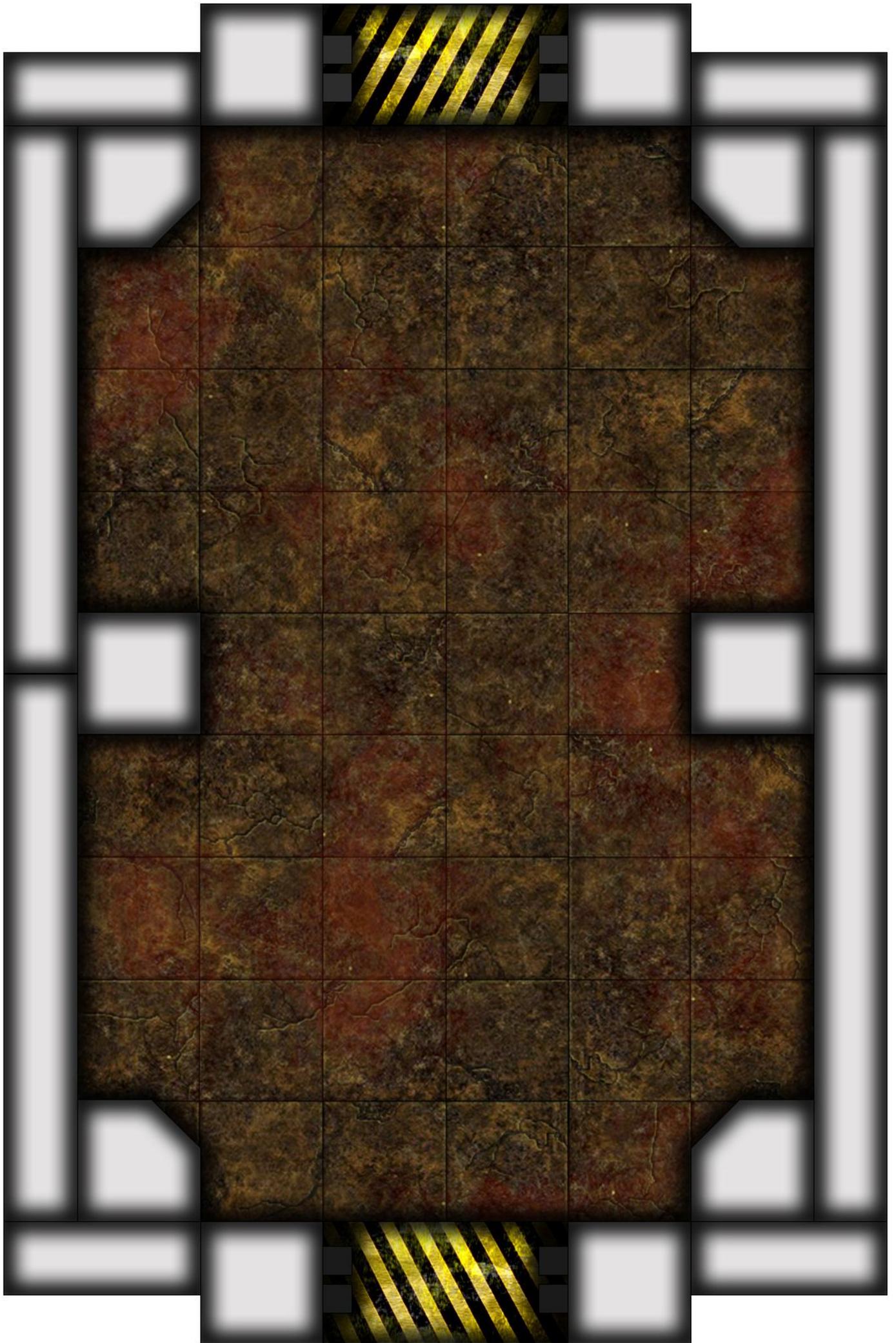


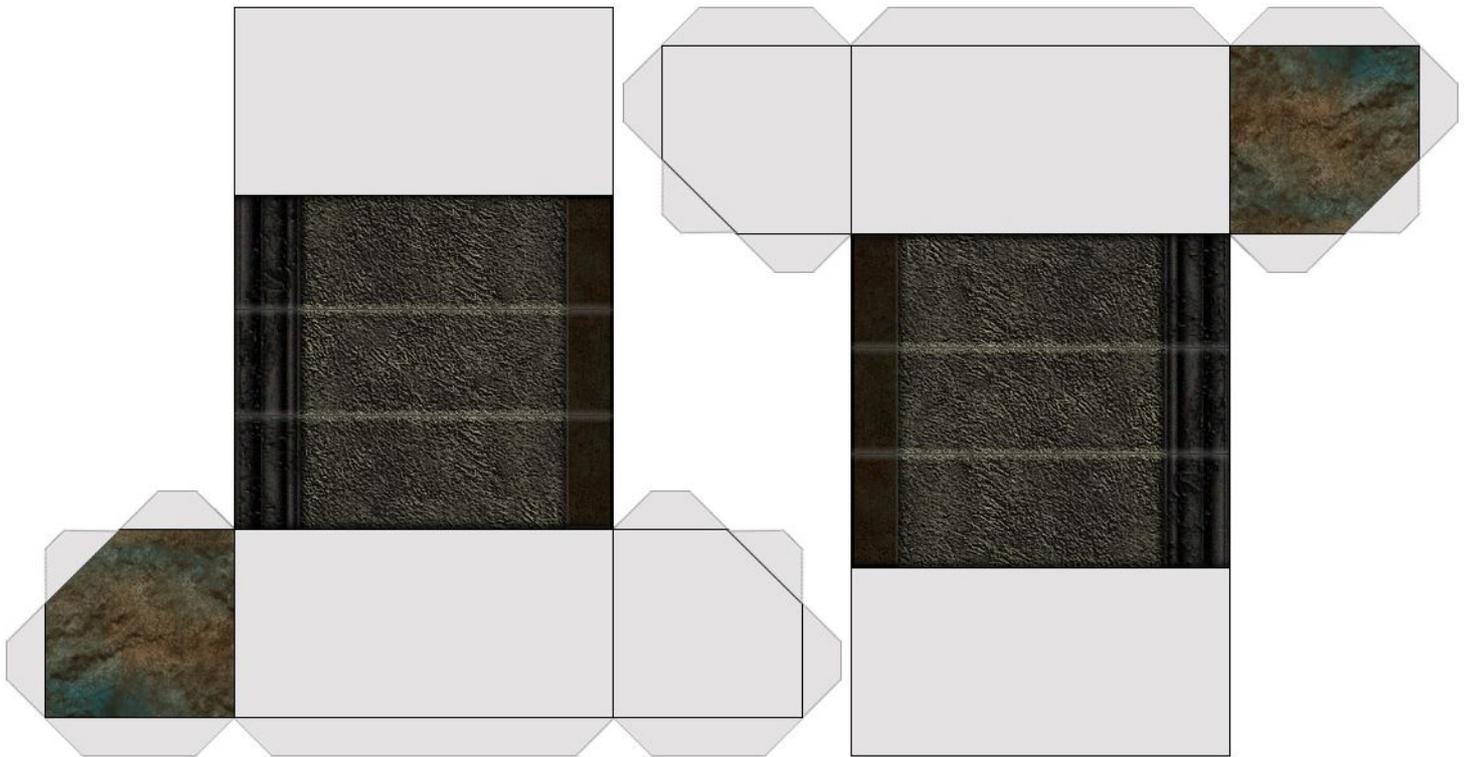
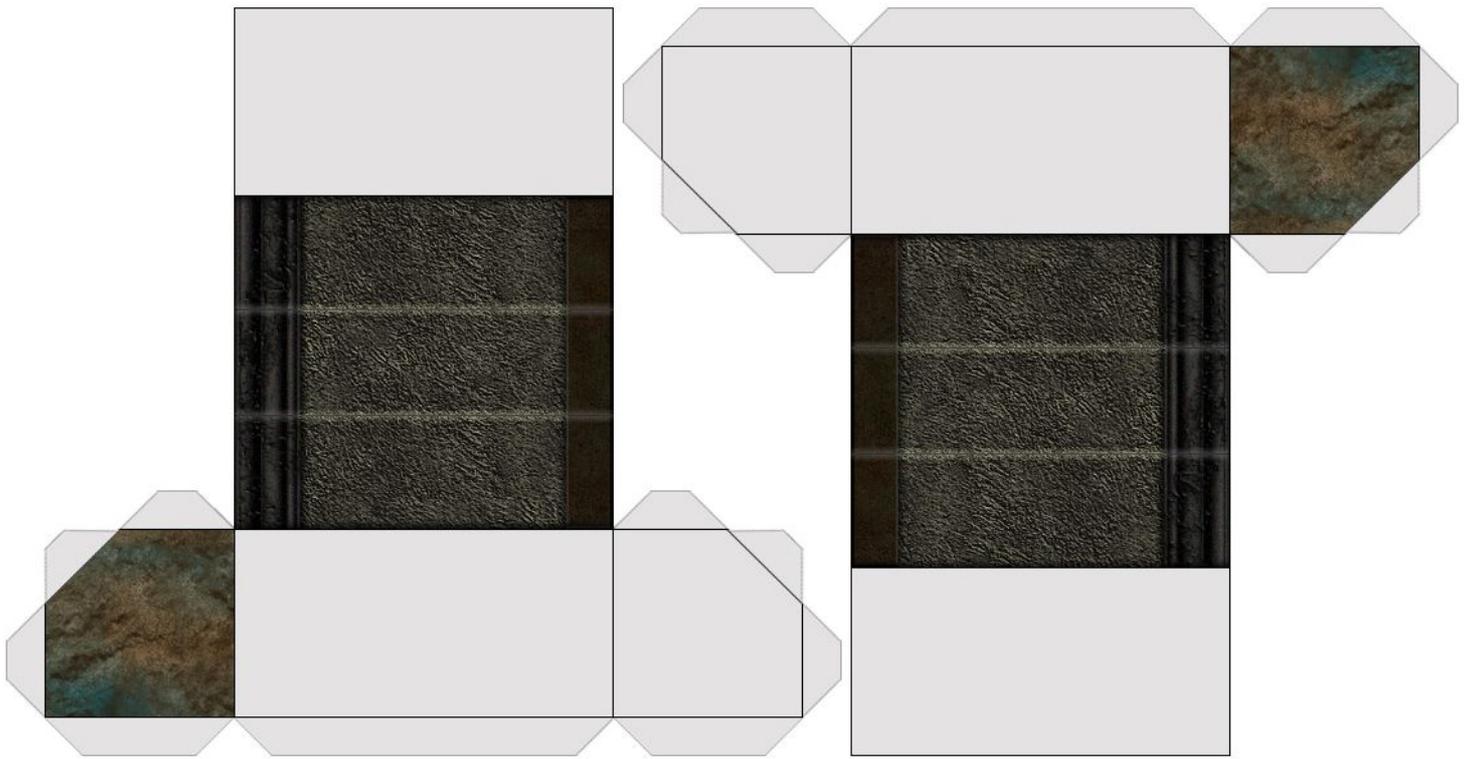
Créé par : **Christophe PERES-DAUZAT**  
Distribué par : **GPMS**  
[www.gamespapermodelstudio.com](http://www.gamespapermodelstudio.com)

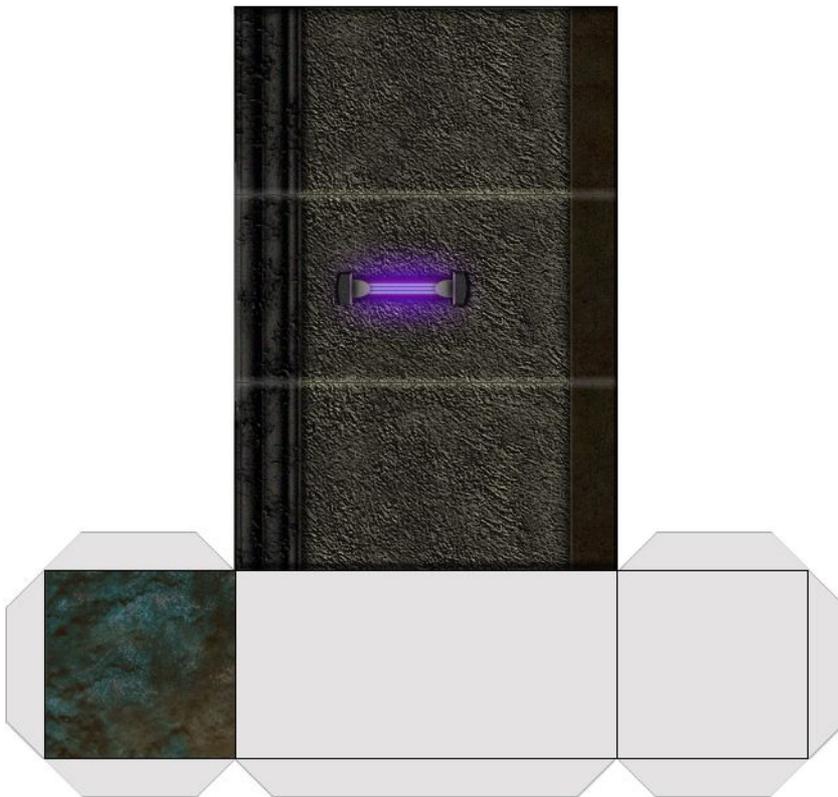
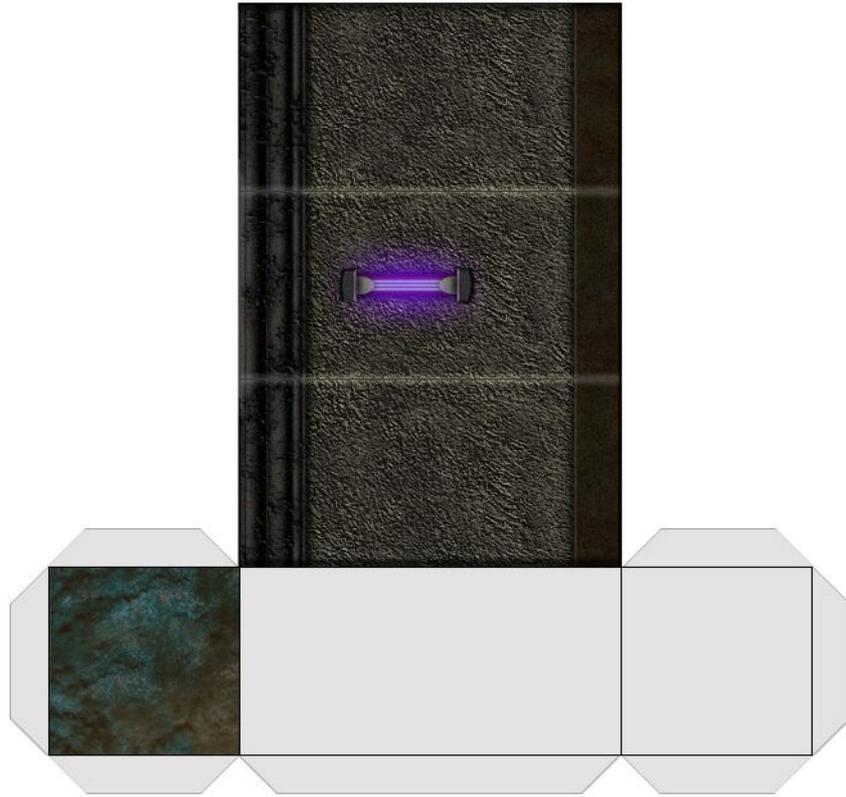
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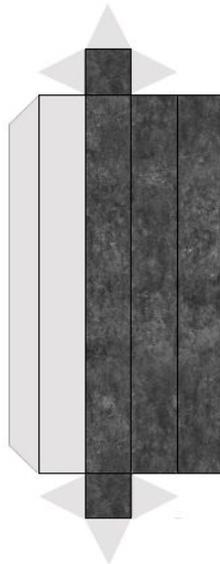
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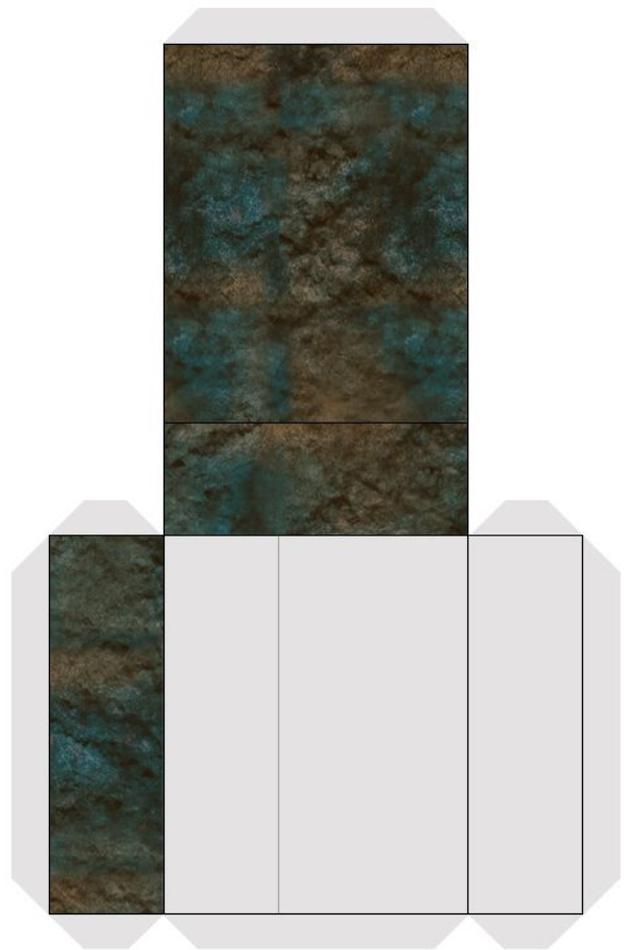
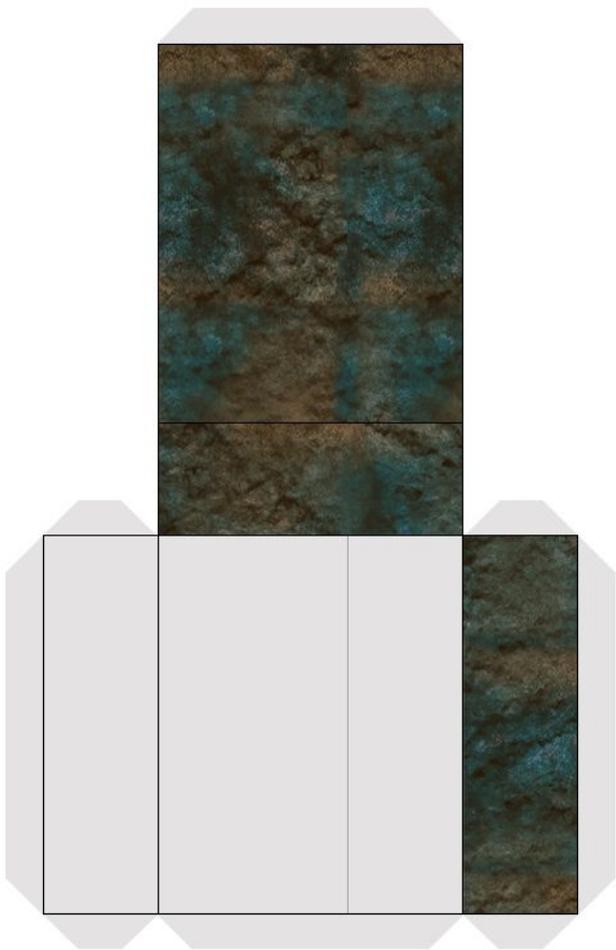
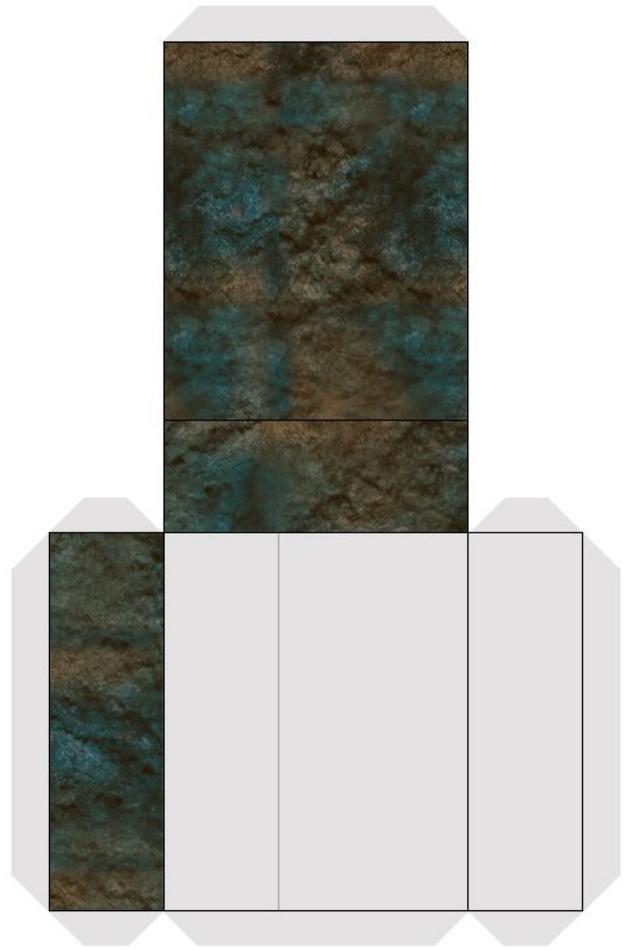
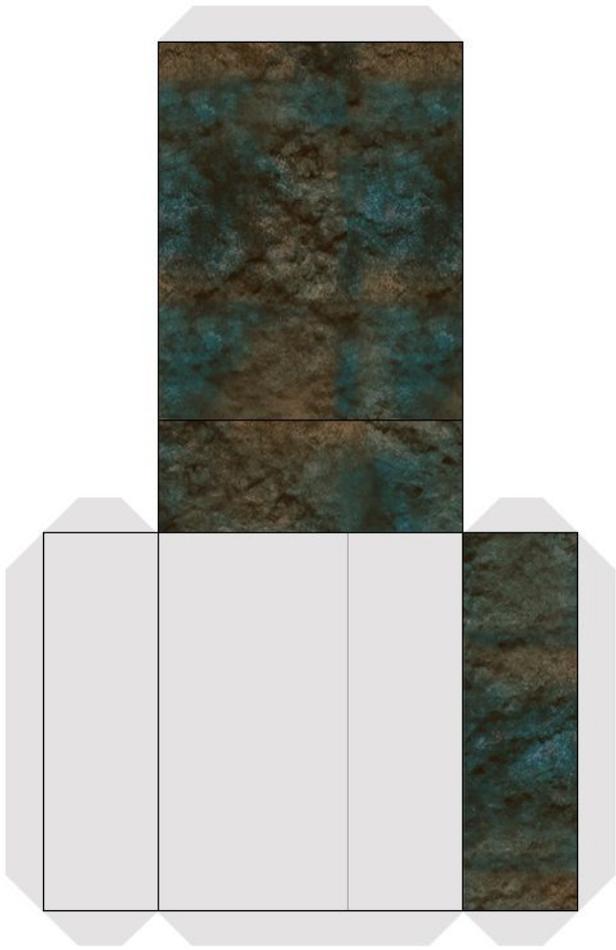
**Petite  
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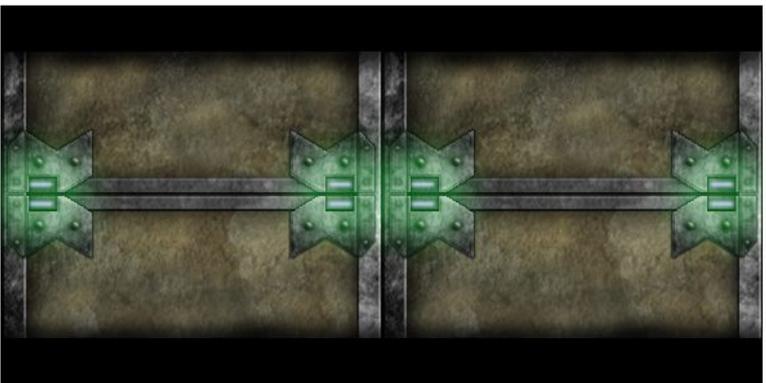
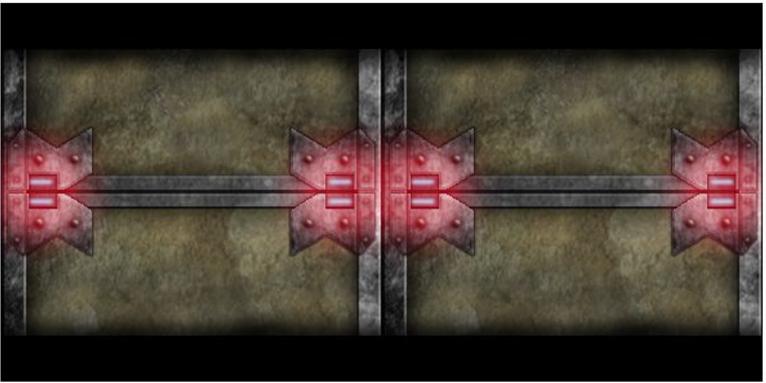
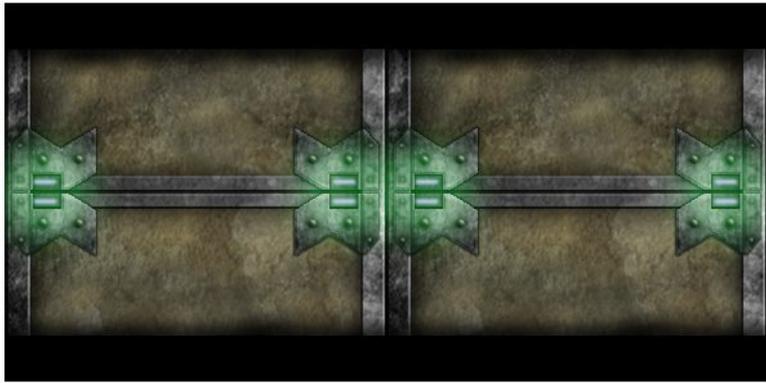
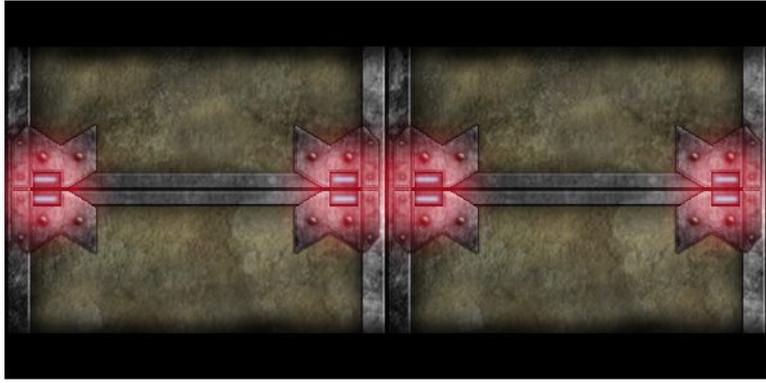










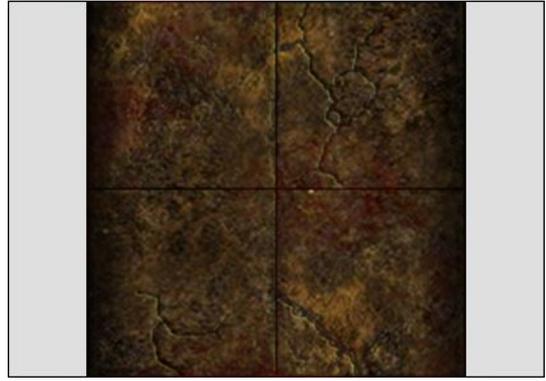






# **Petit couloirs**





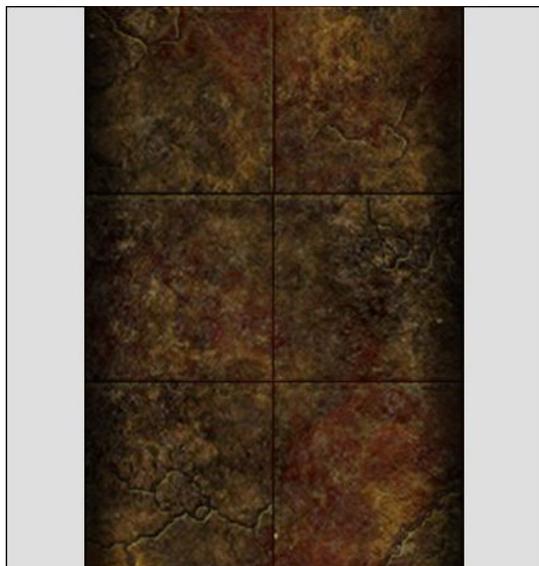
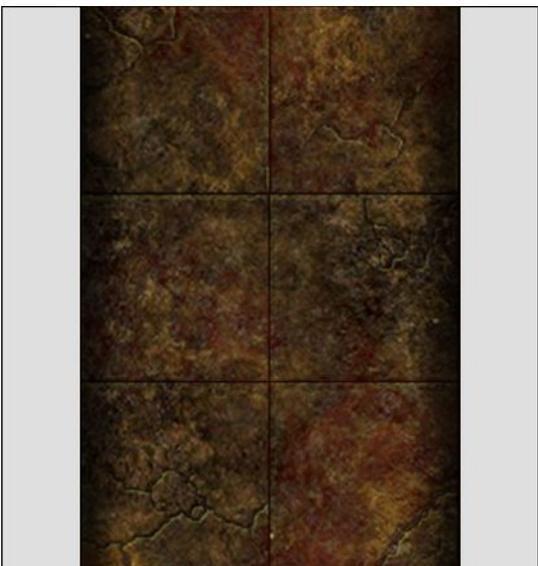
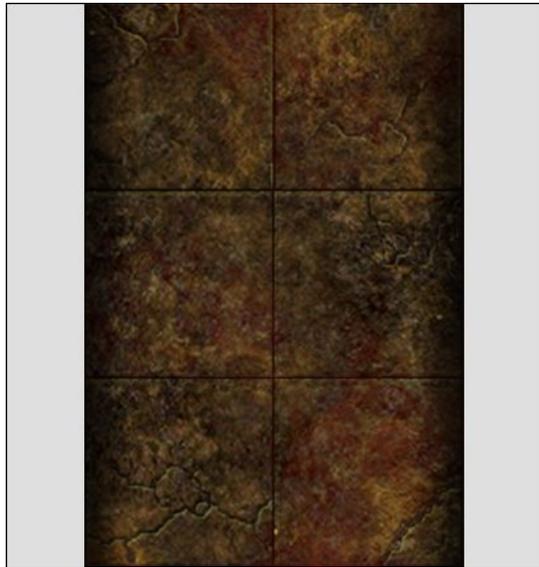
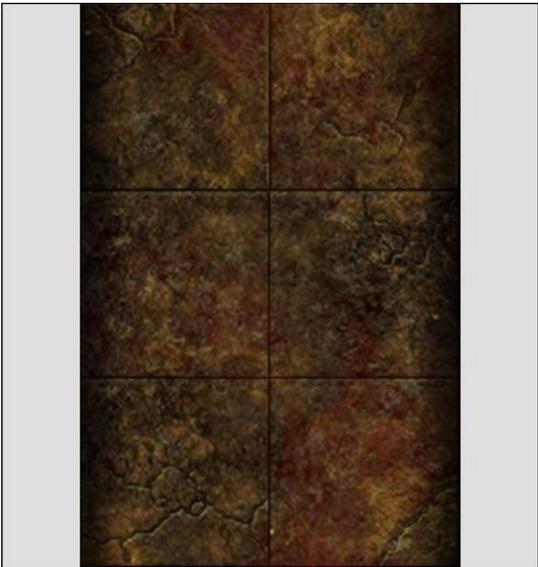
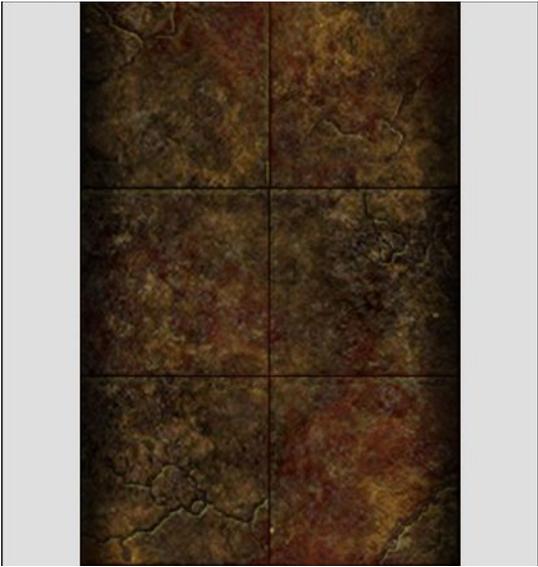
**Moyen  
couloir**



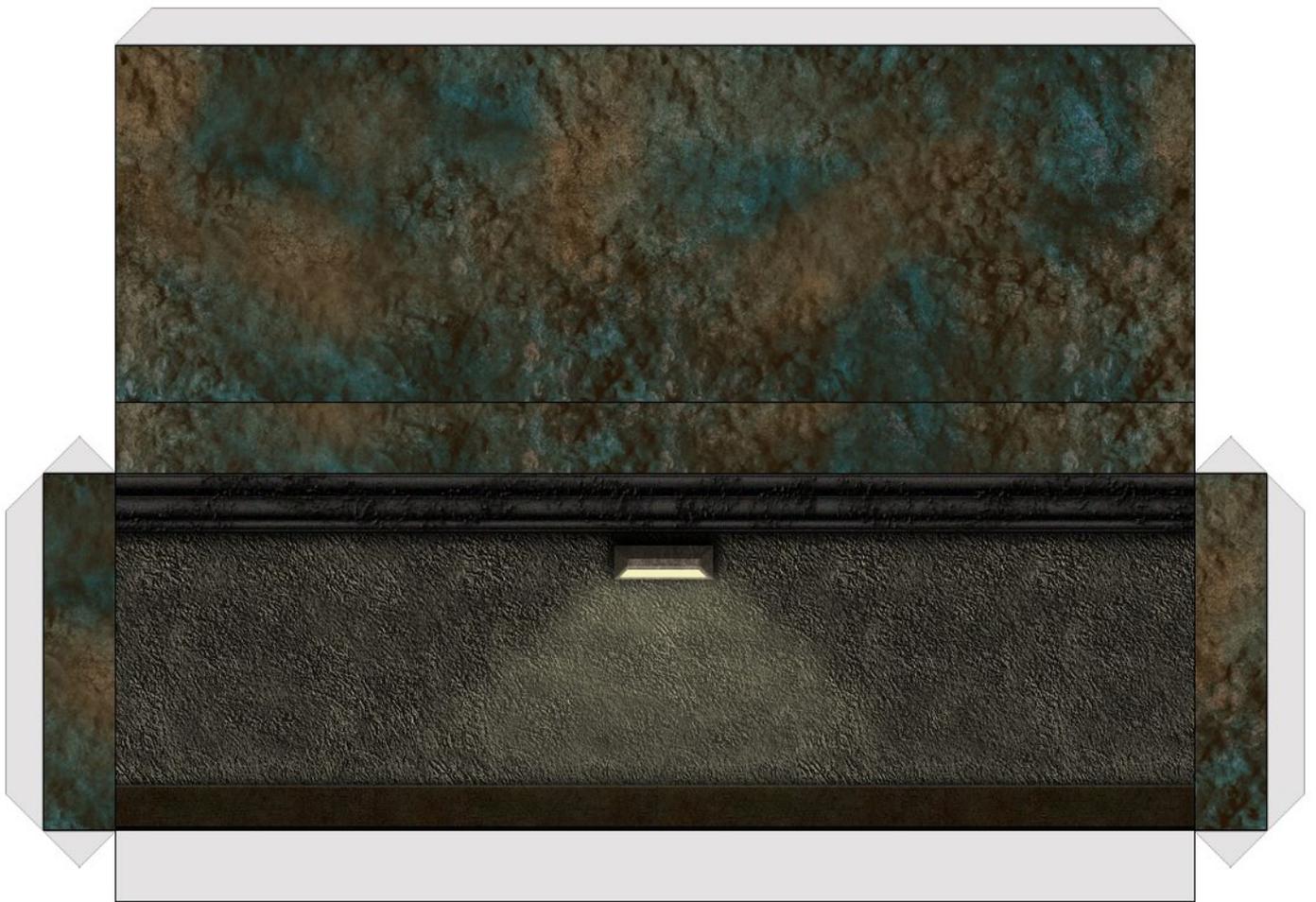
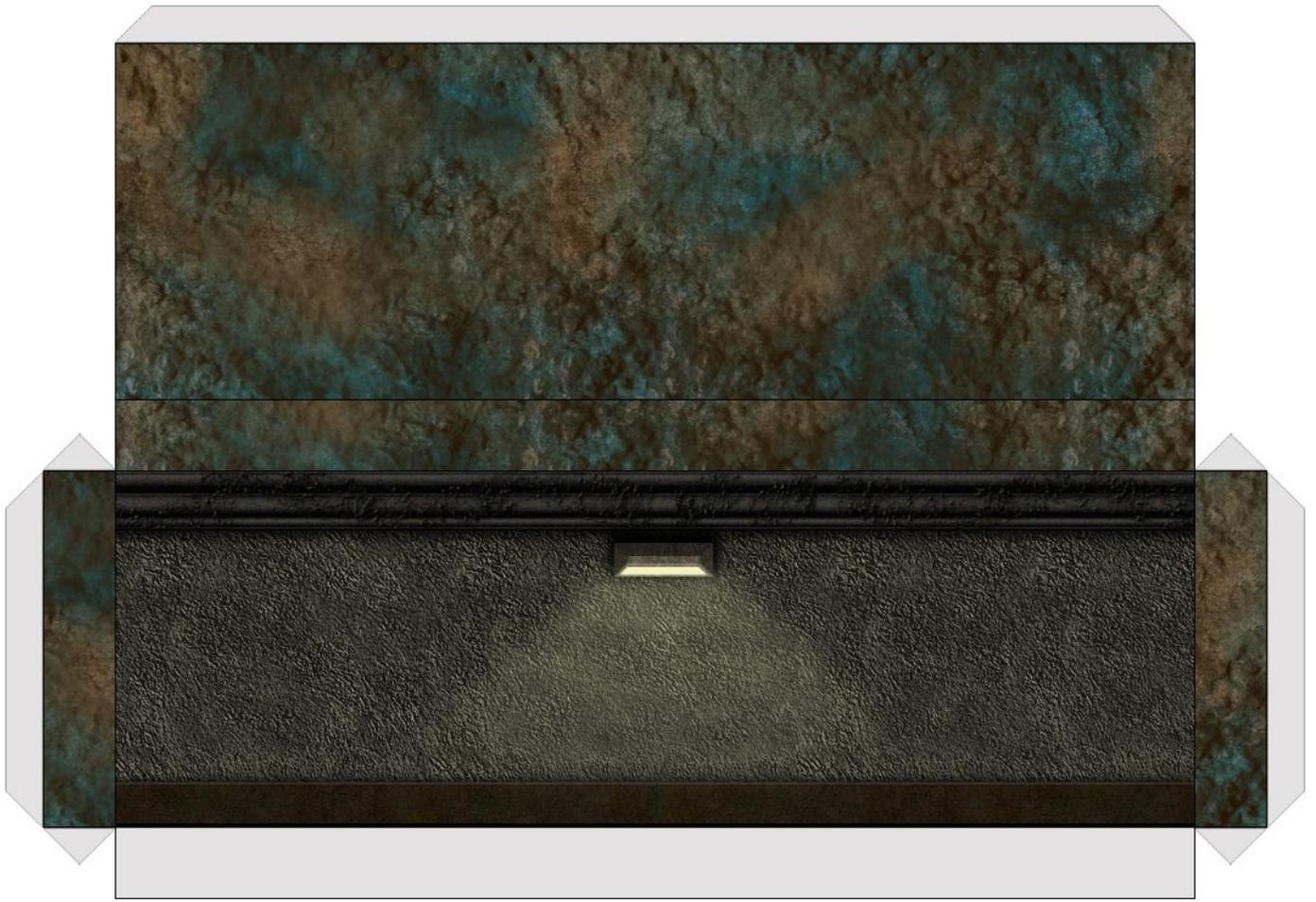


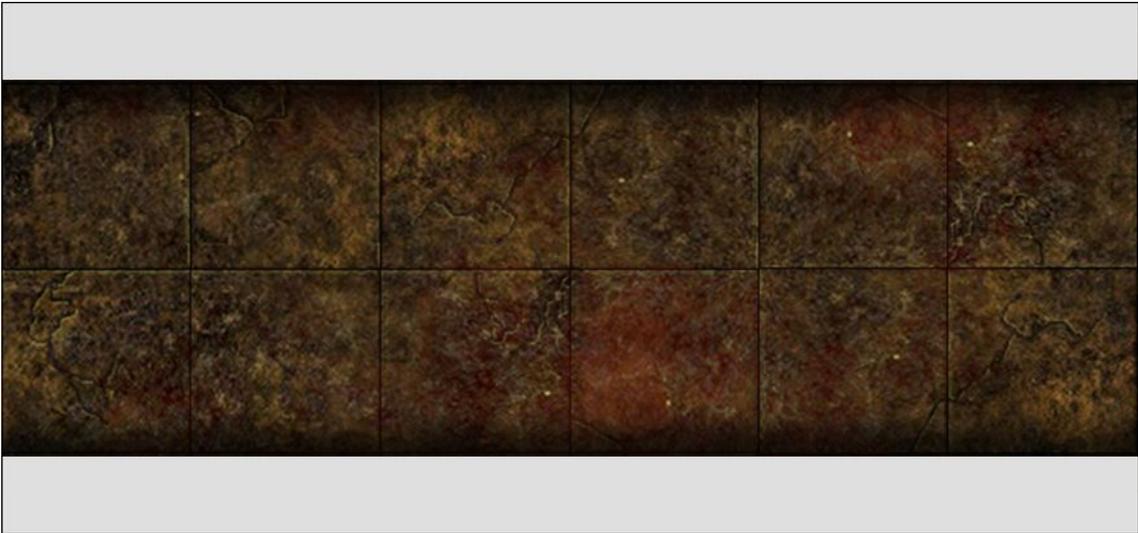
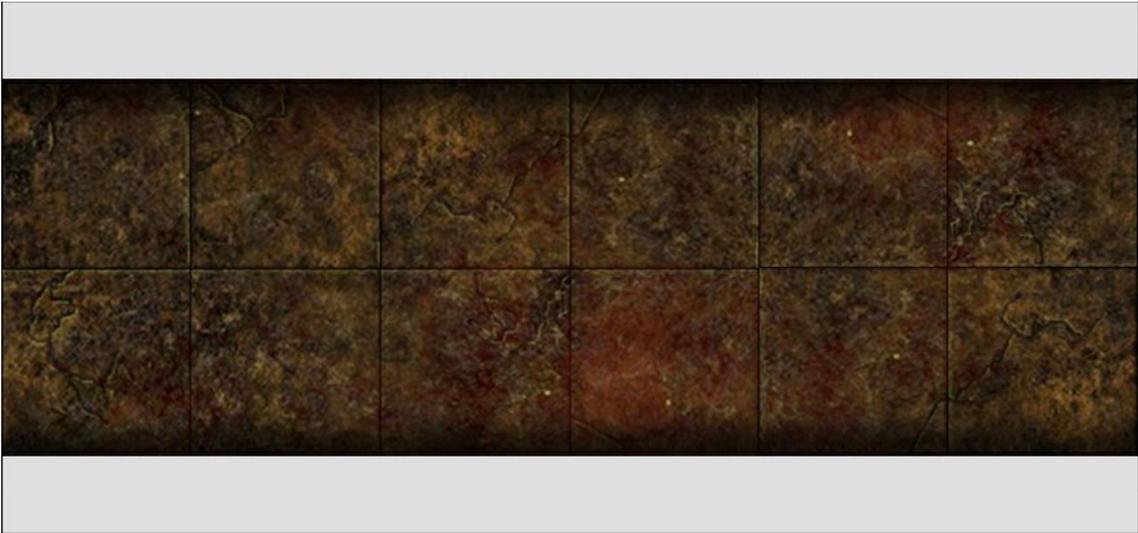
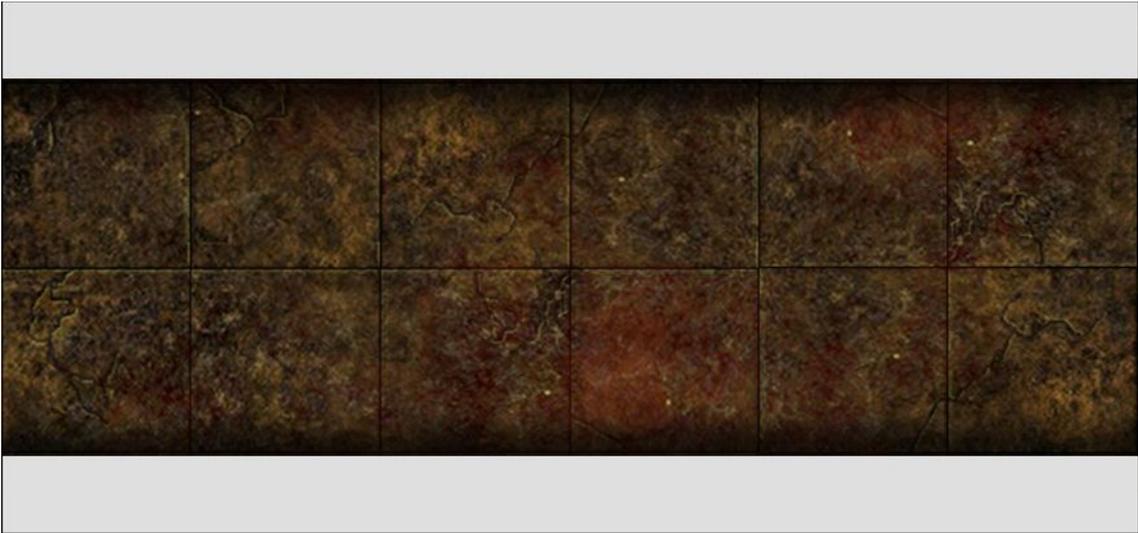






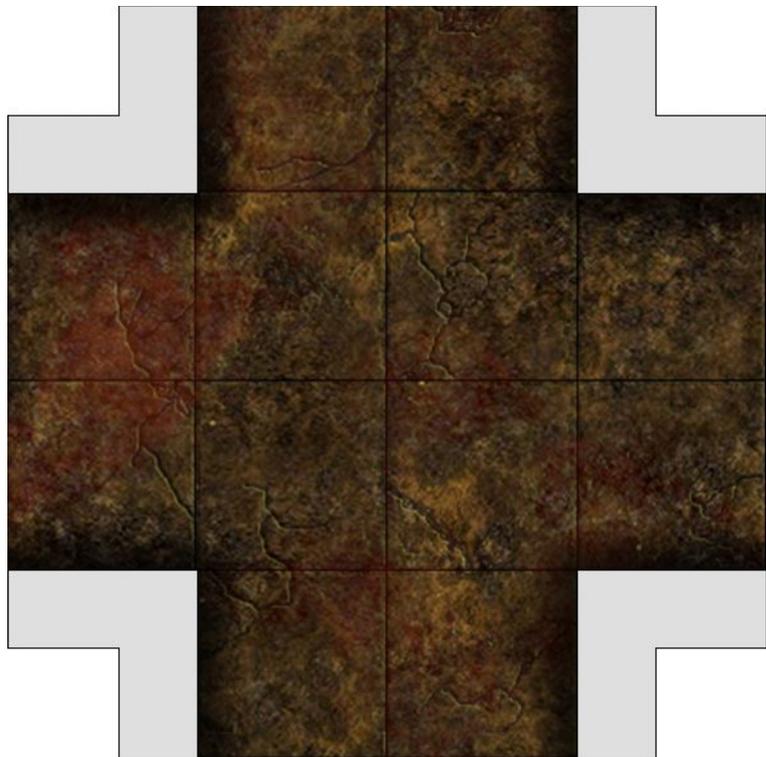
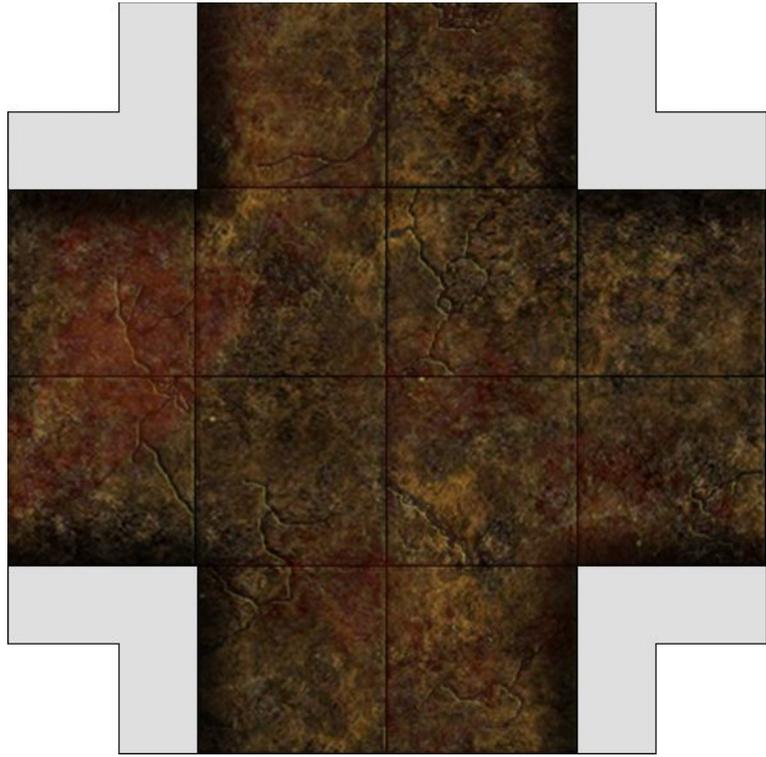
**Grand  
couloir**



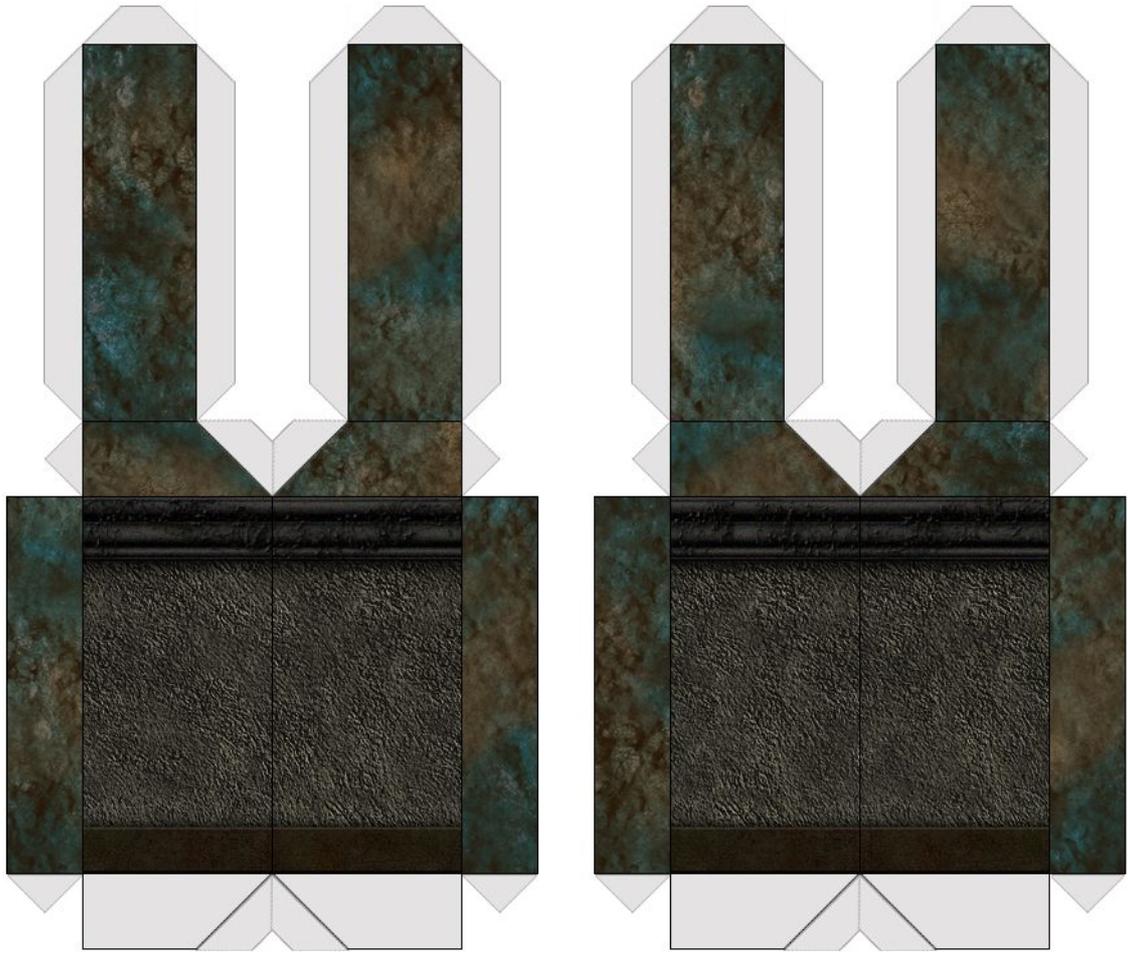


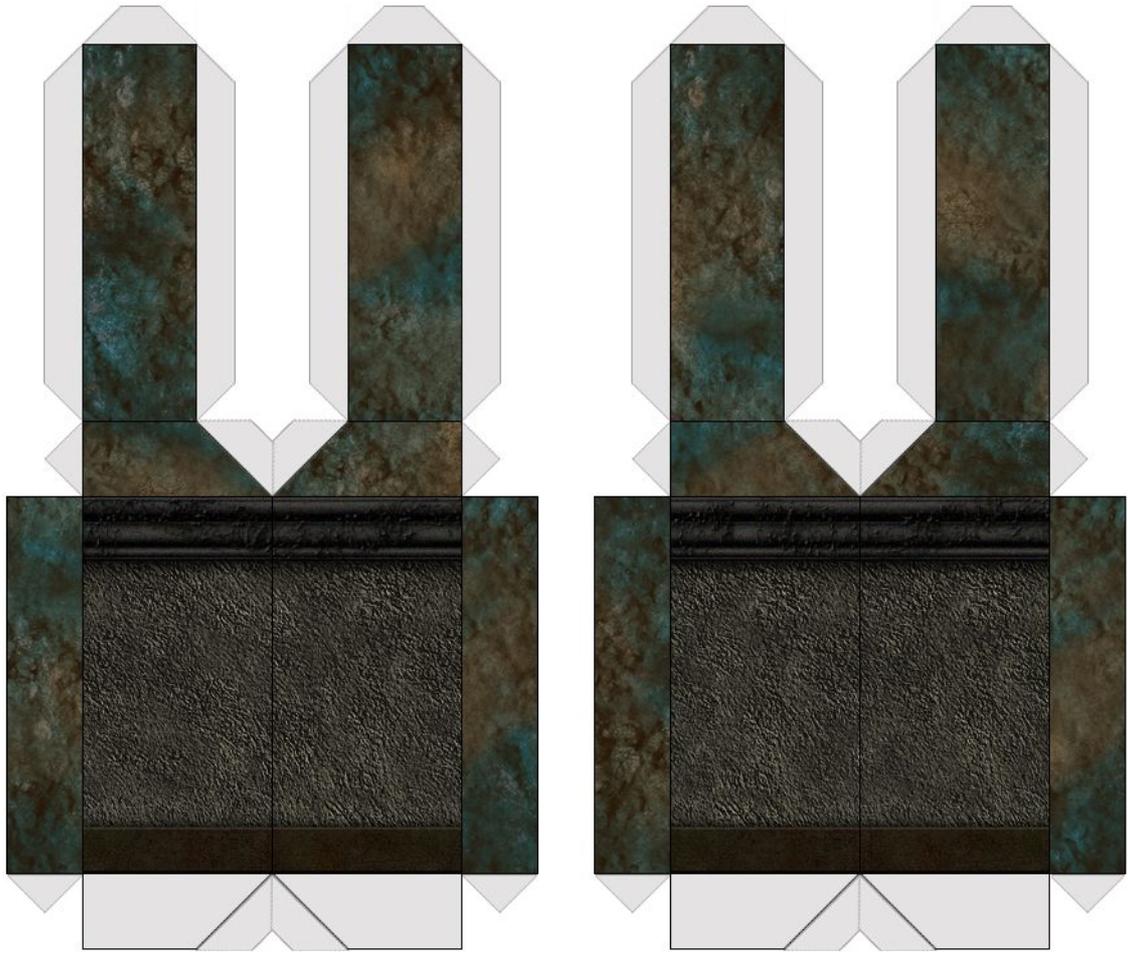
**Couloir  
de  
croisement**

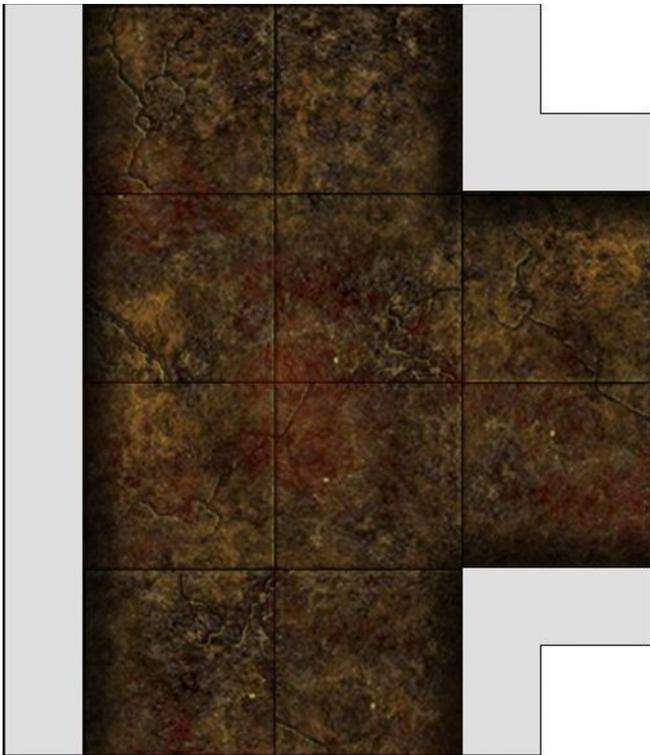
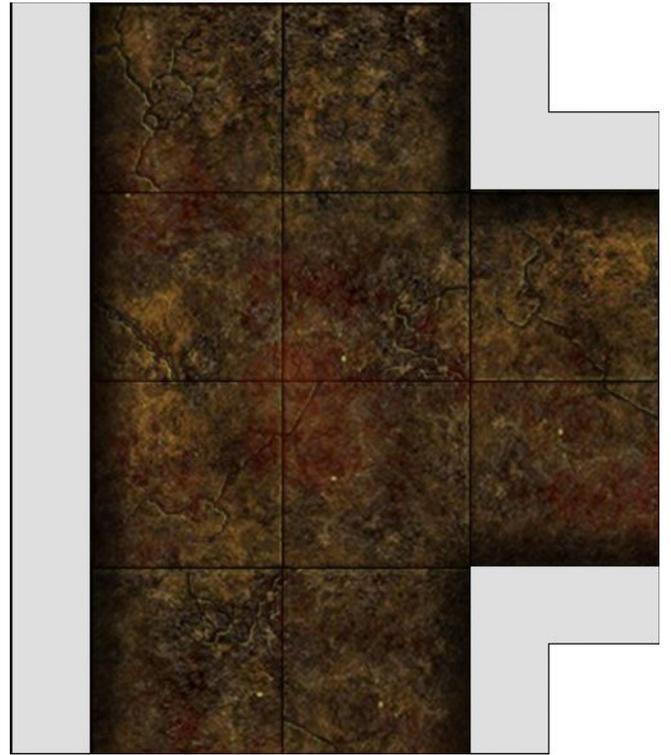
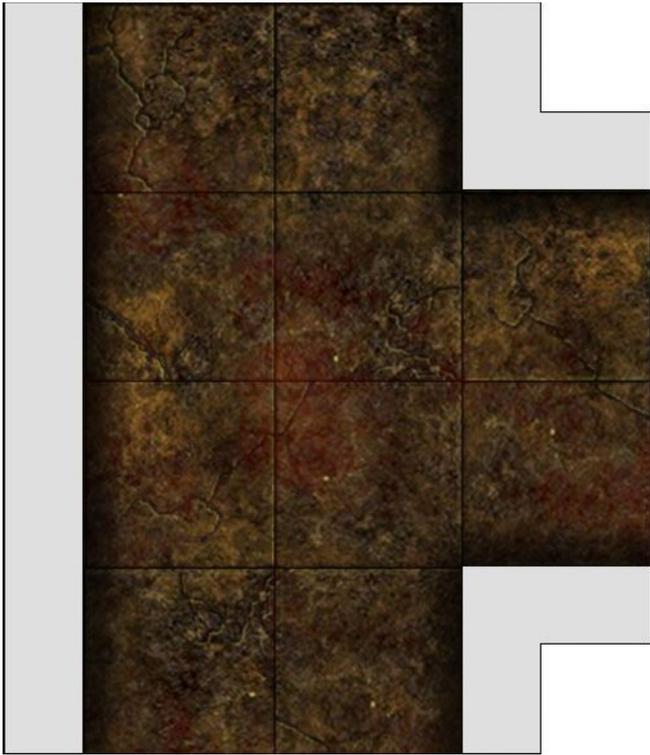




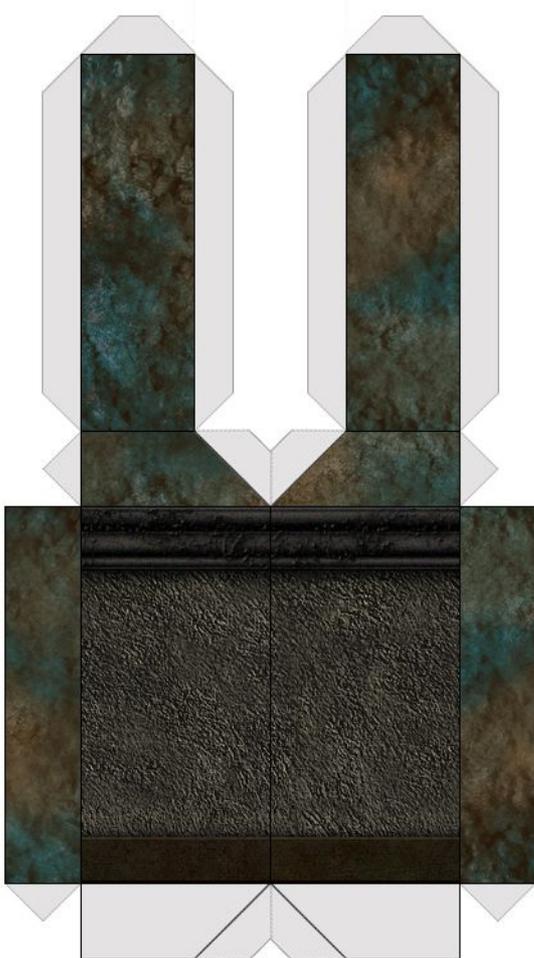
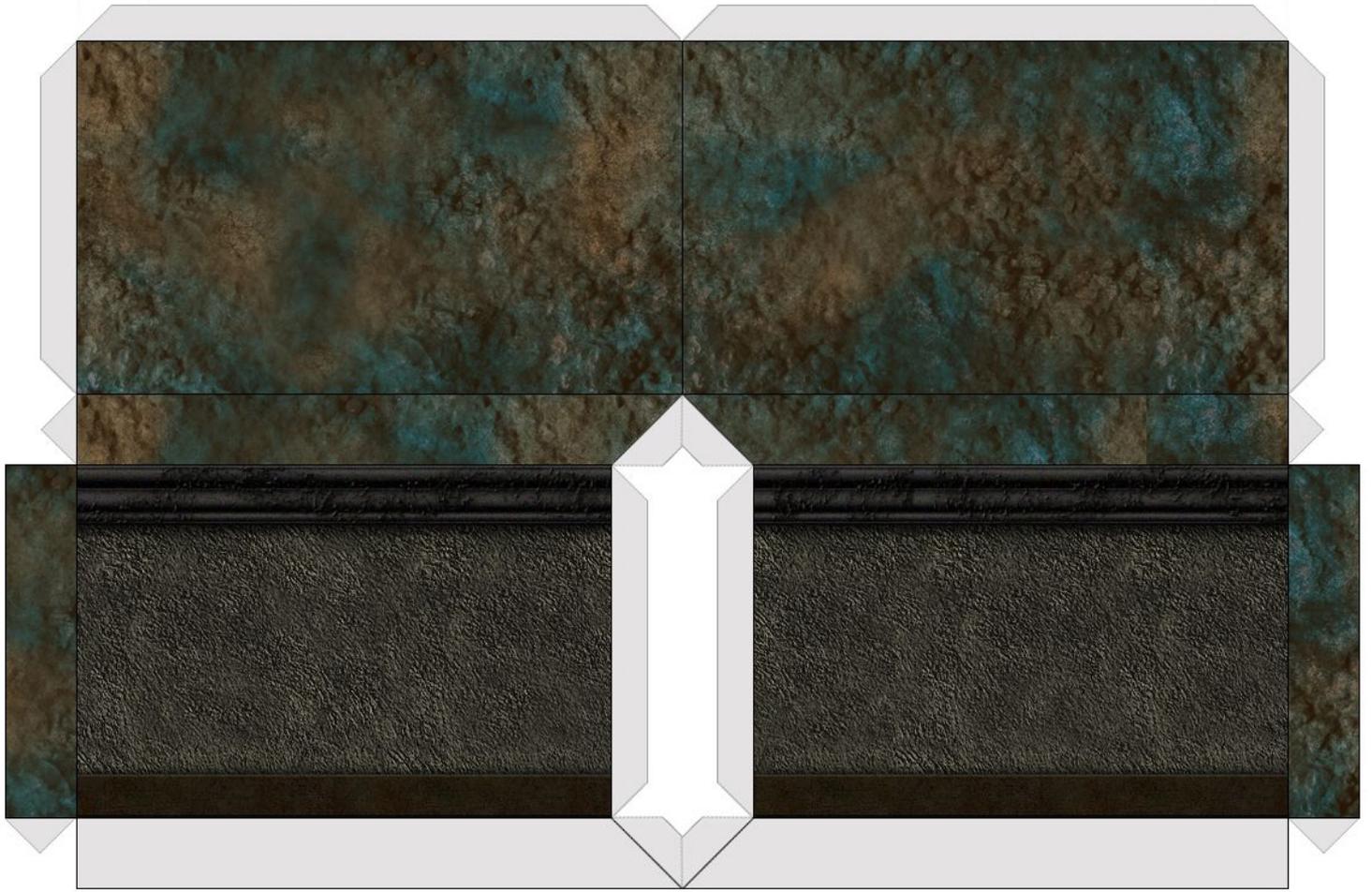
**Couloir  
en T**



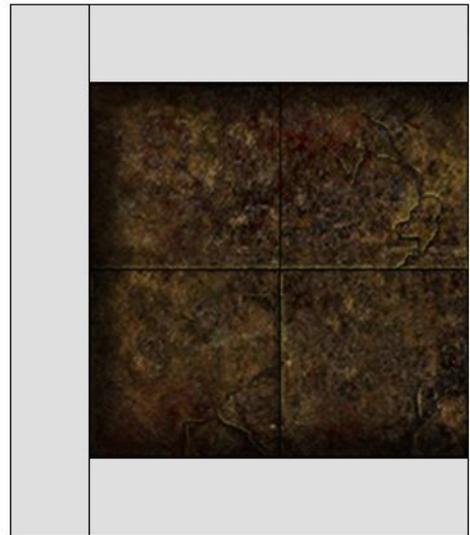
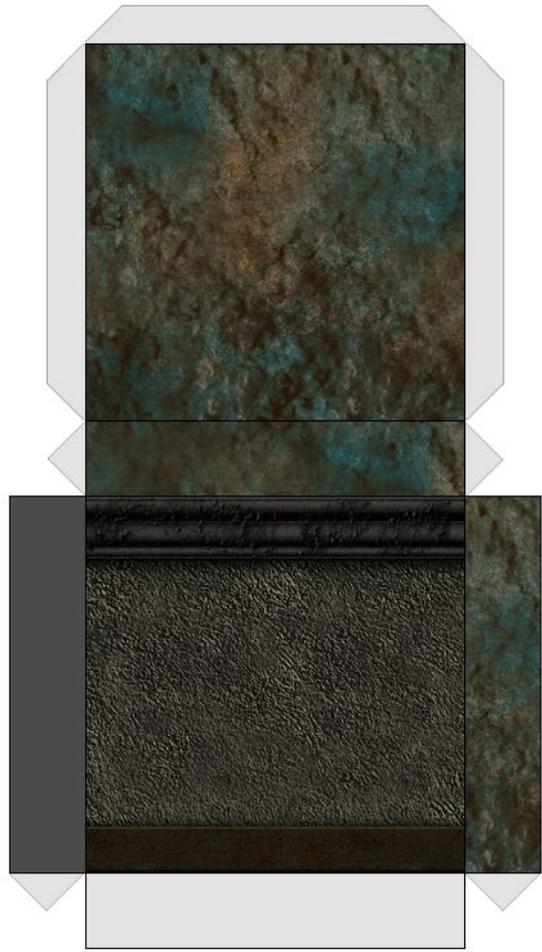
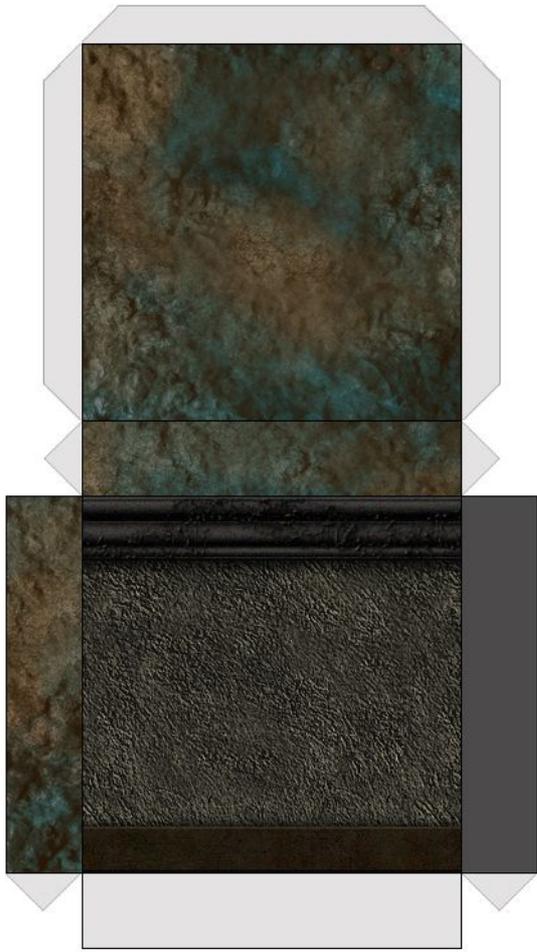




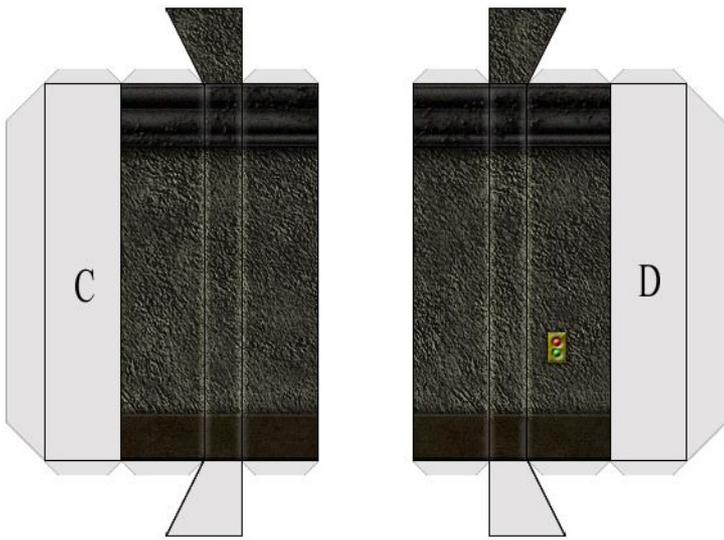
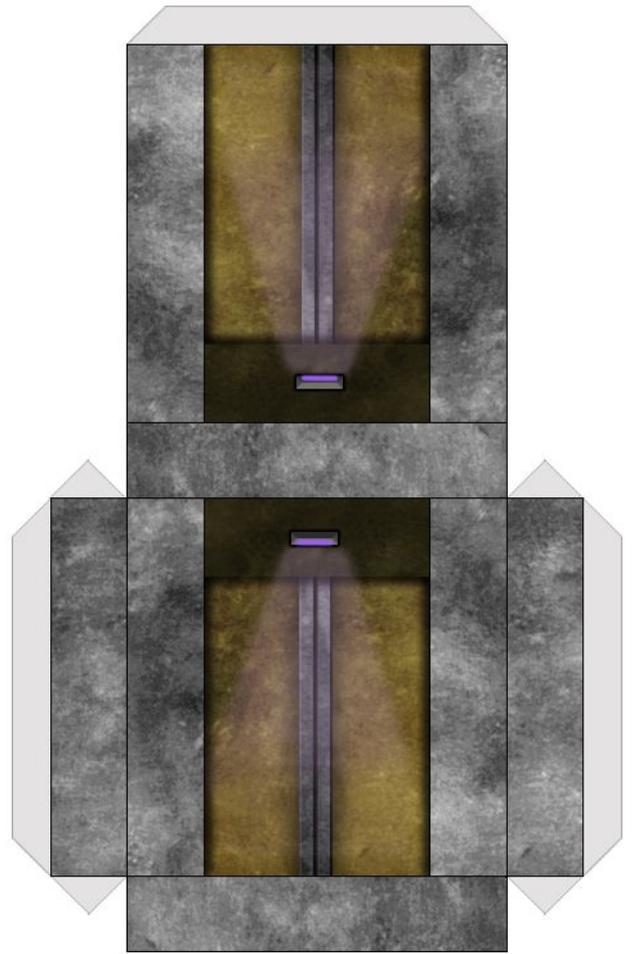
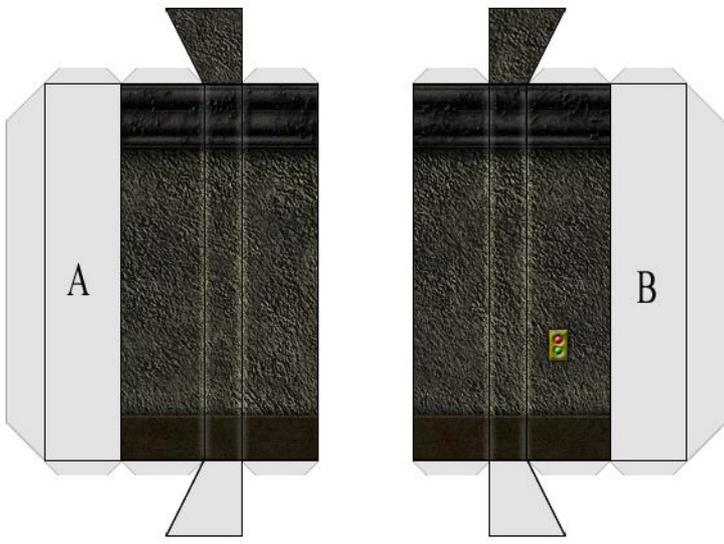
**Couloir  
en angle**

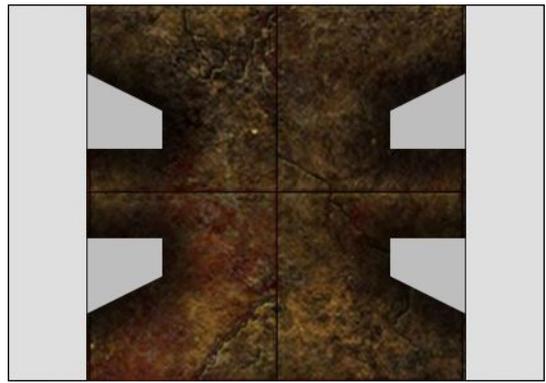
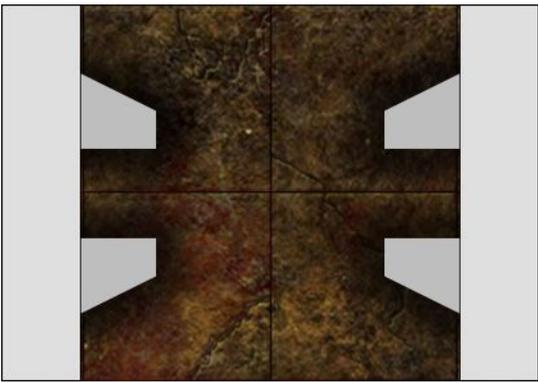
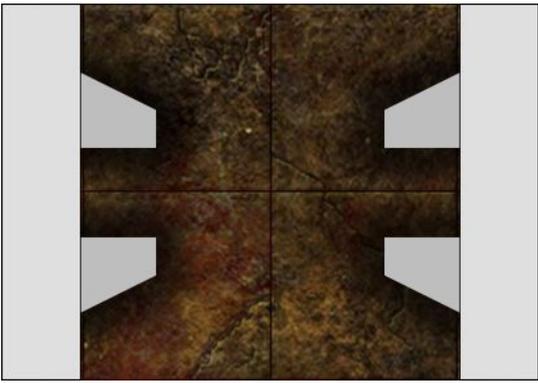
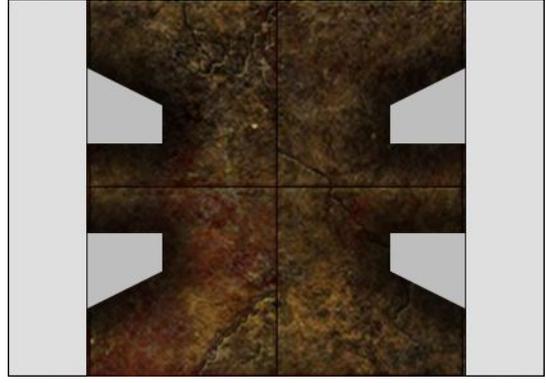
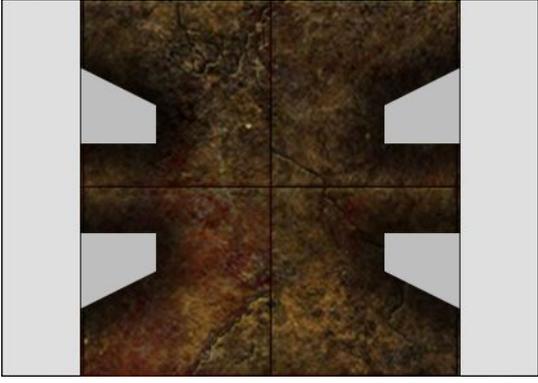
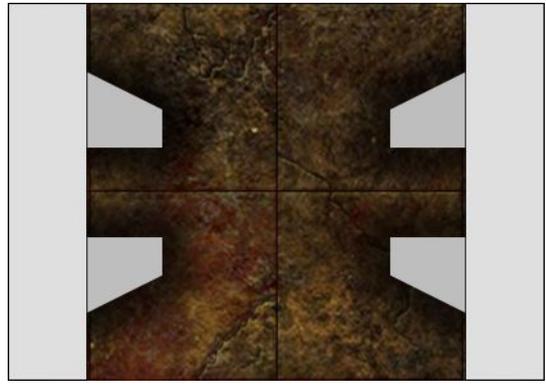


**Couloir  
fermé**

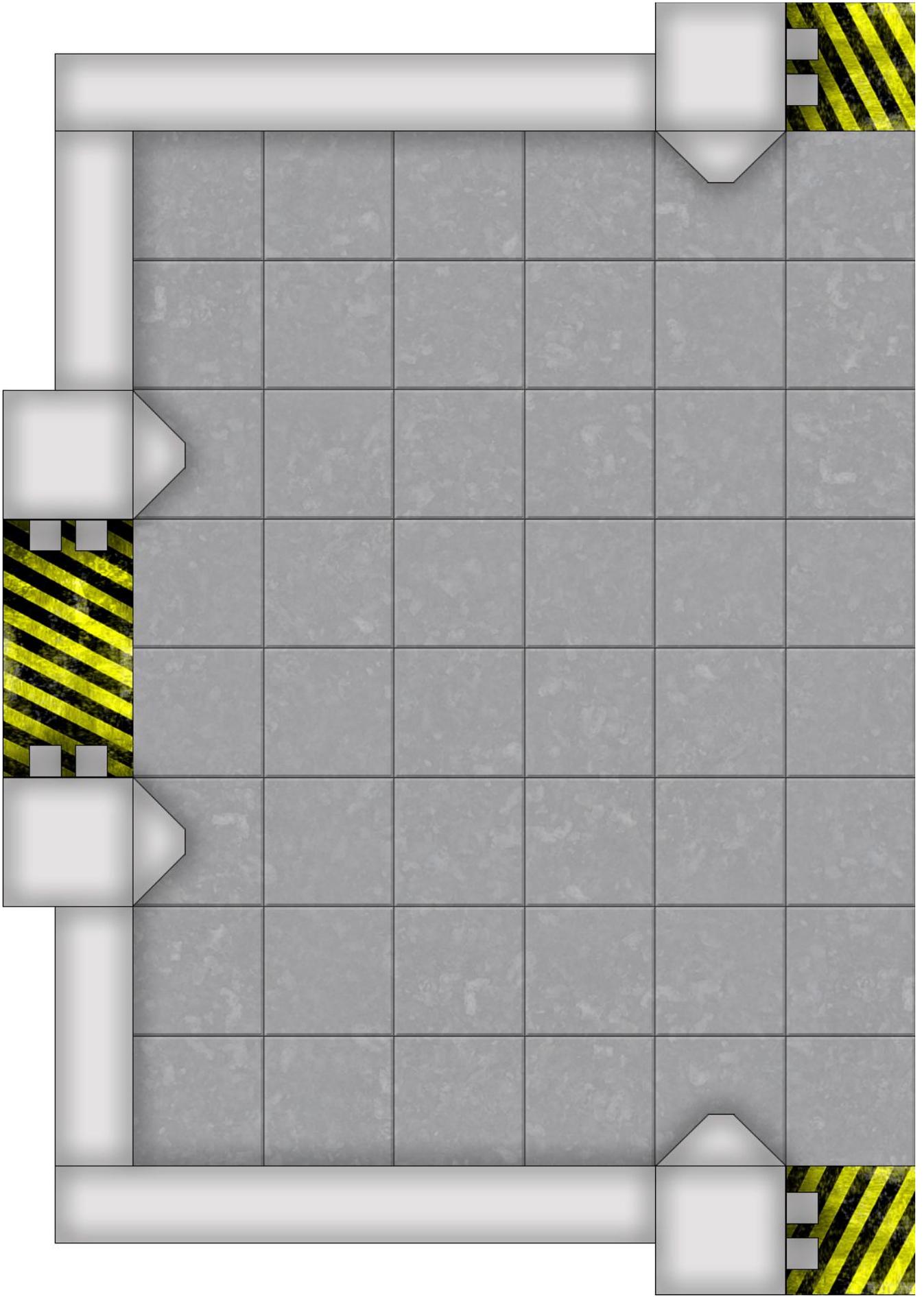


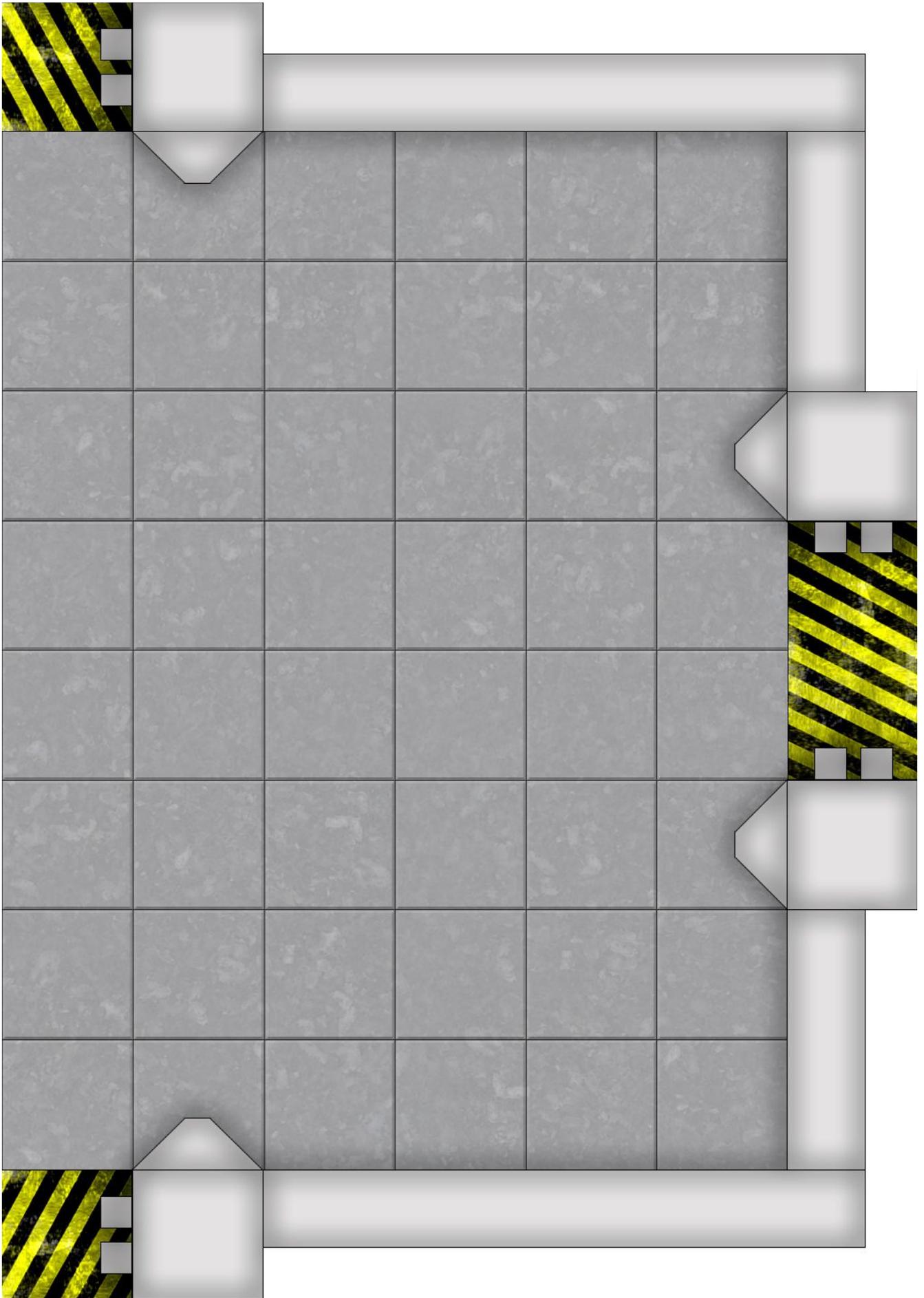
**Porte  
couloir**

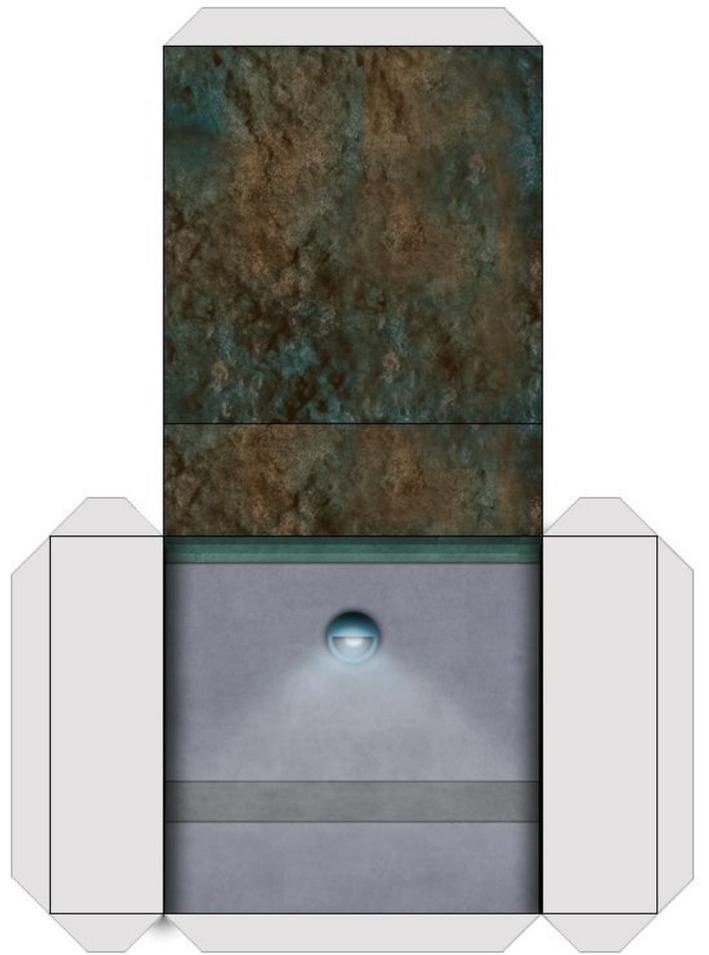
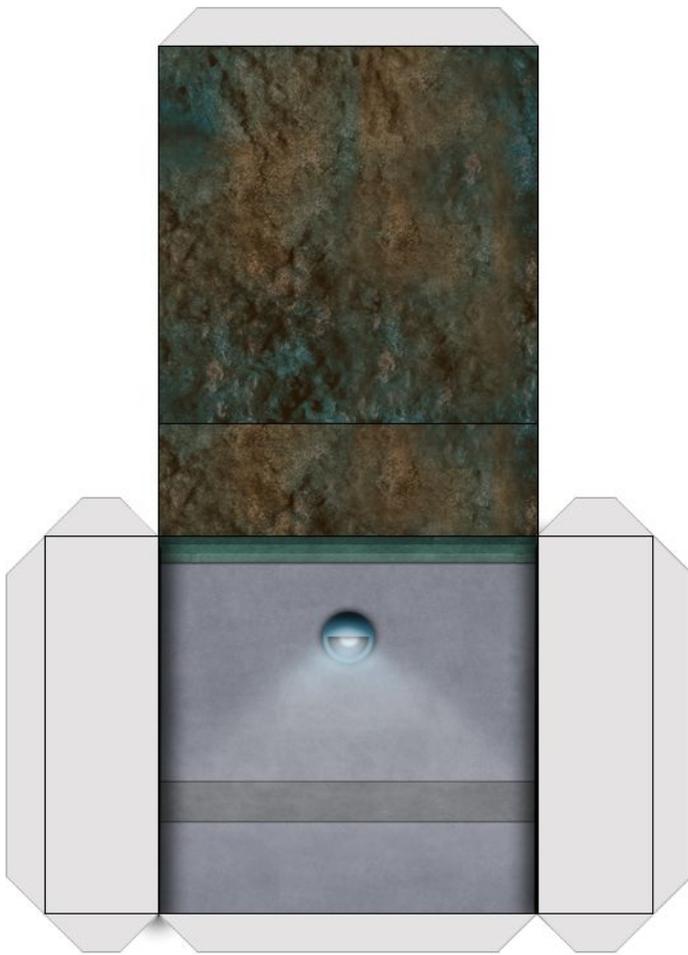
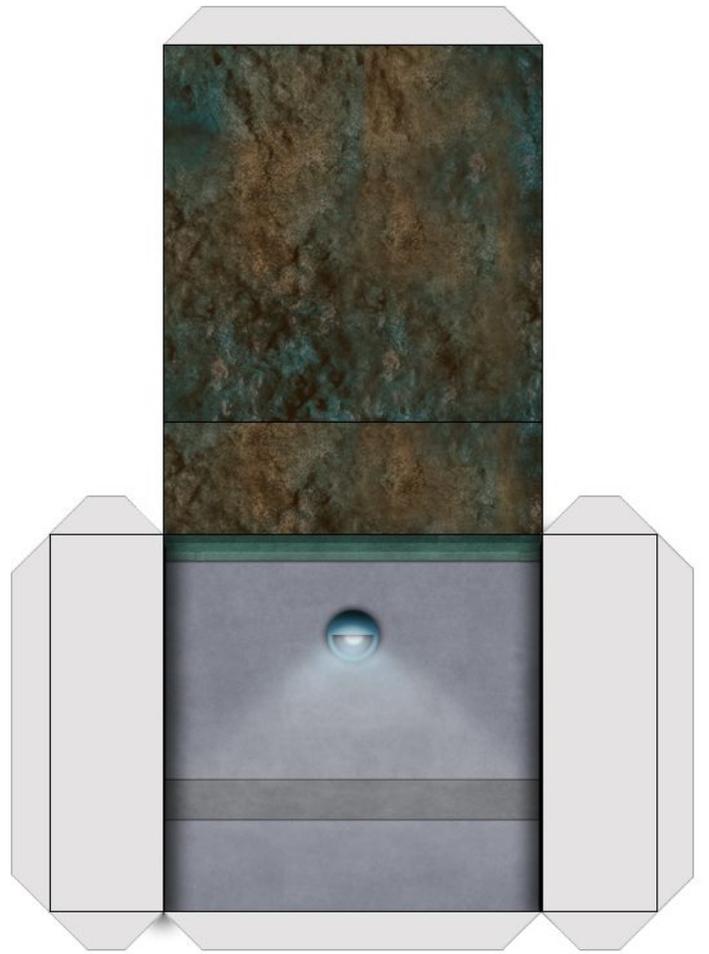
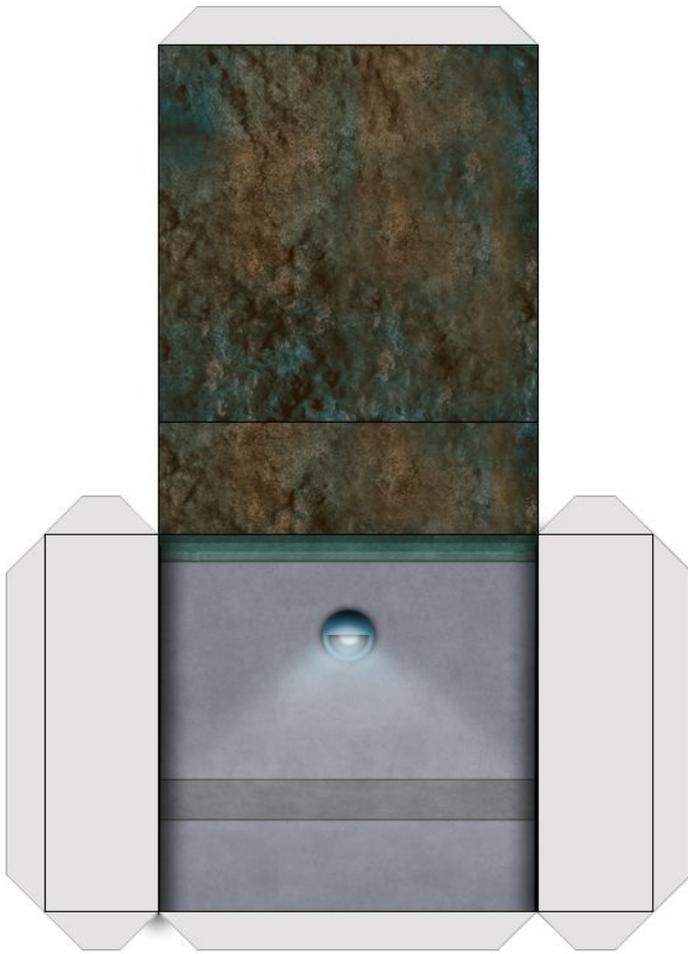


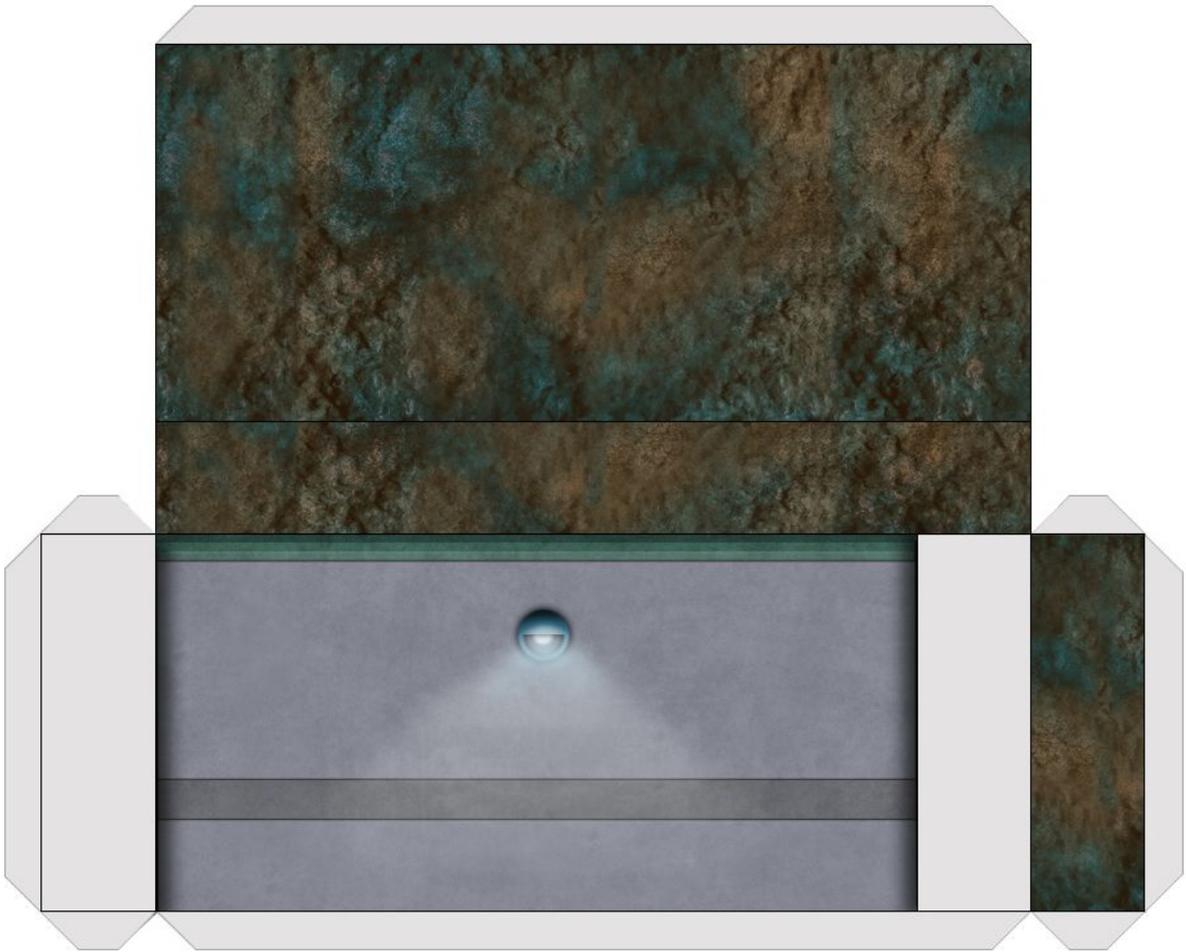
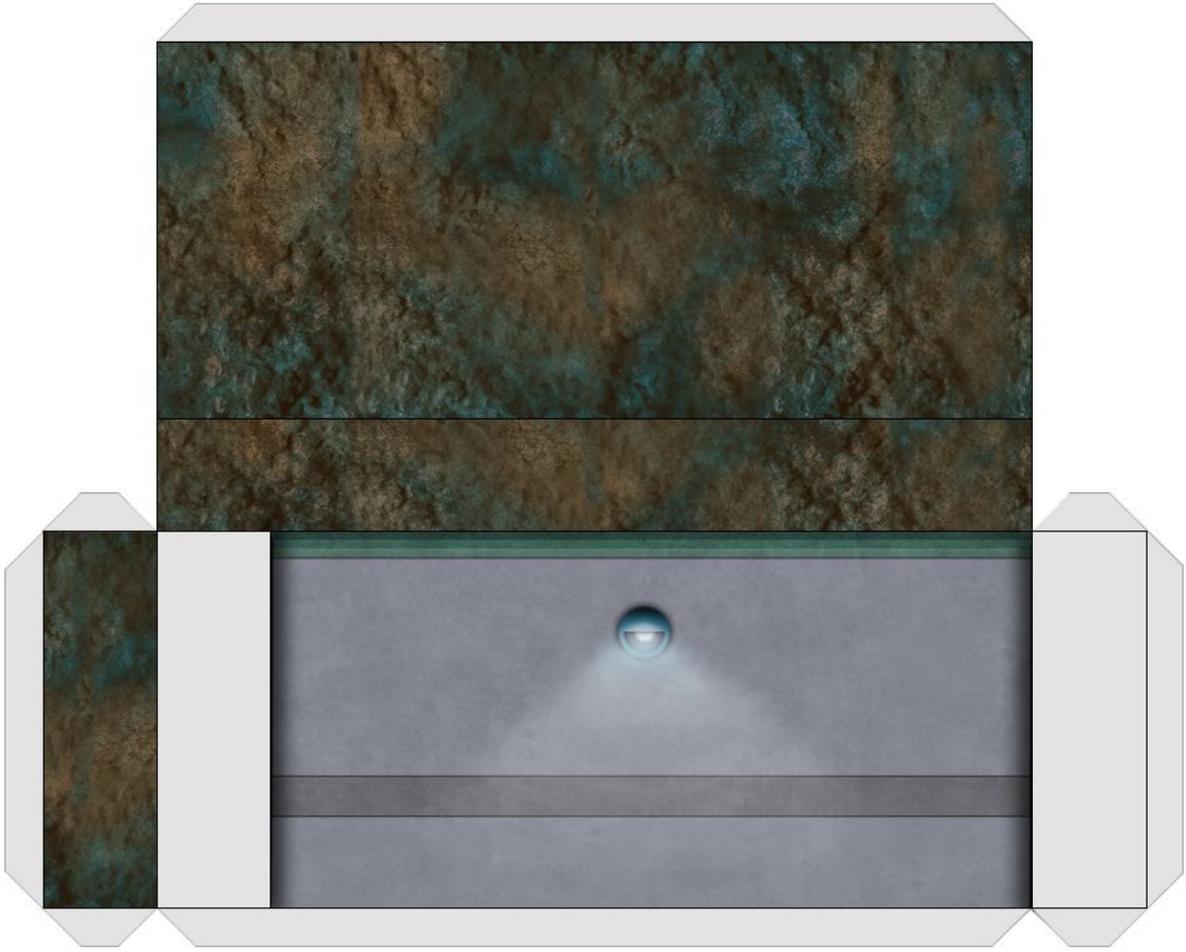


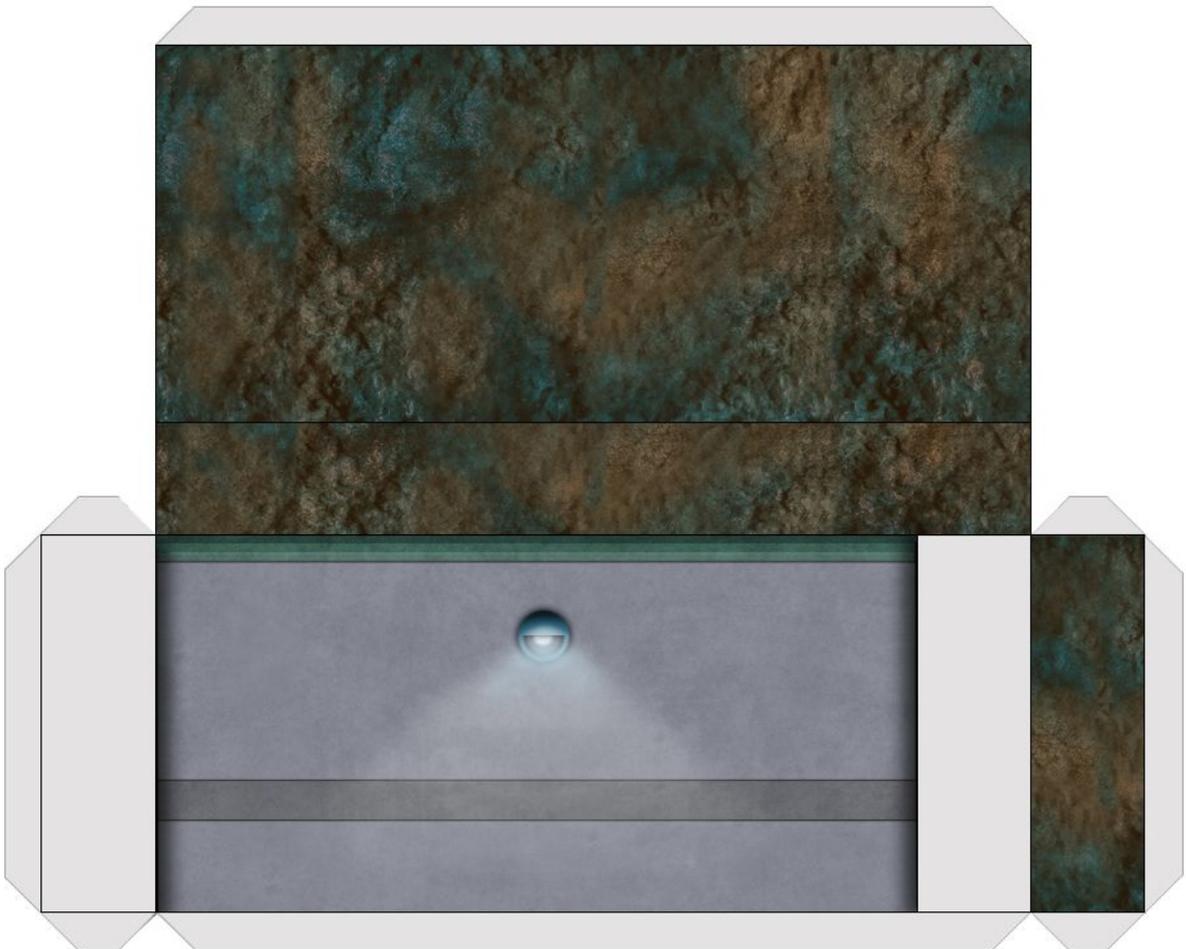
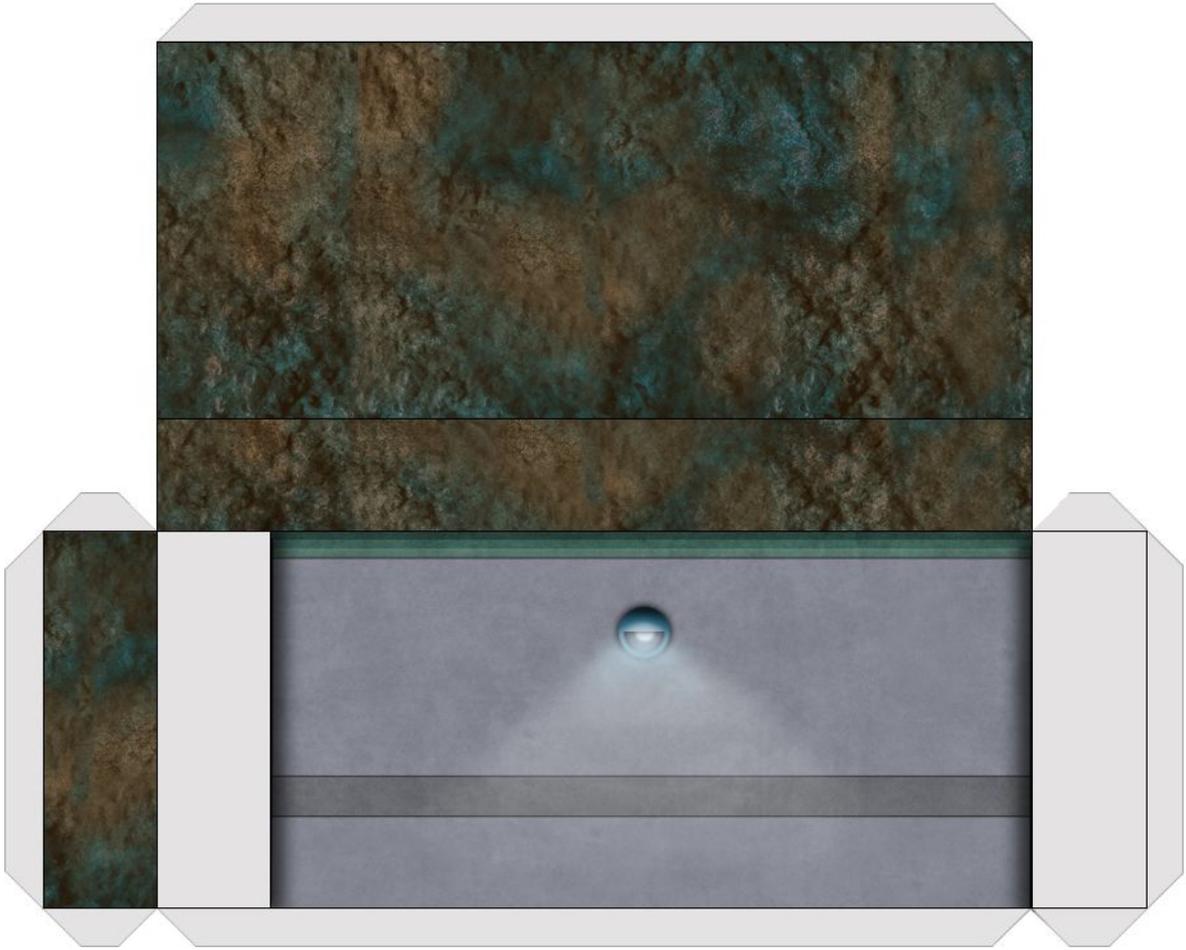
**Grande  
salle**

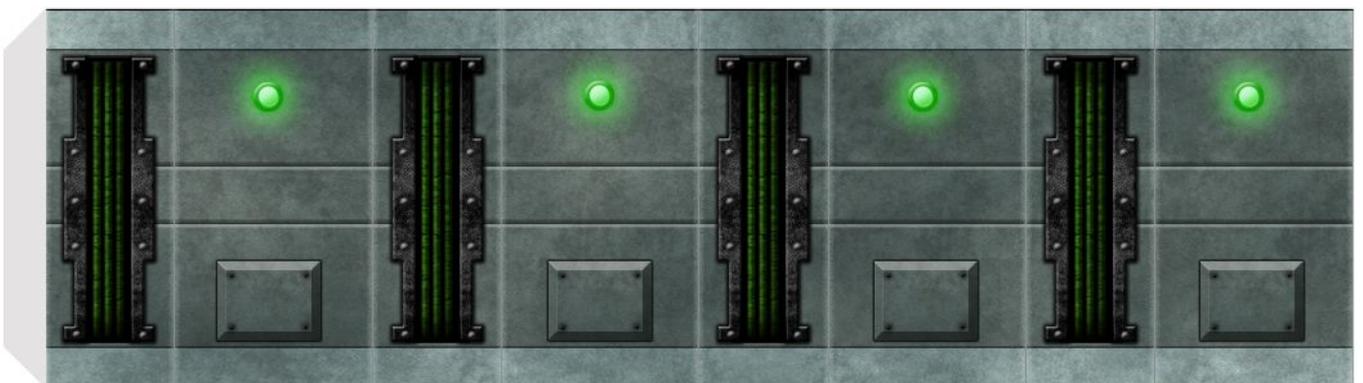
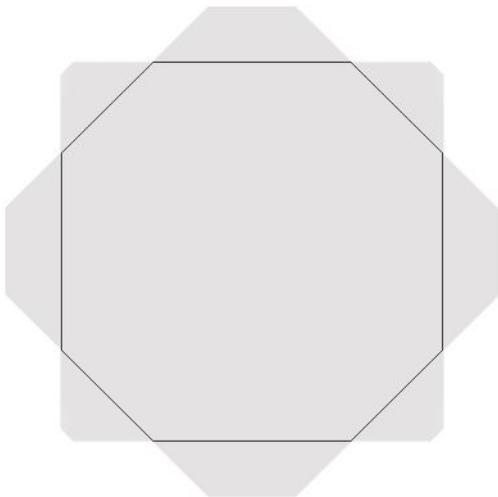
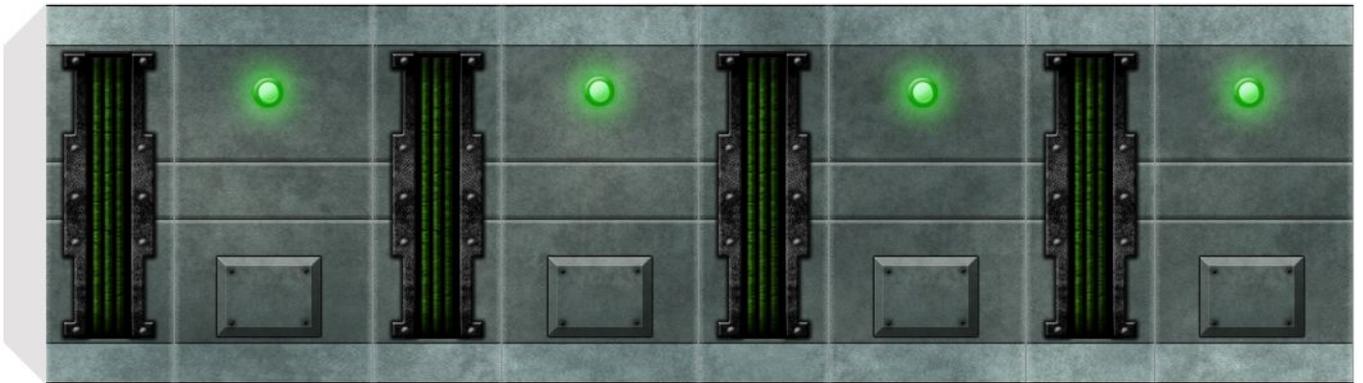
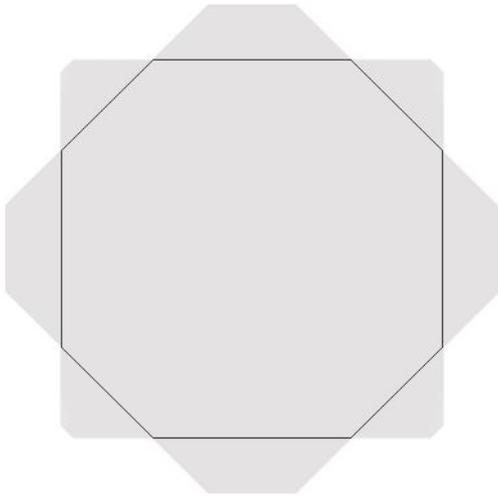


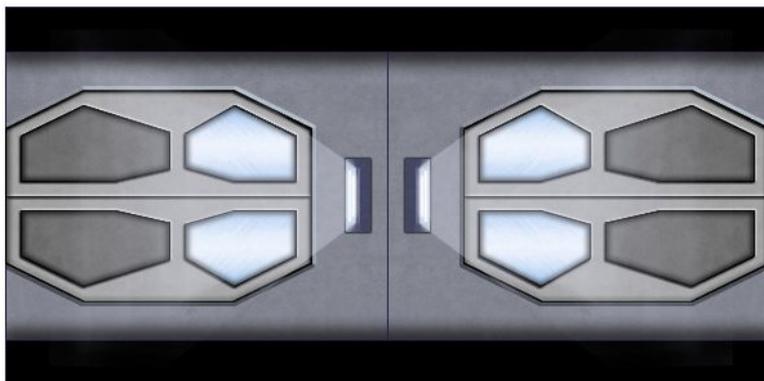
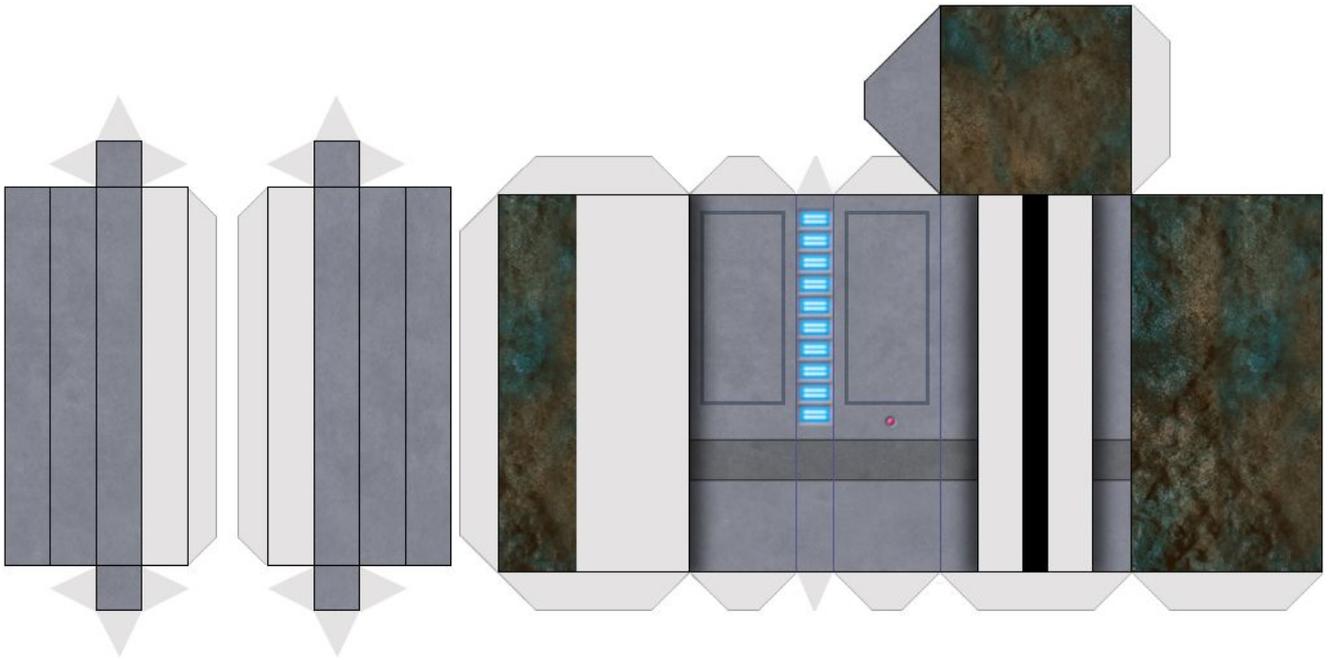
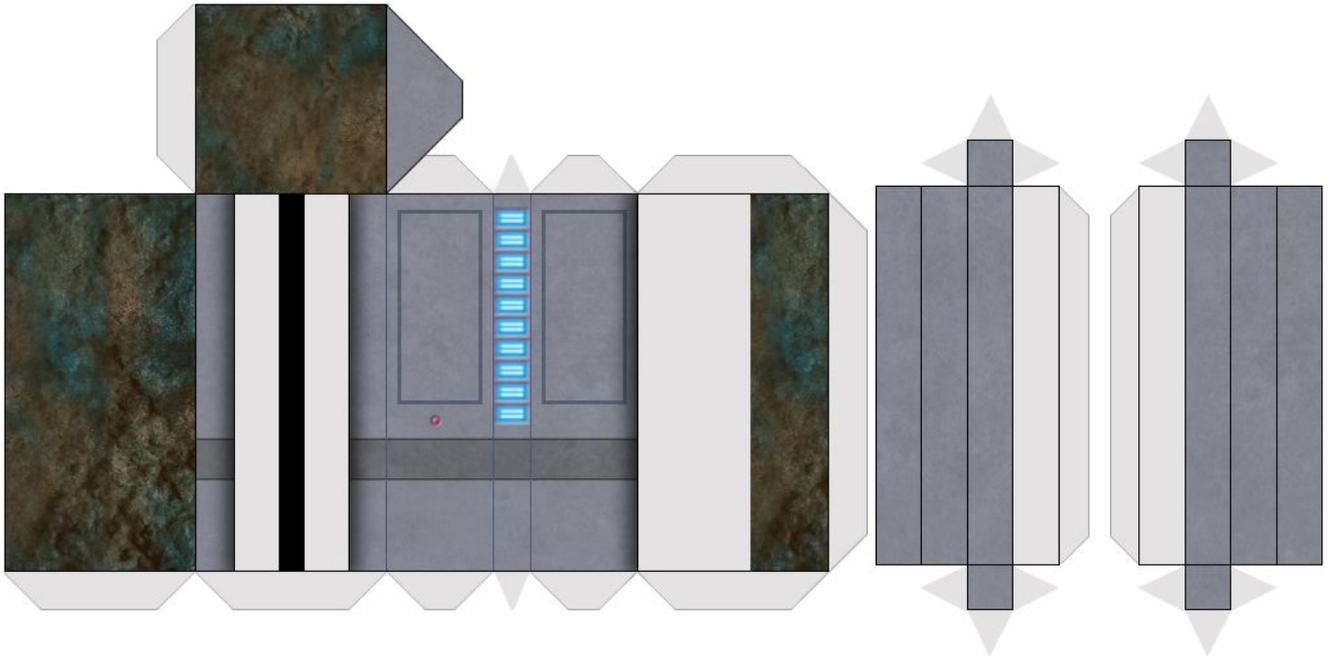


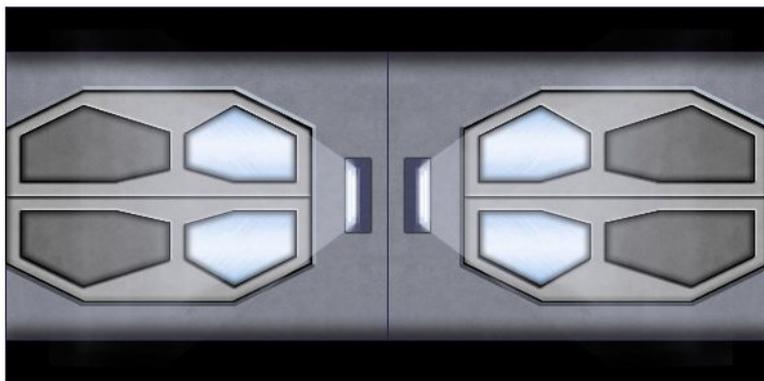
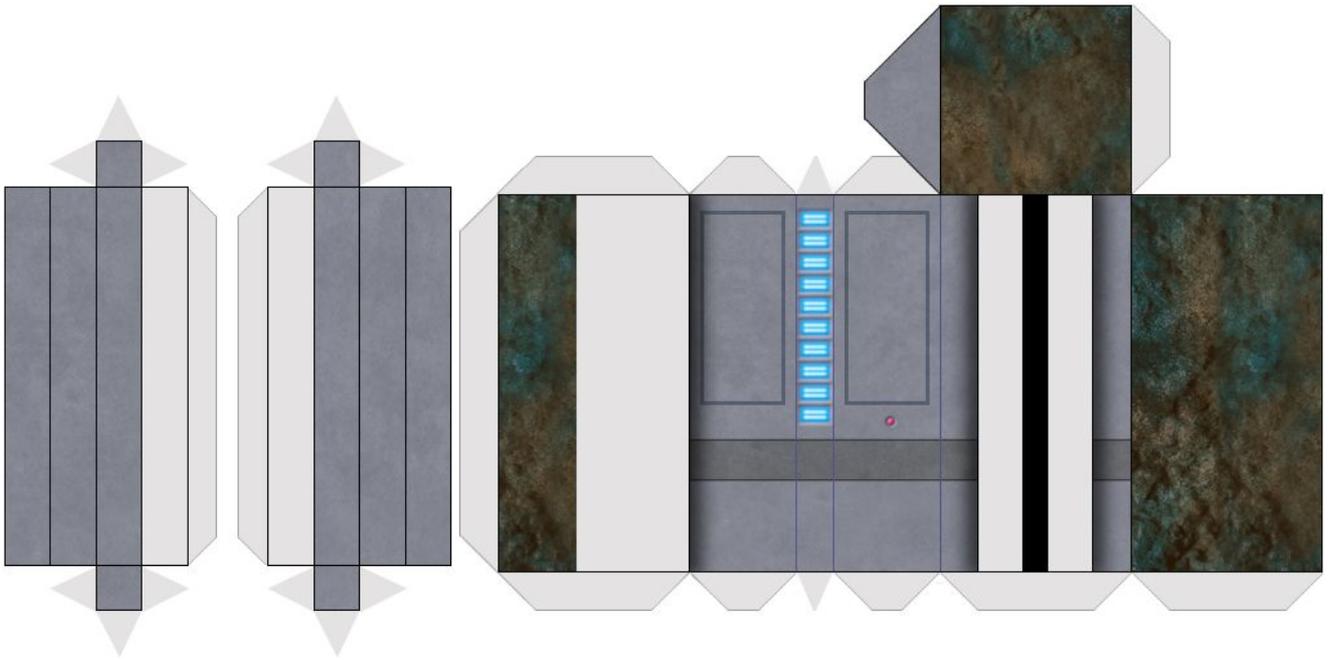
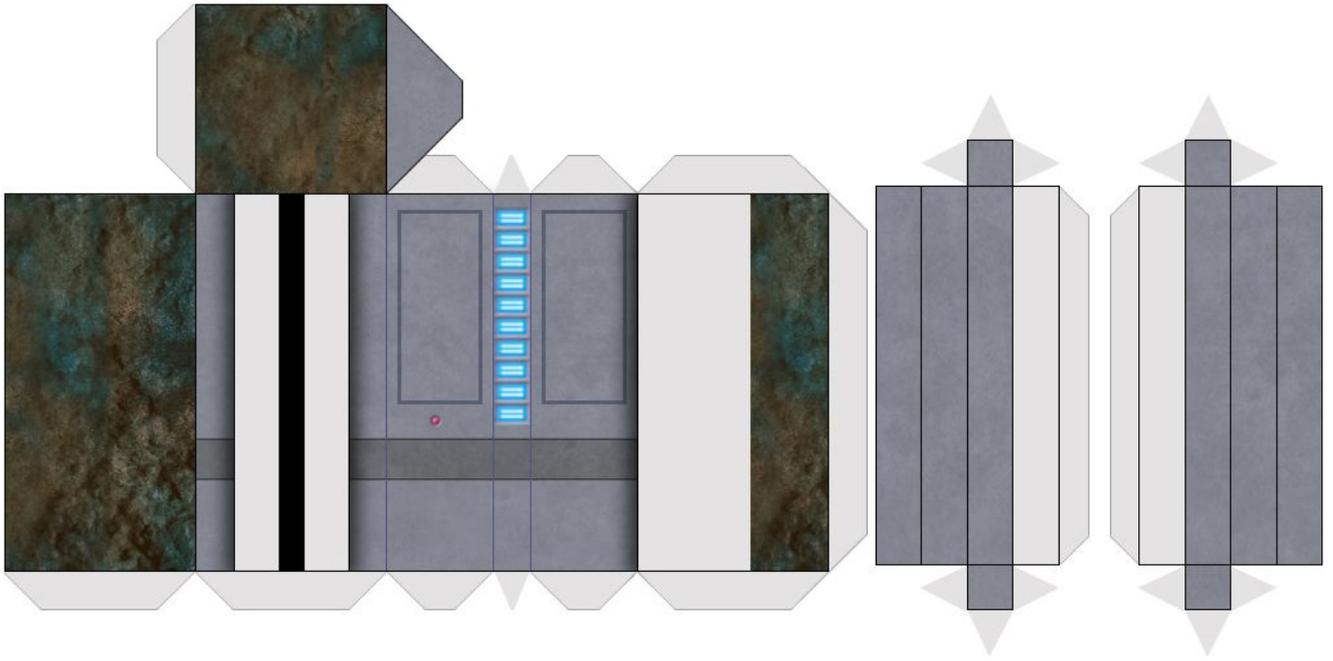


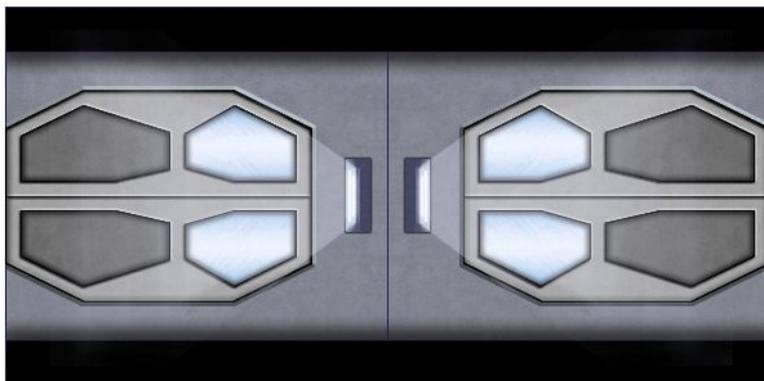
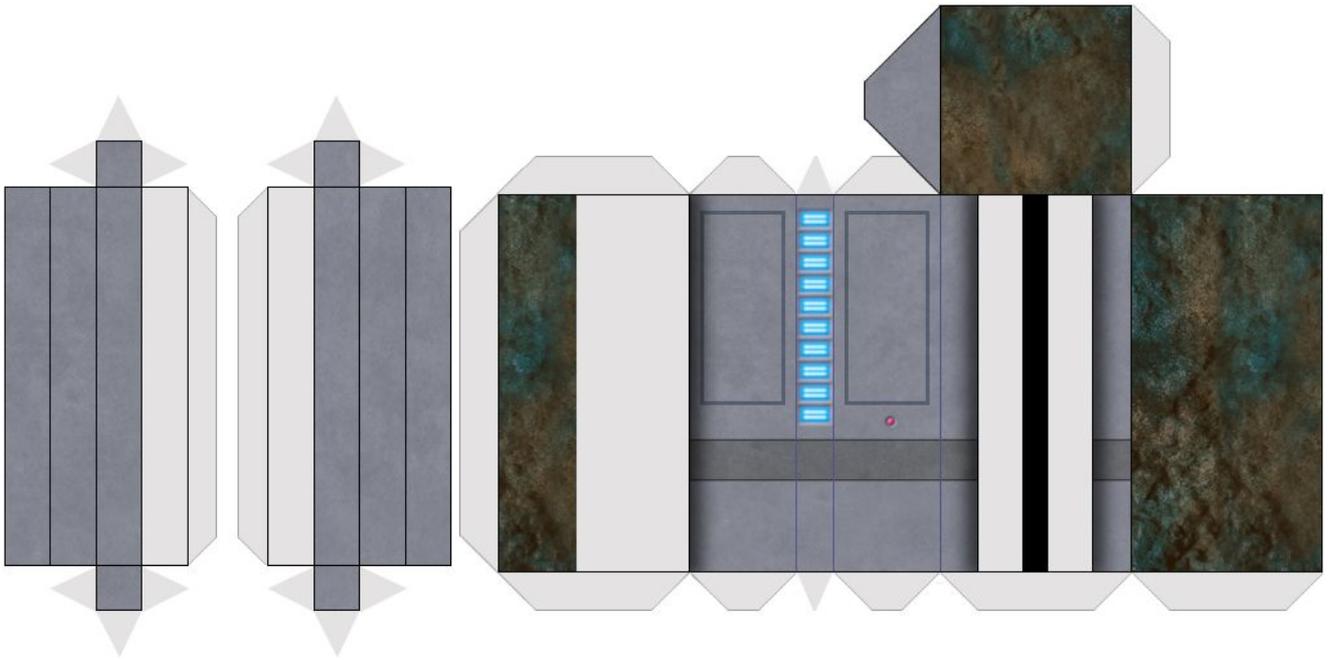
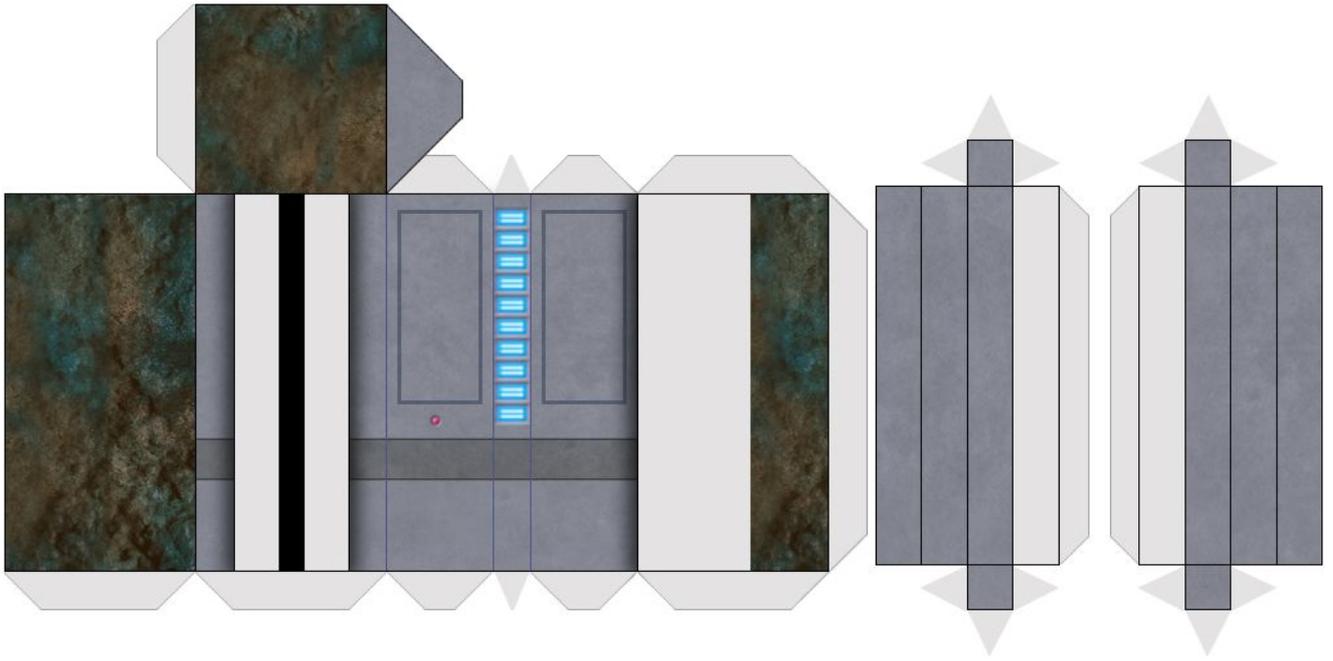


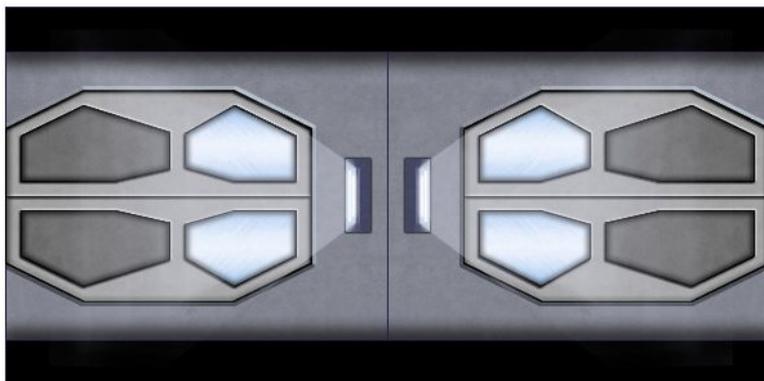
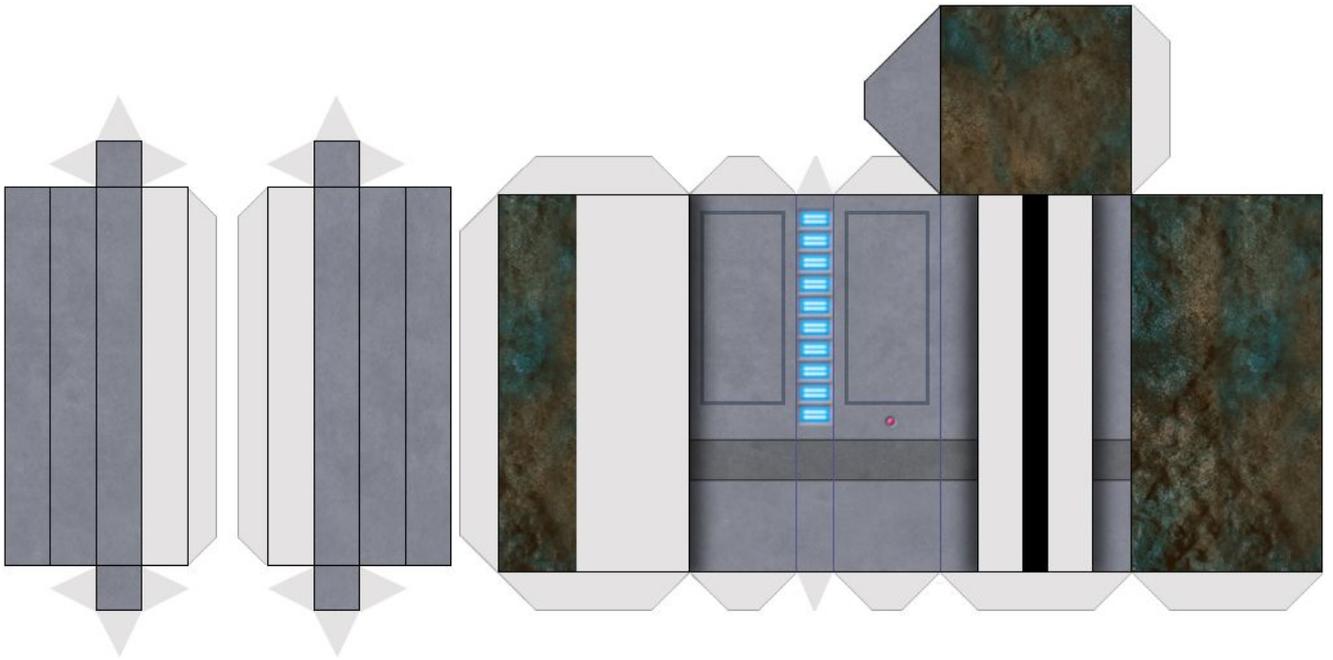
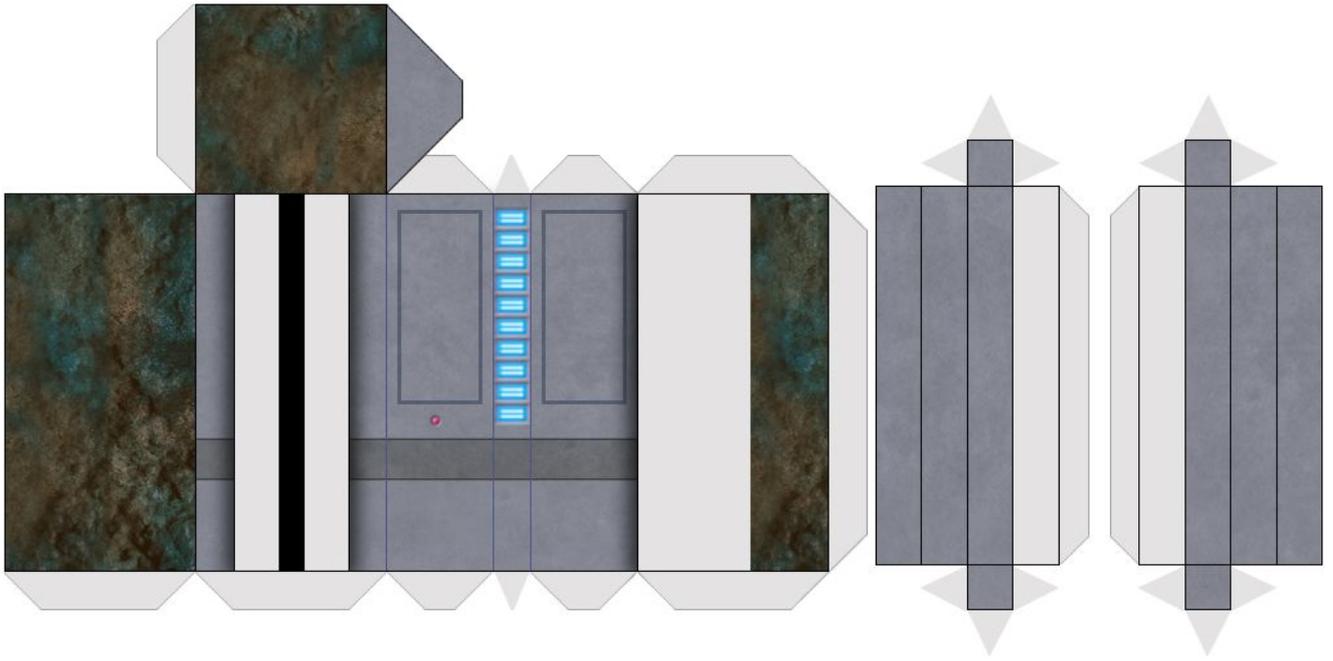






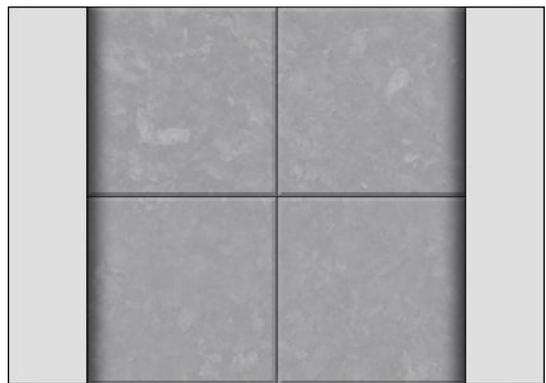
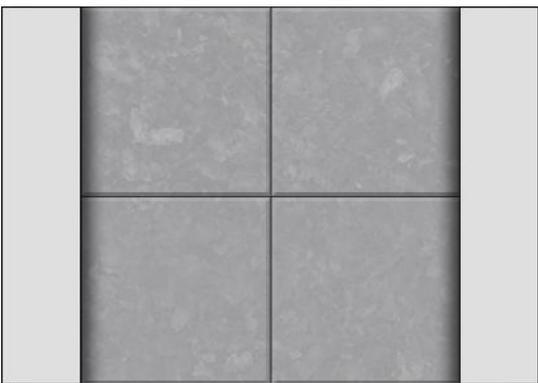
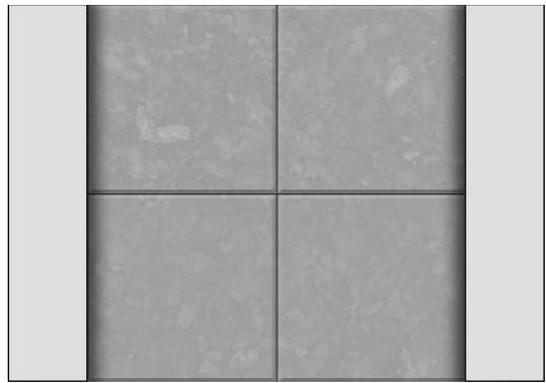
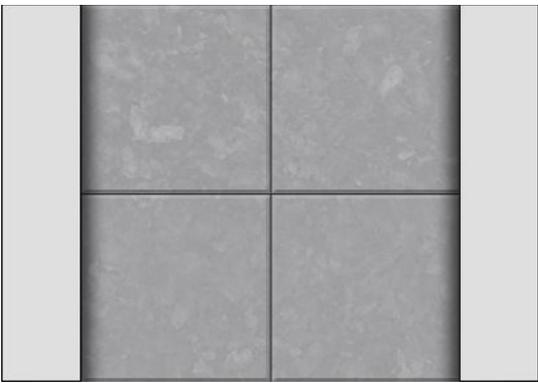
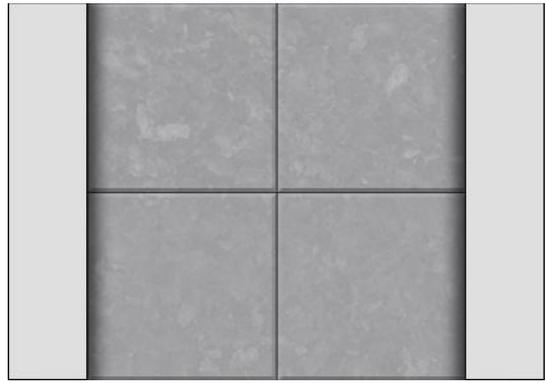
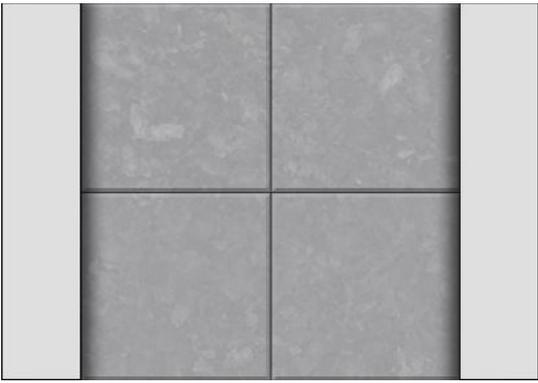
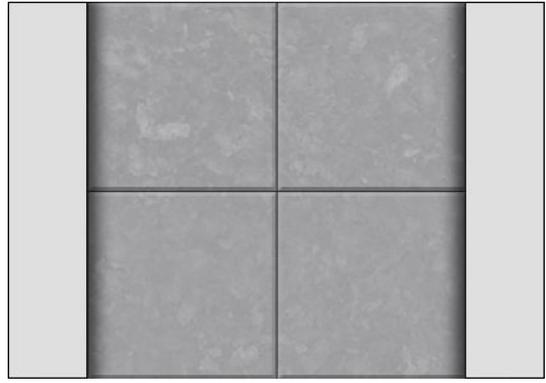
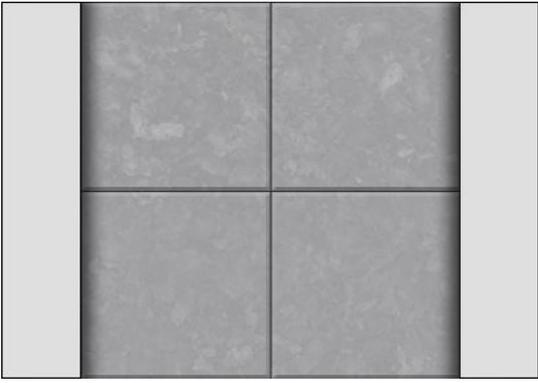






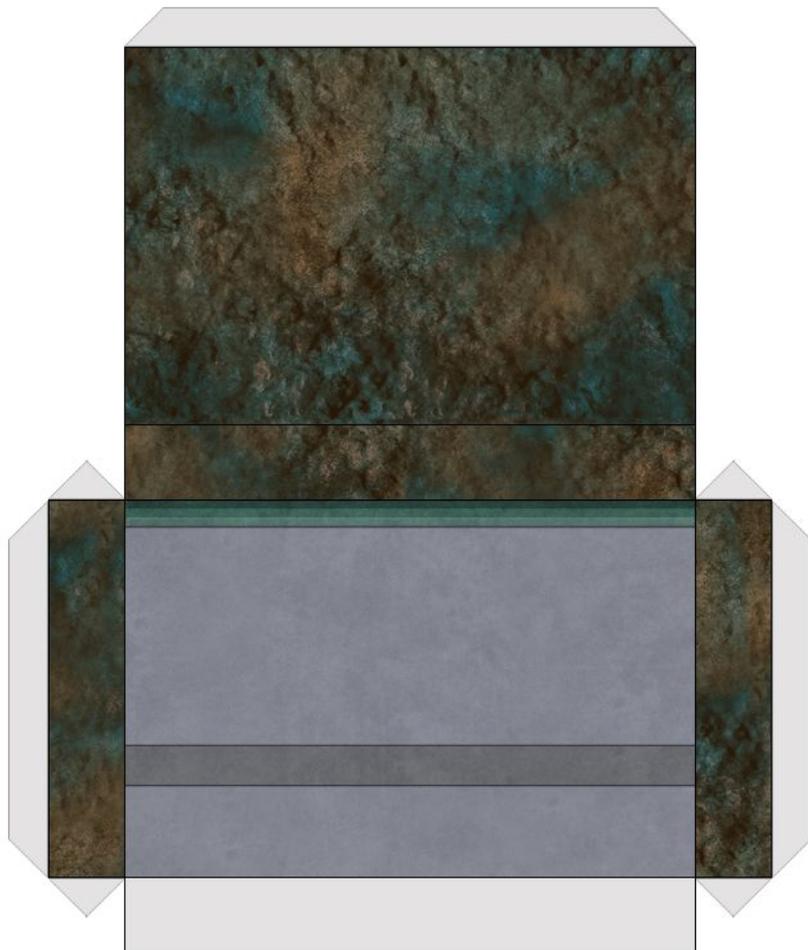
**Petit  
couloir**



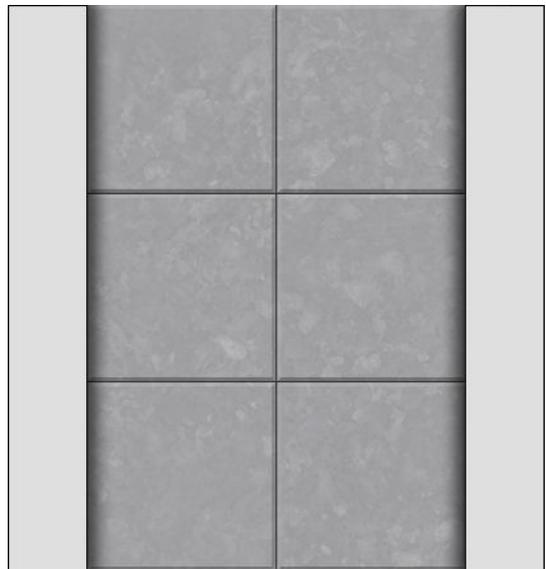
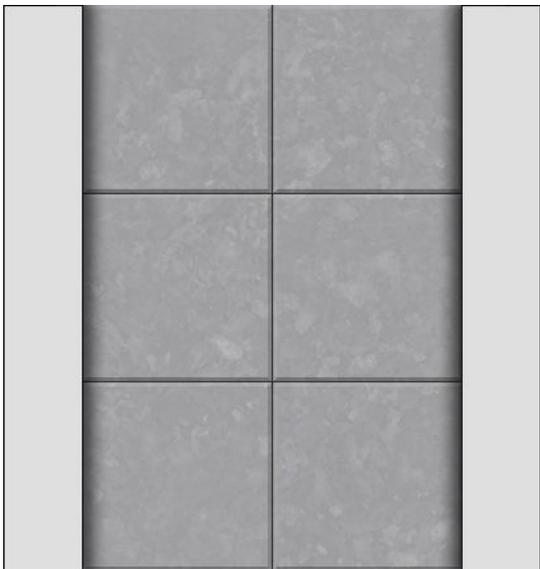
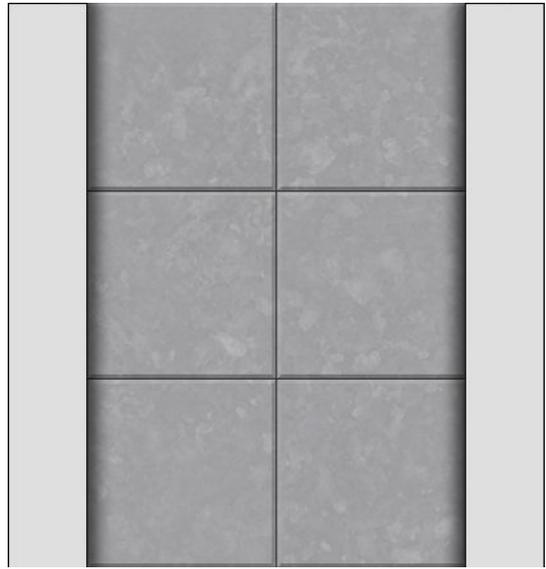
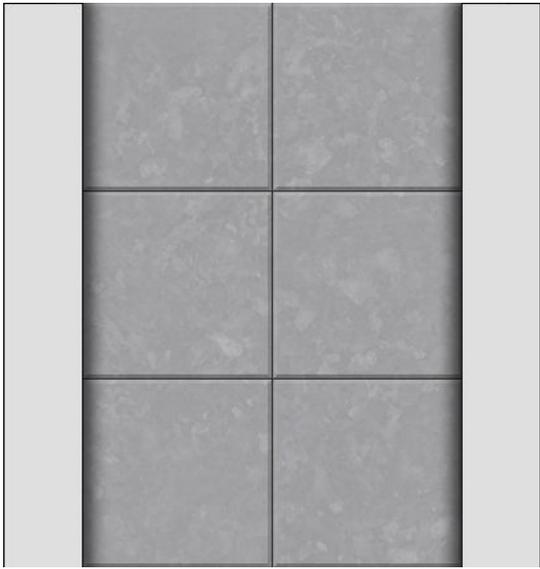
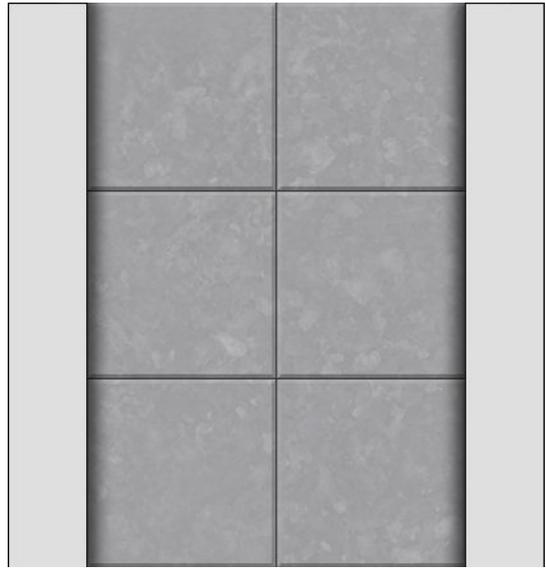
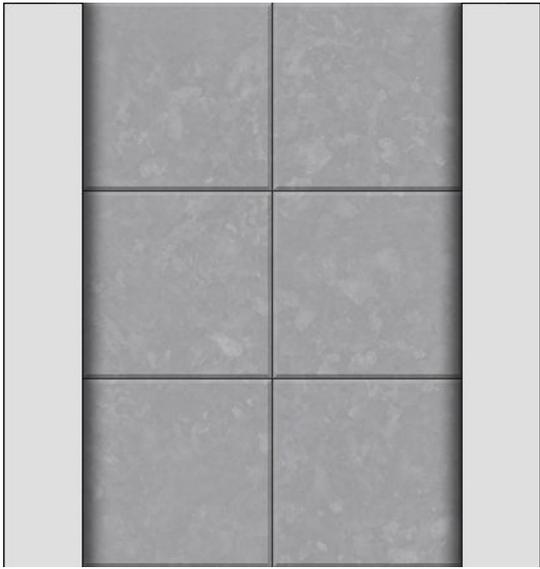


**Moyen  
couloir**

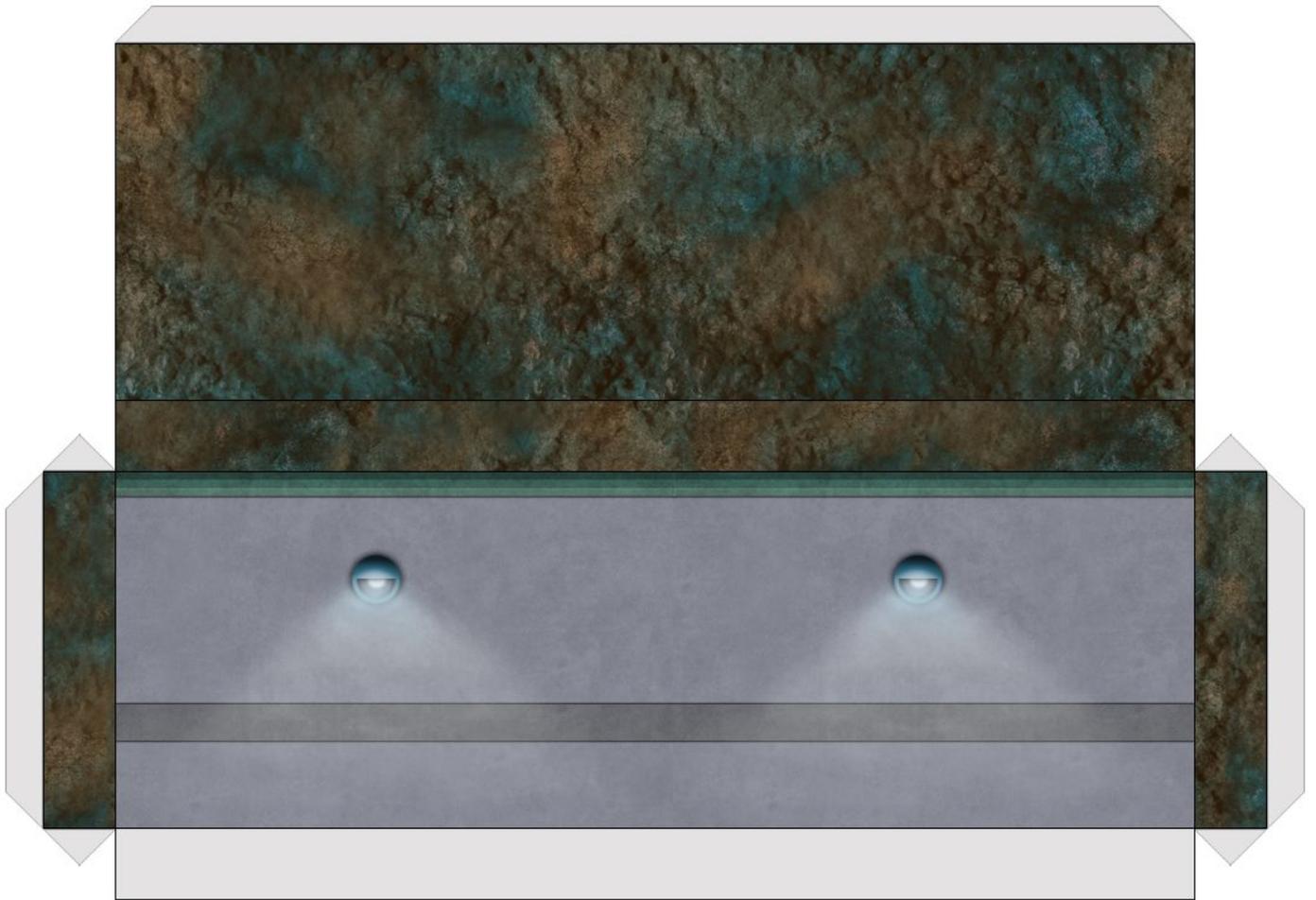
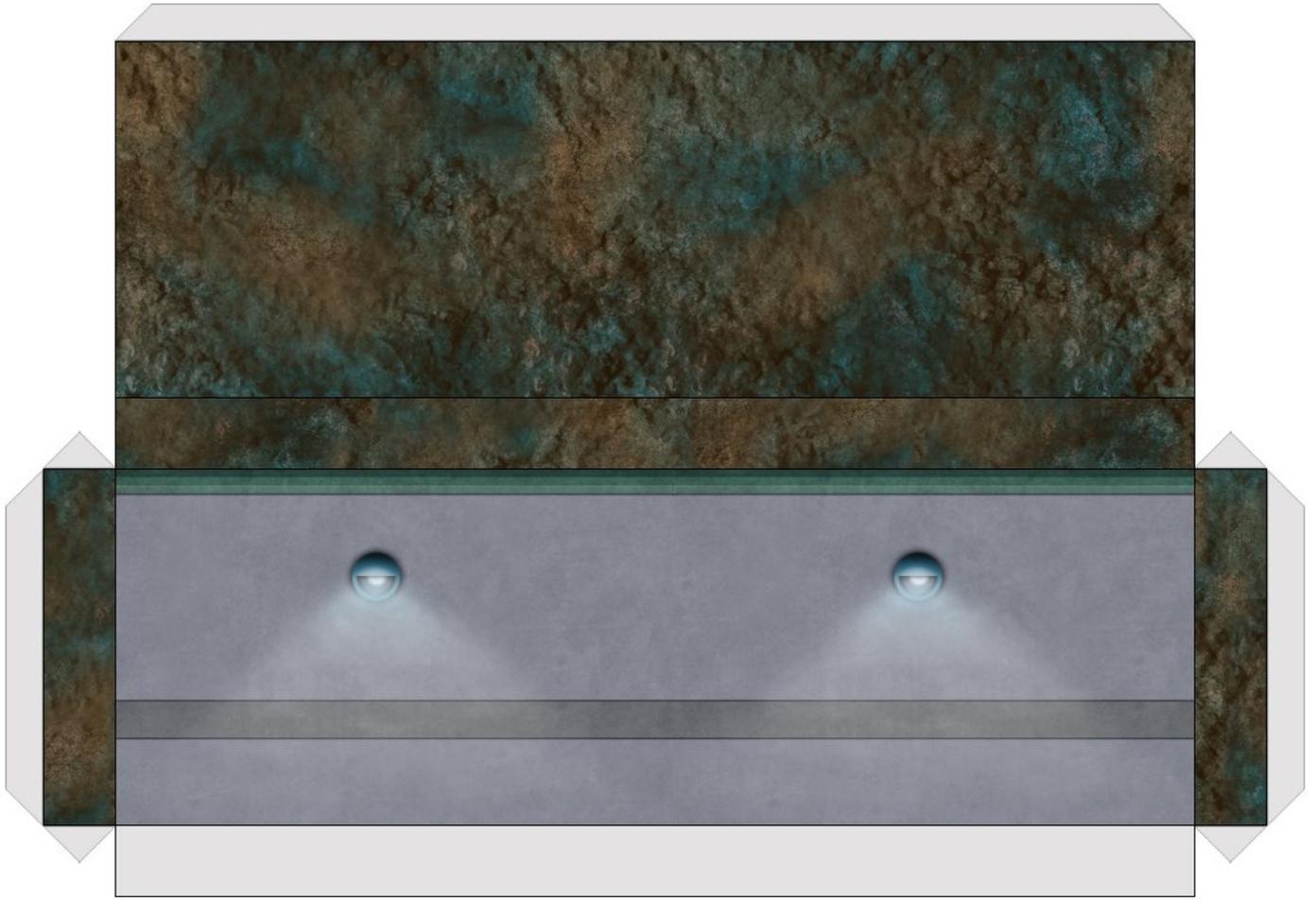


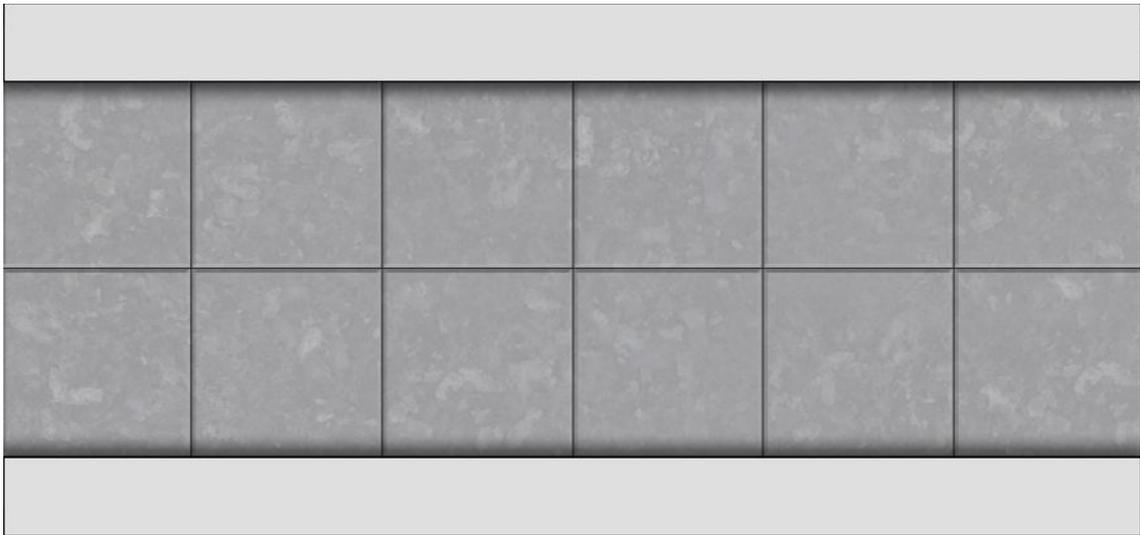
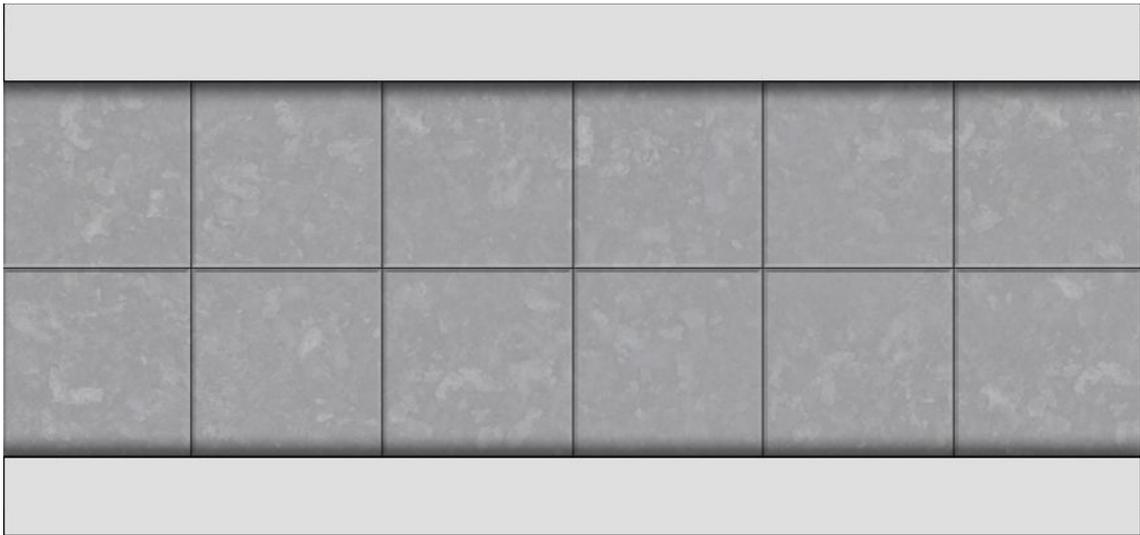




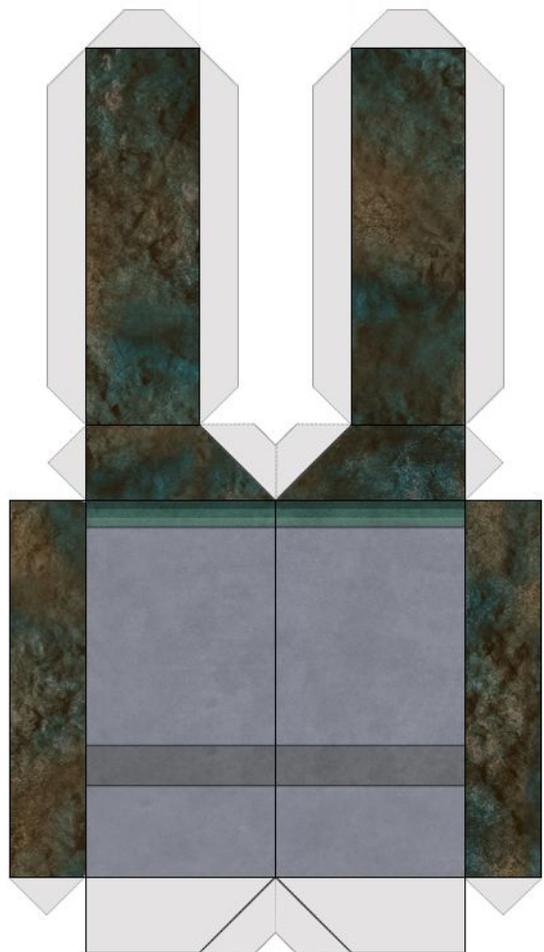
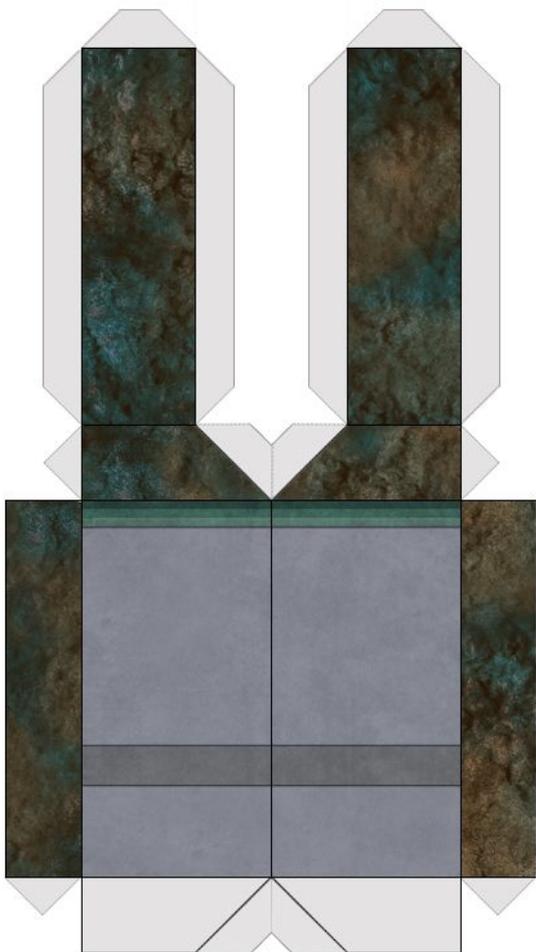
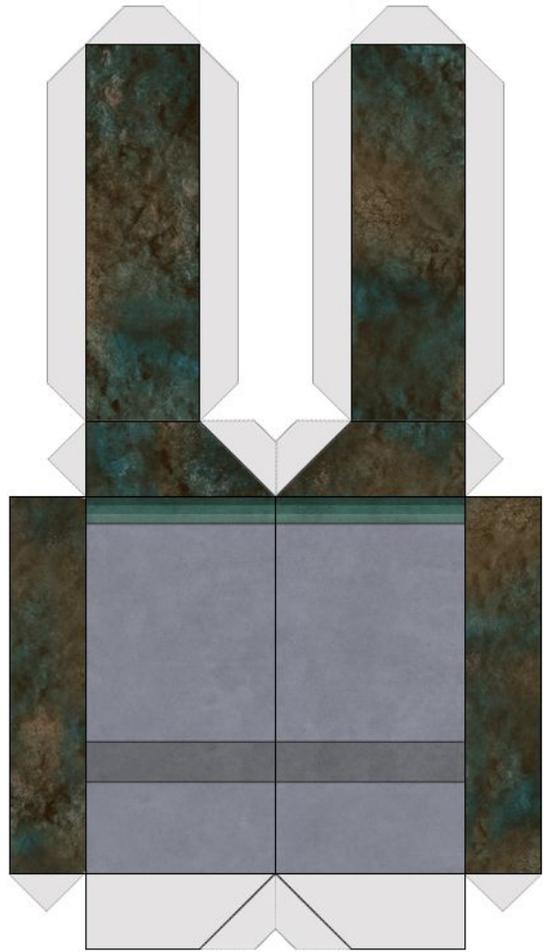
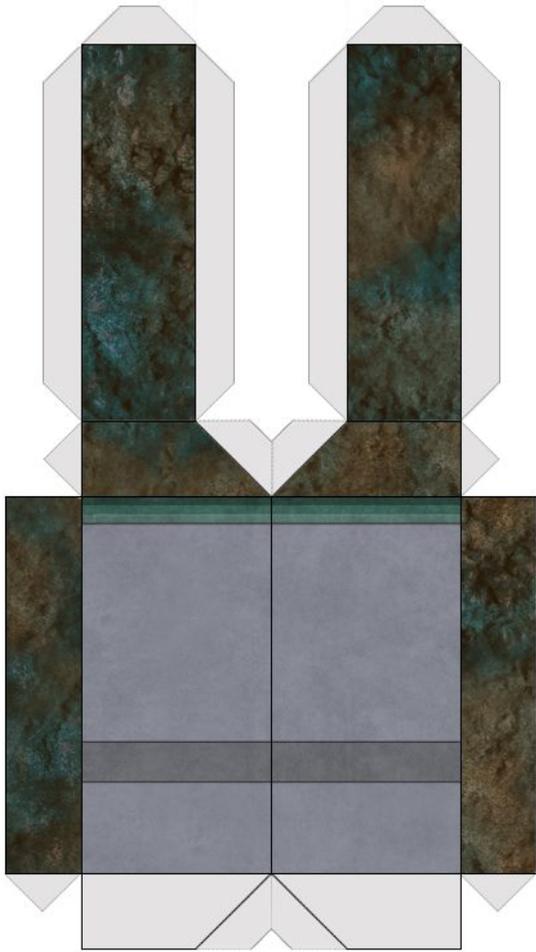


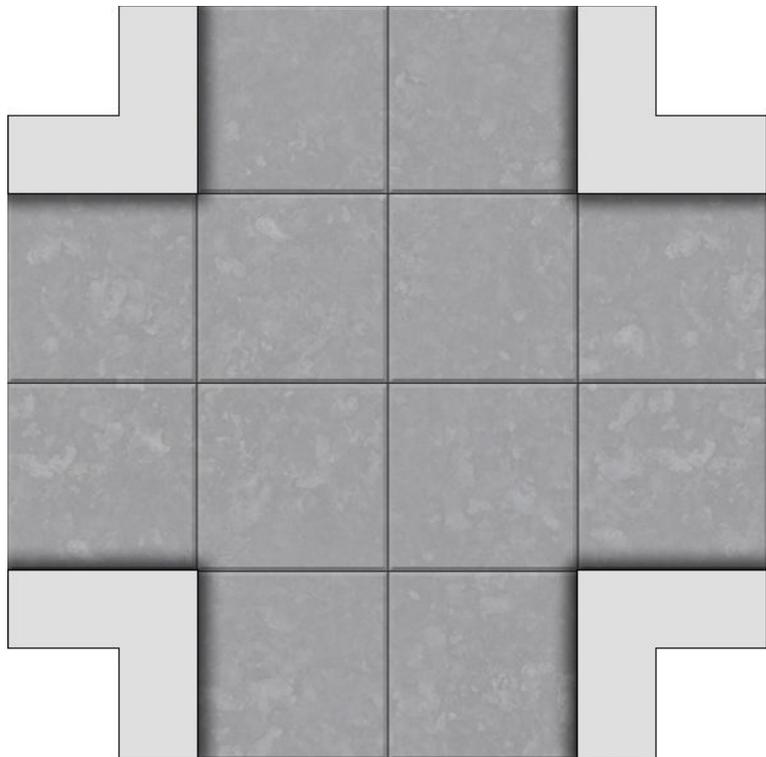
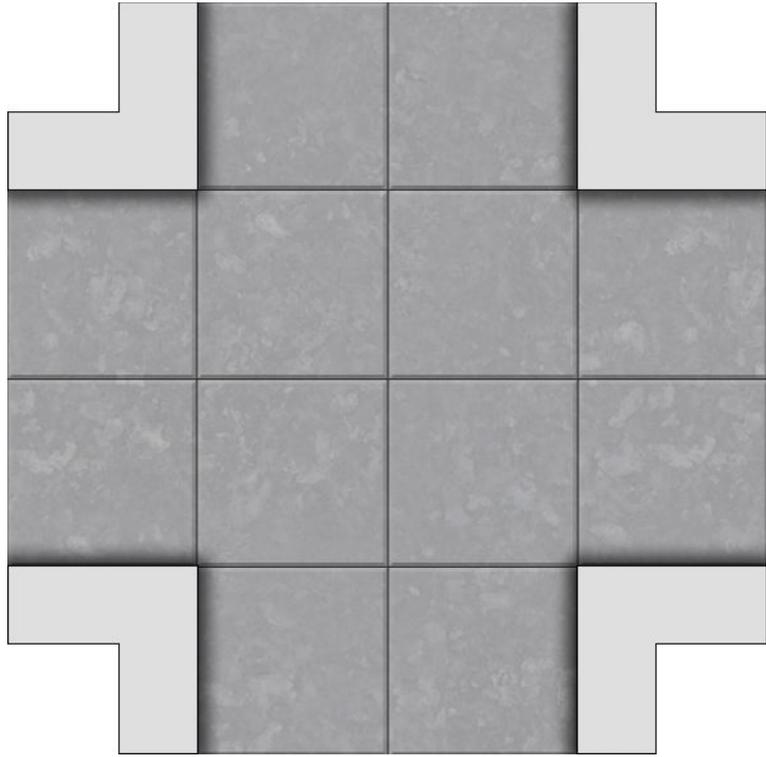
**Grand  
couloir**



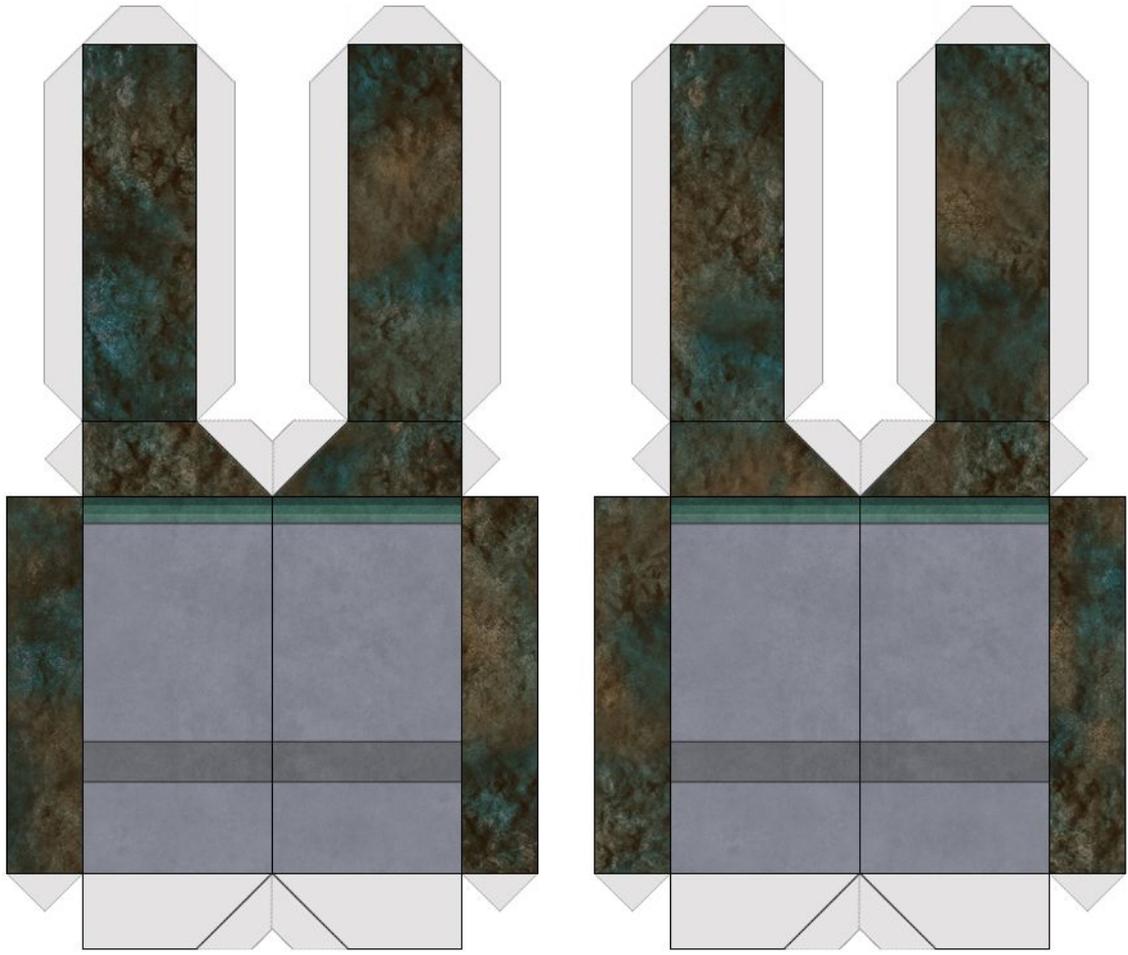


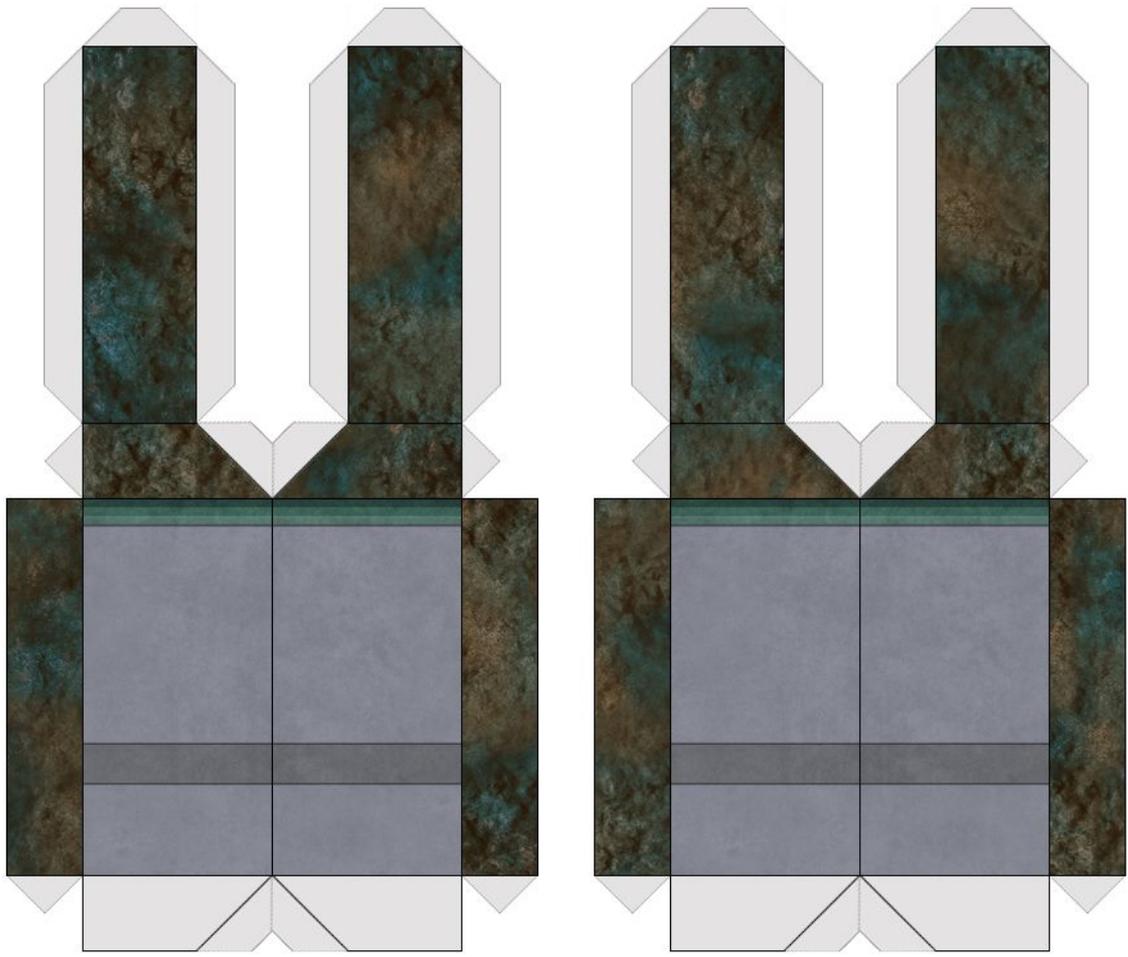
# **Couloir de croisement**

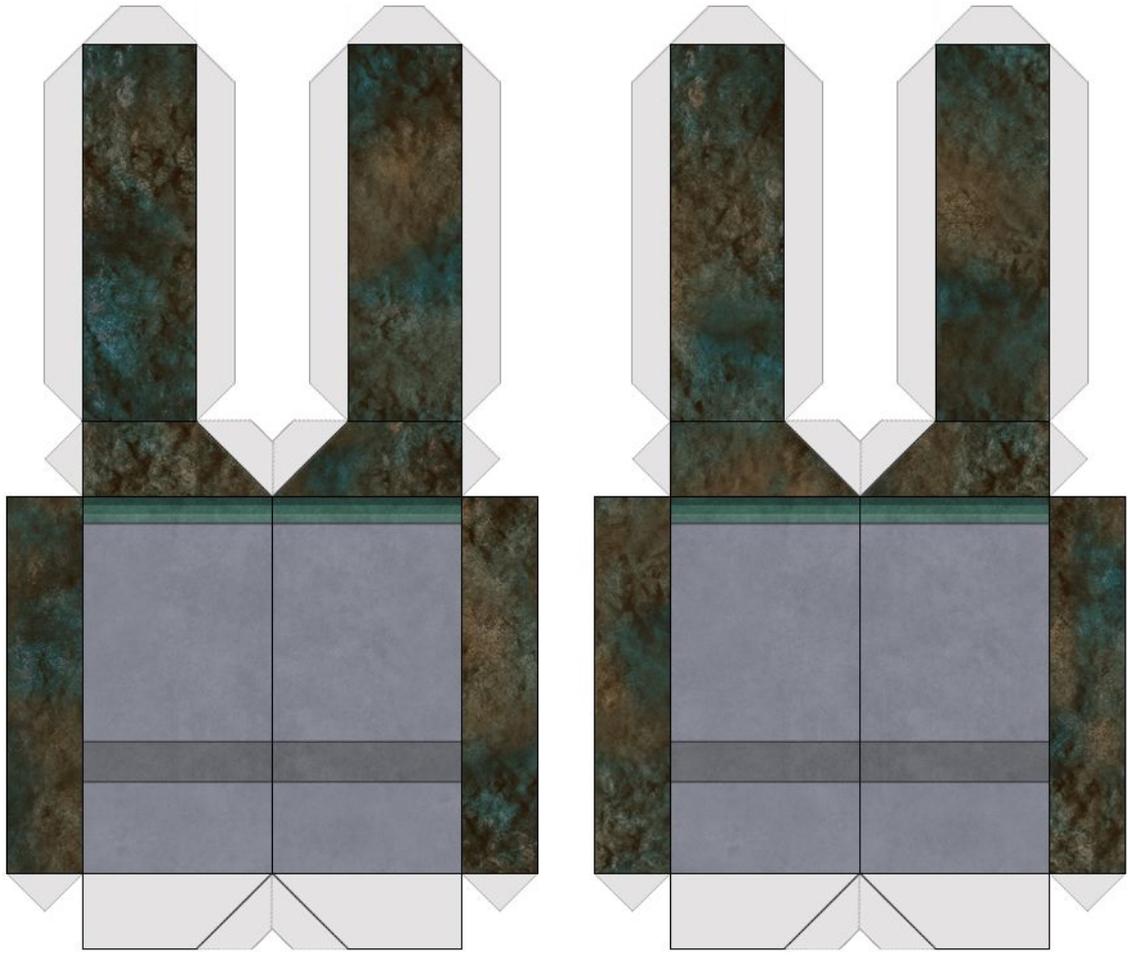


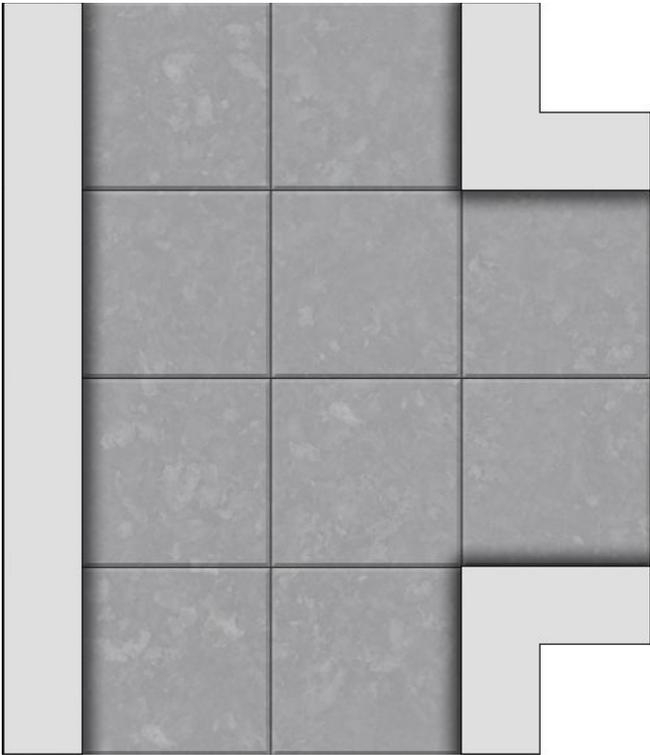
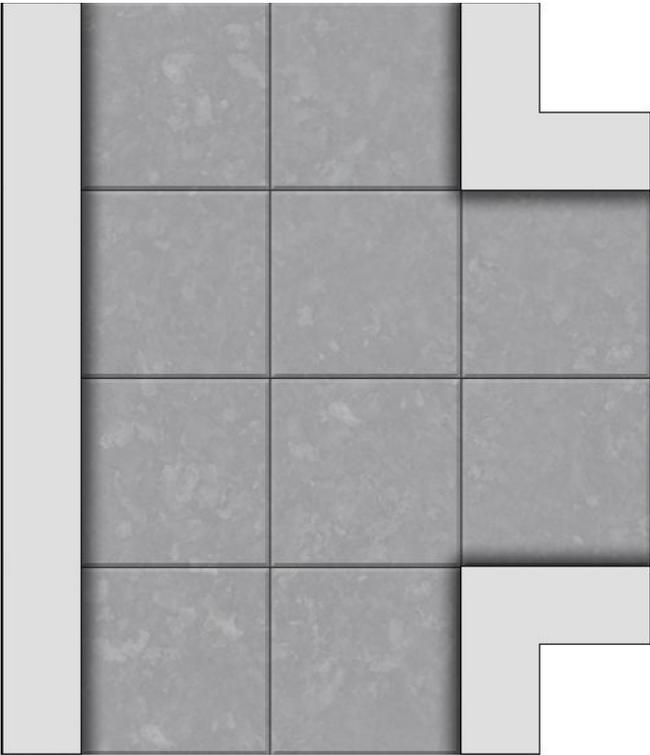
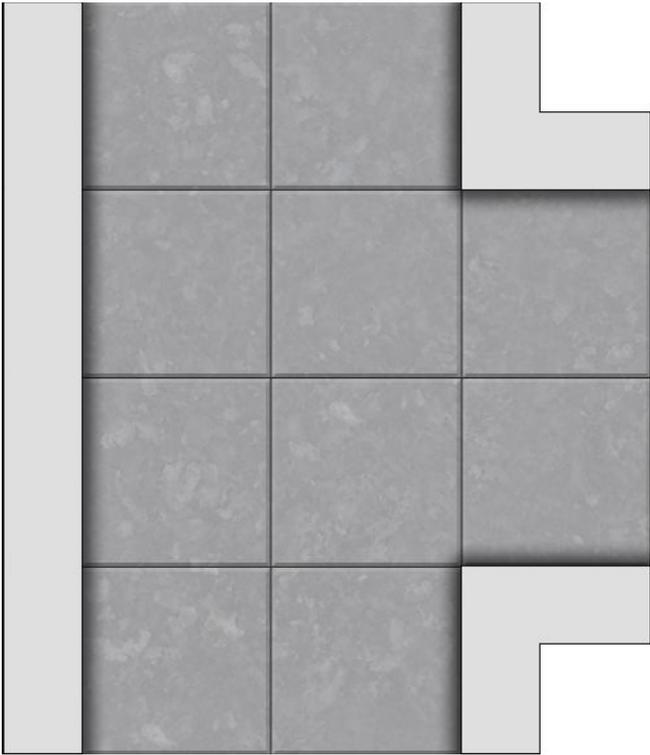
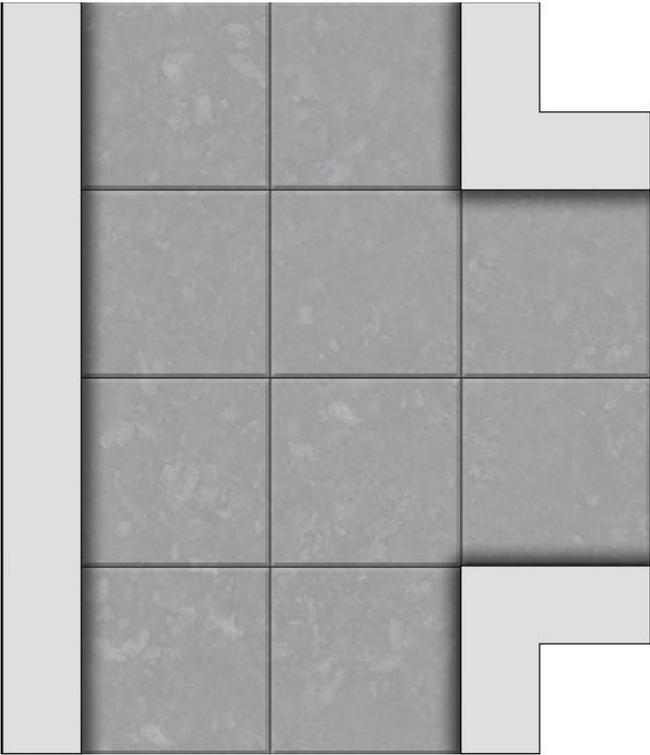


**Couloir  
en T**

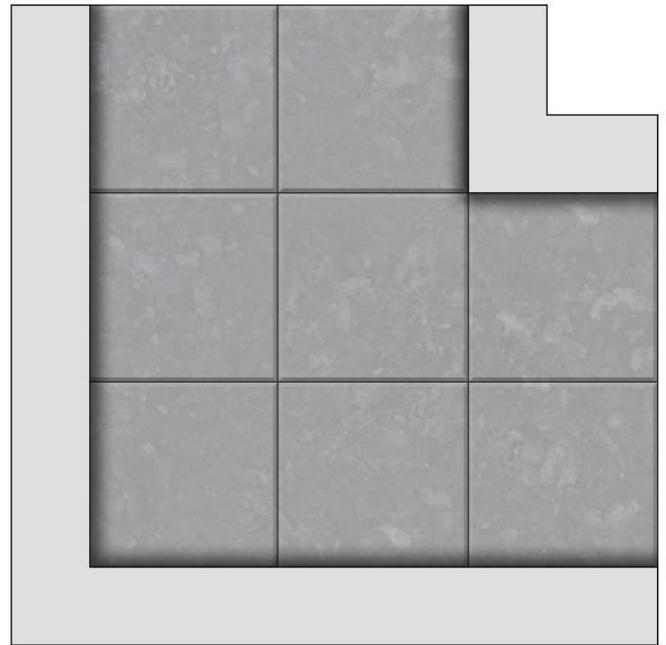
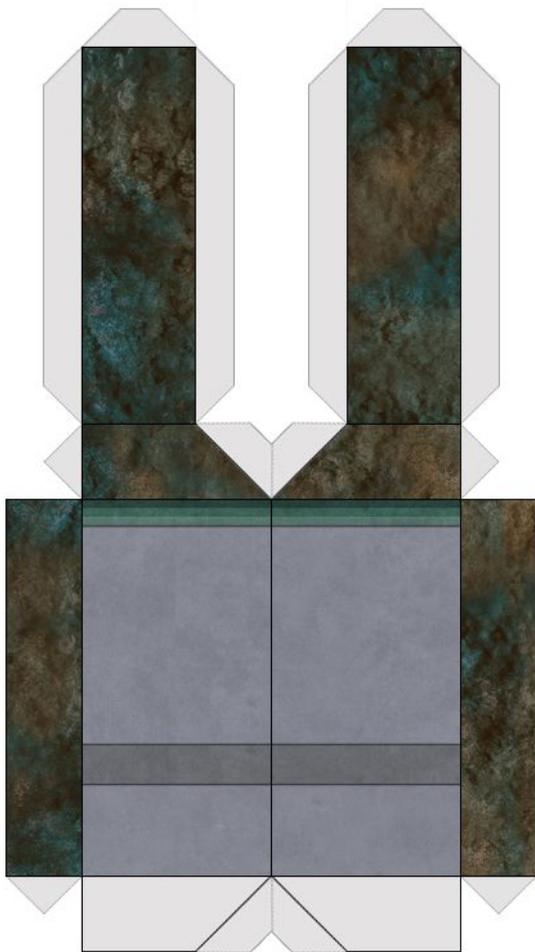
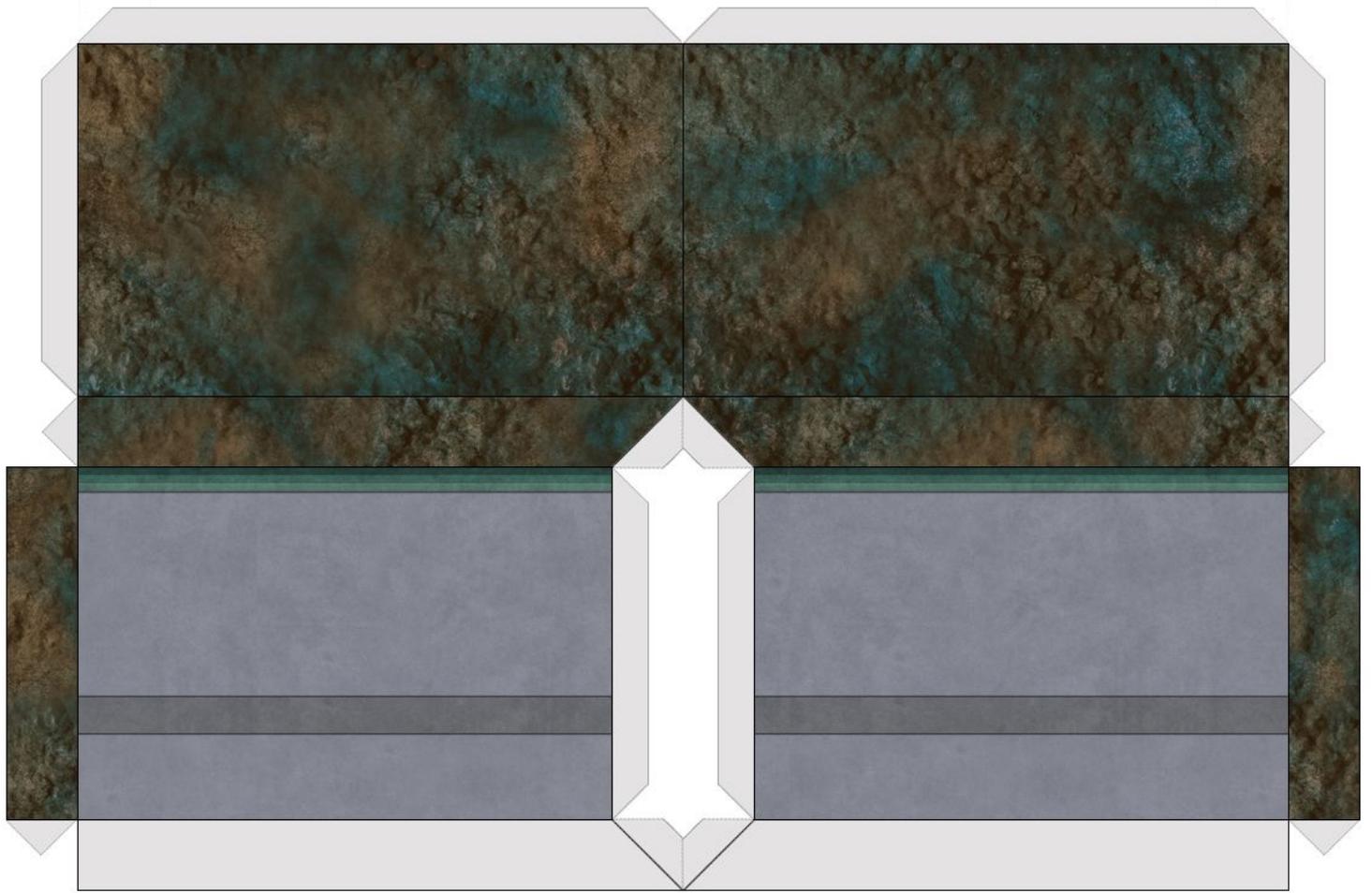




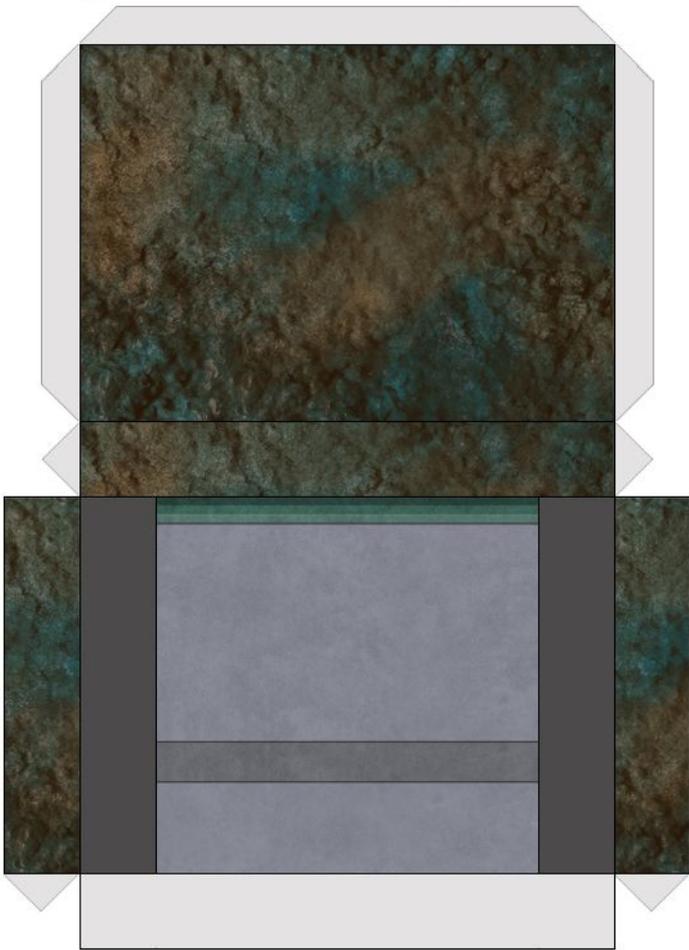
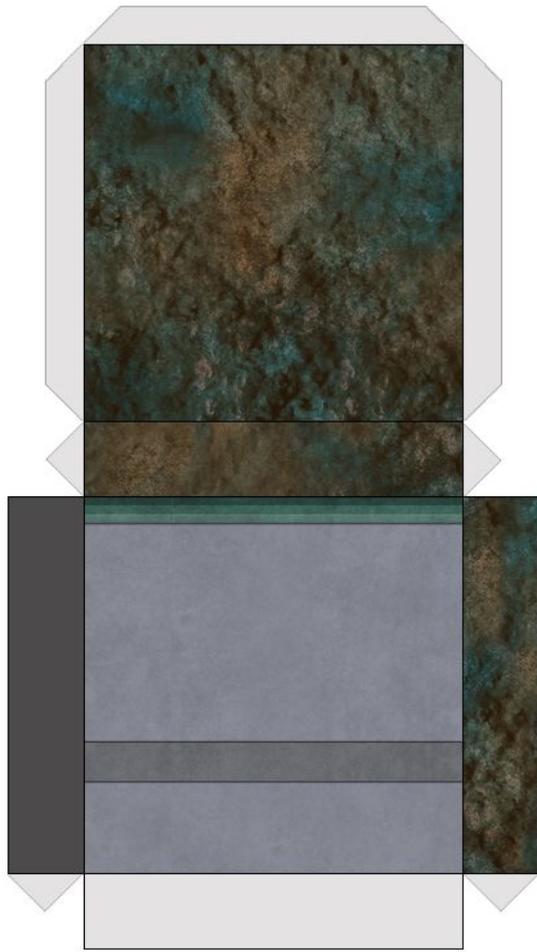
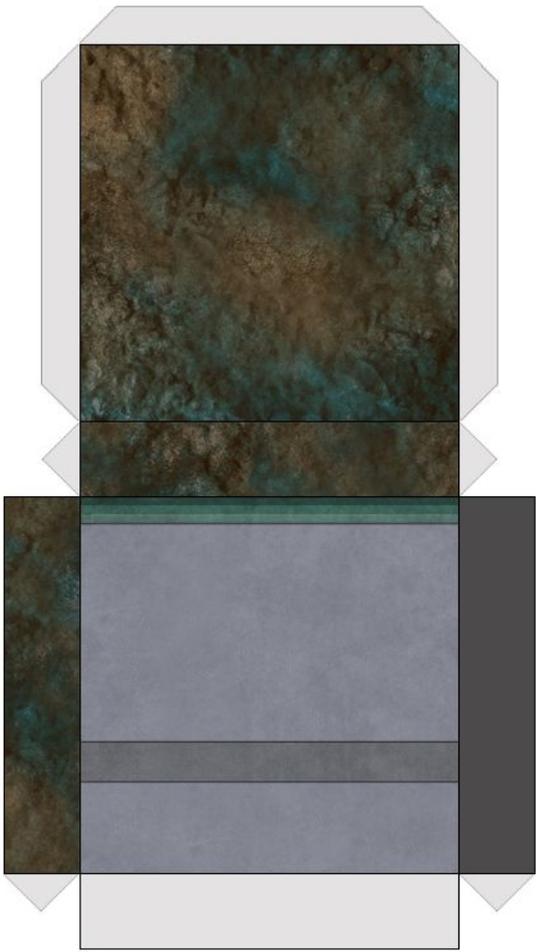




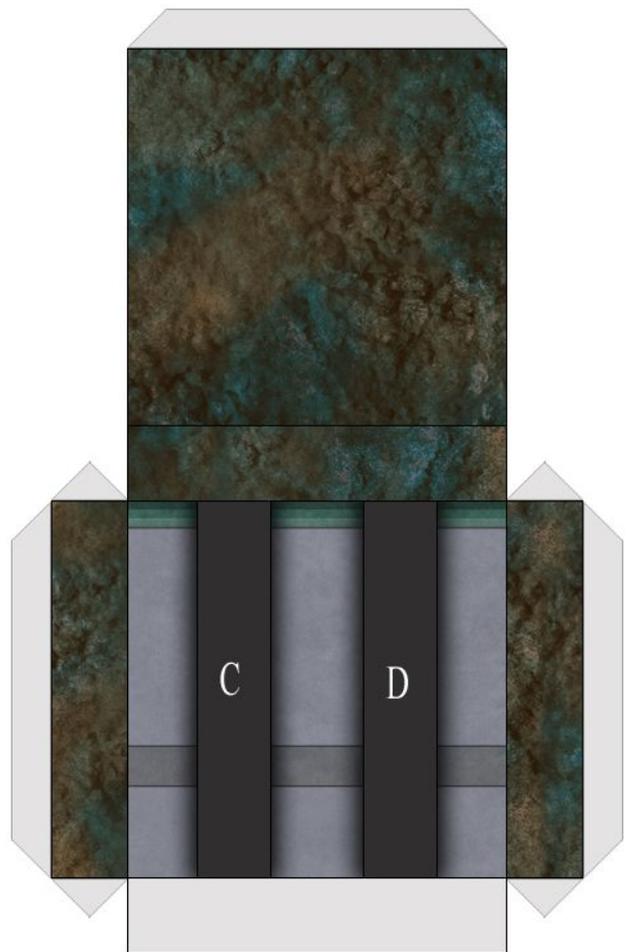
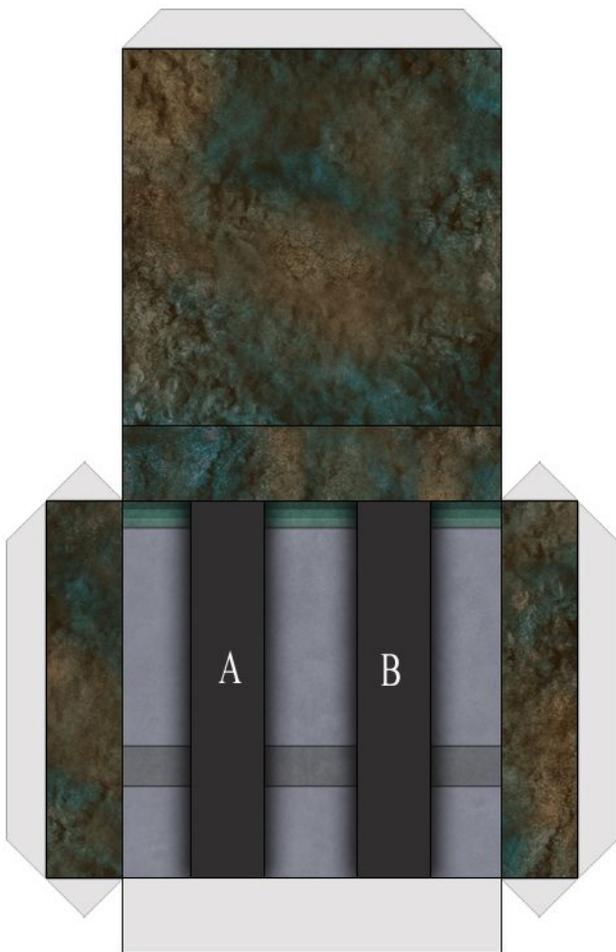
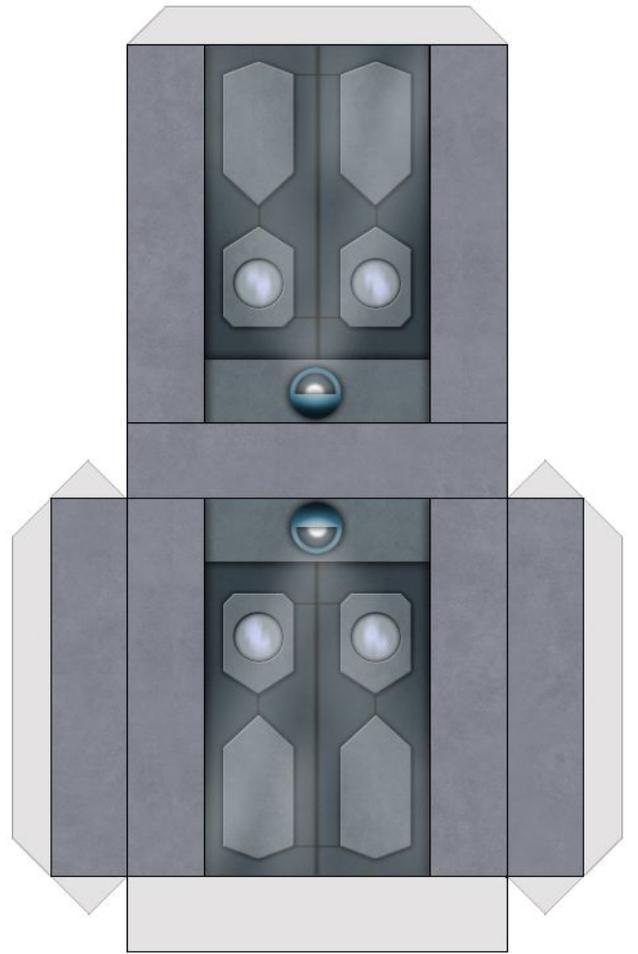
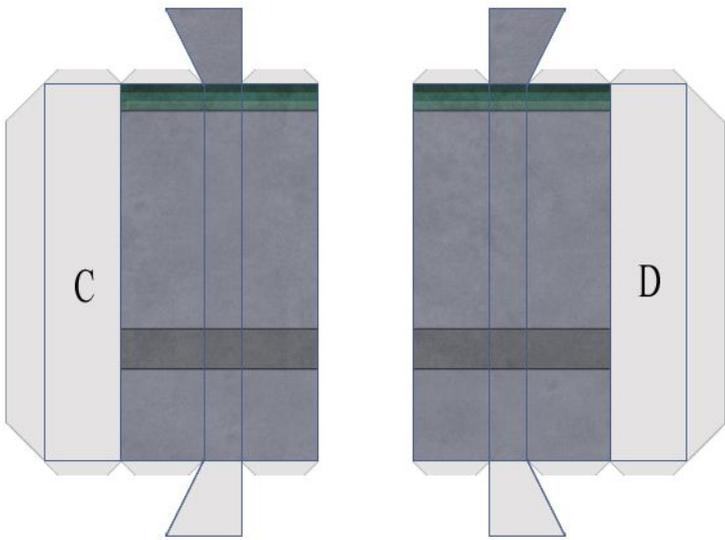
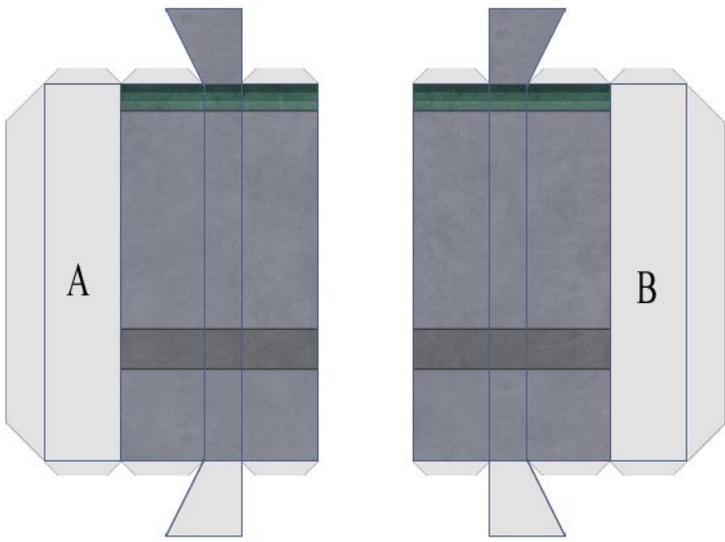
**Couloir  
en angle**

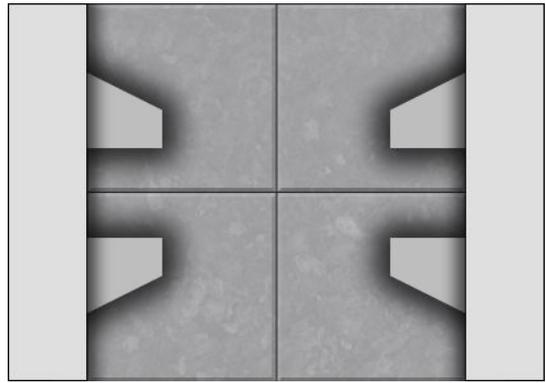
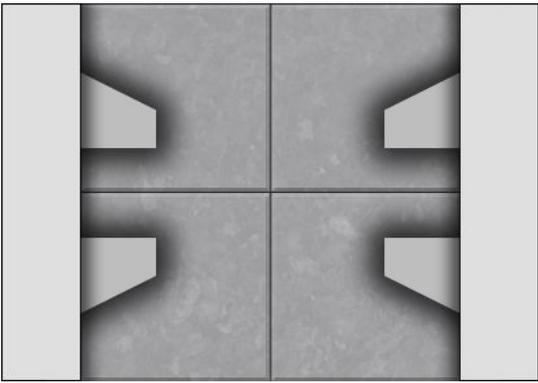
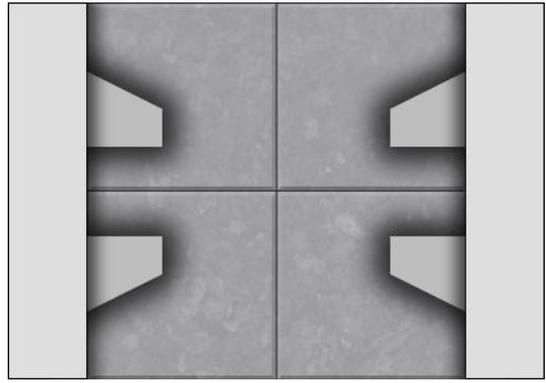
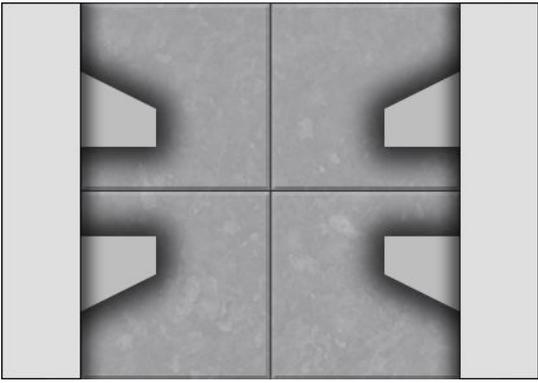
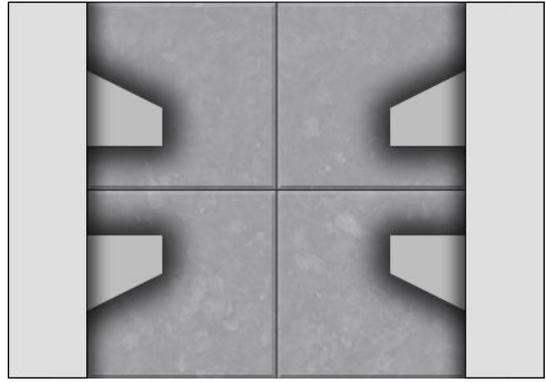
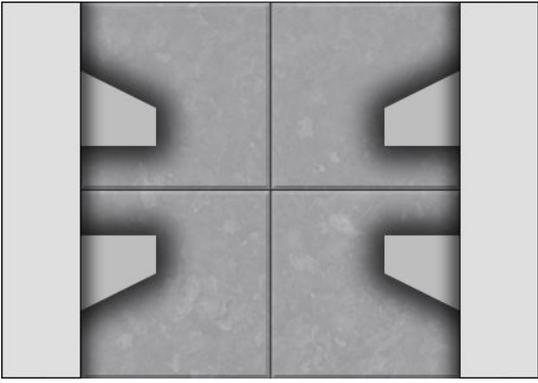
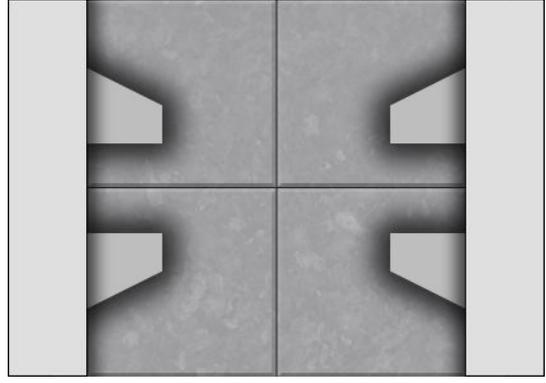
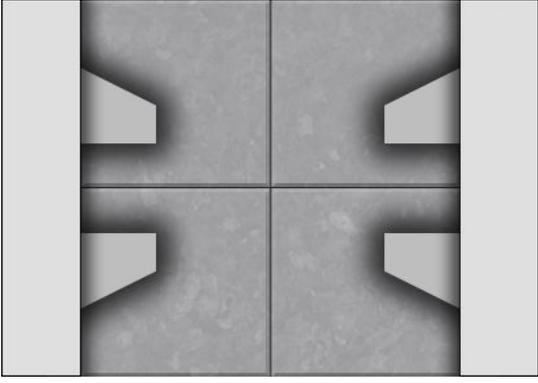
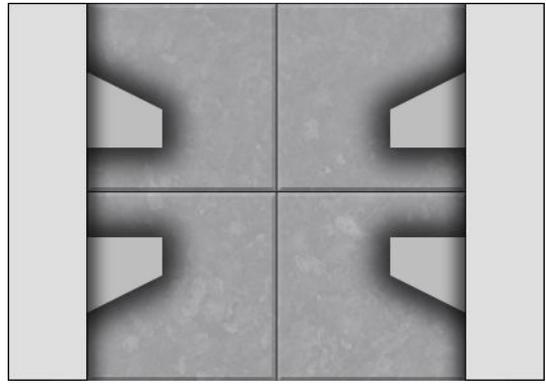
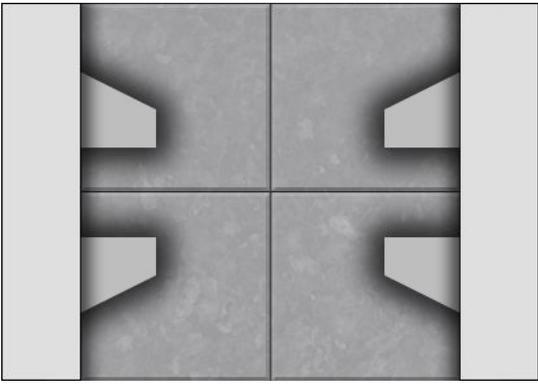


**Couloir  
fermé**



**Porte  
couloir**

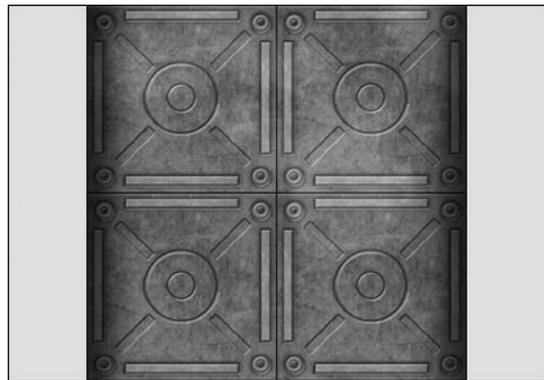
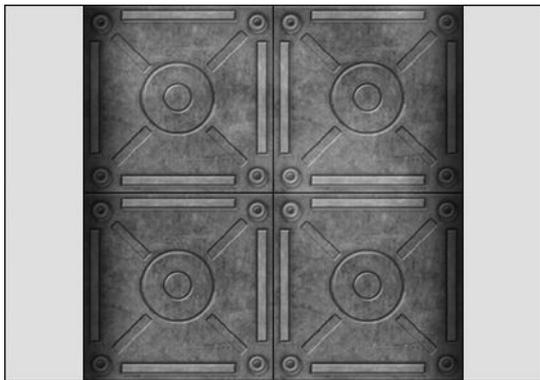
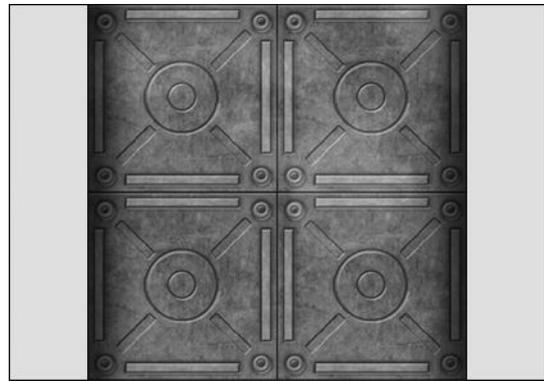
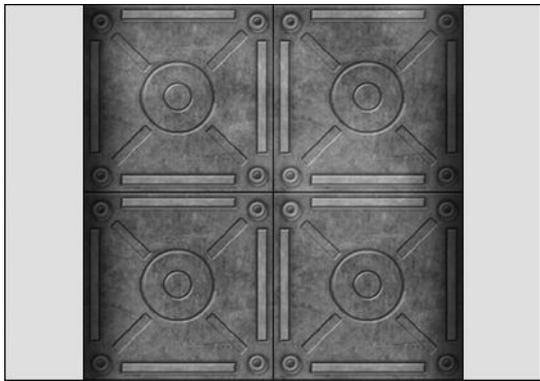
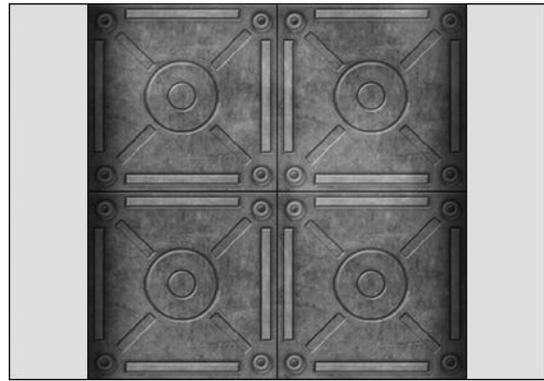
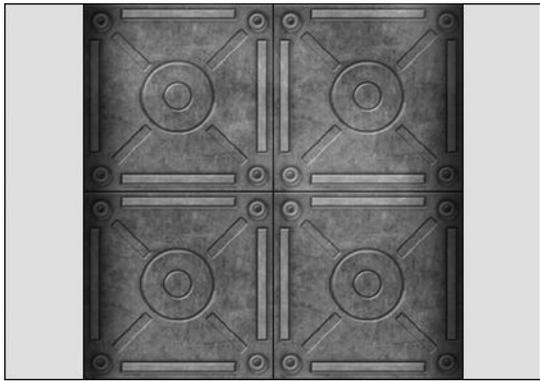
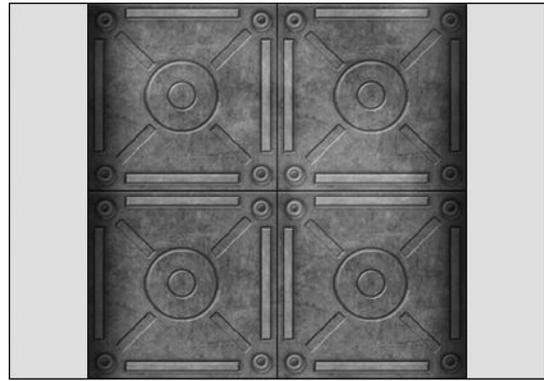
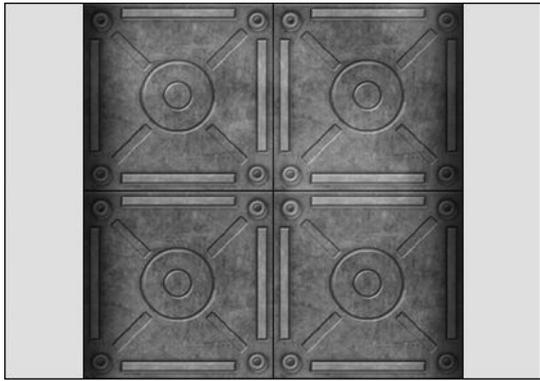




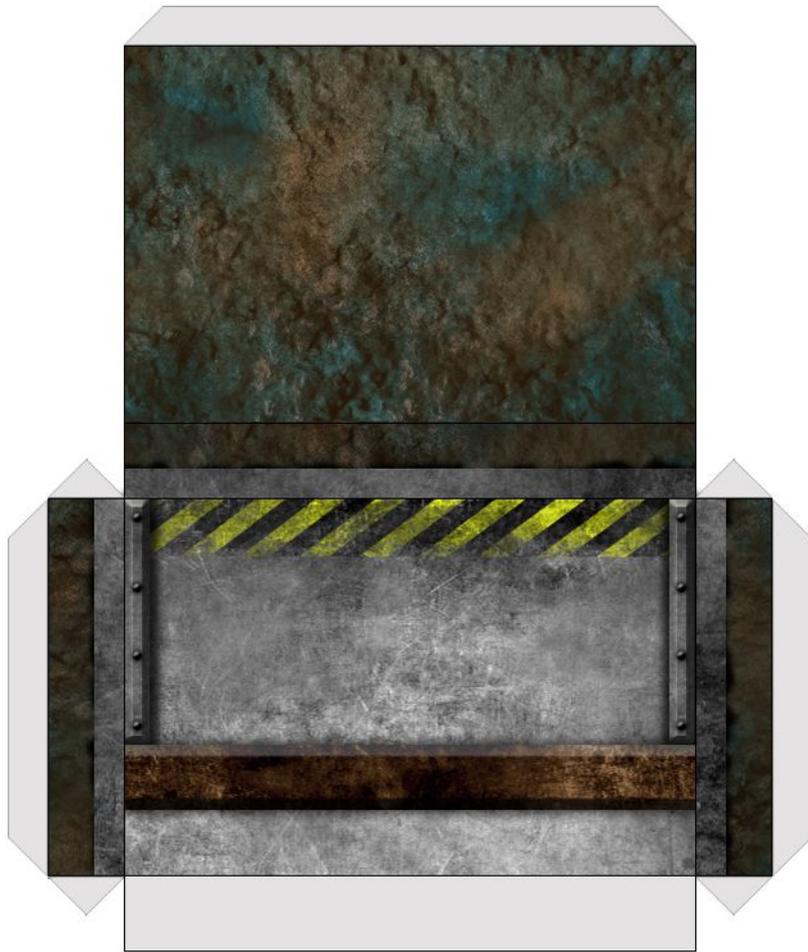
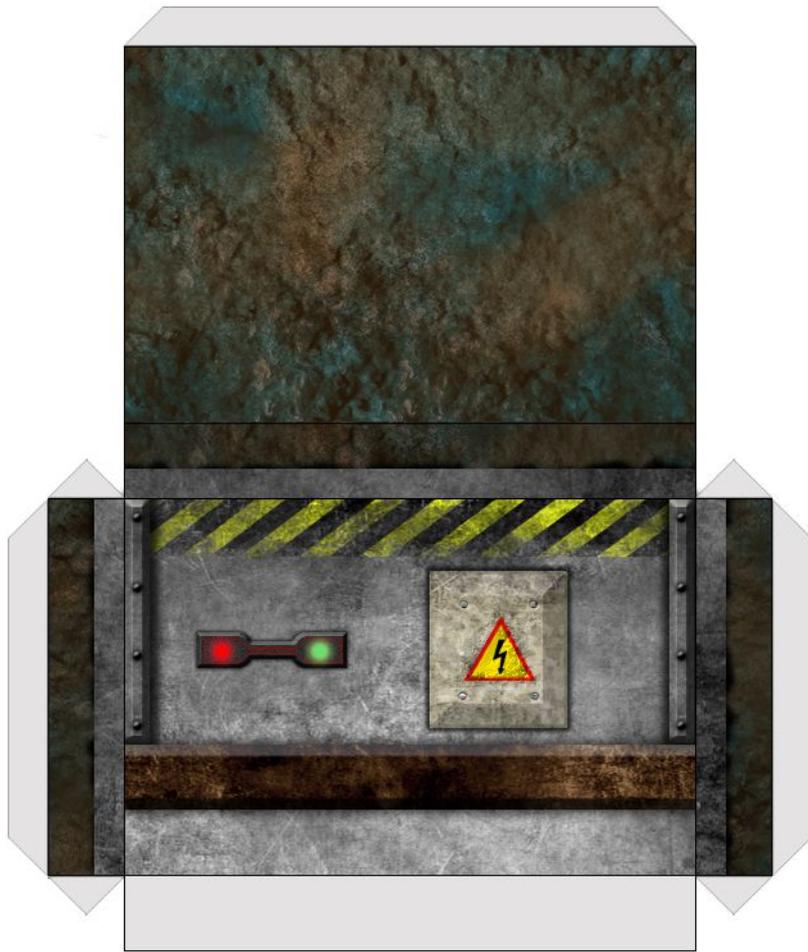
**Petit  
Couloir**



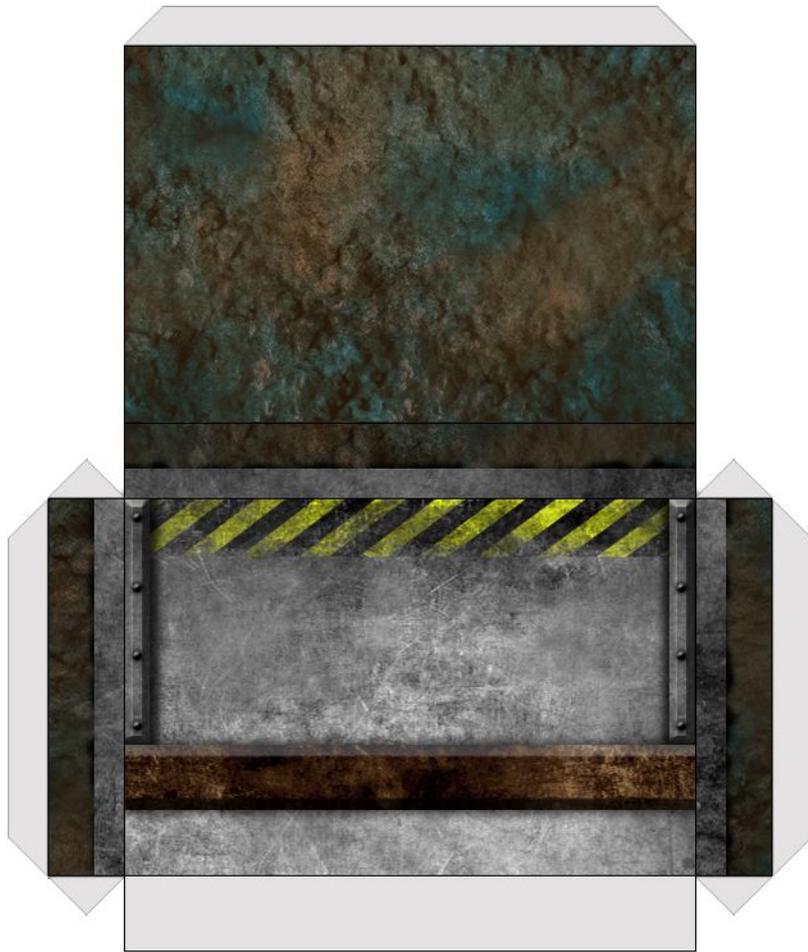


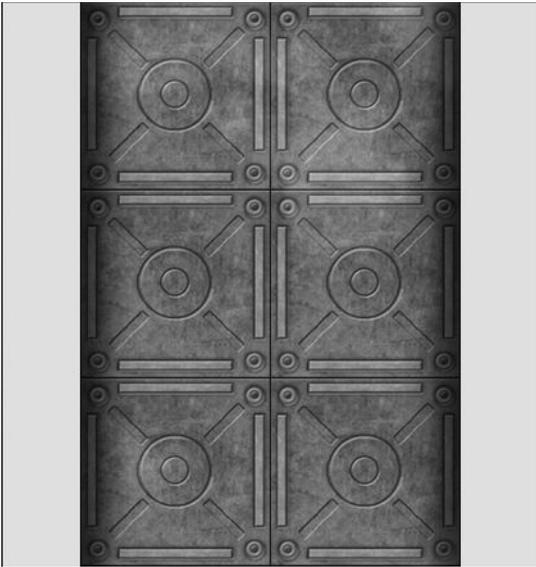
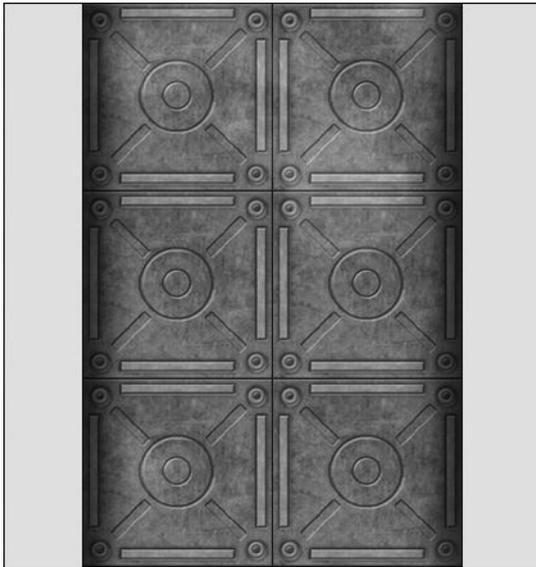


**Moyen  
couloir**



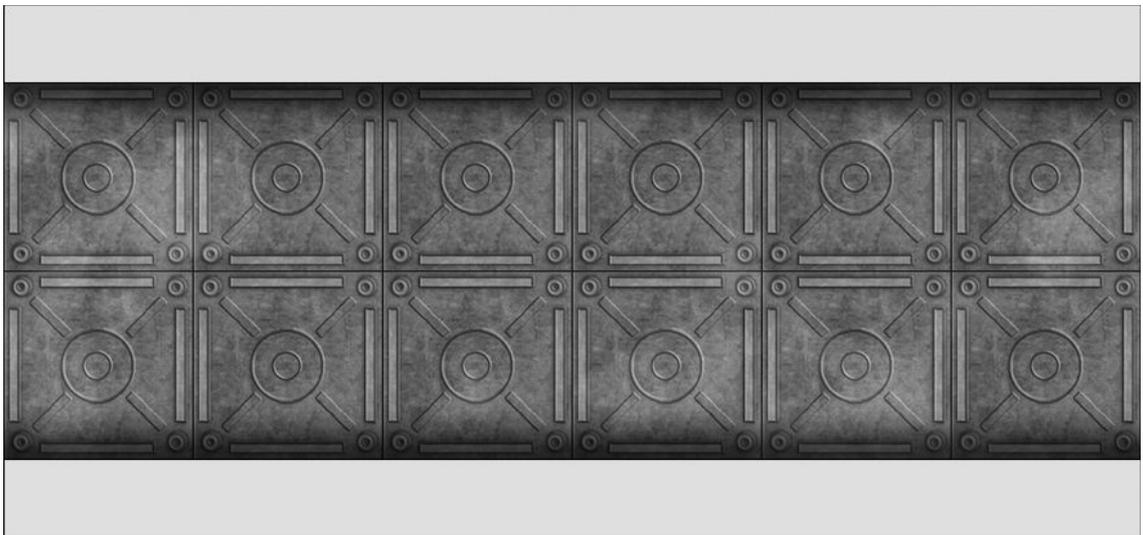
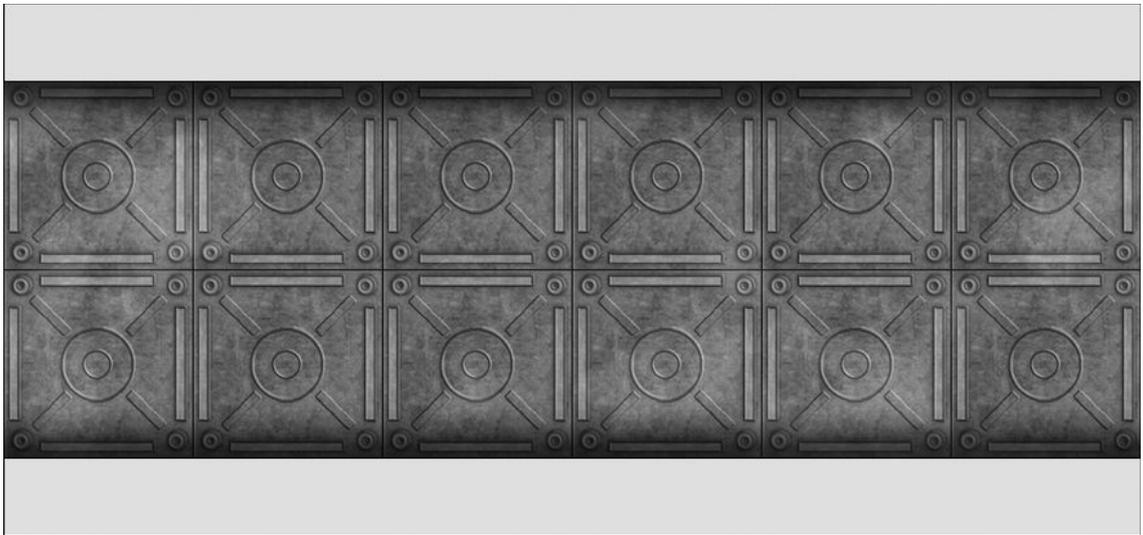
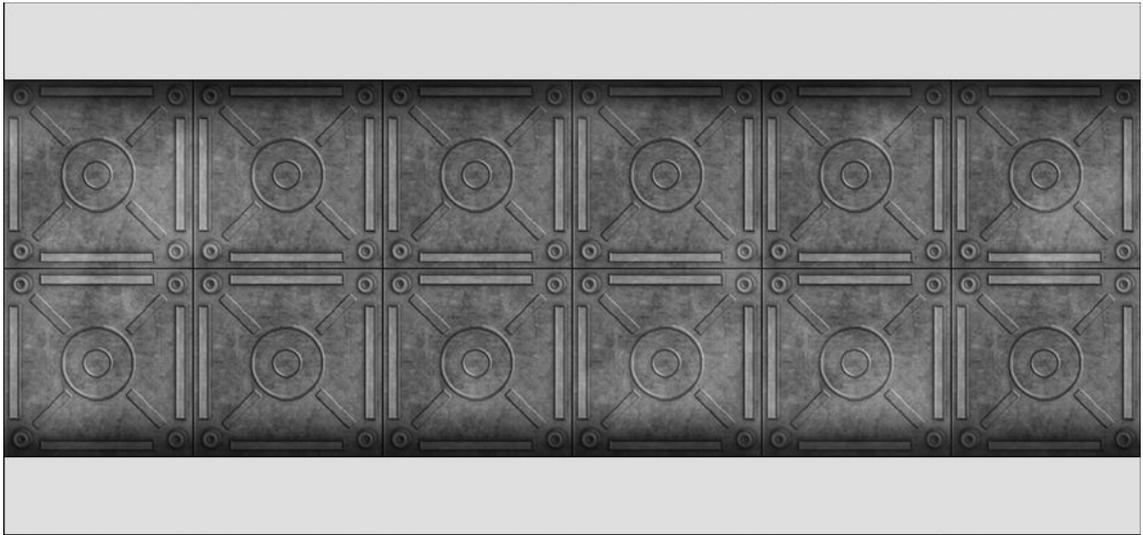




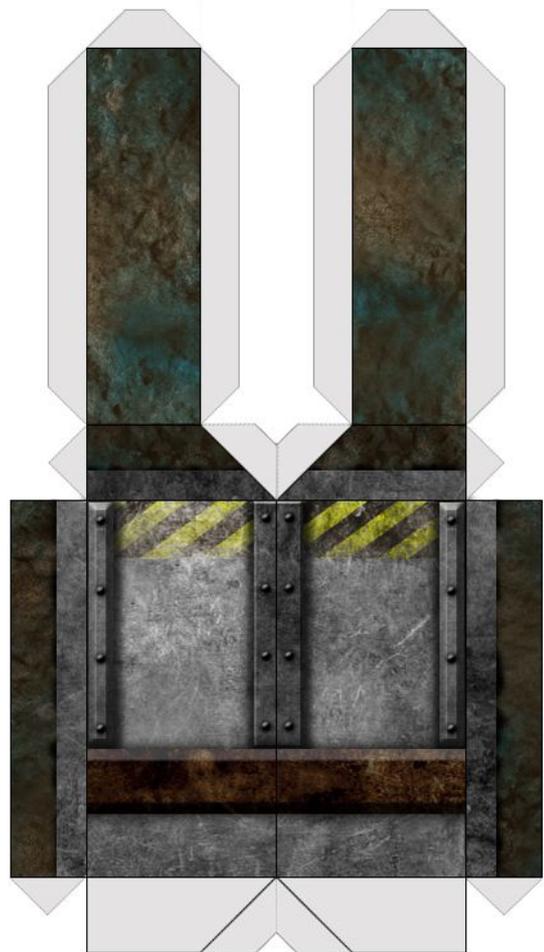
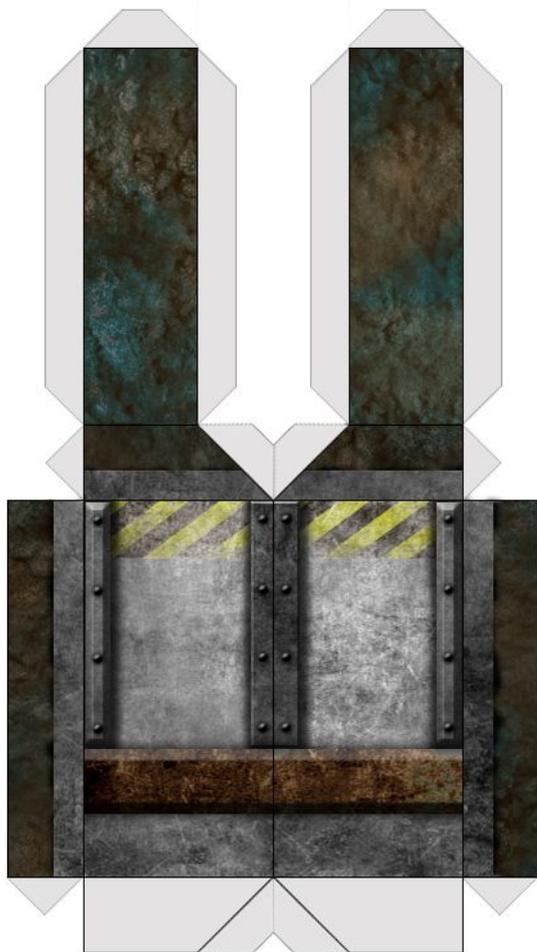
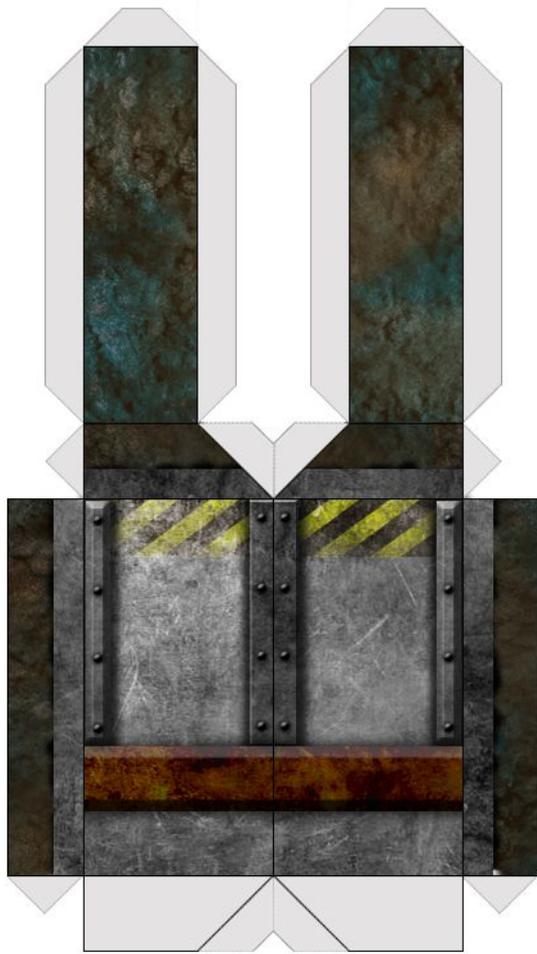


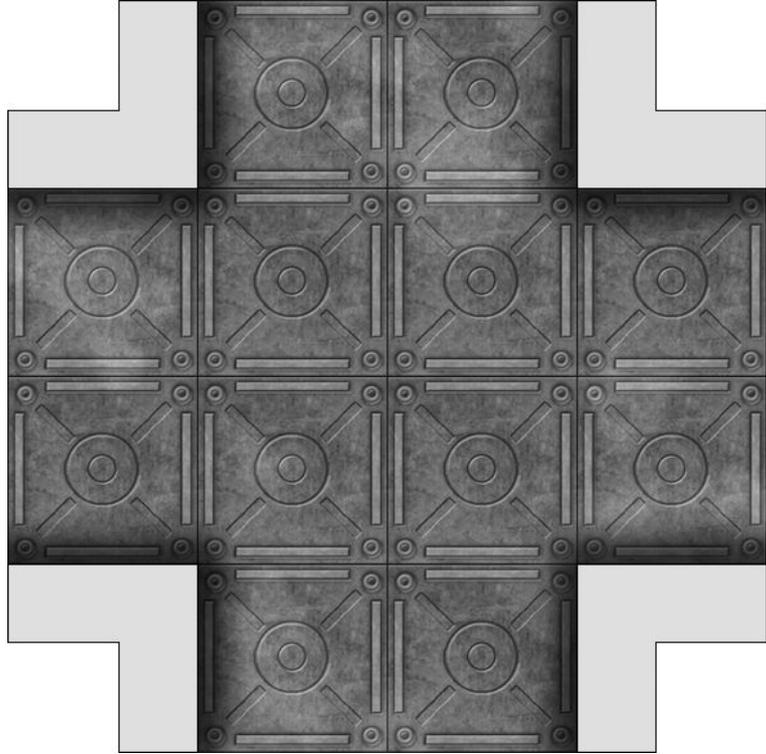
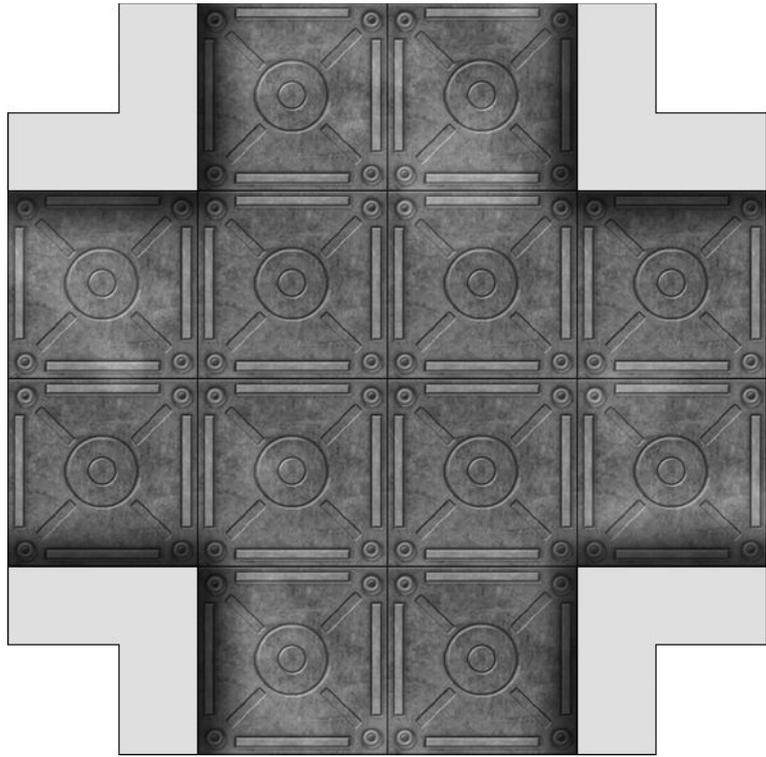
**Grand  
couloir**



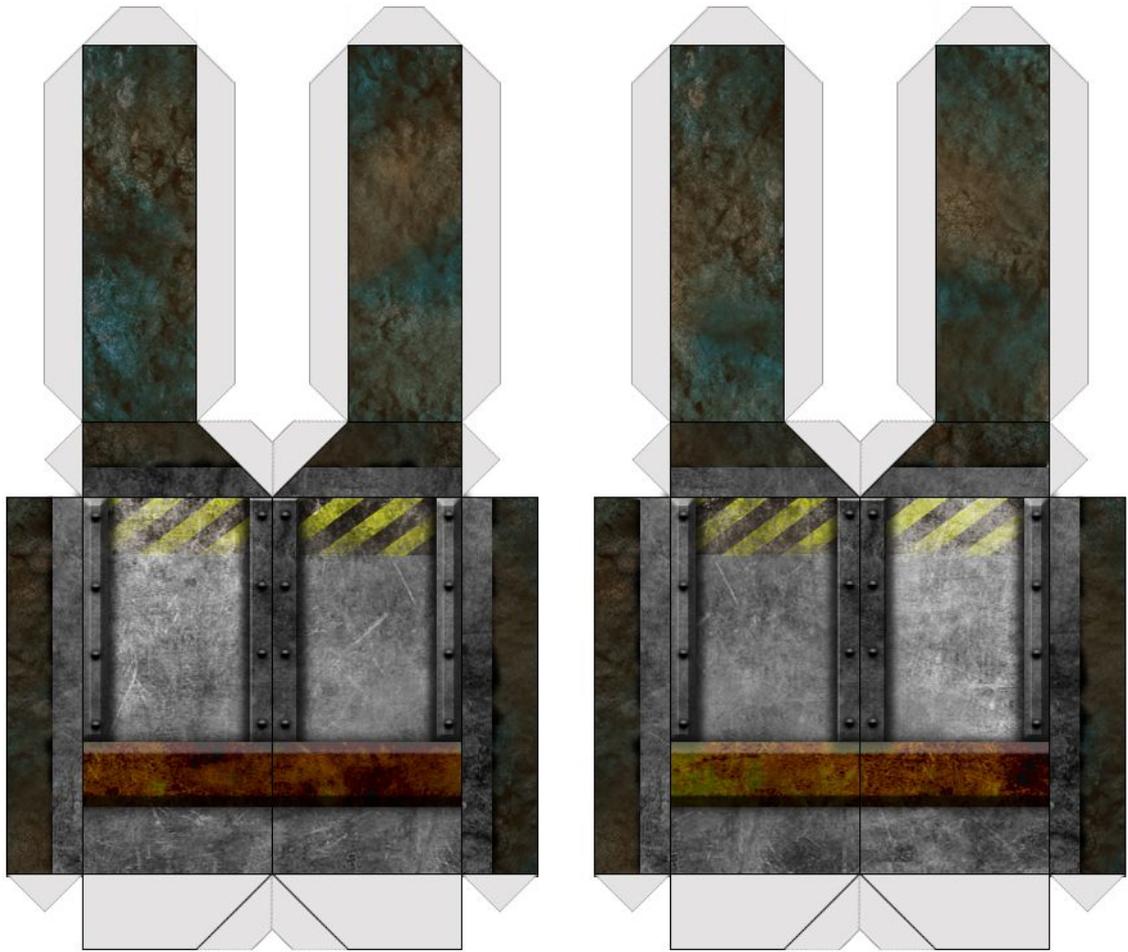


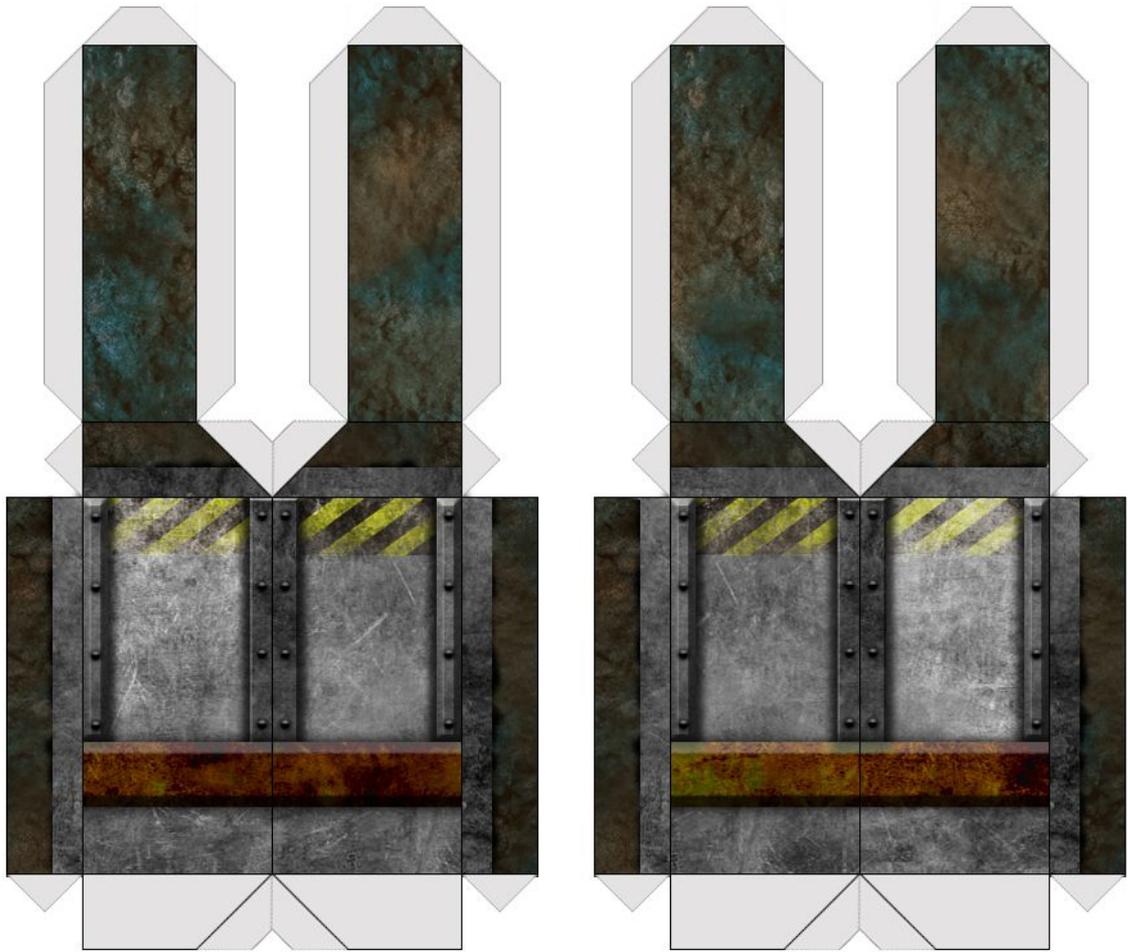
**Couloir  
de  
croisement**

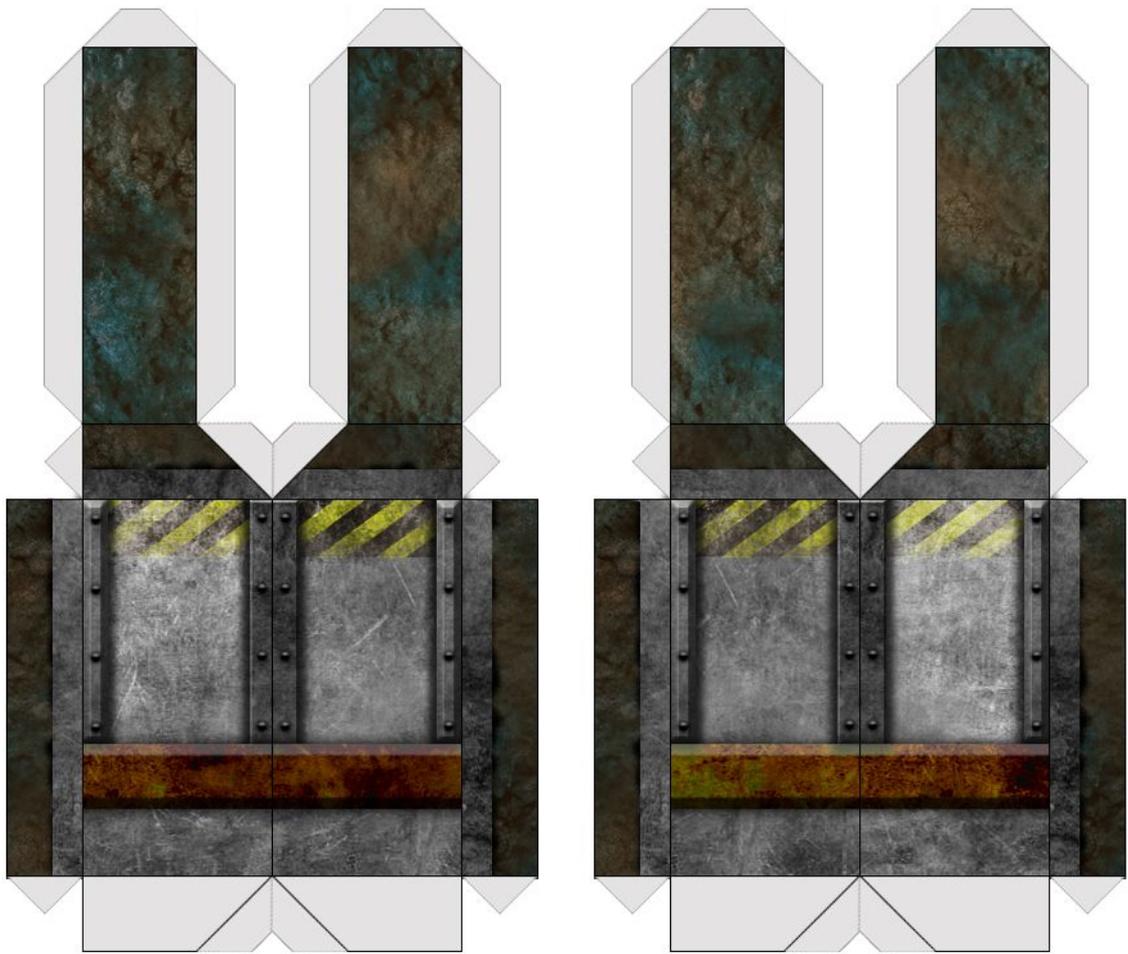


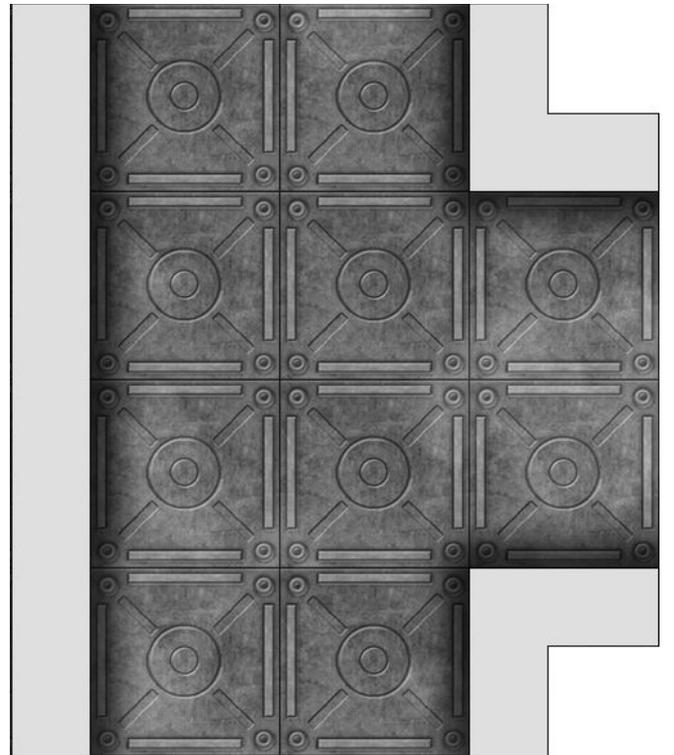
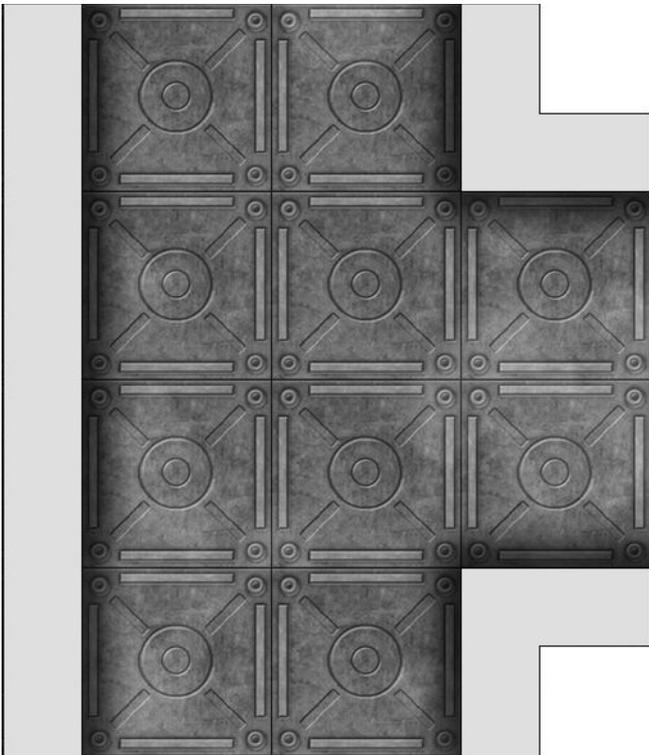
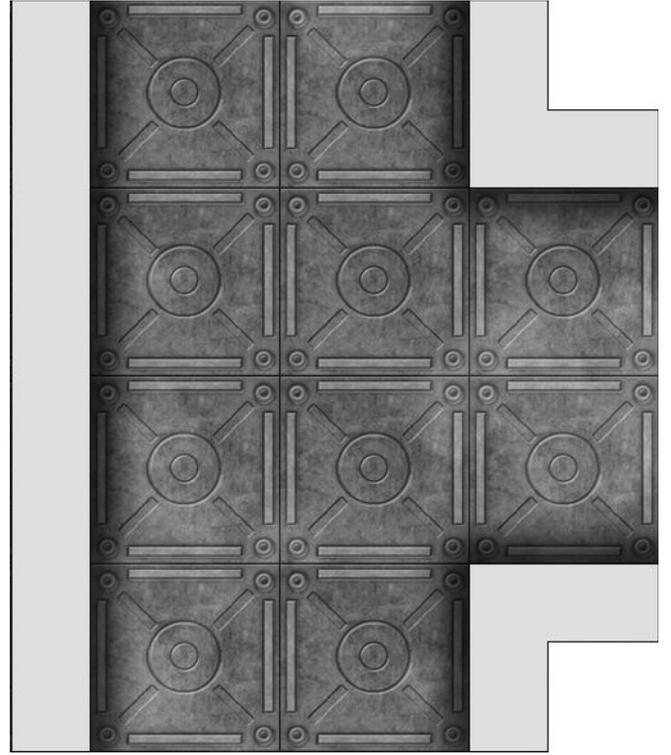
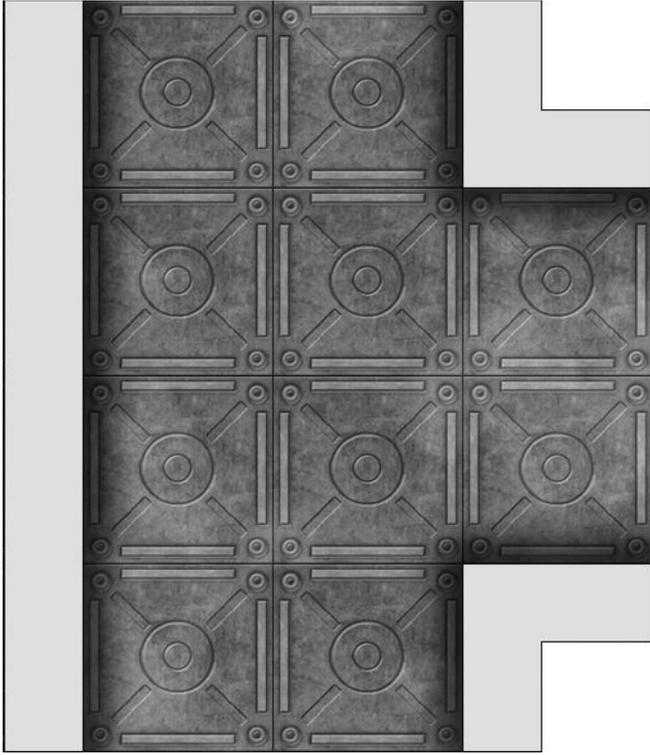


**Couloir  
en T**

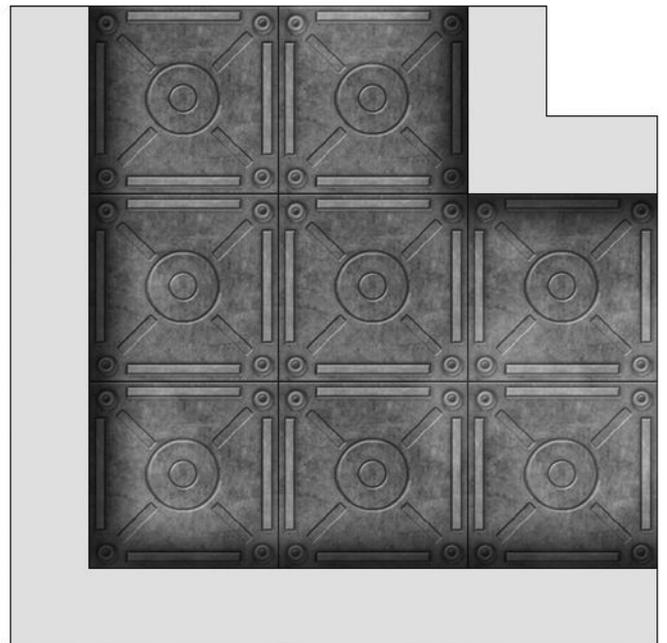
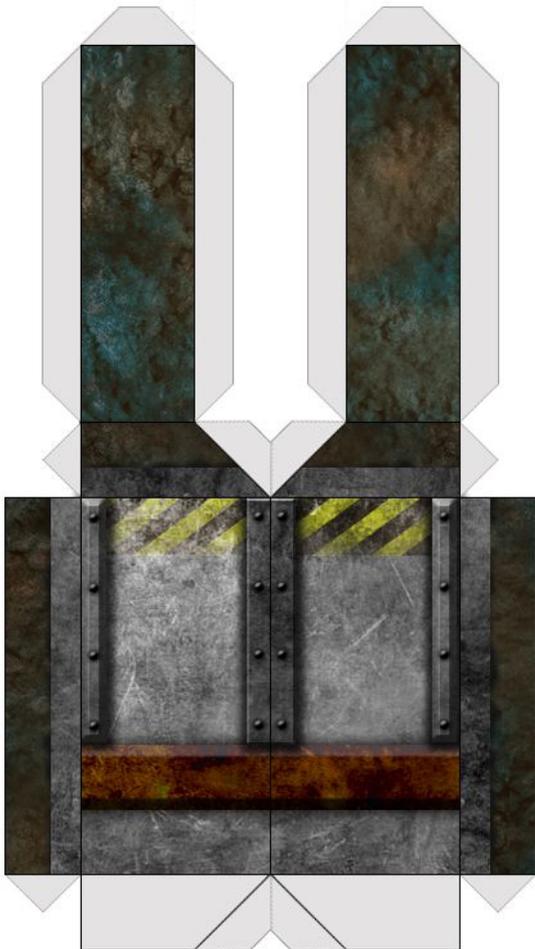
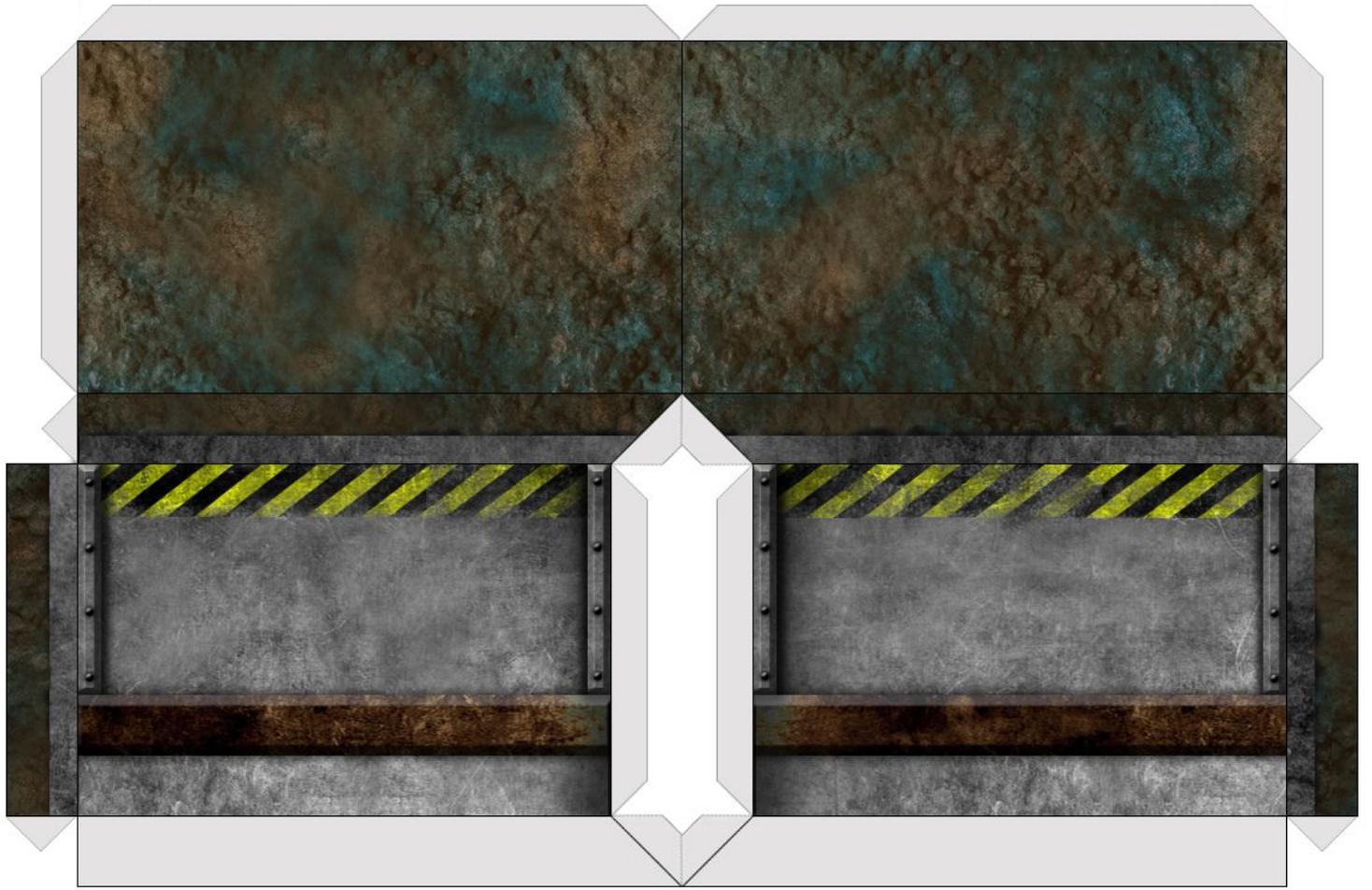








**Couloir  
en angle**



**Couloir  
fermé**



**Porte  
couloir**

