A set of road tiles designed for the old standard 32mm Battletech Hex's. I would recommend printing a copy in "draft" first and checking the tile size against your map. I found some significant variability across the offical maps depending on their age:

New Intro 25th Ann Edition Board Maps 33mm
New Printable Map Packs 33mm
Old Orginal City Tech Maps 32mm

1mm-1/32 inch dosen't seem like much until you lay out a 10 hex length of road and its over half hex short or long.
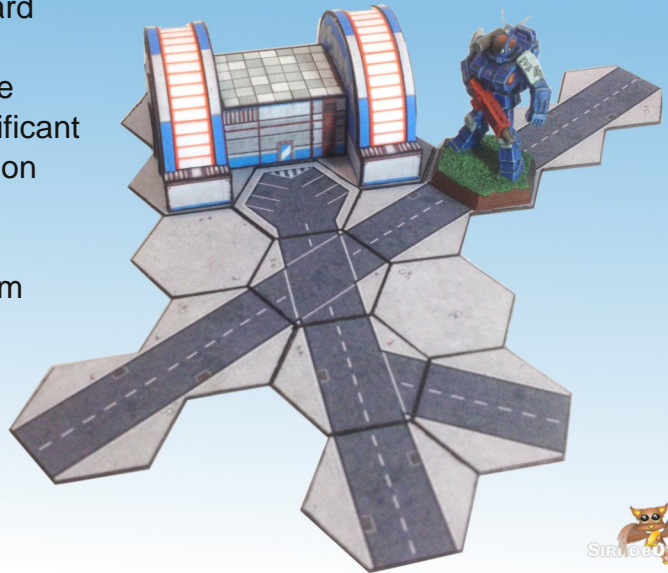
I've exported a 32mm (1.25 inch)version, 33mm version (1.3 inch) and a 38mm (1.5inch) version.

If you'd like a Custom size just leave a comment at my blog with flat to flat width in mm and I'll export then for you in that size from the orginal base file.

I based the tiles requried on the megamek shapes so hopefully I've covered all the basic intersection types needed.

No cut files as I couldn't see the point as you'll need to print these and then glue them to a piece of thicker medium eg matt board/box board/heavy weight card or an old ceral box and then recut them out. I found using a pair of scissors to cut the tiles quicker and easier.

To help prevent your tiles slipping all over the place if you paint a thin layer of PVA glue on the backs it creates a sort of rubbery semi-grip finish although they will still slip just not as badly. There is a apaint on rubber product but I couldn't locate any down under.
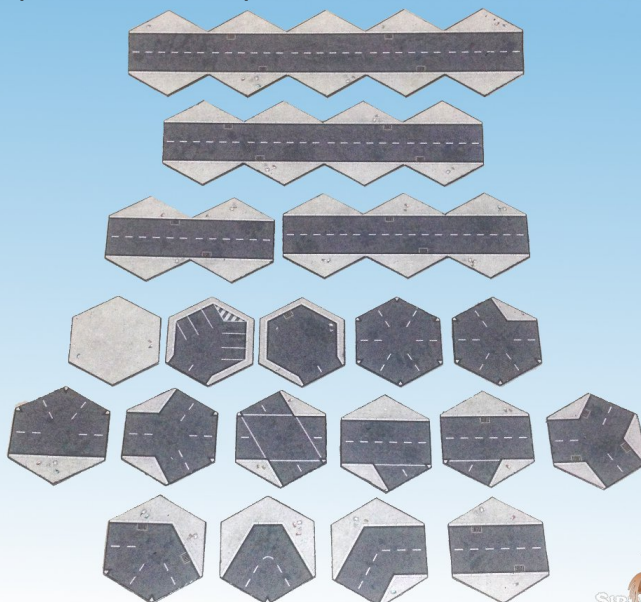
Mine are mounted on thin magnetic sheet (0.8mm) and then a 1.5mm piece of tin gets placed down then the map (assuming one is used) and then my tiles on top. No chance of any slipping.

These road tiles are designed for use as continuouse town or city rather than an across the country side road, so there are no transition tiles.
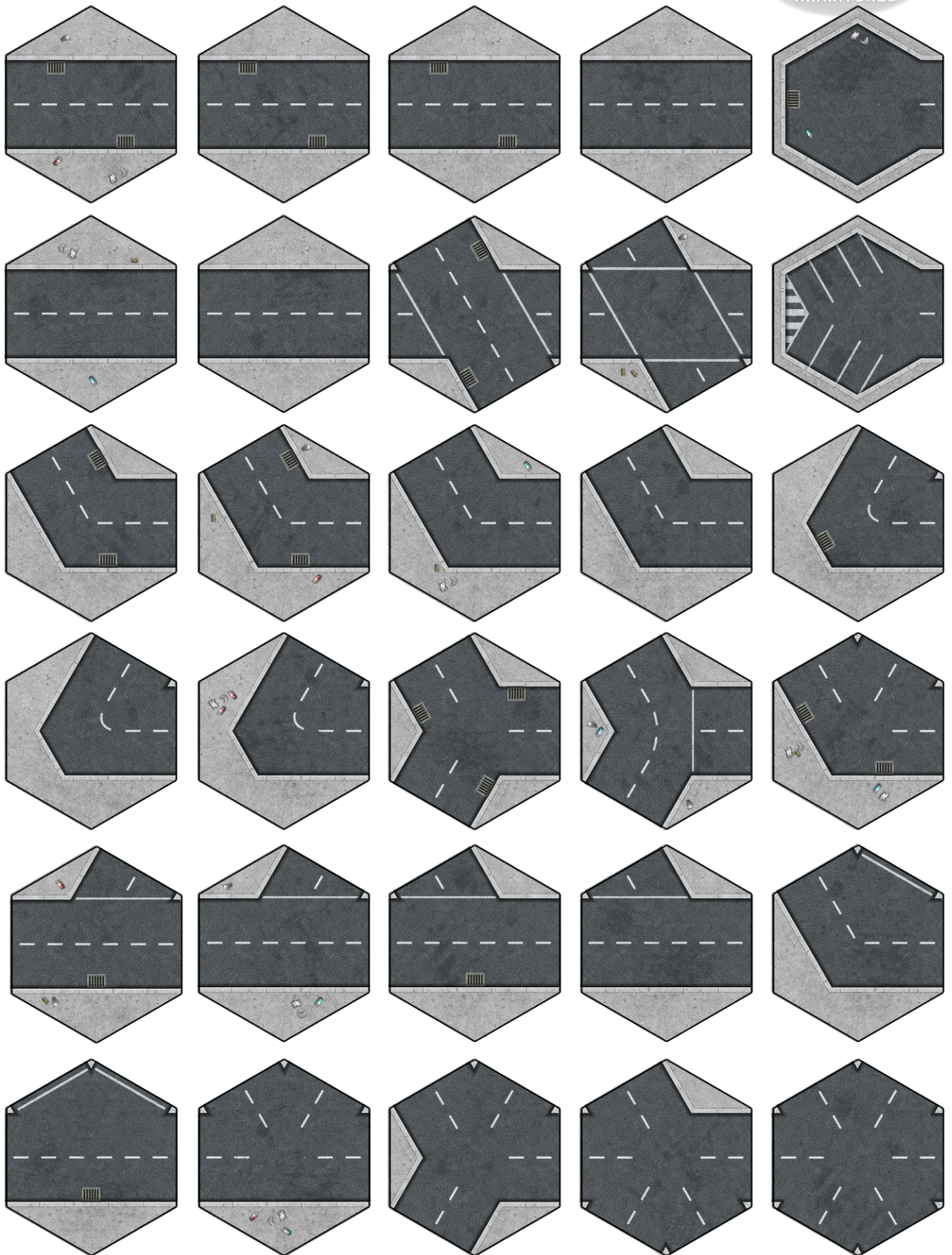
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