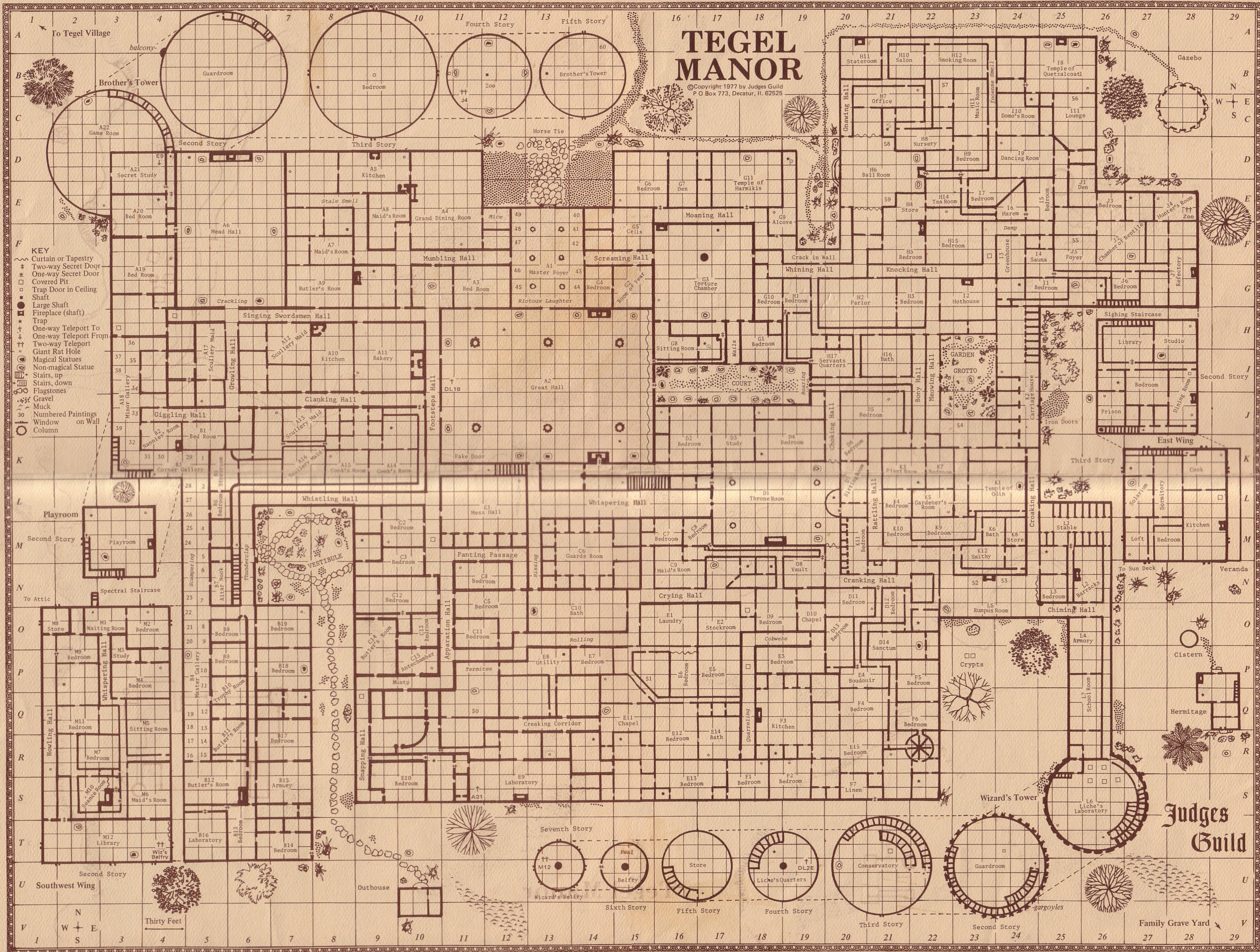


TEGEL MANOR

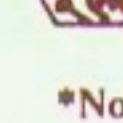
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- KEY**
- ~ Curtain or Tapestry
 - + Two-way Secret Door
 - * One-way Secret Door
 - Covered Pit
 - ⊕ Trap Door in Ceiling
 - ⊖ Shaft
 - Large Shaft
 - Fireplace (shaft)
 - ⊙ Trap
 - ⊕ One-way Teleport To
 - ⊖ One-way Teleport From
 - ⊕ Two-way Teleport
 - ⊖ Giant Rat Hole
 - ⊕ Magical Statues
 - ⊖ Non-magical Statue
 - ⊕ Stairs, up
 - ⊖ Stairs, down
 - ⊕ Flagstones
 - ⊖ Gravel
 - ⊕ Muck
 - ⊖ Numbered Paintings on Wall
 - ⊕ Window
 - ⊖ Column



Judges Build

Terrain Key

	Cliffs*	MF Cost 4/-
	Tombstones*	1/1
	Hill Contours*	2/3
	Beach*	1/2
	Caves*	1/1
	Rocky Terrain*	2/5
	Dense Woods*	2/5
	Dirt Roads**	1/1
	Marshes*	3/-
	Bridge**	1/1
	Field Fences*	2/3
	Ruins*	2/4
	Stream*	2/5
	Steep Trail***	4/-

*No Charge allowed

**Negates terrain penalties

***Mule allowed, 1 hex per turn

Numbers to the right of terrain features list the number of movement factors expended by entering that hex; the slash separates MFs for Footmen/MFs for Horsemen.

MOVEMENT FACTORS

Encumbered	1
Armored Footman	2
Heavy Footman*	3
Light Footman*	4
Heavy Horseman**	5
Medium Horseman**	6
Light Horseman**	8
*1 hex charge bonus allowable	
**2 hex charge bonus allowable	
Conversion: each 3" equals 1 movement factor	

Scale: each hex is 30 yards wide.

