CASTLES BOOK I

JUDGES GUILD

campaign hexagon sub-system

CAMPAIGN GUIDLINES & CASTLES ON NUMBERED HEX GRIDS $2.75

This booklet is intend to fill the need of any active campaign judge to populate a large area for his fantasy role players.The details are left purposely sparse so thejudge can adjust the material to his campaign and thereby personlize it.Colored pencils or pens can be used to great advantage to code the building and other terrain features.The maps are printed in gray to facilitate the dropping out of different features.The various charts are guidlines only and require a flexible approach as some anomalies will develop if they are used without adjustment to reflect type and alignment.

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WALL SECTIONS

Die Roll	Citadel Number of Wall Sections	Castle Number of Wall Sections
1	2-12	1-6
2	4-24	2-12
3	6-36	3-18
4	8-48	4-24
5	10-60	5-30
6	12-72	6-36

Wall Thickness and Type

Die Roll	Earth (2x)	Wood (4x)	Brick (4x)	Stone (3x)	Marble (3x)	Grate
1	10'	10'	20'	40'	2' Latticed	1" dia. B*
2	20'	20'	25'	50'	4'	2" dia. B
3	30'	30'	30'	60'	6'	3" dia. B
4	40'	40'	35'	70'	8'	1" dia. I*
5	50'	50'	40'	80'	10'	2" dia. I
6	Wood	Brick	Stone	Marble	Grate	3" dia. I

*B = Bronze
*I = Iron

**Add Technological Level

Wall Height

To determine wall height multiply the number in parenthesis on the Wall Thickness Chart by the actual thickness. Grates range from 6' to 36' high.

Wall Length

To determine the length of each wall section multiply the wall thickness by 1' to 20'.

Wall Characteristics

1. Secret Gate
2. Stained
3. Carved
4. Batter 3"-18"
5. Spiked Top
6. Pointed Top
7. Castellated
8. Arrow Slits (1/10')
9. Crumbling
10. Cantilever Platform
11. Parapets (1/30')
12. Glass Embedded
13. Overgrown
14. Dry Ditch
15. Moat
16. Iron Reinforced
17. Magically Reinforced
18. Small (Postern) Gate
19. Gate Tower
20. Tower Both Ends

Wall Defenses

1. None
2. Taboo Symbols
3. Multiple Crossbow
4. Iron Pellets
5. Spear Trap
6. Arrow Trap
7. Nets
8. Gas Spheres
9. Tar Pots
10. Mirrors
11. Watch Creatures
12. Pits
13. Magically Protected
14. Portable Catapult
15. Maze
16. Invisible Blade Barrier
17. Counter Mine
18. Dart Thrower
19. Greek Fire
20. None

Moat Creatures

1. Crocodiles
2. Sharks
3. Giant Snake
4. Giant Eel
5. Giant Slugs
6. Giant Crab
7. Sea Spider
8. Giant Leeches
9. Giant Otter
10. Giant Lizard

Ditch Creatures

1. Lions
2. Tigers
3. Hyenas
4. Panthers
5. Giant Scorpions
6. Bears
7. Trolls
8. Owlbears
9. Saber-toothed Tiger
10. Salamander

Random Locations

1. Outer Curtain
2. Inner Curtain
3. Drawbridge
4. Cistern
5. Great Hall
6. Barracks
7. Kitchen
8. Smithy
9. Well
10. Outer Ward
11. Inner Ward
12. Cesspit
13. Ramp
14. Moat
15. Ditch
16. Stables
17. Stores
18. Dungeon
19. Cellar
20. Escape Tunnel

RANDOM GARRISON CHART

Garrison Size	
1	10-60
2	10-100
3	10-200
4	30-180
5	40-240
6	50-300

Garrison Technical Level	
1	Levies
2	Militia
3	Irregulars
4	Barbarian
5	Regulars
6	Mercenary

Garrison Morale Level	
1	Shakey
2	Green
3	Experienced
4	Veteran
5	Elite
6	Palace guard

Abbreviations			
LF	Light foot	LB	Long bow
HF	Heavy foot	HCB	Heavy crossbow
AF	Armored foot	LH	Light horse
PK	Pikemen	MH	Medium horse
SB	Short bow	HH	Heavy horse
CMB	Composite bow	CPT	Cataphract
CB	Crossbow		

Garrison Composition by Technical Level

Levies

1	90% LF	10% SB		
2	90% LF	10% CB		
3	80% LF	20% SB		
4	80% LF	20% CB		
5	70% LF	20% HF	10% SB	
6	70% LF	20% HF	10% CB	
7	70% LF	10% HF	20% SB	
8	70% LF	10% HF	20% CB	
9	60% LF	20% HF	20% SB	
10	60% LF	20% HF	20% CB	

Militia

1	70% LF	30% CB			
2	70% LF	30% HF			
3	60% LF	20% HF	20% CB		
4	60% LF	20% CB	20% LH		
5	60% LF	10% CB	20% LH		
6	50% LF	50% LH			
7	50% LF	25% HF	25% LH		
8	40% LF	20% CB	20% HF	20% LH	
9	40% LF	30% CB	30% LH		
10	30% LF	30% HF	30% CB	10% LH	

Irregulars

1	50% LF	10% CMB	10% HF	30% LH		
2	50% LF	10% CMB	40% HF			
3	50% LF	10% SB	40% LH			
4	50% LF	20% CB	20% HF	10% LH		
5	40% LF	20% CB	30% HF	10% LH		
6	40% LF	10% CMB	10% CB	40% HF		
7	40% LF	25% SB	25% HF	10% LH		
8	40% LF	30% CB	20% LH	10% MH		
9	30% LF	30% CB	30% HF	10% LH		
10	30% LF	10% CMB	10% HF	40% LH	10% MH	

Barbarian

1	50% LF	40% HF	10% LB		
2	50% LF	25% HF	25% LB		
3	50% LF	40% HF	10% CMB		
4	50% LF	25% HF	25% CB		
5	40% LF	30% HF	30% LB		
6	40% LF	40% HF	20% CMB		
7	40% LF	20% HF	40% CB		
8	40% LF	30% LB	40% LH		
9	30% LF	40% HF	30% LB		
10	30% LF	20% HF	10% CMB	30% LH	10% MH

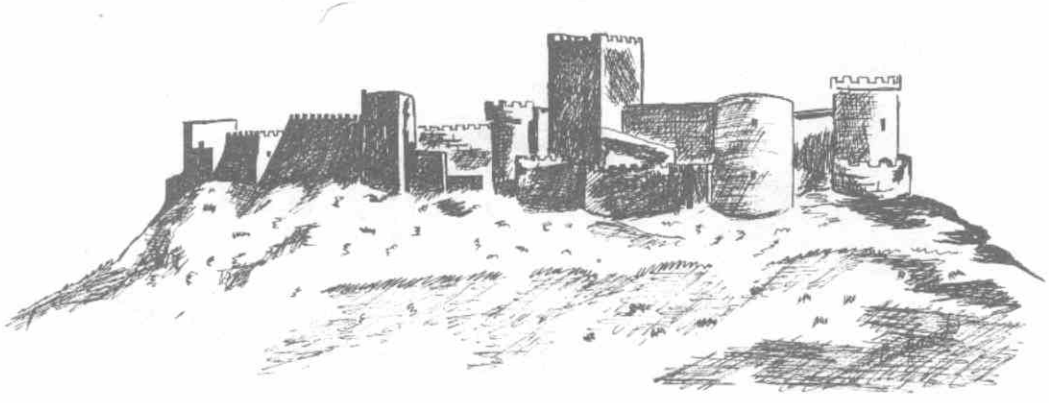
Regulars

1	60% LF	20% HF	10% LB	10% LH			
2	60% LF	10% HF	10% CB	20% LH			
3	50% LF	20% HF	10% PK	10% LB	10% LH		
4	50% LF	20% HF	10% AF	10% CB	10% LH		
5	40% LF	20% AF	10% LB	20% LH	10% MH		
6	40% LF	20% HF	10% AF	20% CB	10% MH		
7	30% LF	20% AF	20% PK	20% CB	10% LH		
8	30% LF	20% HF	20% CB	20% LH	10% HH		
9	20% LF	20% HF	20% PK	10% CB	20% LH	10% MH	
10	20% LF	30% HF	10% AF	10% LB	20% LH	10% MH	

Mercenary

1	30% LF	20% HF	10% AF	30% LH	10% HH	
2	20% LF	10% HF	30% PK	20% LB	20% MH	
3	20% LF	30% PK	10% CB	20% LH	20% MH	
4	20% LF	20% AF	20% LB	30% MH	10% HH	
5	50% LF	20% AF	20% HCB	10% HH		
6	20% HF	10% AF	50% PK	20% HCB		
7	30% HF	10% AF	20% CMB	20% LH	10% MH	10% HH
8	30% HF	30% PK	10% HCB	20% MH	10% CPT	
9	30% HF	20% AF	10% LB	30% LH	10% HH	
10	10% AF	40% PK	20% HCB	20% LH	10% CPT	

Note the percentages represent the portions of the total garrison that are a particular class.



RANDOM CASTLE SIEGE ENGINES

Technical Level

Die Roll	Levies		Militia			Irregulars				
1	1-ON		1-ON			1-ON	1-BA			
2	1-ON		1-BA			1-BA	1-SP			
3	1-BA		1-SP			1-SP	1-MA			
4	1-BA		1-ON	1-BA		1-ON	1-MA			
5	2-ON		2-ON	1-BA		2-ON	1-SP	1-MA		
6	2-BA		2-ON	2-BA		2-ON	1-BA	1-MA		
7	1-ON	1-BA	1-ON	1-BA	1-SP	2-BA	1-SP	1-MA		
8	2-ON	1-BA	2-ON	1-BA	1-SP	2-ON	2-SP			
9	1-ON	2-BA	1-ON	2-BA	1-SP	2-ON	2-BA	1-SP		
10	2-ON	2-BA	2-ON	2-BA	2-SP	3-ON	2-BA	1-MA	1-SP	

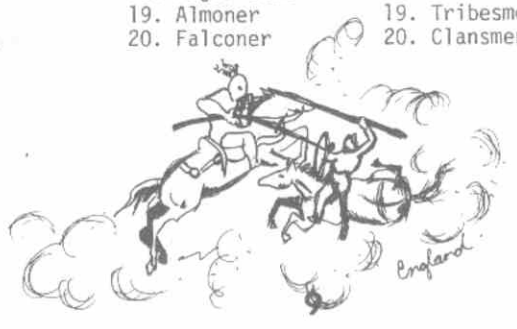
Die Roll	Barbarians		Regulars			Mercenary					
1	2-ON		3-ON			3-ON	2-BA	3-SP	2-MA		
2	2-ON		3-BA			3-ON	3-BA	2-SP	3-MA		
3	1-ON	1-BA	3-ON	3-BA		4-ON	3-BA	2-SP	2-MA	1-CAT	
4	2-ON	1-BA	3-ON	2-MA		4-BA	2-SP	2-MA	1-HON		
5	3-ON		3-ON	2-MA	2-SP	4-ON	3-BA	2-MA	1-HON		
6	3-ON	1-BA	3-BA	2-SP	2-MA	4-ON	2-BA	2-MA	1-SP	2-HON	
7	3-ON	1-SP	2-ON	2-BA	2-MA	4-ON	2-BA	2-MA	2-SP	1-TR	
8	4-ON		2-BA	1-MA	1-HON	4-ON	3-BA	3-MA	1-SP	1-HON	1-TR
9	4-ON	1-BA	3-ON	3-BA	1-HON	4-ON	5-BA	2-SP	1-HON	1-TR	
10	4-ON	1-SP	3-ON	3-BA	2-HON	3-ON	4-BA	3-MA	2-SP	2-HON	2-TR

Abbreviations

ON	Onagre
BA	Ballista
MA	Mangonel
SP	Springald
CAT	Catapult
TR	Trebuchet

For every fifty foot of wall and every gate there is a seperate chance of 1-4 cauldrons of oil, 1-4 grappling hooks, 1-4 balled chains, 3-18 large stones, 1-6 ladder repelling poles, and 2-12 brush fire bails equal to the technical level of the defenders...Roll for each.

Attendants	Retainers	Servants	Kinsman	Random Arms
1. Secretary	1. Henchman	1. Menial	1. Sire	1. Cestus
2. Clerk	2. Liegeman	2. Page	2. Grandsire	2. Mace
3. Agent	3. Chamberlain	3. Waiter	3. Mother	3. Bludgeon
4. Mate	4. Squire	4. Butler	4. Grandmother	4. Quarterstaff
5. Servitor	5. Steward	5. Livery	5. Spouse (1-20)	5. Bow
6. Messanger	6. Huntsman	6. Footman	6. Grandchildren (1-6)	6. Crossbow
7. Neighbor	7. Thank	7. Valet	7. Son (1-20)	7. Pike
8. Patron	8. Sage	8. Groom	8. Daughter (1-20)	8. Javelin
9. Crony	9. Librarian	9. Chaperone	9. Uncles (1-6)	9. Dart
10. Bodyguard	10. Scribe	10. Housemaid	10. Aunts (1-6)	10. Boomerang
11. Champion	11. Alchemist	11. Handmaiden	11. Cousins (2-12)	11. Broadsword
12. Assistant	12. Agent	12. Nursemaid	12. Second Cousins (1-6)	12. Rapier
13. Tumbler	13. Bailiff	13. Chambermaid	13. Granduncle	13. Dirk
14. Poet	14. Sheriff	14. Scullion	14. Brothers (1-6)	14. Halberd
15. Acquaintance	15. Artist	15. Cook	15. Sisters (1-6)	15. Axe
16. Ally	16. Soothsayer	16. Guard	16. Nephews (1-6)	16. Bolo
17. Consort	17. Bard	17. Harem Girl	17. Nieces (1-6)	17. Sling
18. Courtier	18. Cleric	18. Major-Domo	18. Bastards (2-12)	18. Hammer
19. Sycophant	19. Kinsman	19. Almoner	19. Tribesmen (2-12)	19. Morning Star
20. Jester	20. Comrade	20. Falconer	20. Clansmen (2-12)	20. Battle-axe



RANDOM LEADER CHART

Leader Class		Leader Level		Leader Type		Leader Alignment	
01-30	FTR	01-05	3	01-40	Man	01-10	LG
31-40	CL	06-15	4	41-45	H-Elf	11-25	CG
41-50	MU	16-25	5	46-50	Elf	26-75	N
51-55	TH	26-35	6	51-55	Dwarf	76-90	LE
56-60	IL	36-45	7	56-58	Halfling	91-00	CE
61-65	BA	46-60	8	59-60	H-Orc		
66-70	DR	61-75	9	61-65	Orc		
71-75	MNK	76-80	10	66-68	Goblin		
76-80	PAL	81-83	11	69-73	Gnome		
81-83	SG	84-86	12	74-77	Kobold		
84-86	AS	87-89	13	78-80	Gnoll		
87-89	AL	90-91	14	81-83	Hobgoblin		
90-92	SA	92-93	15	84-89	Ogre		
93-96	RGR	94-95	16	90-96	Troll		
97-00	Special	96-00	Special	97-00	Special		

Leader Disposition

1	Angry	-4
2	Busy	-3
3	Irritated	-2
4	Hangover	-1
5	Bored	0
6	Interested	+1
7	Sympathetic	+2
8	Amiable	+3

The above is used to modify the reaction die roll.

Special Leader Class		Special Leader Level		Special Leader Type	
1	FTR/MU	1	2	1	Ogre Magi
2	FTR/CL	2	17	2	Giant (See Giant Sub-Table)
3	FTR/MU/CL	3	18	3	Titan
4	CL/MU	4	19	4	Dragon (See Dragon Sub-Table)
5	TH/FTR/MU/CL	5	20	5	Demon (See Demon Sub-Table)
6	Man/God	6	21	6	Lich

Giant Sub-Table		Dragon Sub-Table		Demon Sub-Table	
1	Hill	1	White	1	Type I
2	Stone	2	Black	2	Type II
3	Frost	3	Green	3	Type III
4	Fire	4	Blue	4	Type IV
5	Cloud	5	Red	5	Type V
6	Storm	6	Golden	6	Type VI

RANDOM FOLLOWER CHART

Die Roll	FTR/SA	Good CL	Evil CL
01-04	1-4 MU or IL	1-4 FTR	1-4 FTR
05-08	1-4 CL	1-4 CL	1-4 CL
09-12	1-4 TH	2-20 Blink Dogs	1-4 TH or AS
13-16	1 AS	2-20 Centaurs	1-10 Trolls
17-20	1-2 BA	1 Brass Dragon	1-10 Ogres
21-24	1 SG	1-10 Tree Ants	1-6 Vampires
25-28	2-20 War Dogs	1-8 Hippogriffs	1-20 White Apes
29-32	1-10 Dire Wolves	1-8 Couatl	1-10 Spectres
33-36	1-4 Hill Giants	1 Silver Dragon	1 Balor
37-40	1-4 Stone Giants	1 Golden Dragon	1-2 Beholders
41-44	1-4 Frost Giants	1-4 Ki-rin	1 Black Dragon
45-48	1-10 Ogres	1-4 Lammasu	1 Red Dragon
49-52	1-8 Trolls	1-8 Pegasi	1-6 Bugbears
53-56	1-4 Rocs	1-6 Rocs	1-20 Gargoyles
57-60	1-6 Griffons	1-4 Shedu	2-24 Ghouls
61-64	1 Lammasu	1-8 Unicorns	2-24 Hell Hounds
65-68	1 Ki-rin	1-2 Titans	1-4 Chimeras
69-72	1 Dragon	1-2 PAL	1-4 Manticores
73-80	1 Djinn	1-20 Djinni	1-4 Rakshasas
81-84	2-24 Hell Hounds	1 Platinum Dragon	1-10 Wights
85-88	1 Pseudo-Dragon	1-10 Hippocampus	1 Succubus
89-92	1-12 Lizard Men	1-2 Androsphinxes	3-36 Zombies
93-96	1-8 Were Types	1 SG	4-48 Skeletons
97-00	1-9 Ogre Magi	1 MNK	1-4 Wyverns

Die Roll	MU or IL	DR	TH or AS
01-04	1-4 FTR	1-4 DR	1-4 TH or AS
05-08	1-4 MU or IL	1-4 FTR	1-4 FTR
09-12	1-4 TH	1-10 Treants	1-2 MU
13-16	1 AL	1-8 Hippogriffs	1-2 CL
17-20	1 Homunculus	1-20 White Apes	1-20 Bugbears
21-24	1-2 Clay Golems	10-40 Baboons	1-12 Ogres
25-28	1-2 Flesh Golems	1-20 Bears	1-10 Trolls
29-32	1-2 Iron Golems	1-20 Giant Beavers	1-6 Hill Giants
33-36	1-2 Stone Golems	1-12 Dryads	1-4 Stone Giants
37-40	1-2 Dragons	1-12 Griffons	1-4 Chimeras
41-44	1-2 Balors	1-10 Giant Hyena	1-12 Gargoyles
45-48	1-4 Wyverns	1-10 Fire Lizards	2-12 Hell Hounds
49-52	1-4 Basilisks	1-12 Lions	1-6 Were Types
53-56	1-4 Chimeras	1-8 Giant Lynxes	1-10 Ogre Magi
57-60	1-6 Manticoras	1-4 Neo-otyugh	1-8 Owlbears
61-64	1-12 Were Types	1-6 Nymphs	1-8 Pegasi
65-68	2-24 Gargoyles	1-8 Owlbears	1 Rakshasa
69-72	1-2 Efretti	1-8 Satyrs	1 Criosphinx
73-80	1-4 Gorgons	1-4 Giant Stags	1 Gynosphinx
81-84	1-4 Minotaurs	1-4 Sabre-toothed Tigers	1-6 Wyverns
85-88	1-4 Naga	1-10 Giant Wasps	1-8 Carnivorous Apes
89-92	1-4 Mummies	1-8 Giant Weasels	1-10 Griffons
93-96	1-6 Phase Spiders	1-6 Yeti	1 Pseudo-Dragon
97-00	1-2 Mind Flayers	1-4 Hill Giants	1-2 Type II Dragons

Die Roll	BA	MNK	PAL
01-04	1-4 FTR	1-4 MNK	1-4 FTR
05-08	1-4 CL	1-4 FTR	1-4 CL
09-12	1-4 BA	1-2 MU	1 RGR
13-16	1-4 GH	1-2 CL	1 BA
17-20	1-4 MU	2-24 Bugbears	1-4 Unicorns
21-24	1-3 Lammasu	1-20 Ogres	1-4 Pegasi
25-28	1-6 Pegasi	1-120 Ogre Magi	1-4 Hippogriffs
29-32	1-4 Unicorns	1-8 Trolls	1-4 Griffons
33-36	1 Ki-Rin	1-4 Hill Giants	1 Titan
37-40	1-12 Dire Wolves	1-2 Stone Giants	1 Pseudo-Dragon
41-44	1 Efreet	2-20 War Dogs	1-4 Rocs
45-48	1 Djinn	1-12 Hell Hounds	1 Andorsphinx
49-52	1-10 Blink Dogs	1-12 Blink Dogs	1-4 Hill Giants
53-56	1-10 Hell Hounds	1-8 Displacer Beasts	2-20 War Dogs
57-60	1-10 Ogres	1-6 Pegasi	1-2 Were Bears
61-64	1-8 Trolls	1-6 Griffons	1 Djinn
65-68	1-8 Ogre Magi	1-4 Chimeras	1 PAL
69-72	1-6 Hill Giants	1-4 Were Types	1 Storm Giant
73-80	1-3 MNK	1-4 Wyverns	1 Golden Dragon
81-84	1-8 Satyrs	1-2 SA	1 Silver Dragon
85-88	1-8 Were Types	1 Pseudo-Dragon	1-4 Ki-Rin
89-92	1-2 Chimeras	1-2 MNK	1-4 Lammasu
93-96	1 Succubus	1 SG	1-4 Shedu
97-00	1-2 Mind Flayers	1 Frost Giant	1-4 Couatl

Die Roll	SG	AL	RGR
01-04	1-4 FTR	1-4 FTR	1-6 FTR
05-08	1-4 MU	1-4 MU	1-4 MU
09-12	1 AL	1-4 TH	1-4 CL
13-16	1-4 CL	1 SG	1-4 TH
17-20	1-2 SA	1-2 SA	1-4 FTR or MU
21-24	1 Androsphinx	1 Titon	1-4 FTR or MU or TH
25-28	1-4 Griffons	2-24 Gargoyles	1 RGR
29-32	1 Djinn	1-20 Bugbears	1 PAL
33-36	1 Efreet	1-12 Ogres	1-4 Were Bears
37-40	1 Titan	1-10 Ogre Magi	1-6 Unicorns
41-44	1 Storm Giant	1-8 Trolls	1-6 Pegasi
45-48	1 Golden Dragon	1-4 Hill Giants	1-4 Hill Giants
49-52	1 Red Dragon	1-2 Stone Giants	1-4 Stone Giants
53-56	2-24 Gargoyles	1-6 Displacer Beasts	1 Golden Dragon
57-60	1-20 Bugbears	1-8 Blink Dogs	1 BH
61-64	1-12 Ogres	1 Beholder	1-4 Ki-Rin
65-68	1-10 Ogre Magi	1-4 Were Types	1-4 Lammasu
69-72	1-8 Trolls	1 Efreet	1-4 Shedu
73-80	1-4 Hill Giants	1 Djinn	1 Silver Dragon
81-84	1-2 Stone Giants	1 Androsphinx	1-4 Coutal
85-88	1 Frost Giant	1 Homunculus	1 Titan
89-92	1-2 Beholders	1 Clay Golem	1 Storm Giant
93-96	1 Efreet	1 Flesh Golem	1-4 Rocs
97-00	1-6 Yeti	1 Stone Golem	1-2 Androsphinxes

Die Roll	Good Special	Neutral Special	Evil Special
01-04	1-6 FTR or SA	1-6 FTR or SA	1-6 FTR or SA
05-08	1-4 MU or IL	1-4 MU or IL	1-4 MU or IL
09-12	1-2 MNK	1-2 MNK	1-2 MNK
13-16	1-2 AL or BA	1-2 AL or BA	1-2 AL or BA
17-20	1-2 Good CL	1-2 DR	1-2 Evil CL
21-24	1-2 RGR	1-4 TH or AS	1-4 TH or AS
25-28	1-2 PAL	1 Dragonne	1 Dragonne
29-32	1-8 Were Types	1 Golem	1 Golem
33-36	1-6 Treants	2-8 Satyrs	1-4 Leucrottas
37-40	1-10 Centaurs	1-6 Owlbears	1-4 Ettins
41-44	2-16 Blink Dogs	2-20 Lizard Men	1-4 Chimeras
45-48	1 Golem	1-2 Invisible Stalkers	1-6 Yeti
49-52	1-6 Unicorns	1 Hydra	1 Ghost
53-56	1-6 Pegasi	1-6 Yeti	1-8 Were Types
57-60	1 Djinn	1-6 Hippogriffs	1-6 Giants
61-64	1 Hydra	1-8 Were Types	1-8 Undead
65-68	1-6 Yeti	1-6 Griffons	1-4 Dragons
69-72	1-2 Titans	1 Efreet	1-4 Dopplegangers
73-80	1-6 Giants	1-4 Eagles	1 Hydra
81-84	1-4 Ki-Rin	1-6 Giants	1-2 Beholders
85-88	1-6 Couatl	1-4 Dragons	1-2 Mind Flayers
89-92	1-4 Lammasu	1-10 Giant Crocodiles	1-2 Devils
93-96	1-2 Androsphinxes	2-20 Locathah	1-4 Demons
97-00	1-4 Dragons	1-2 Gorgons	1-2 Succubus

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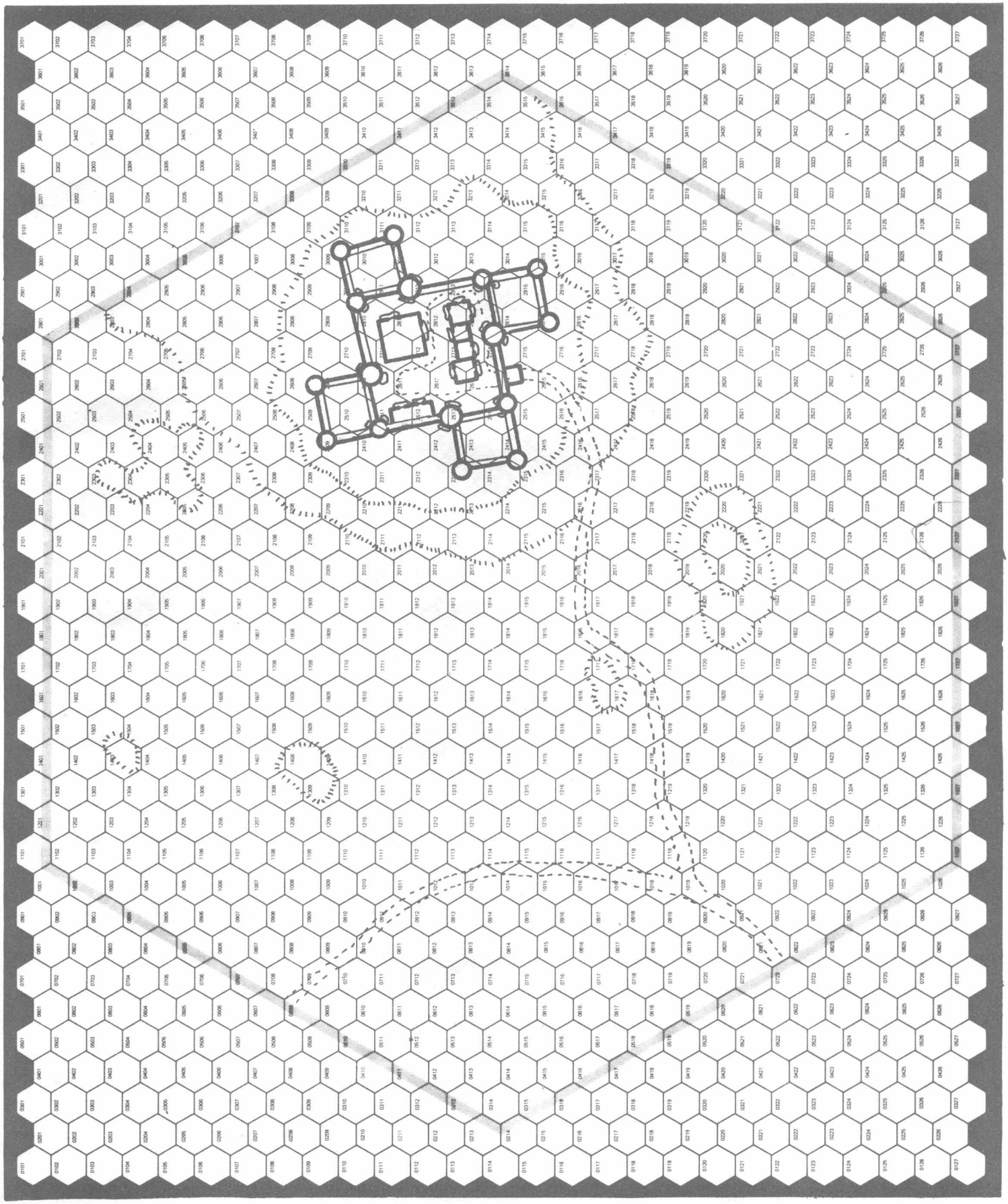

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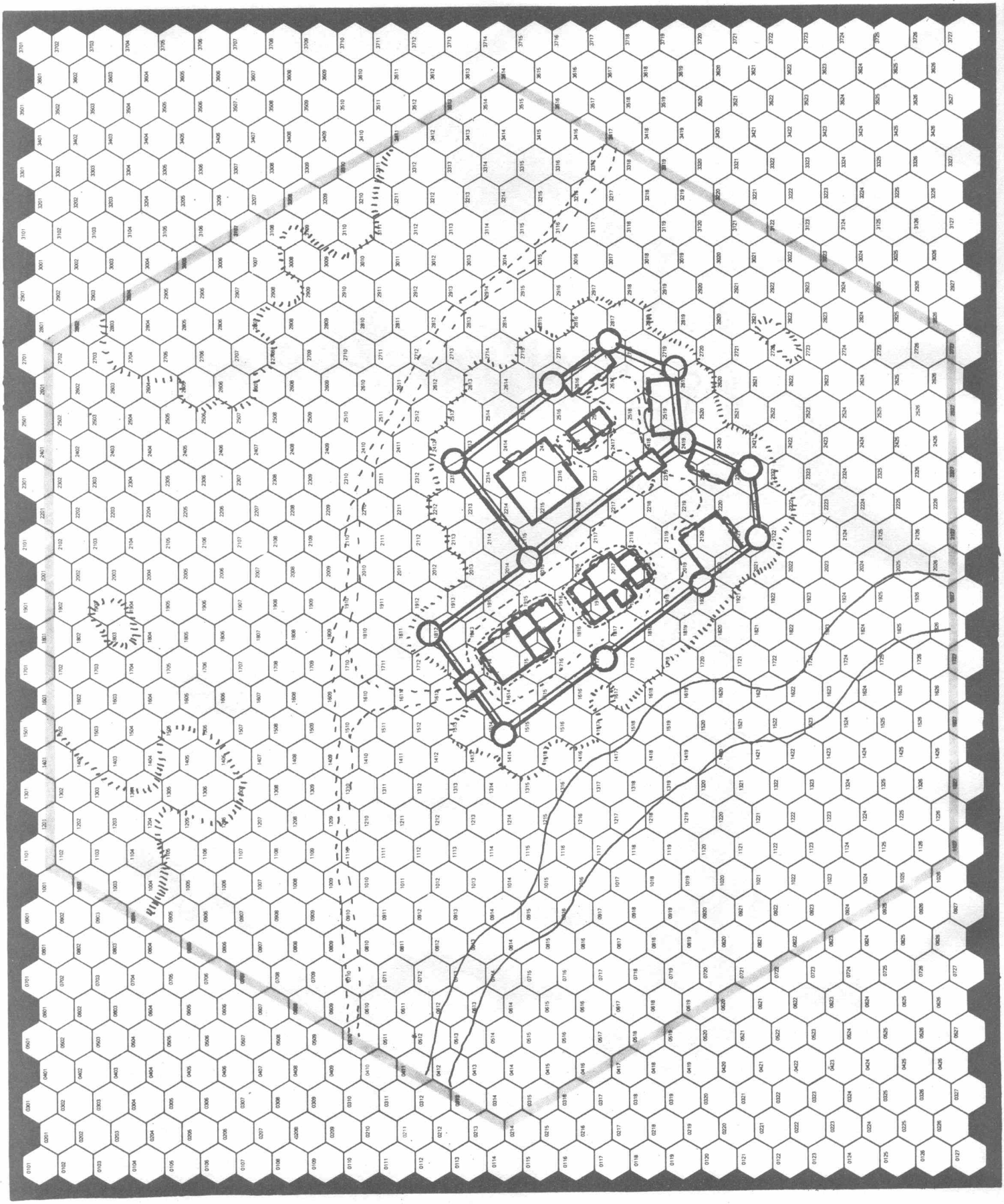

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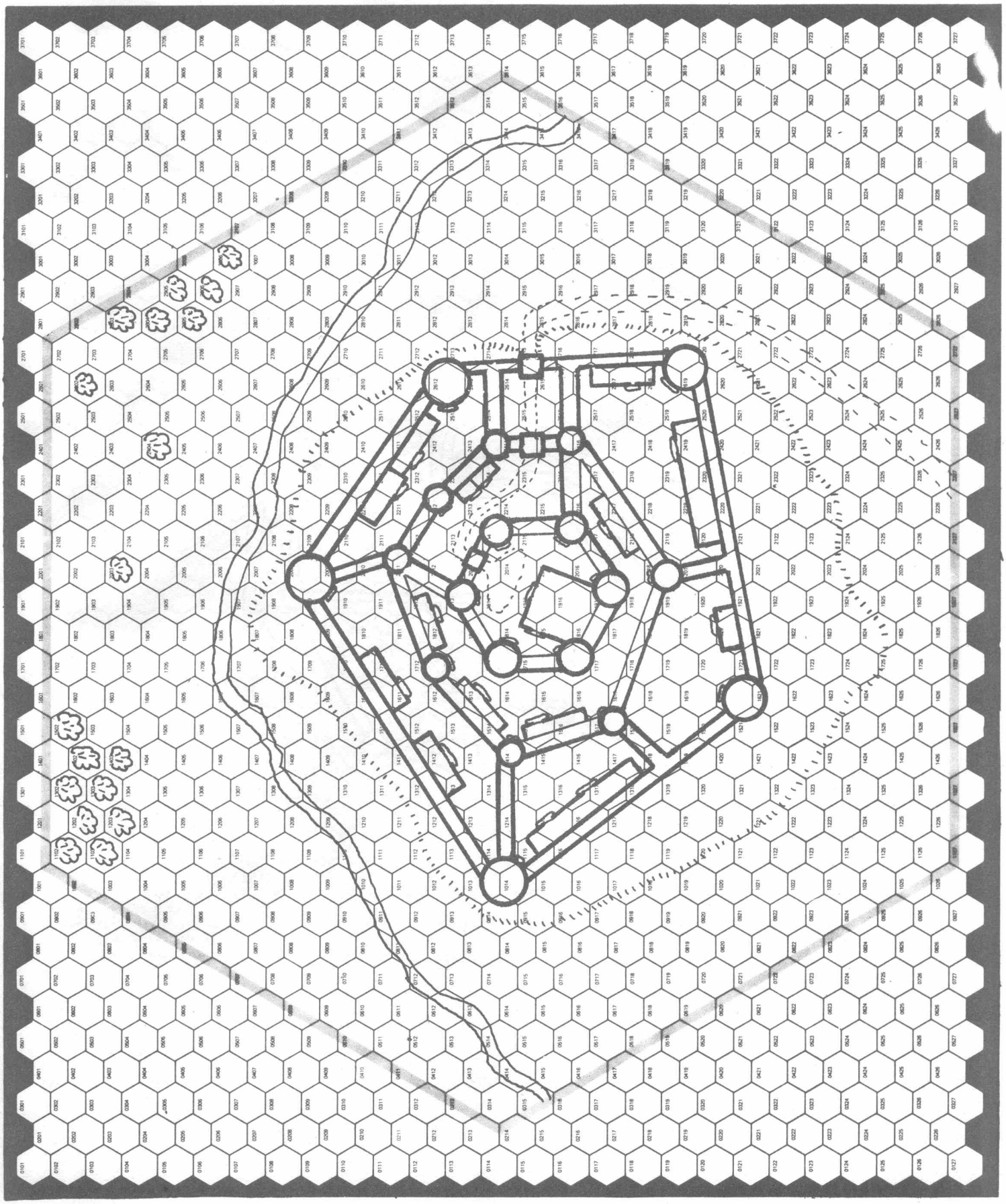

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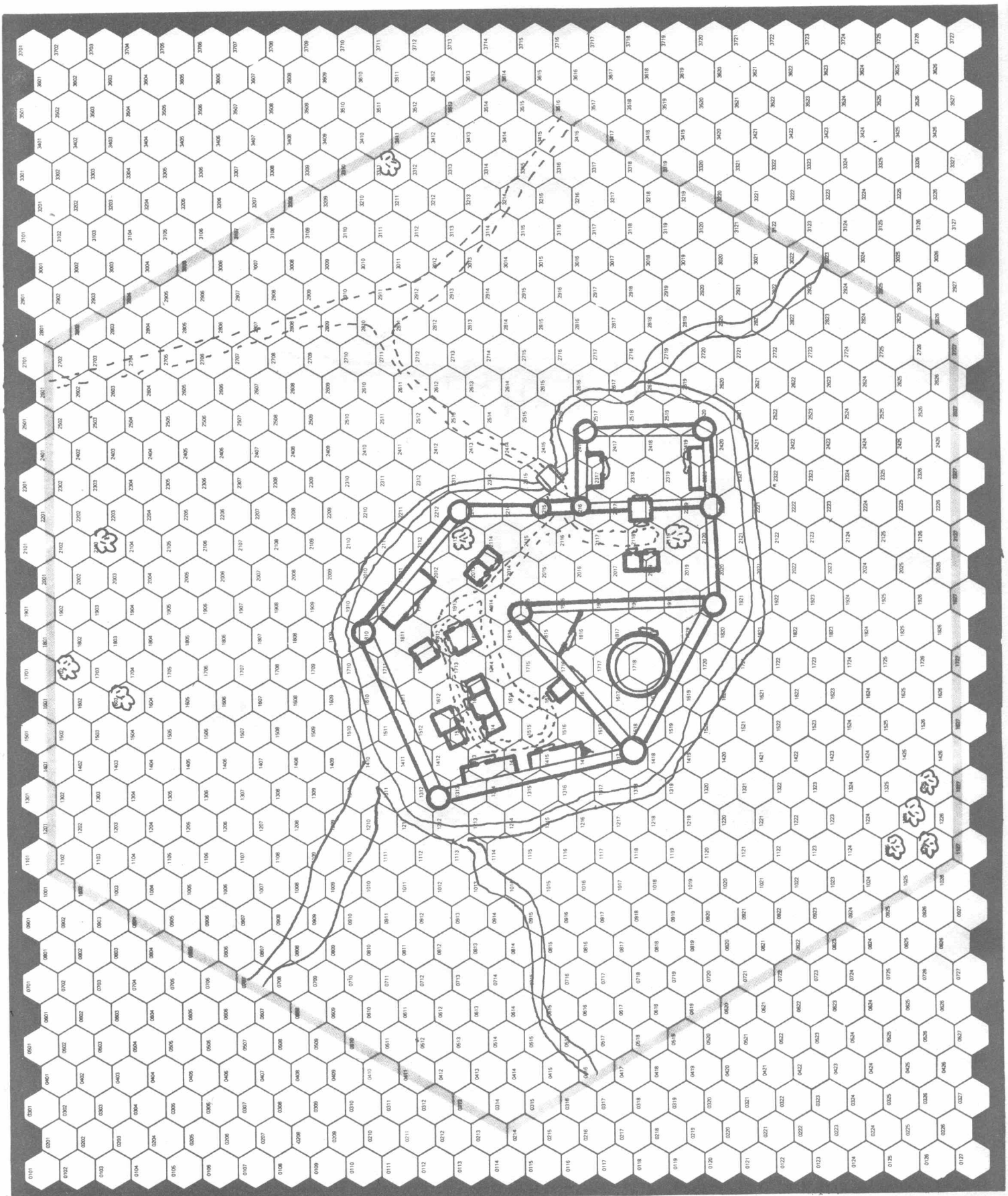

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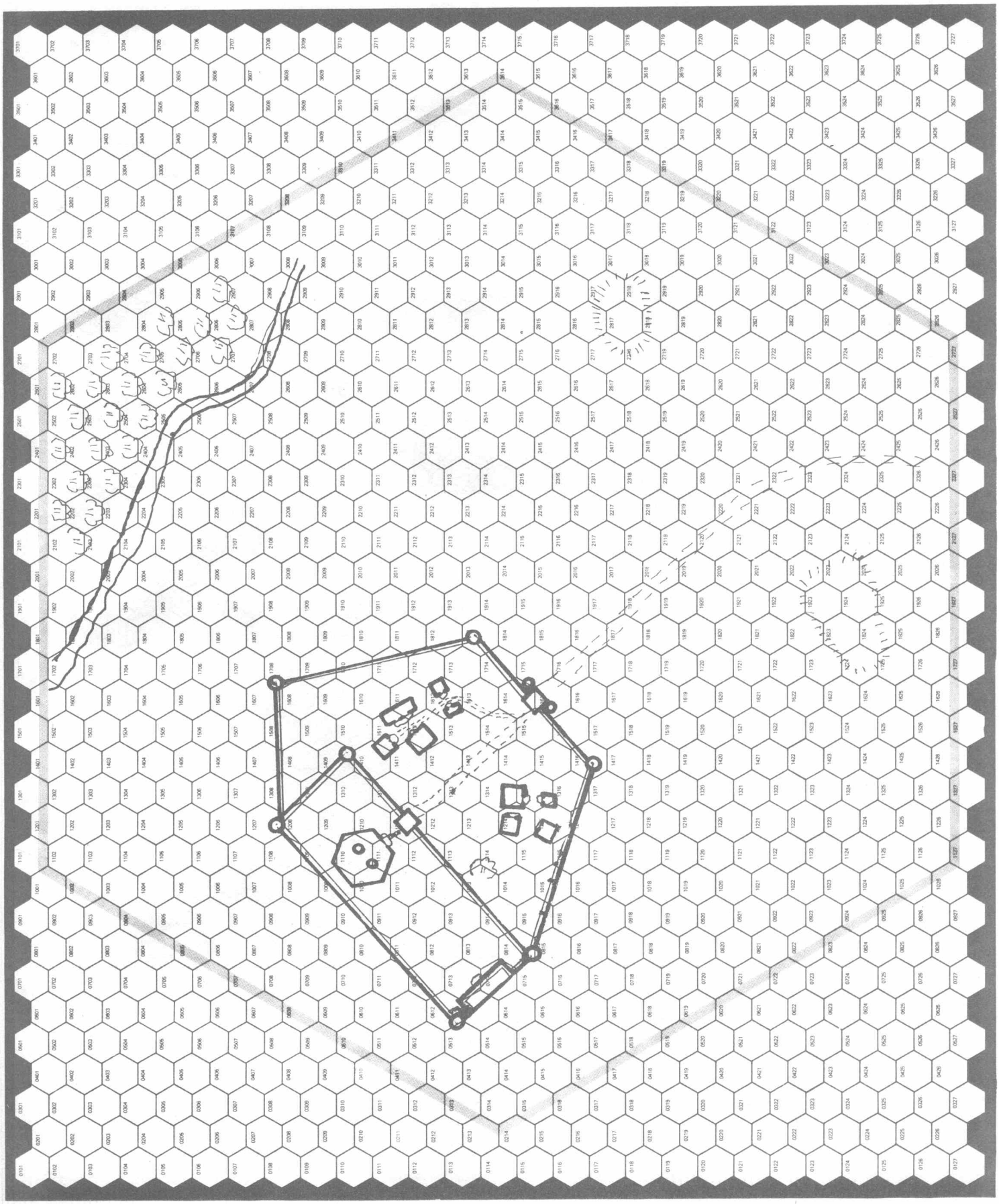

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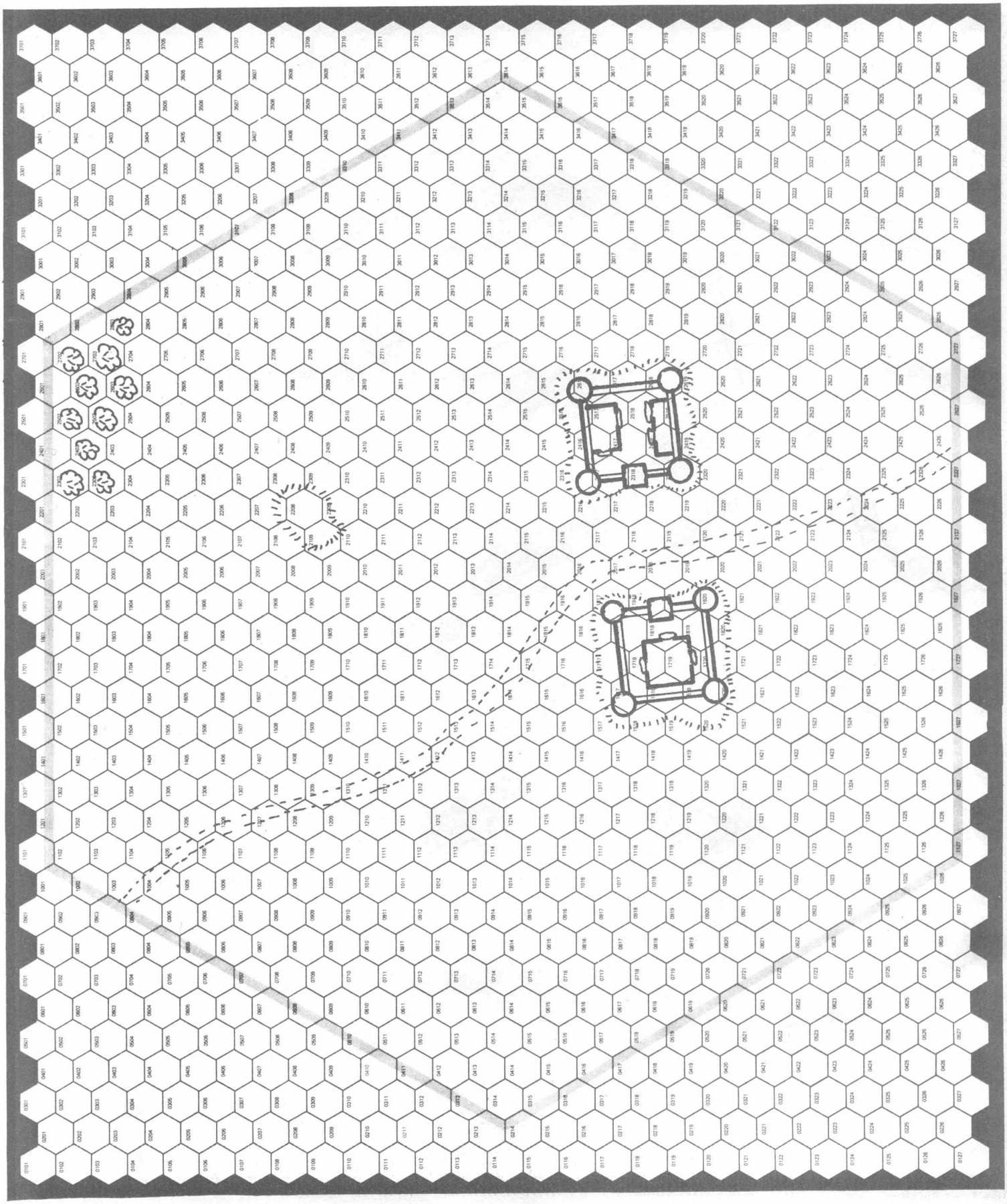

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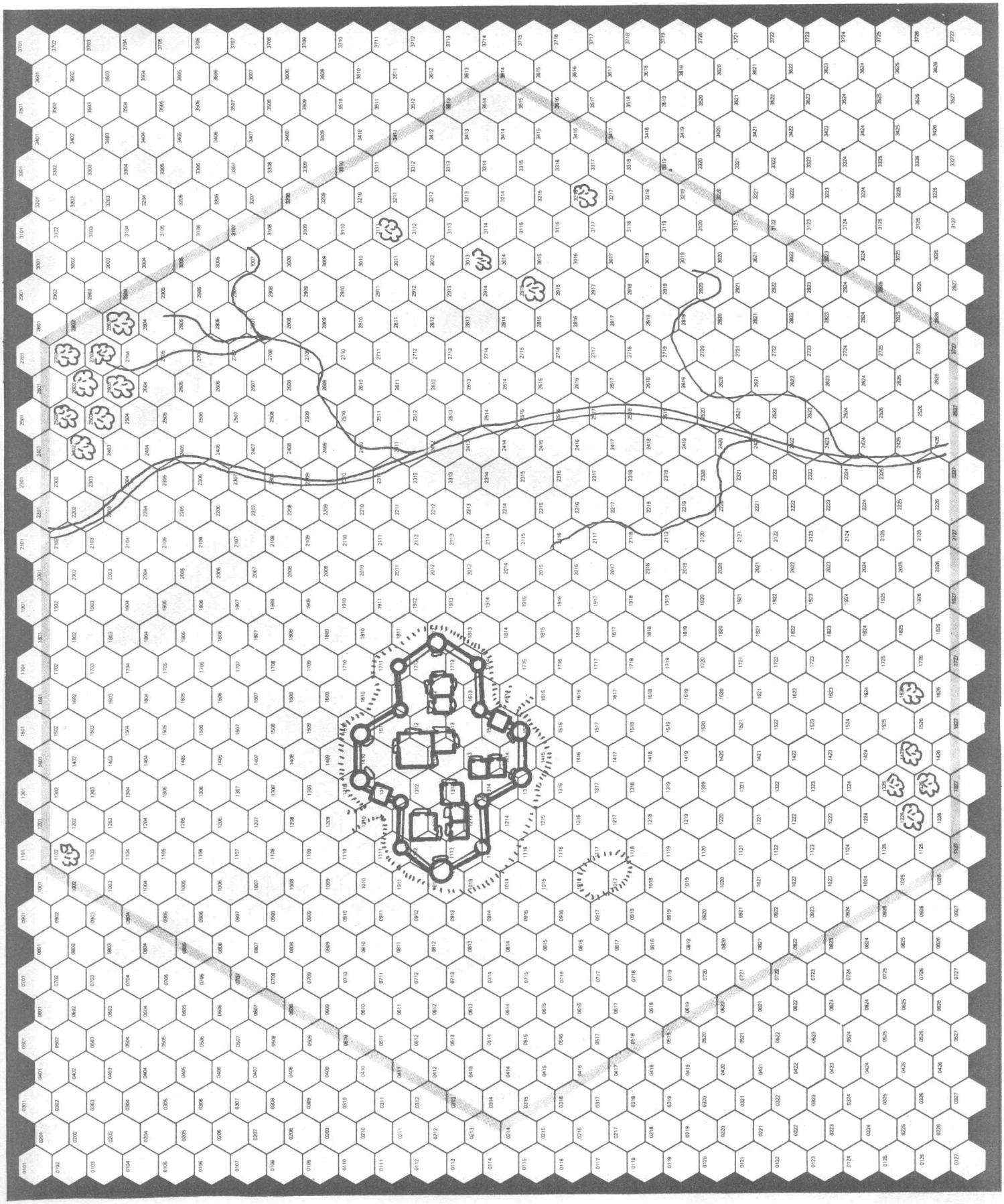

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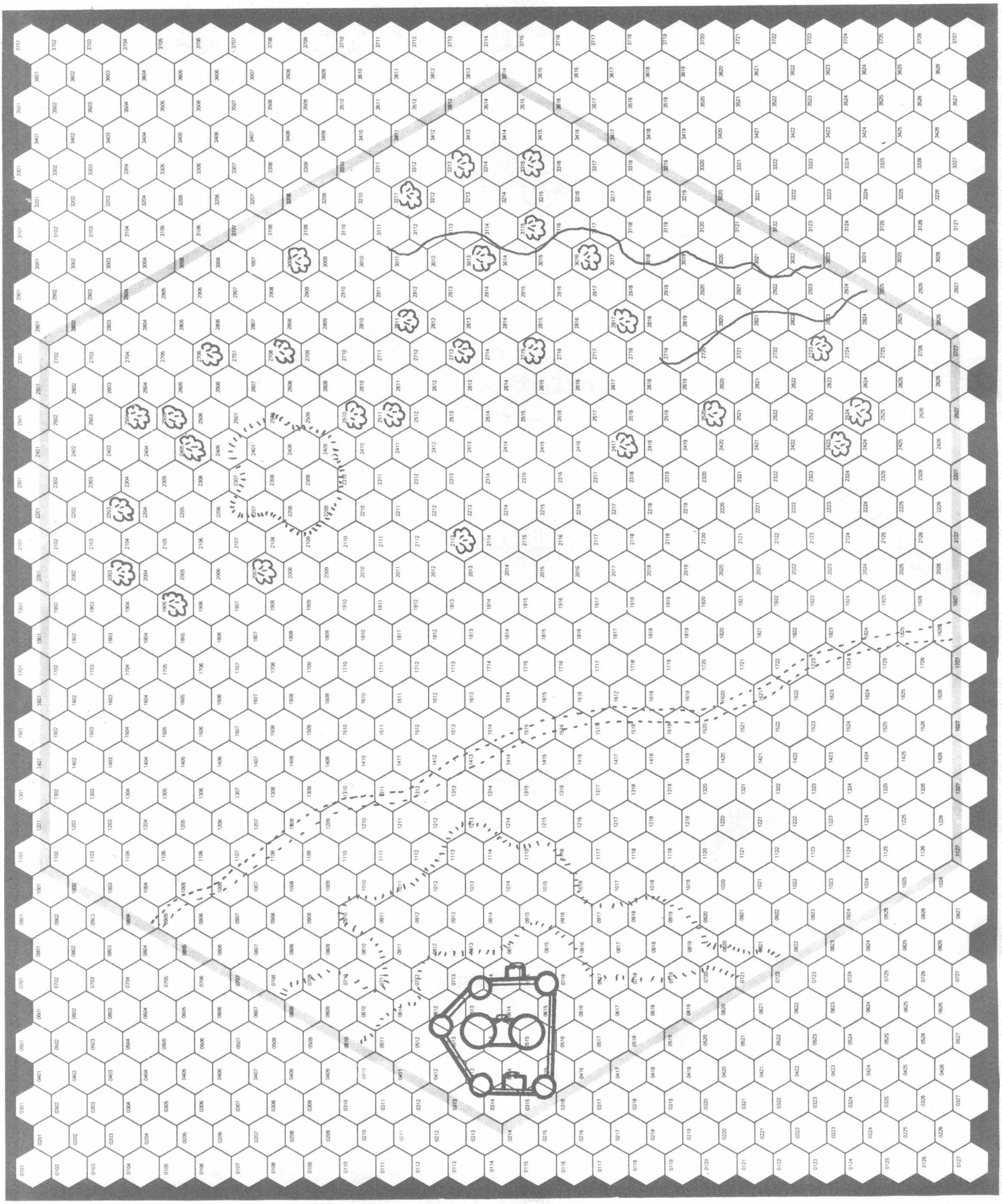

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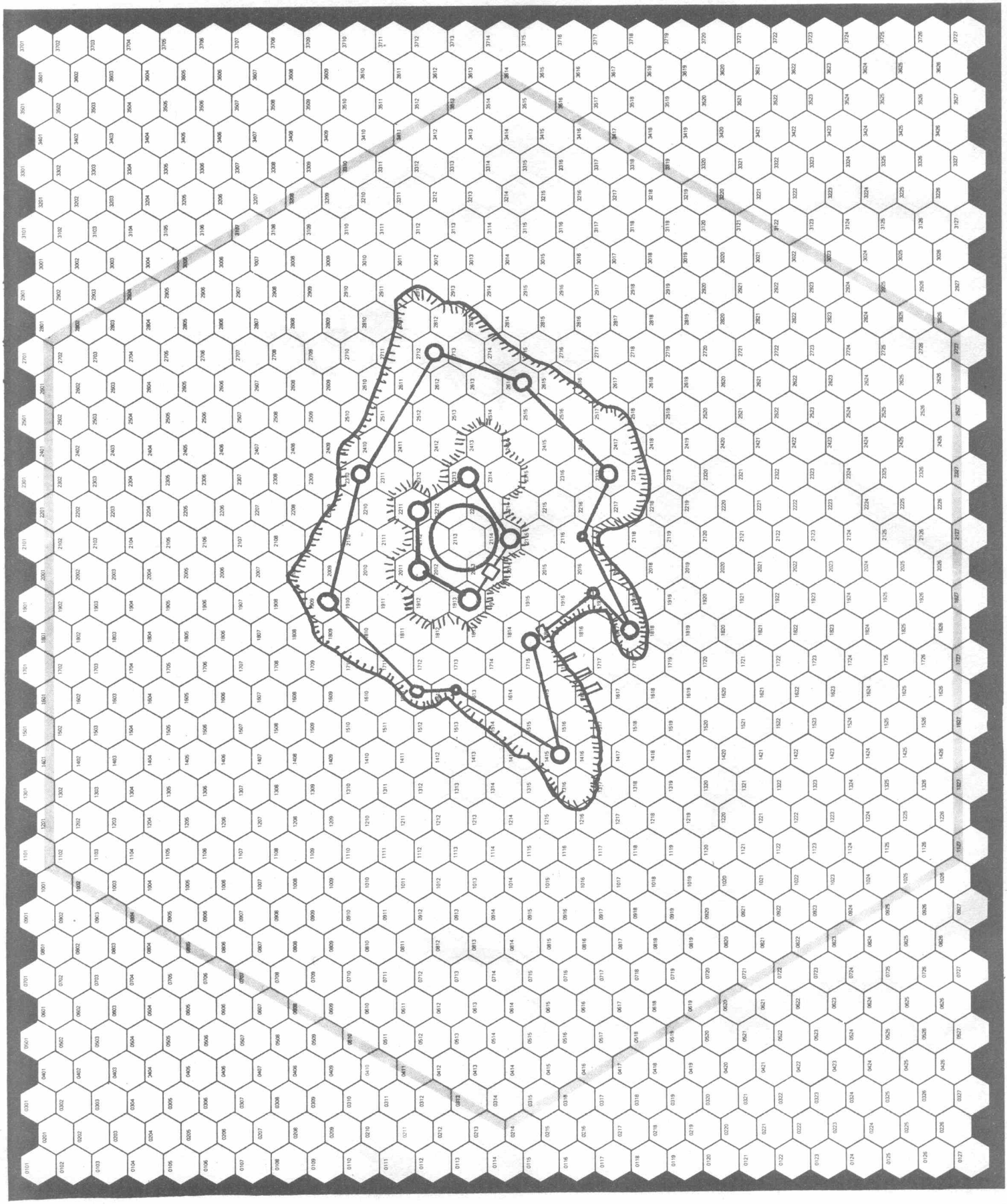

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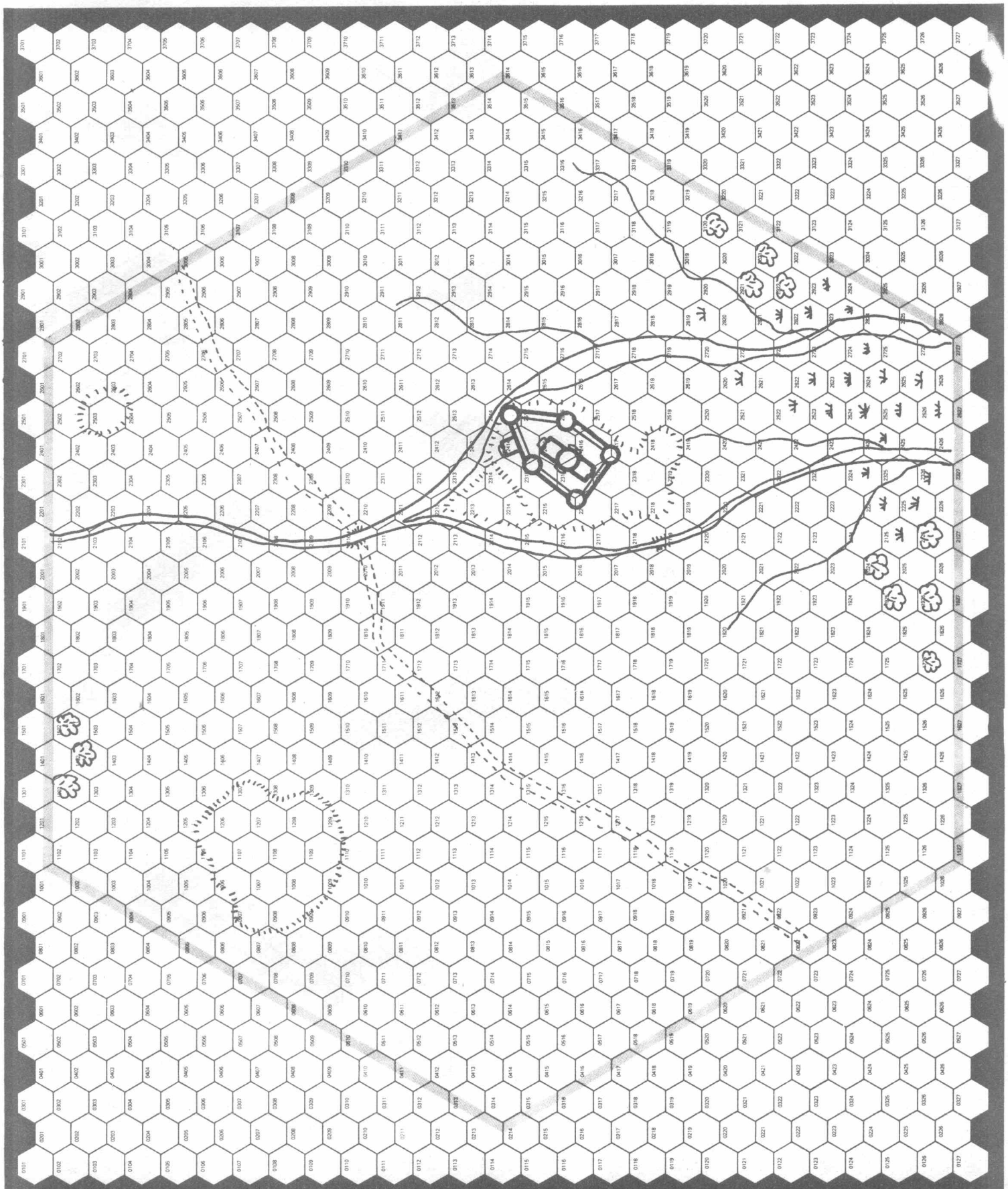

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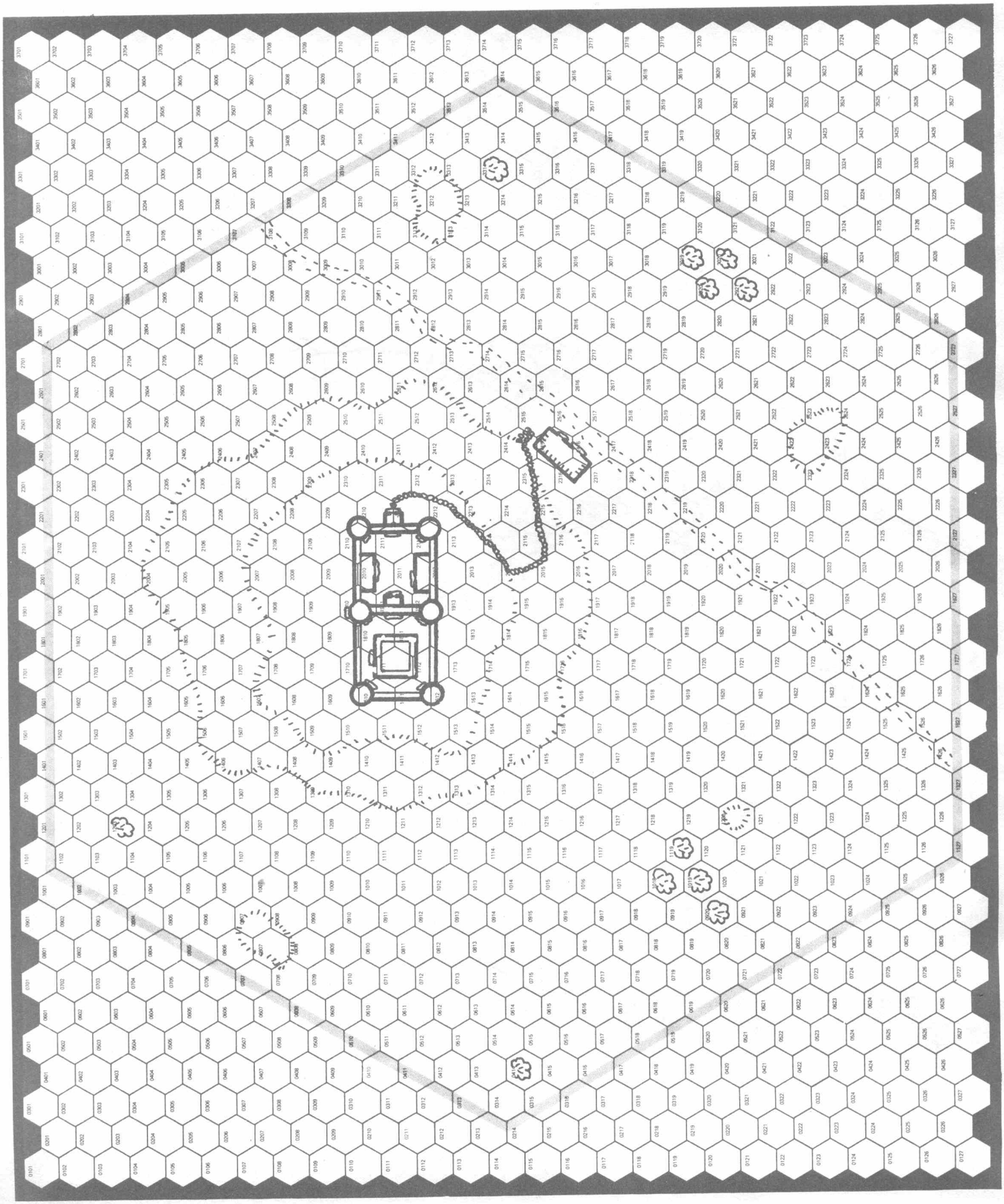

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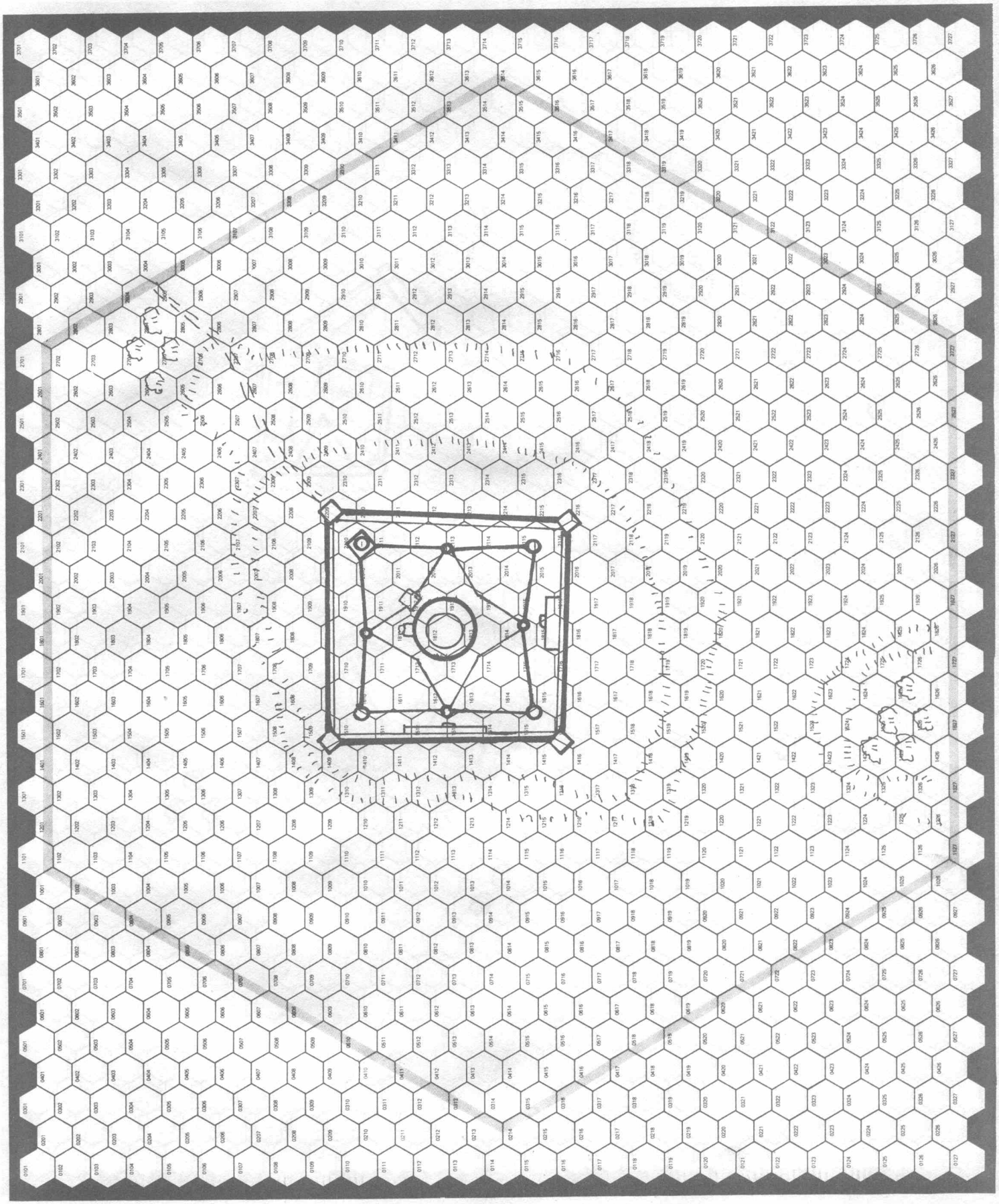

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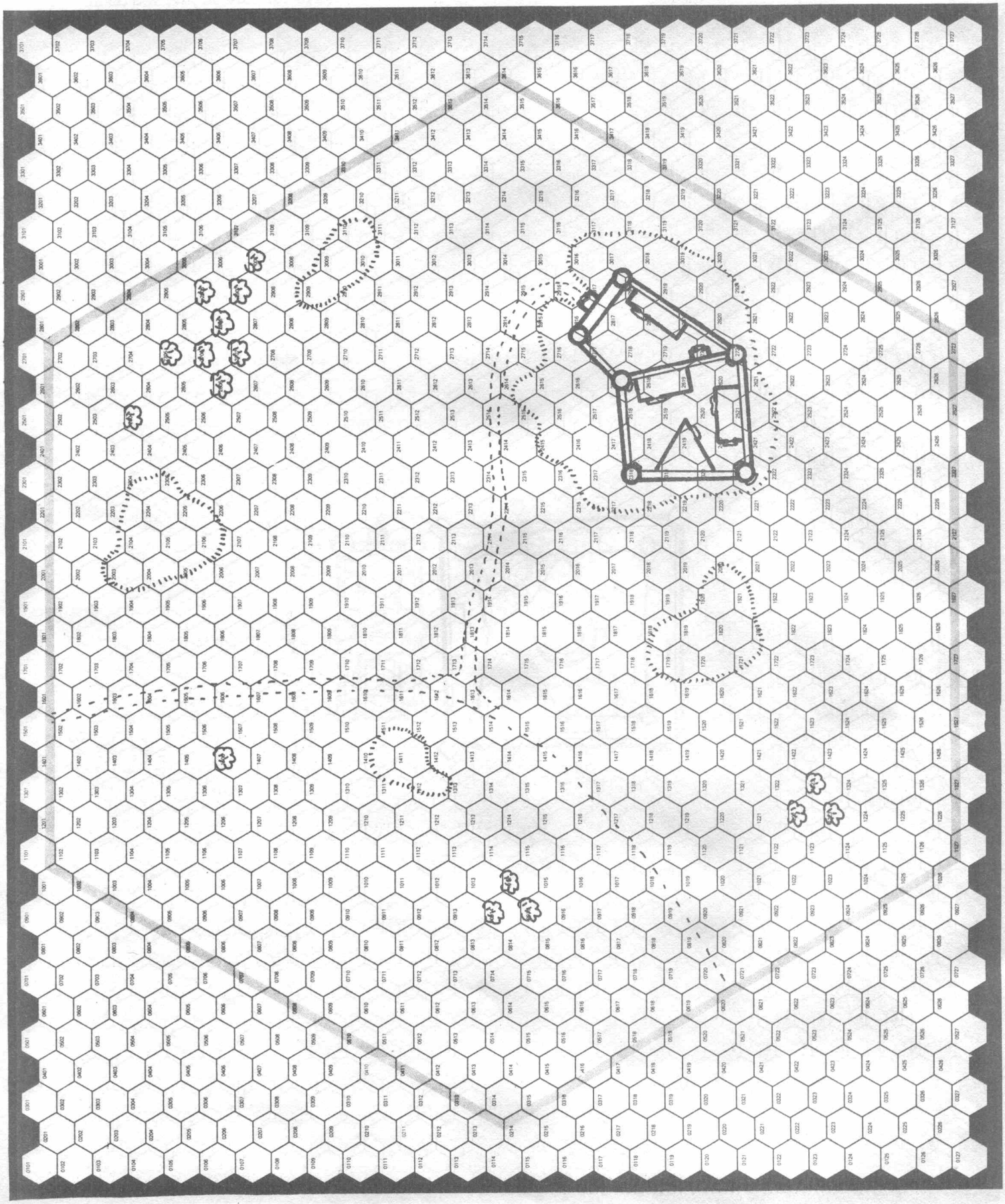

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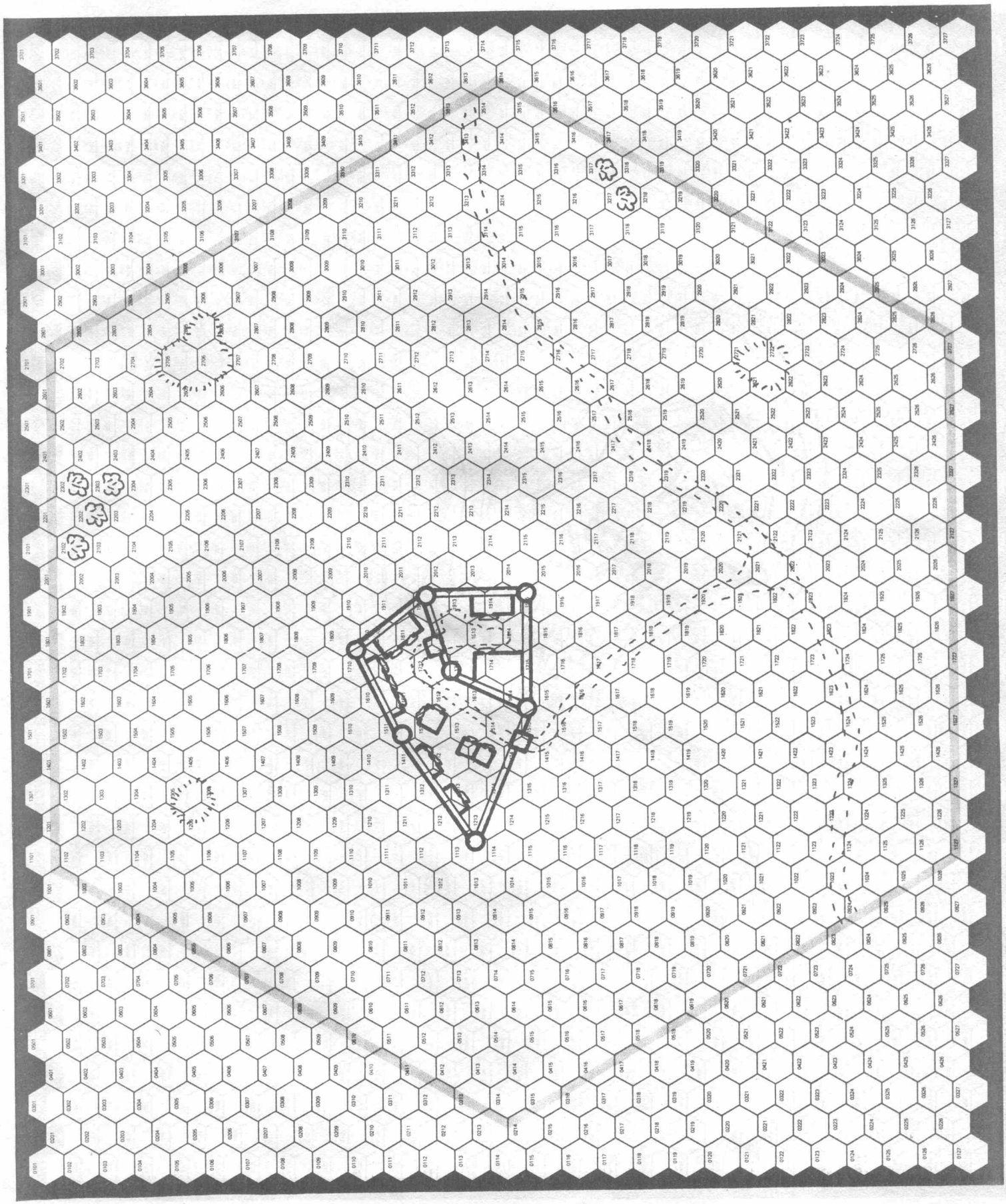

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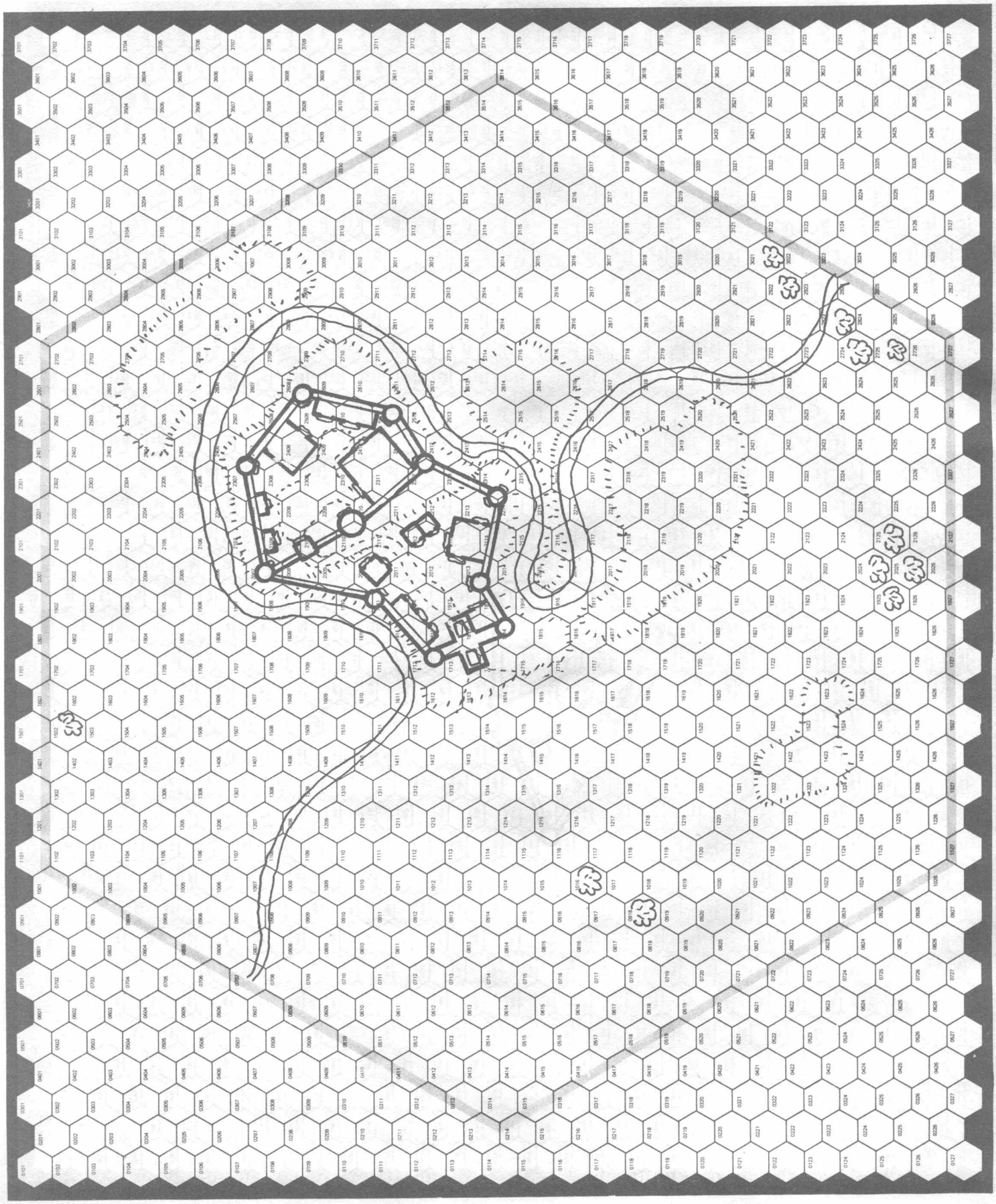

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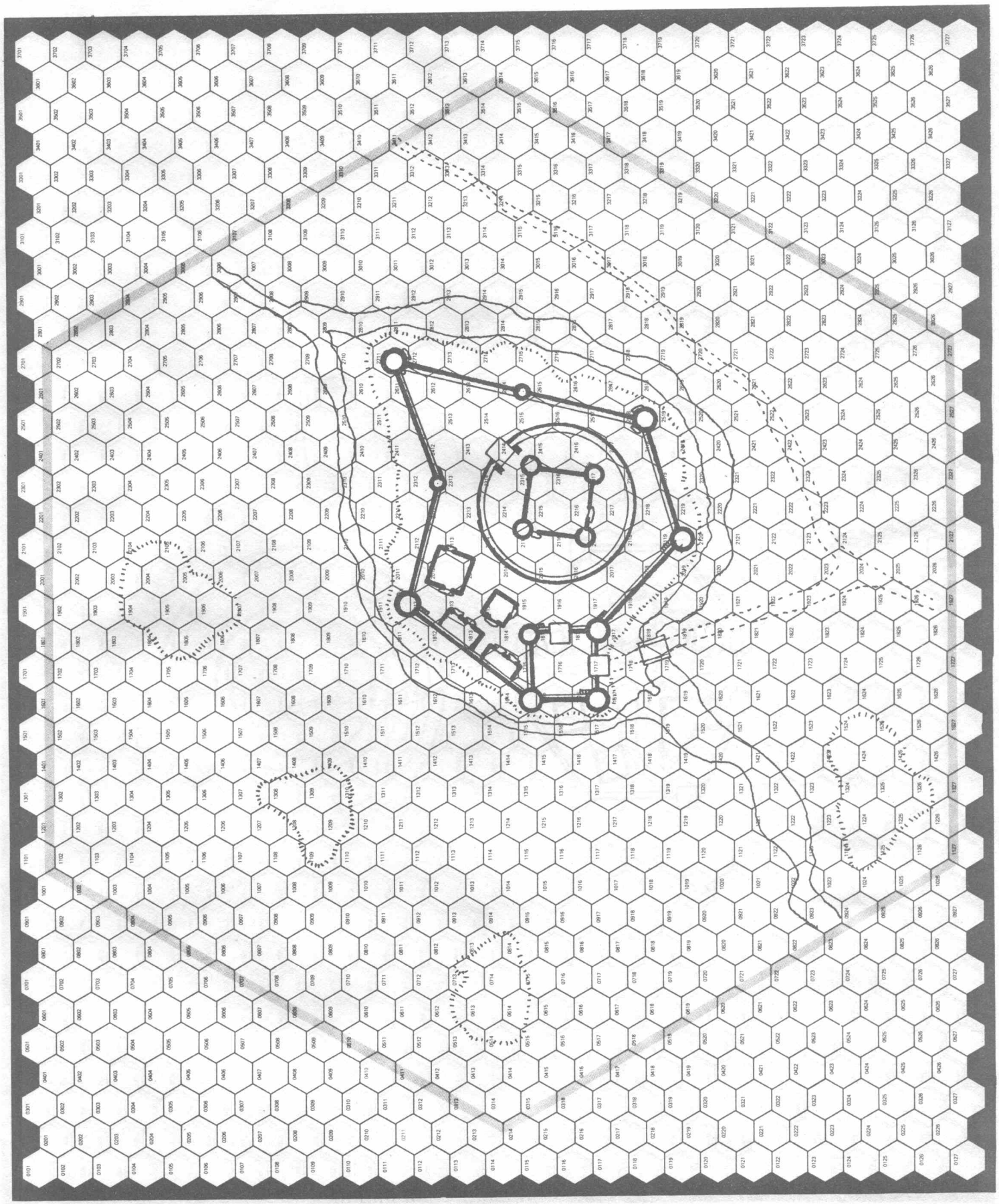

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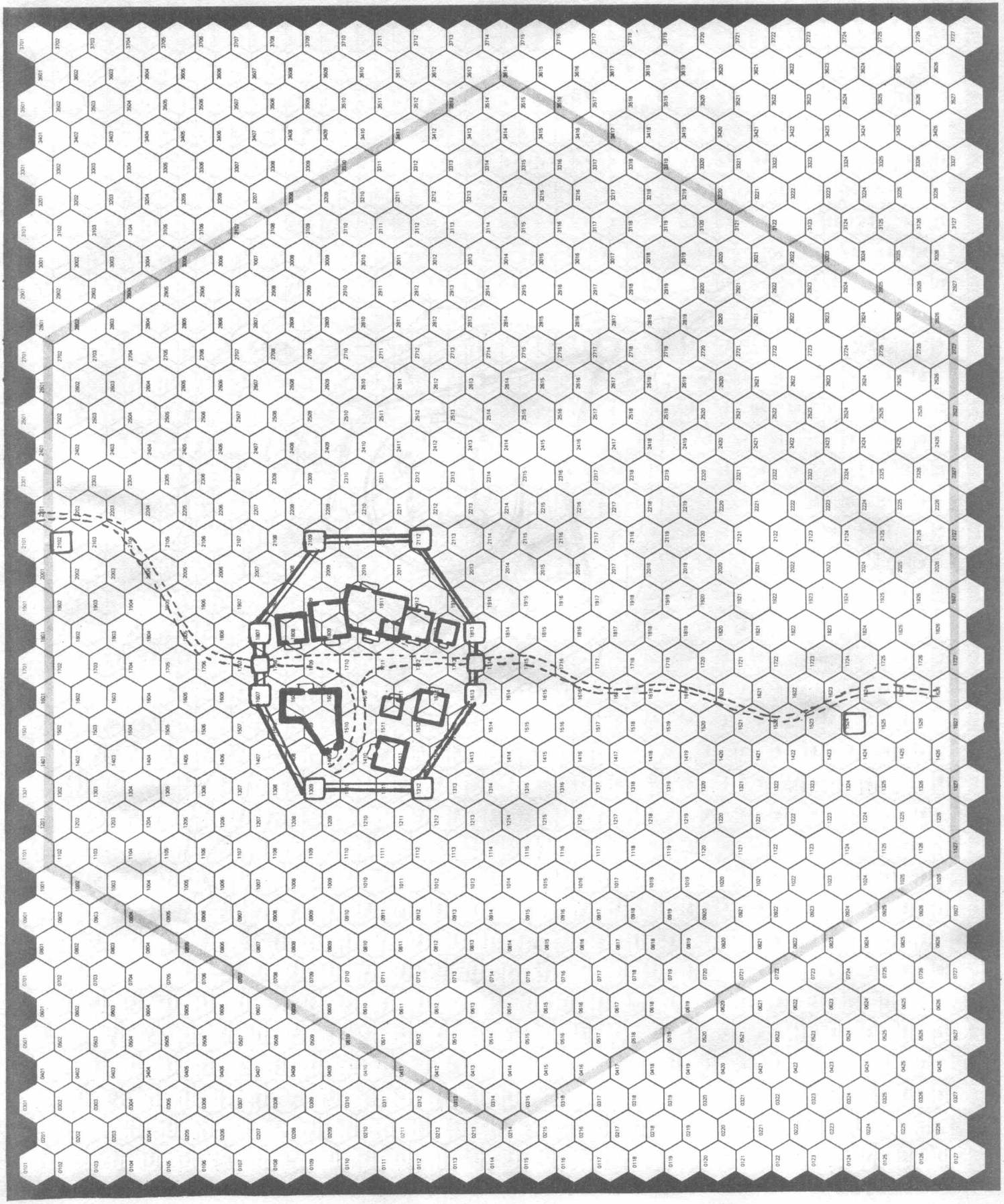

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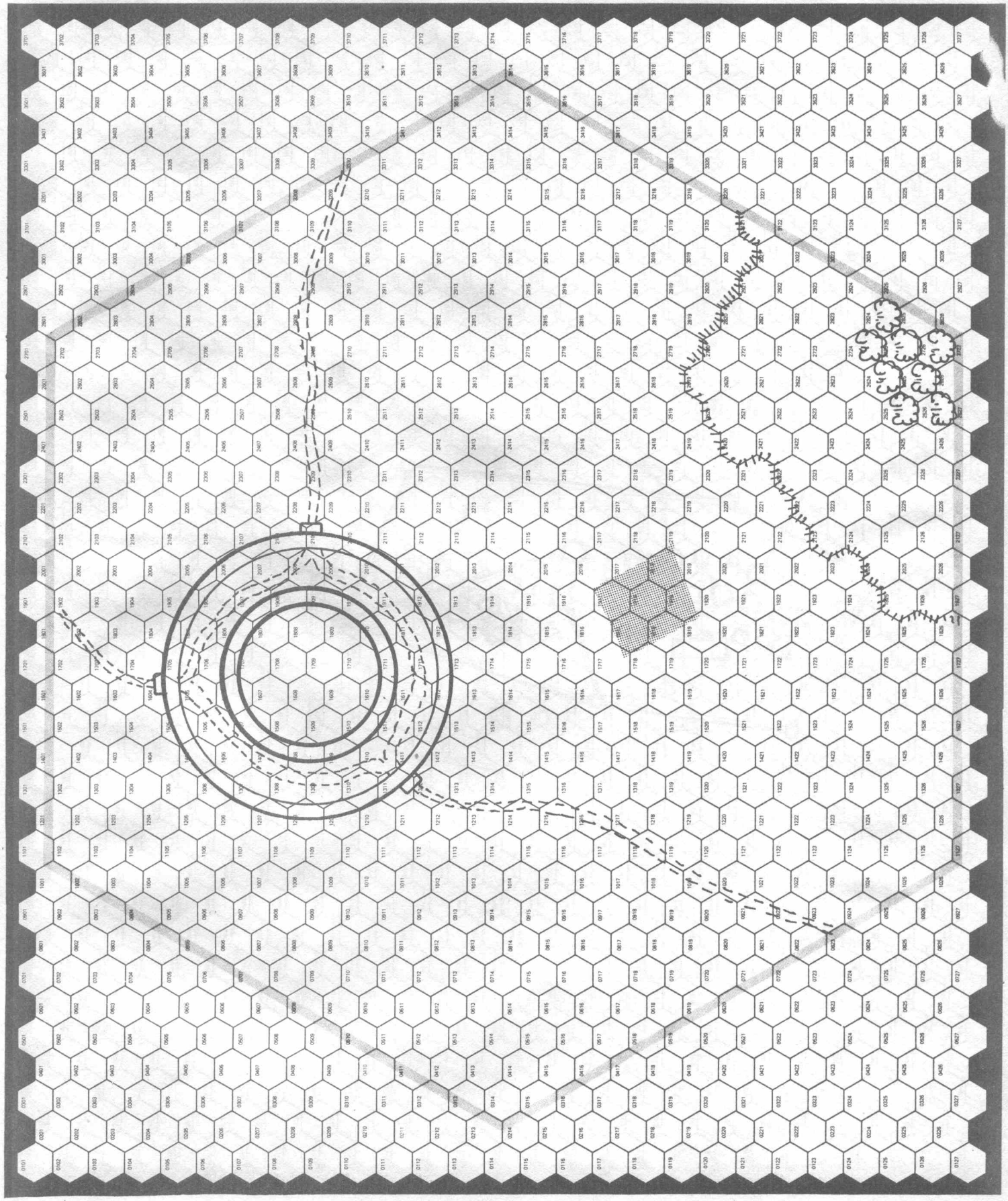

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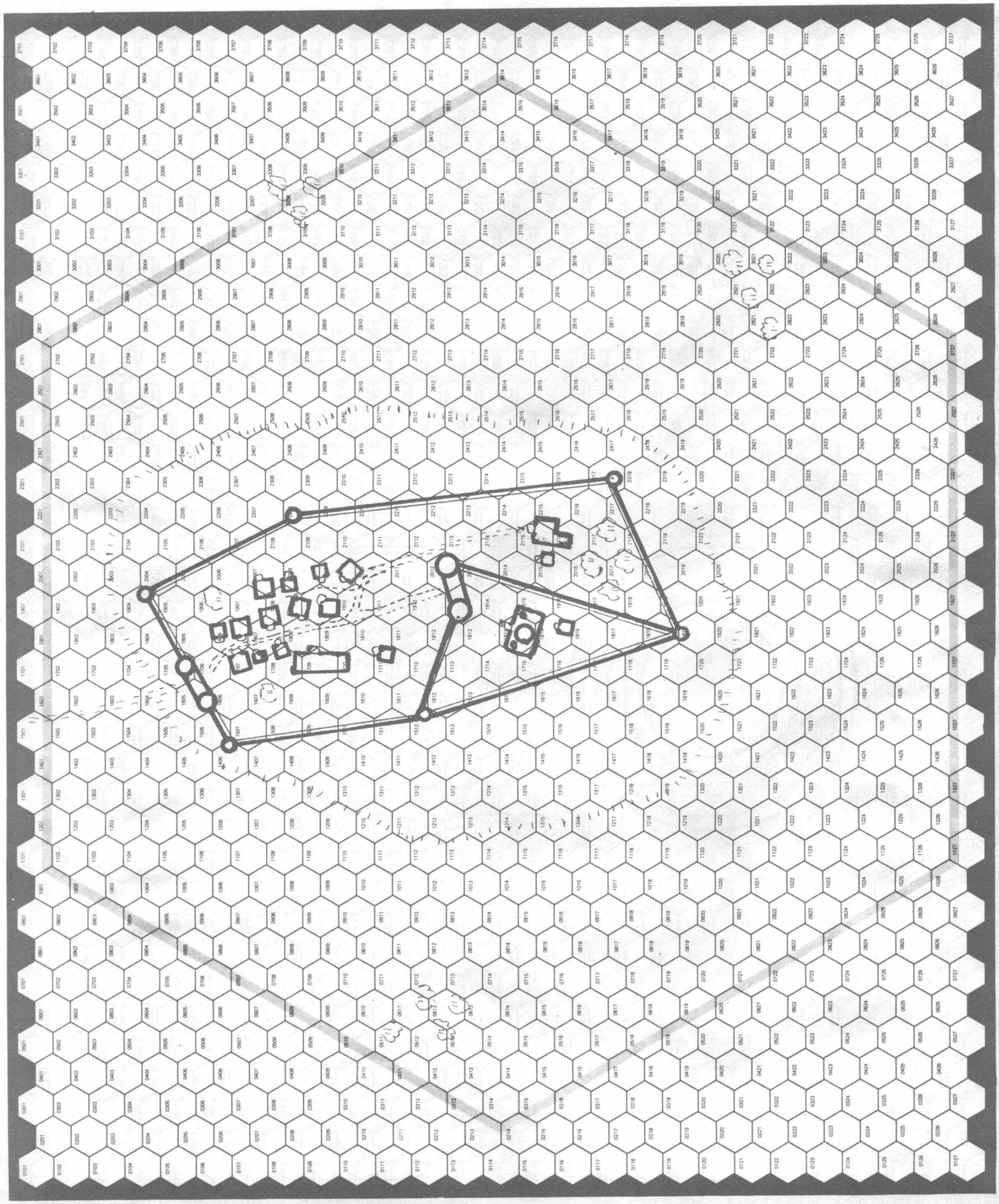

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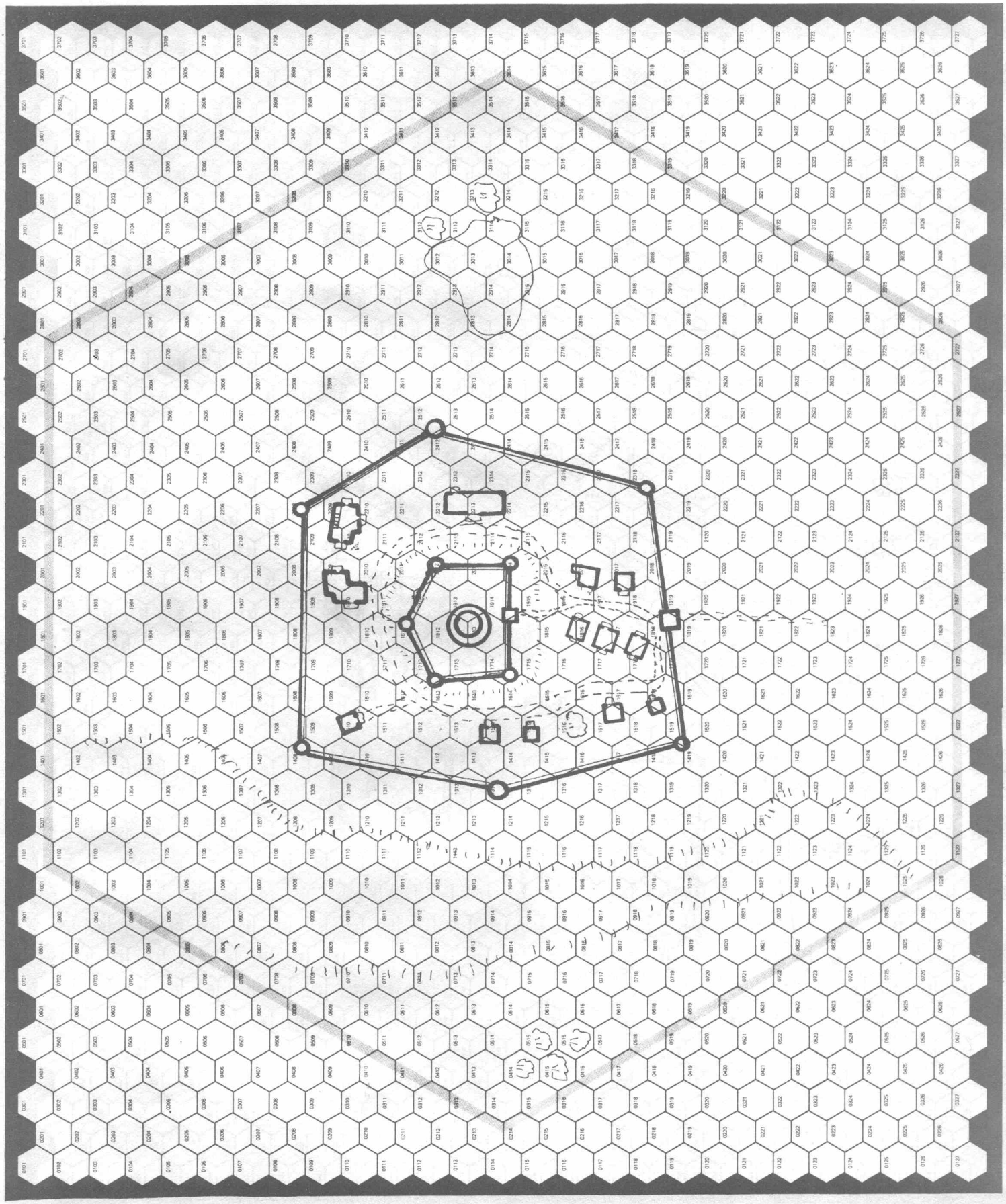

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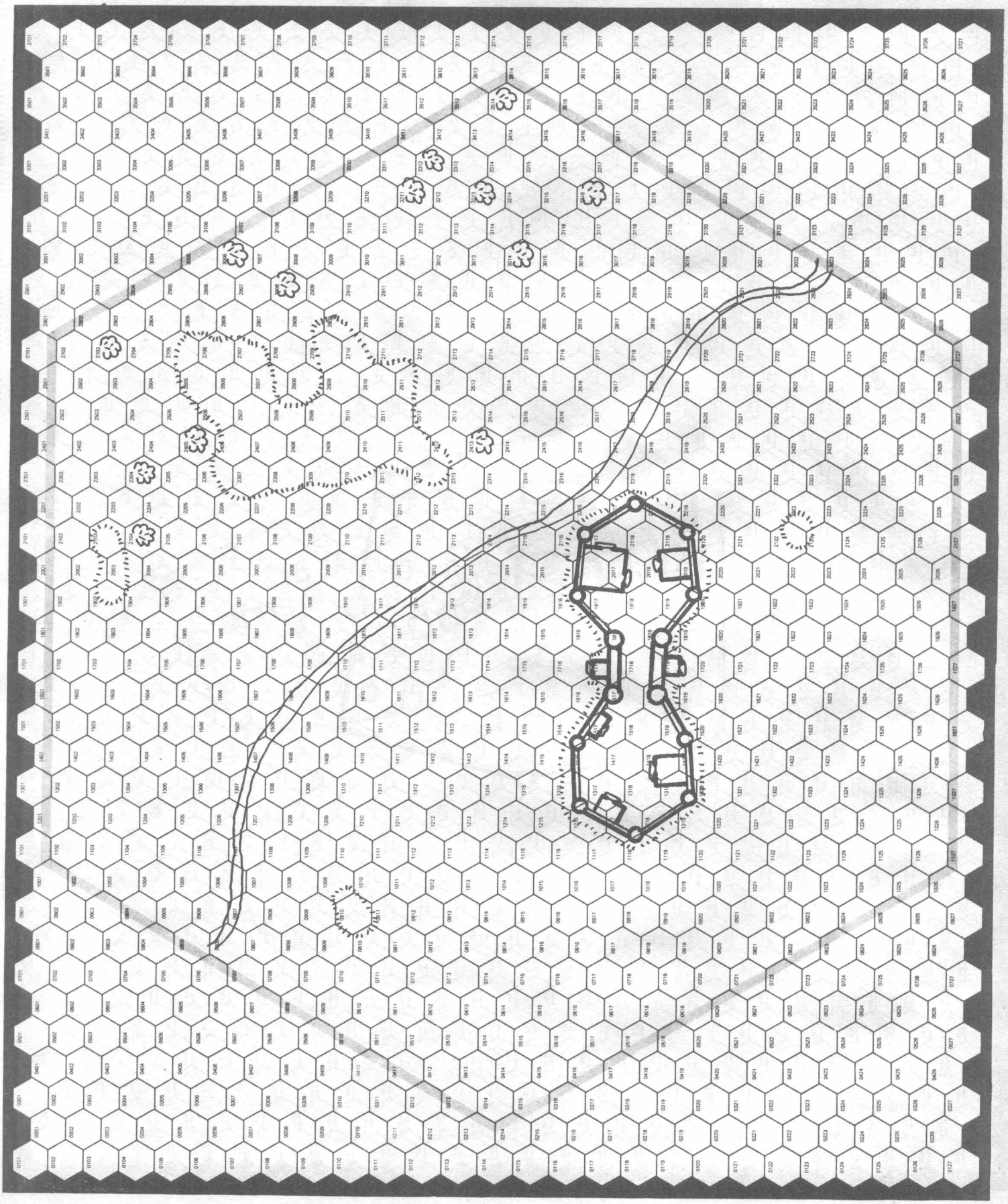

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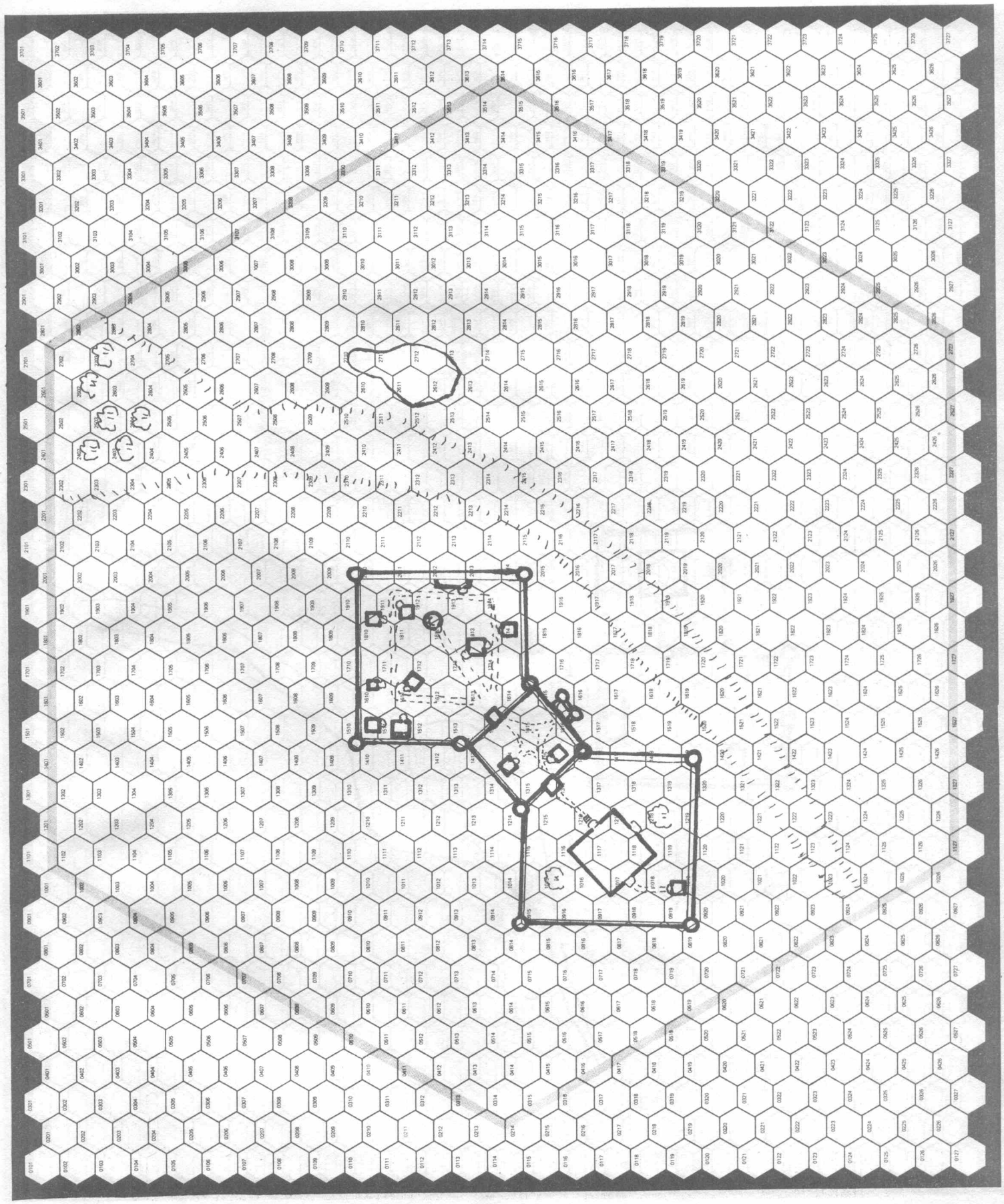

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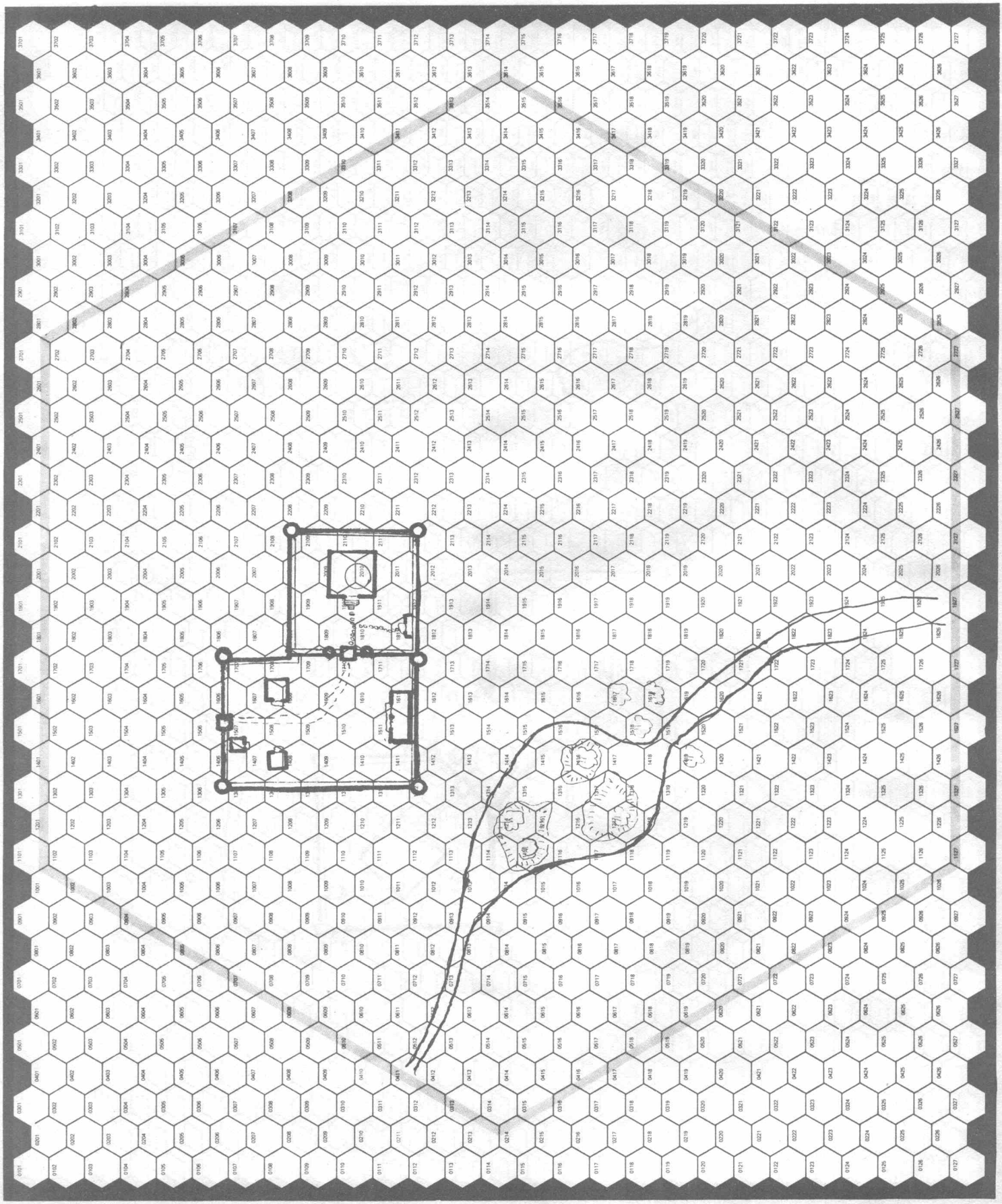

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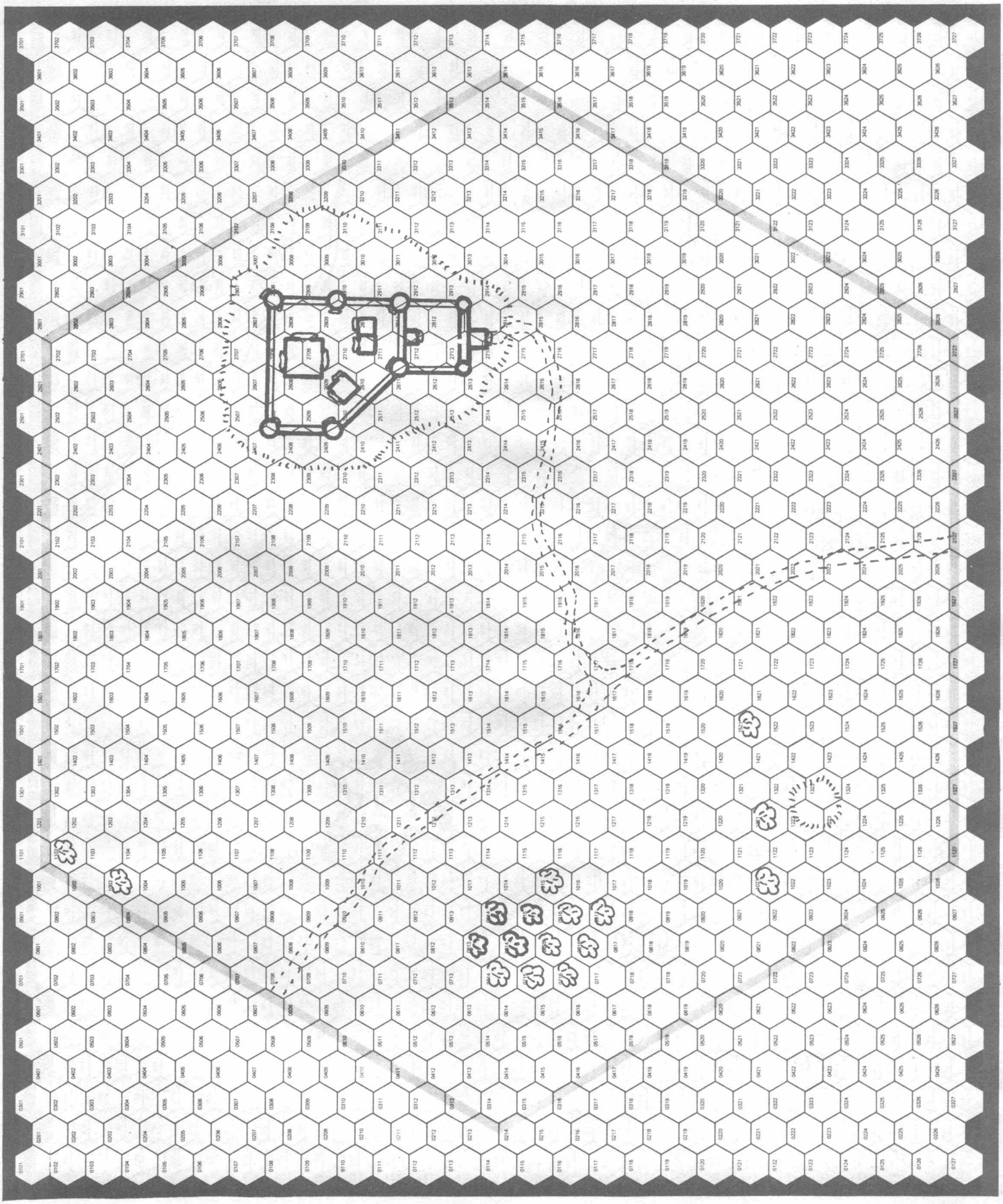

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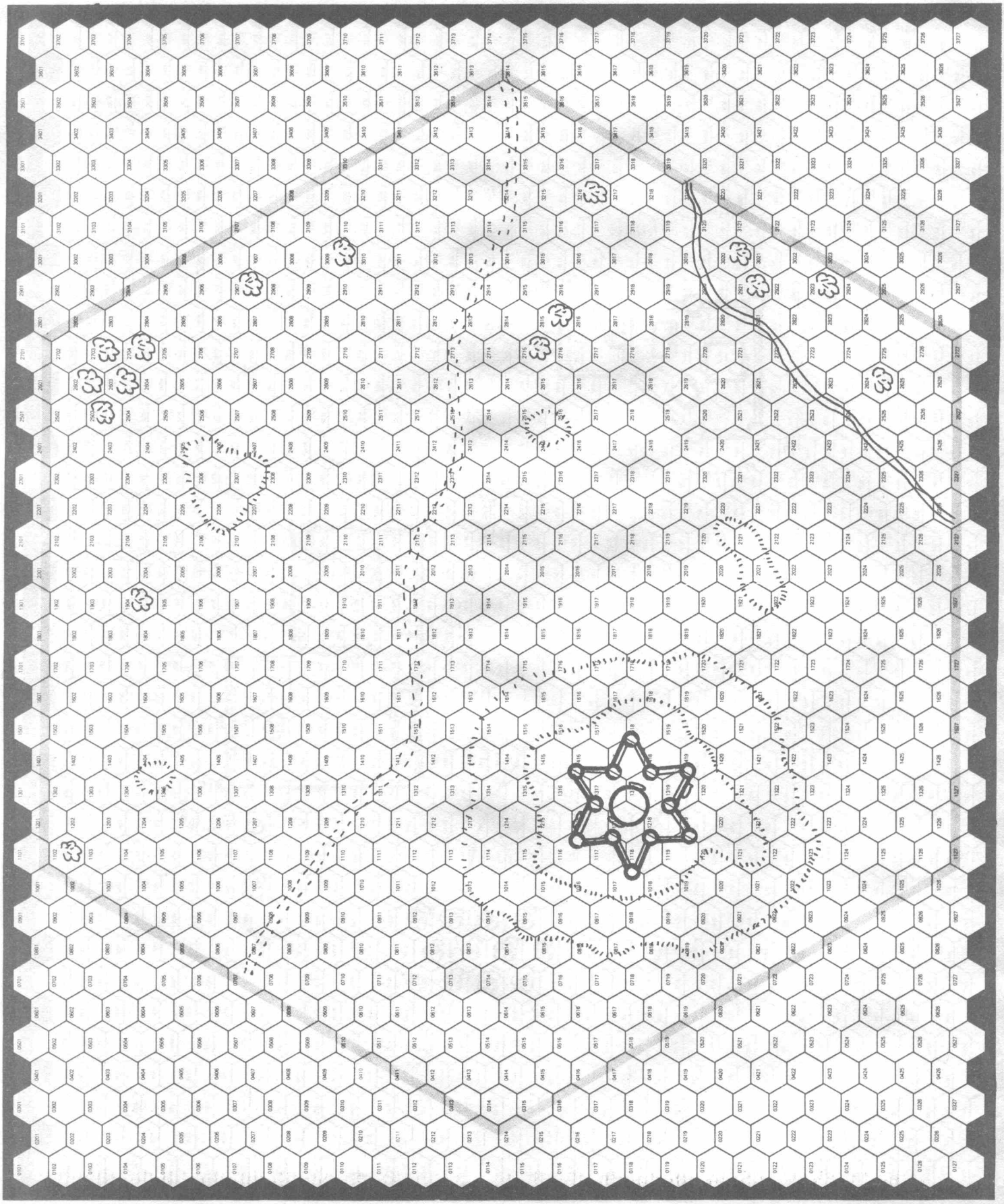

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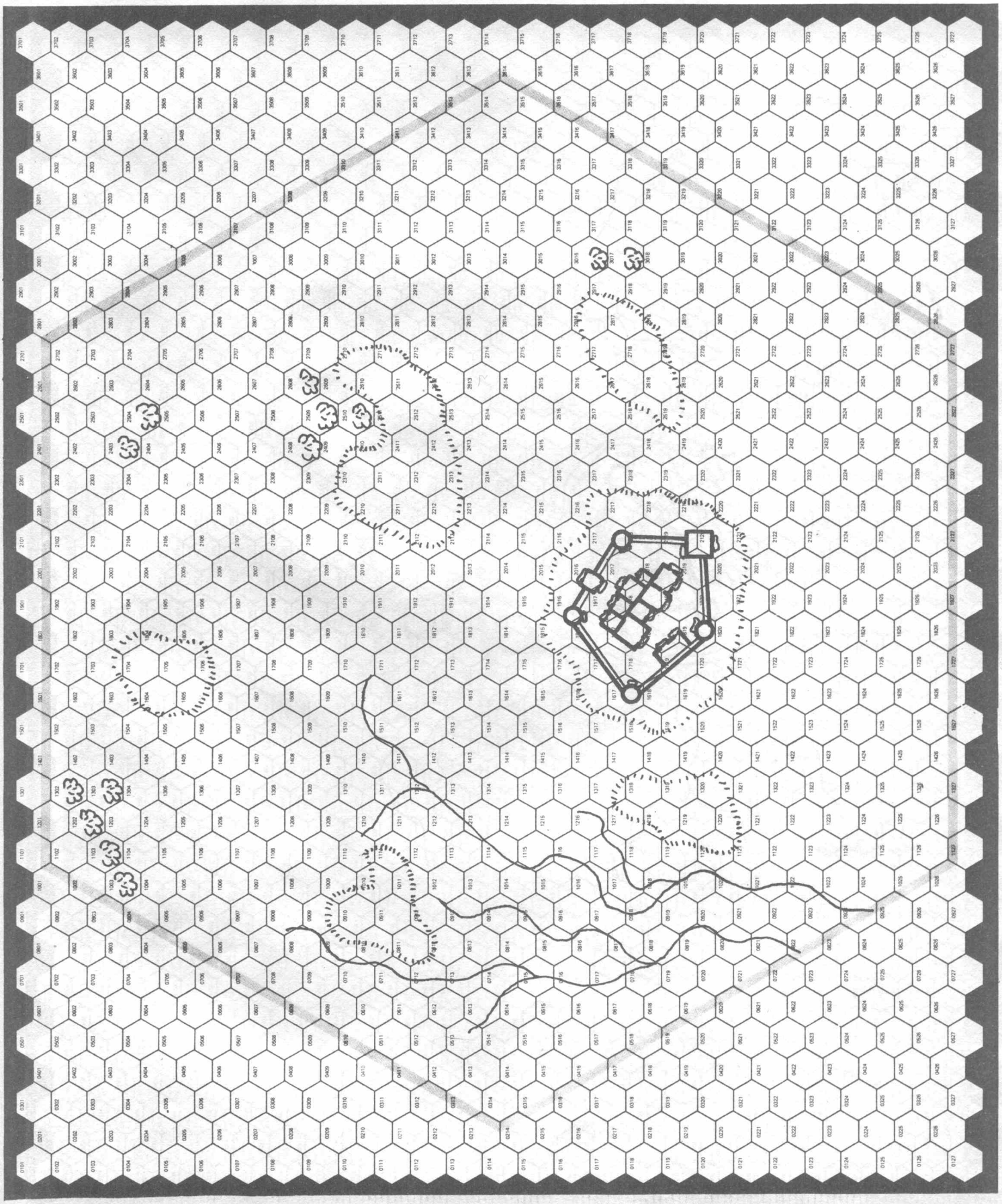

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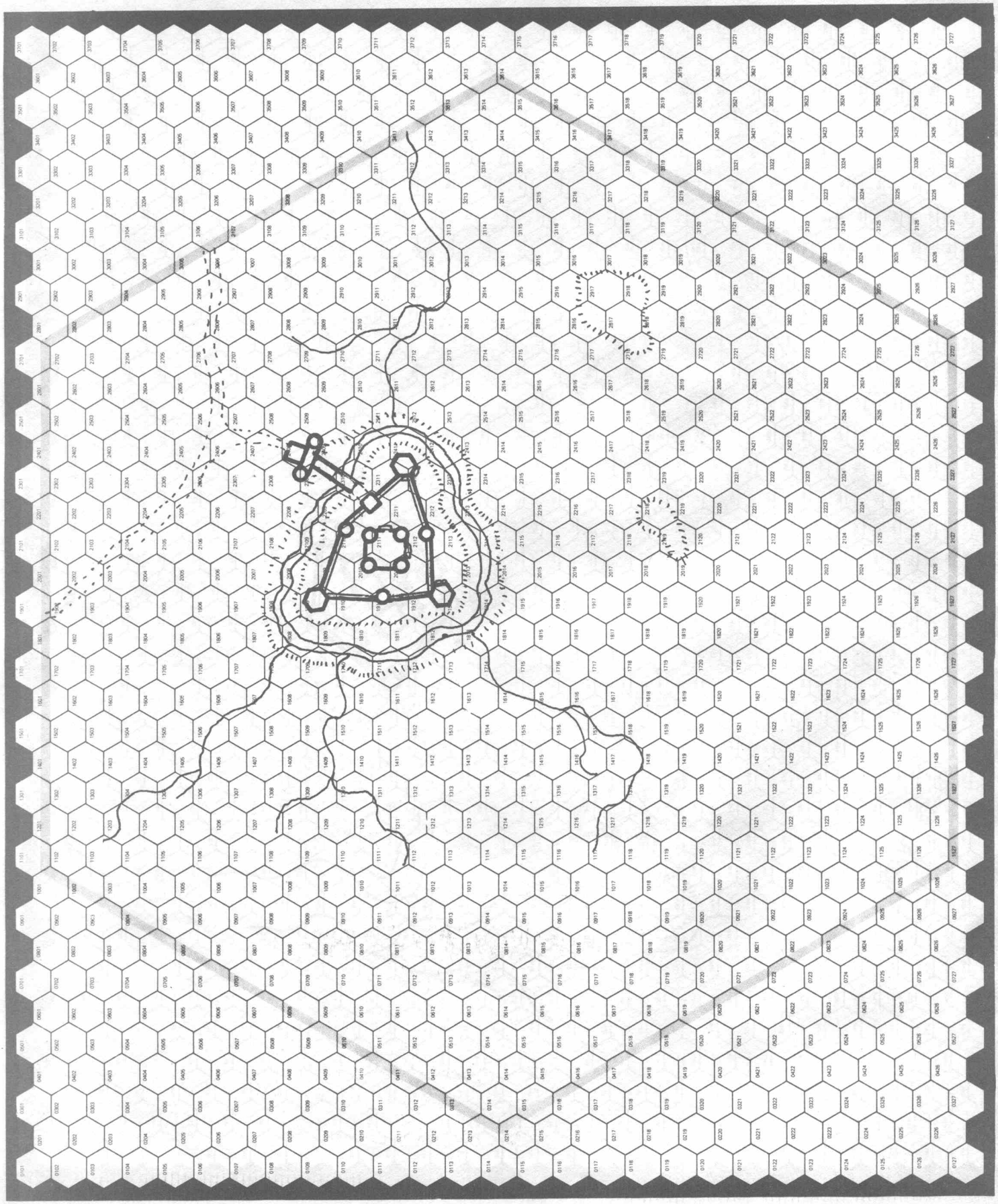

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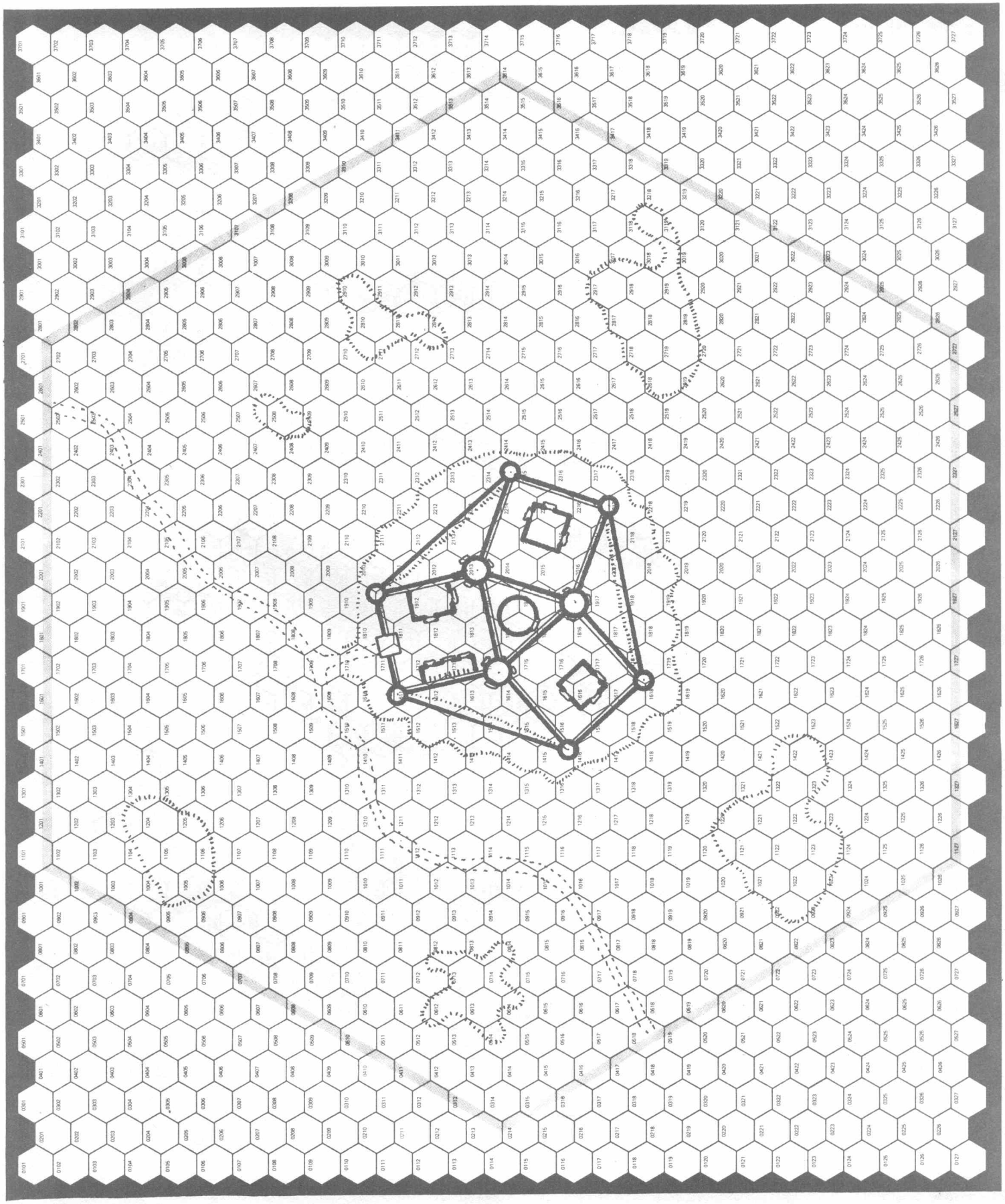

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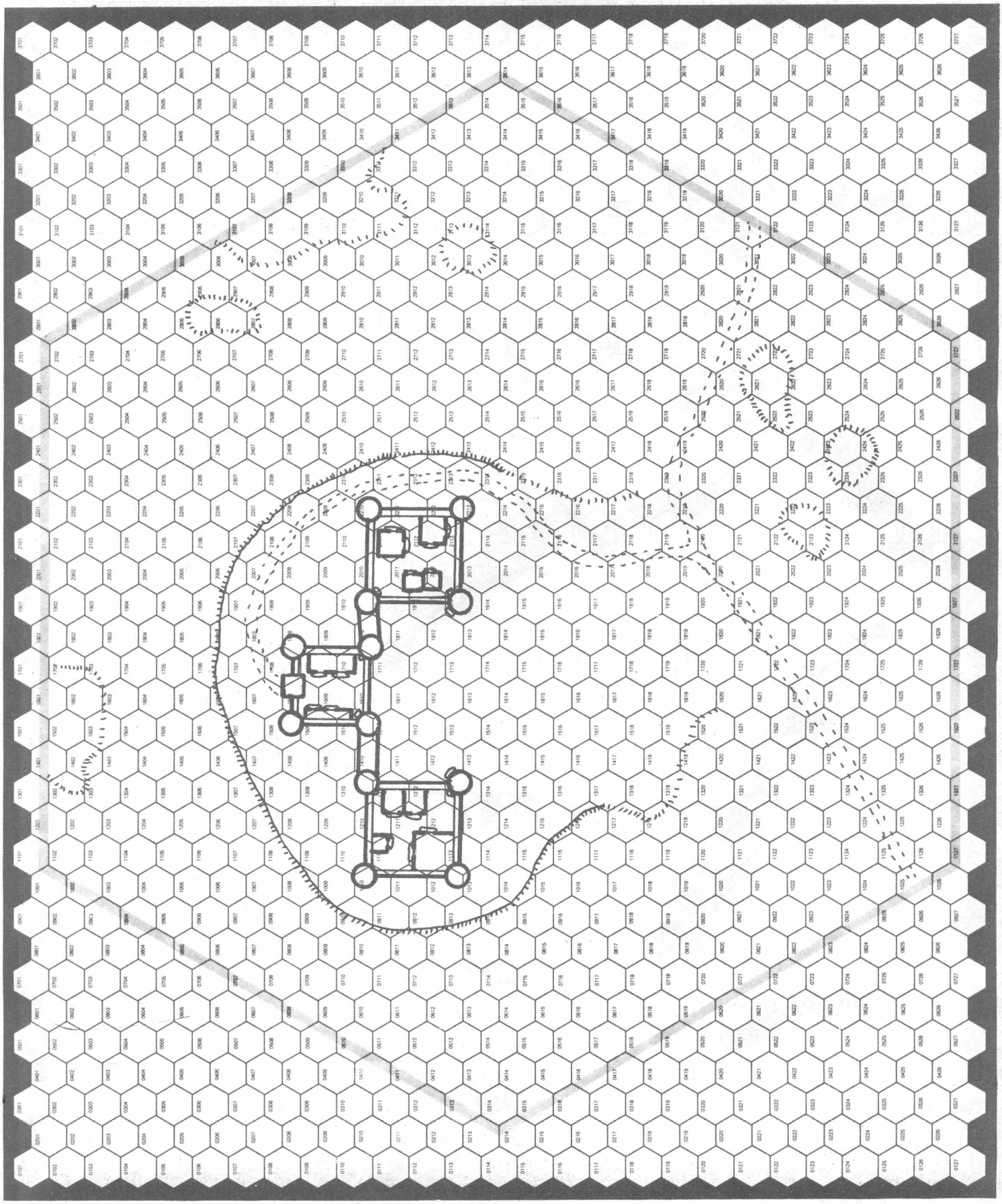

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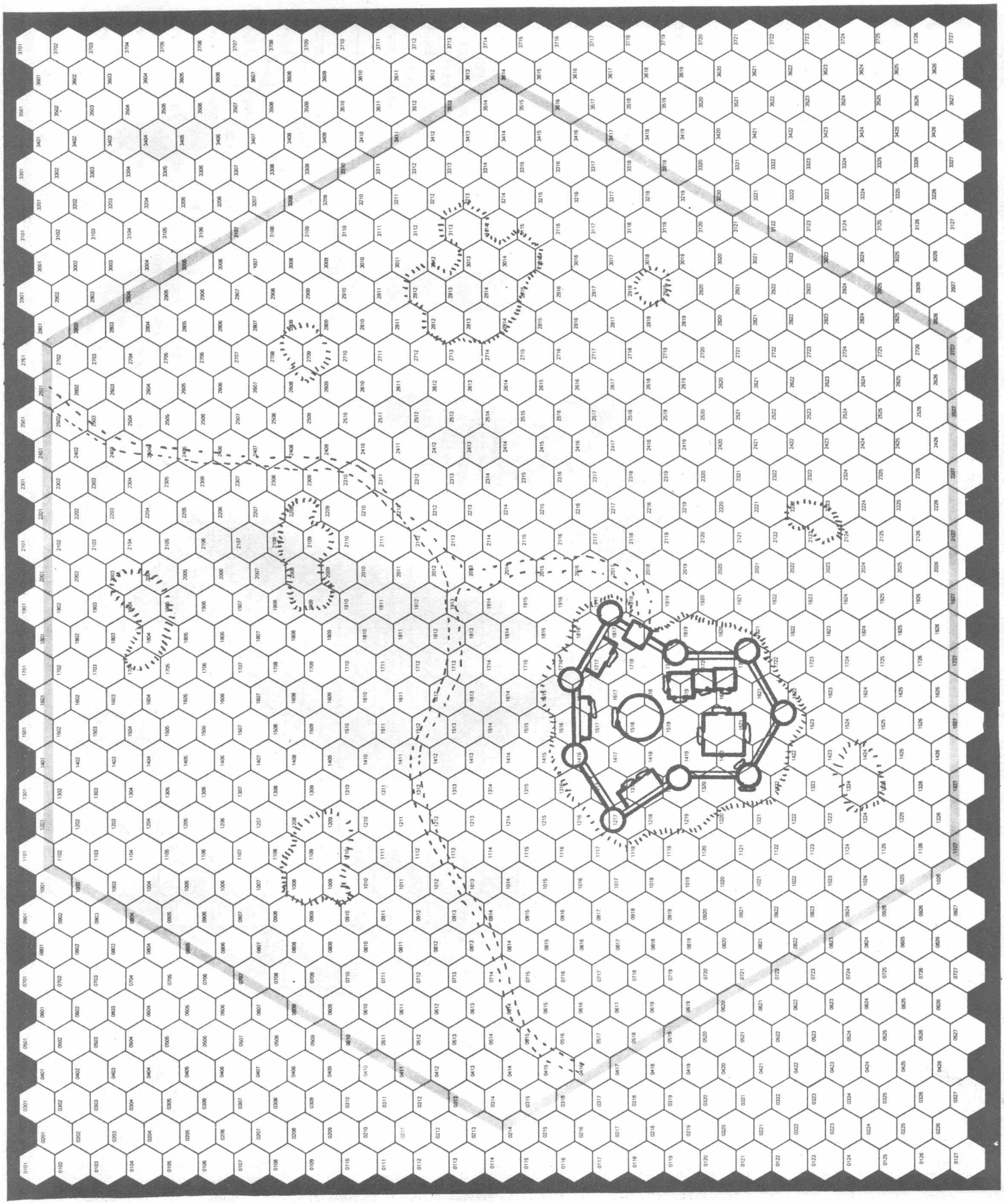

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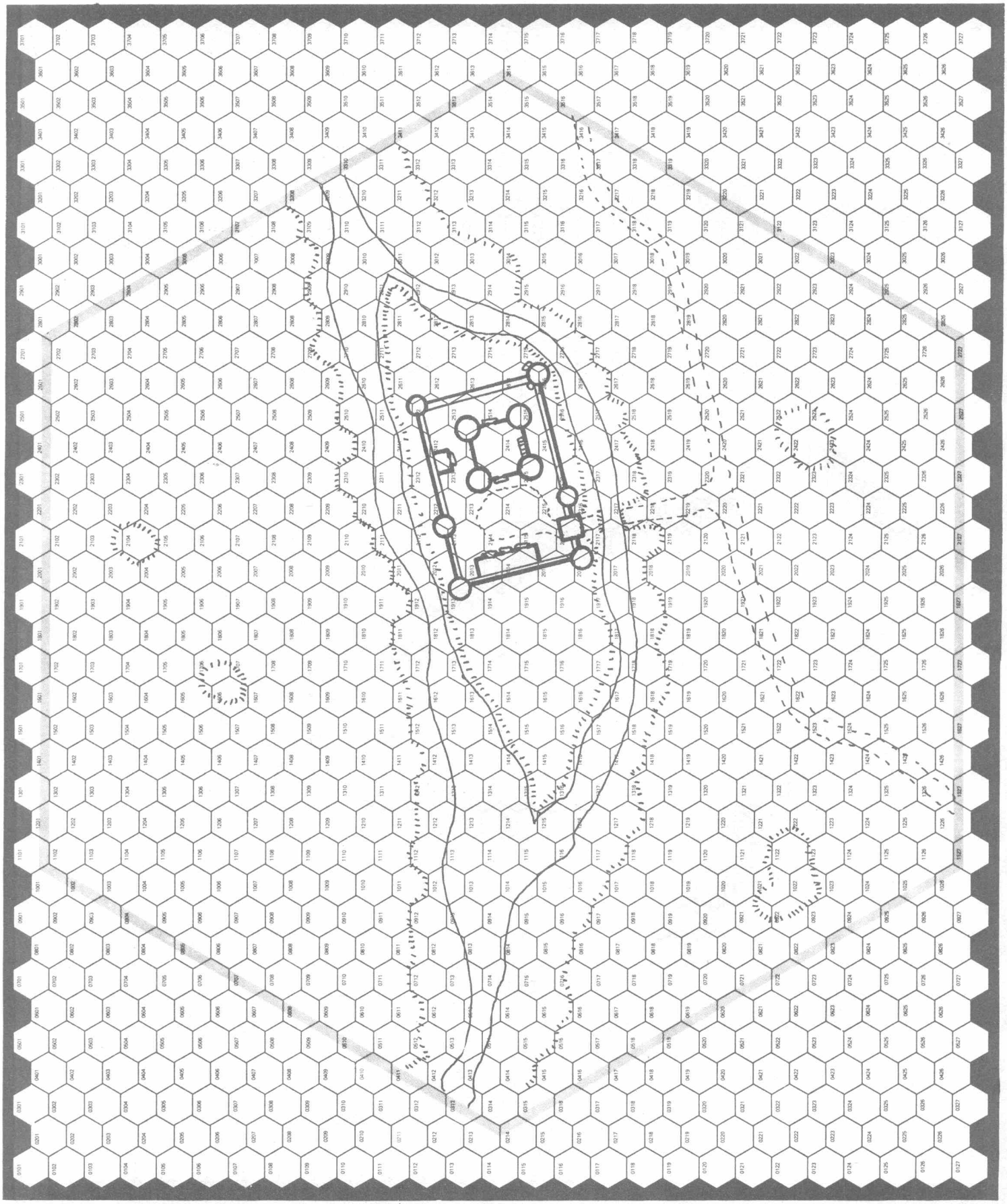

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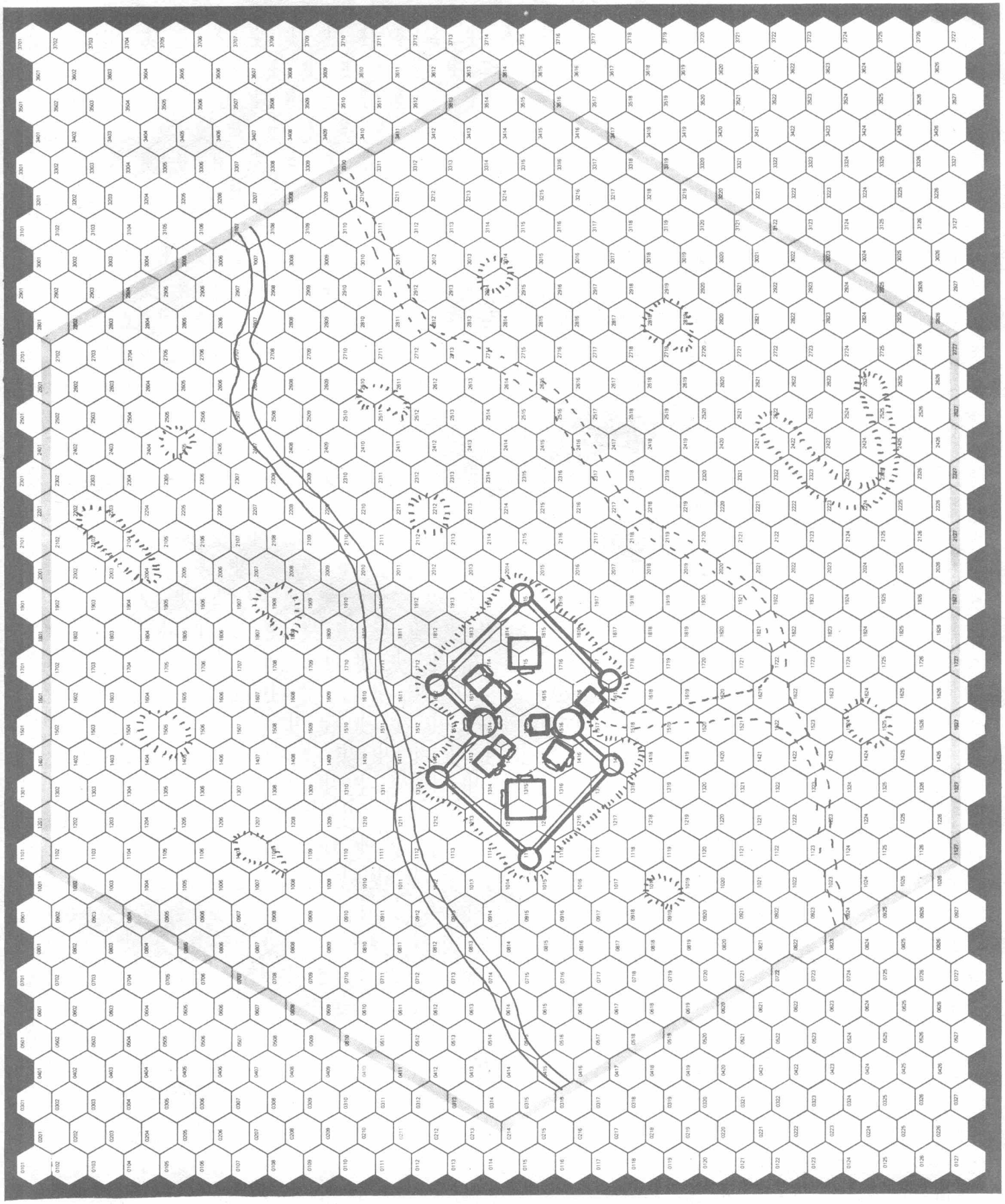

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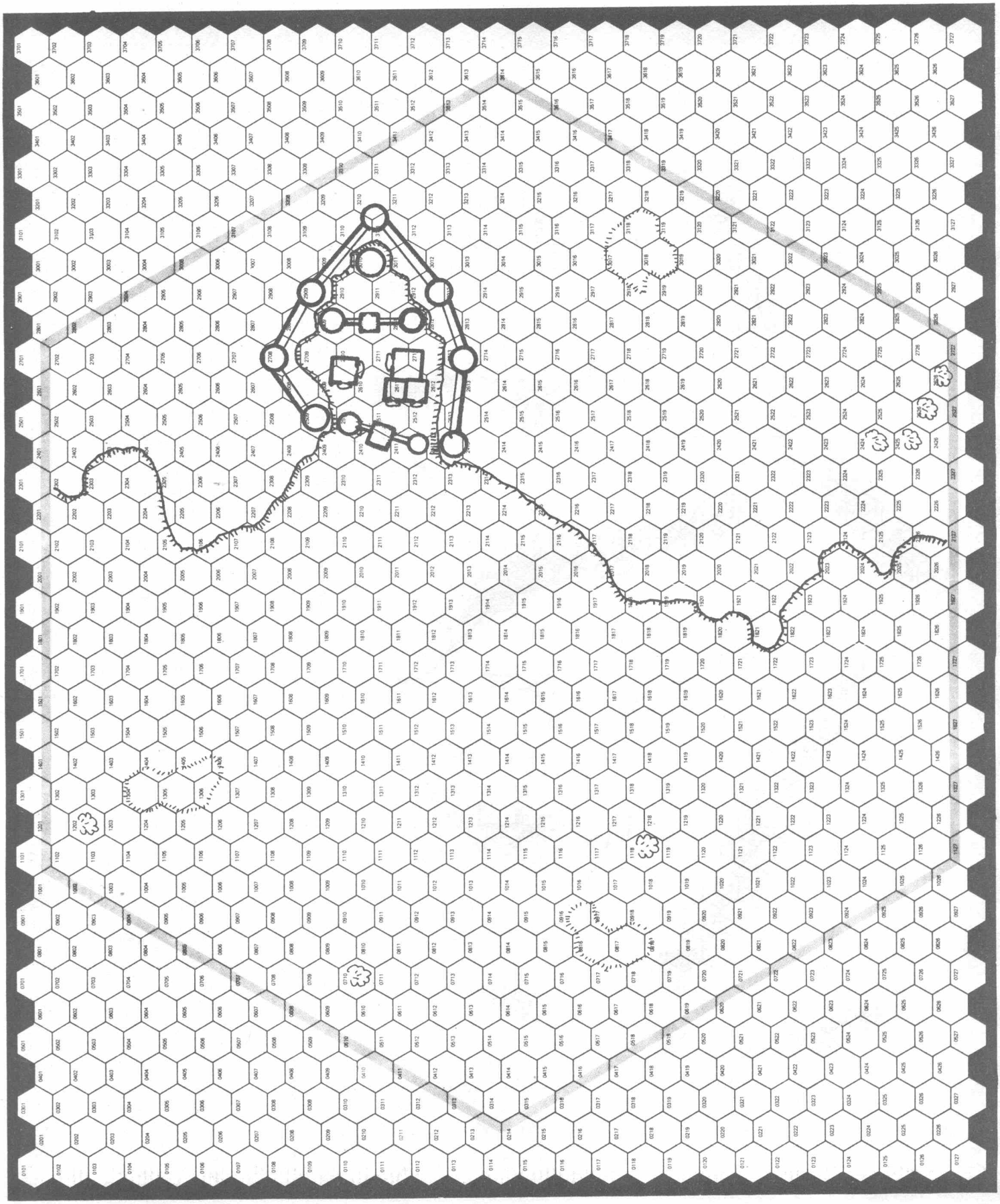

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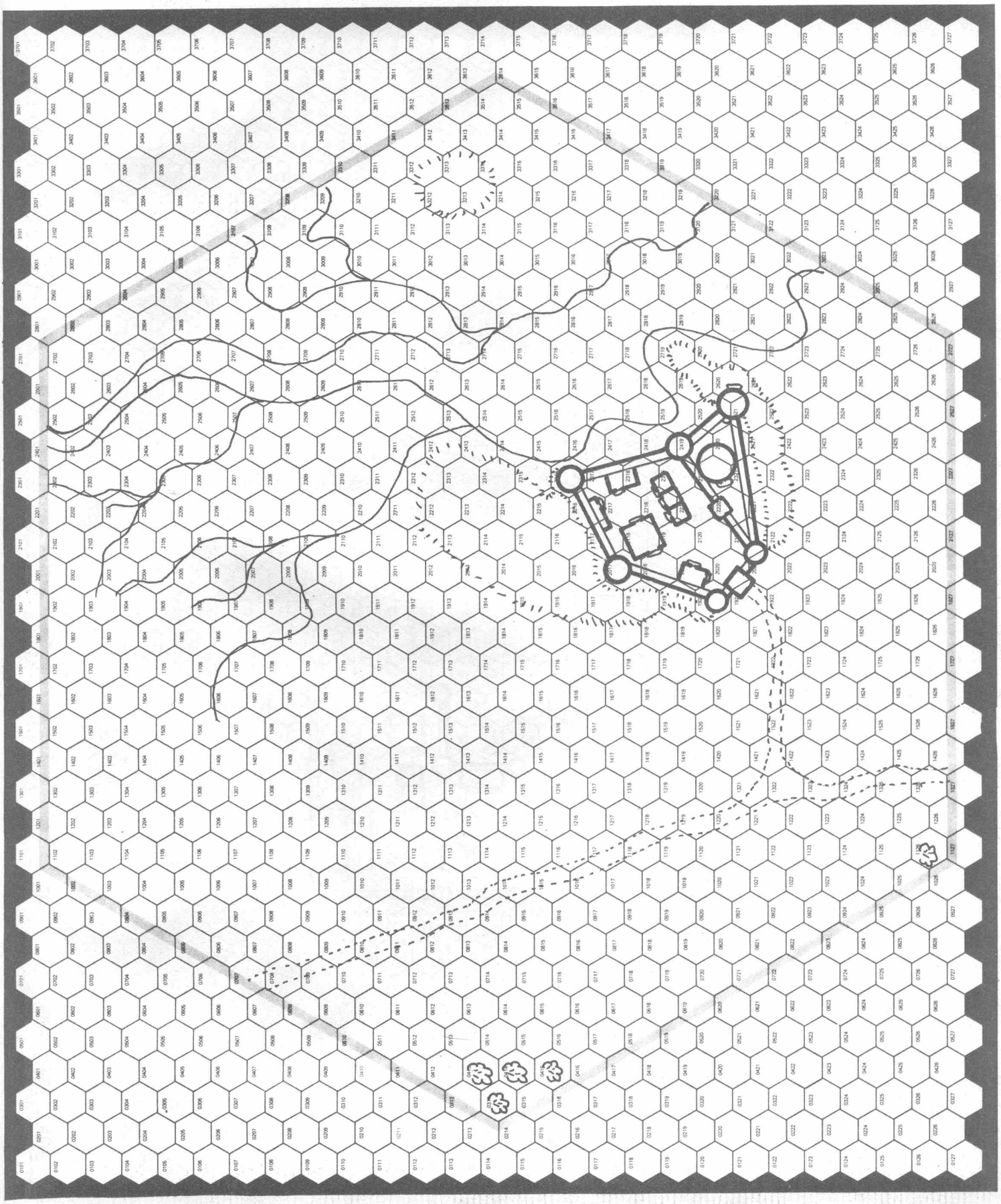

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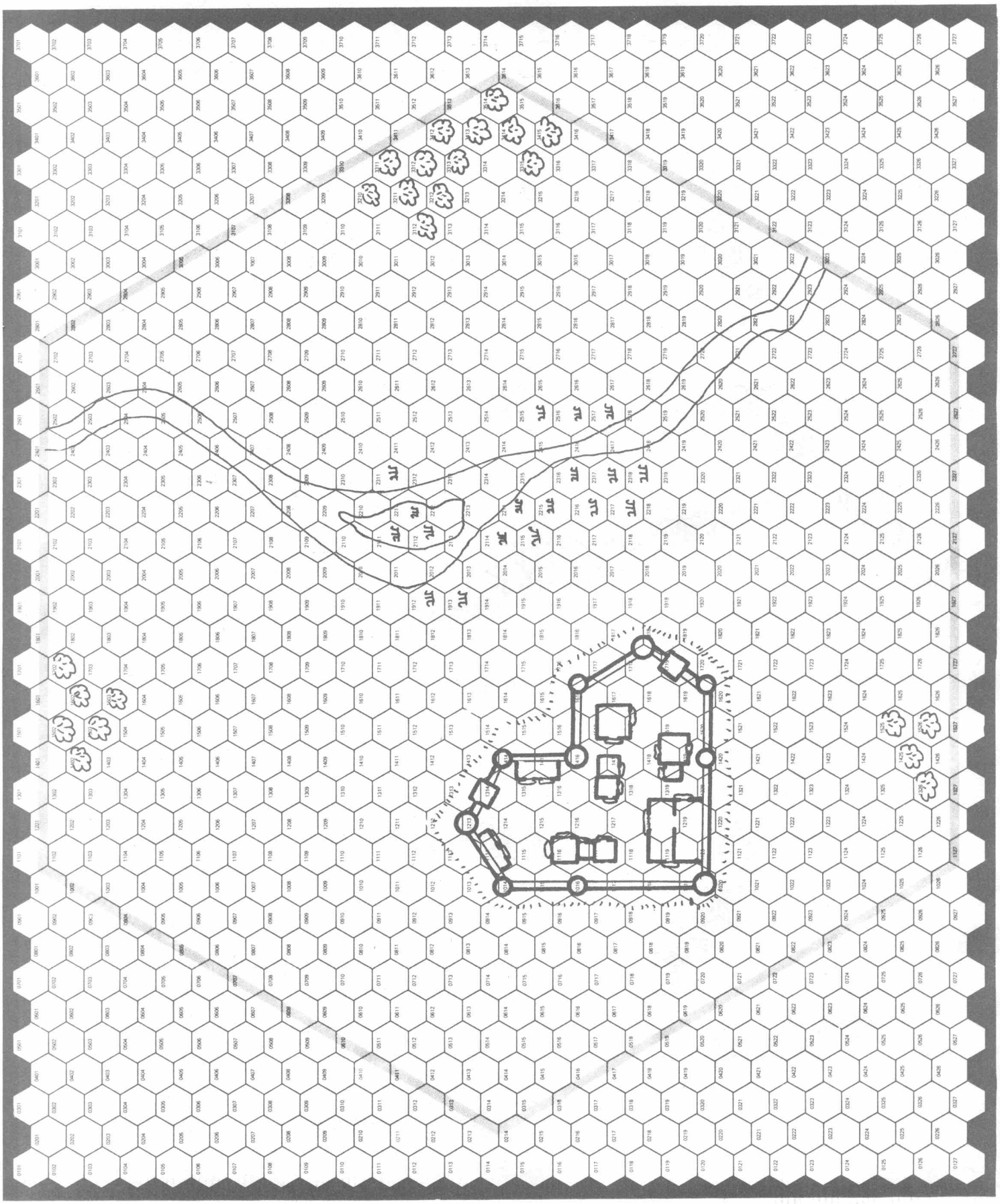

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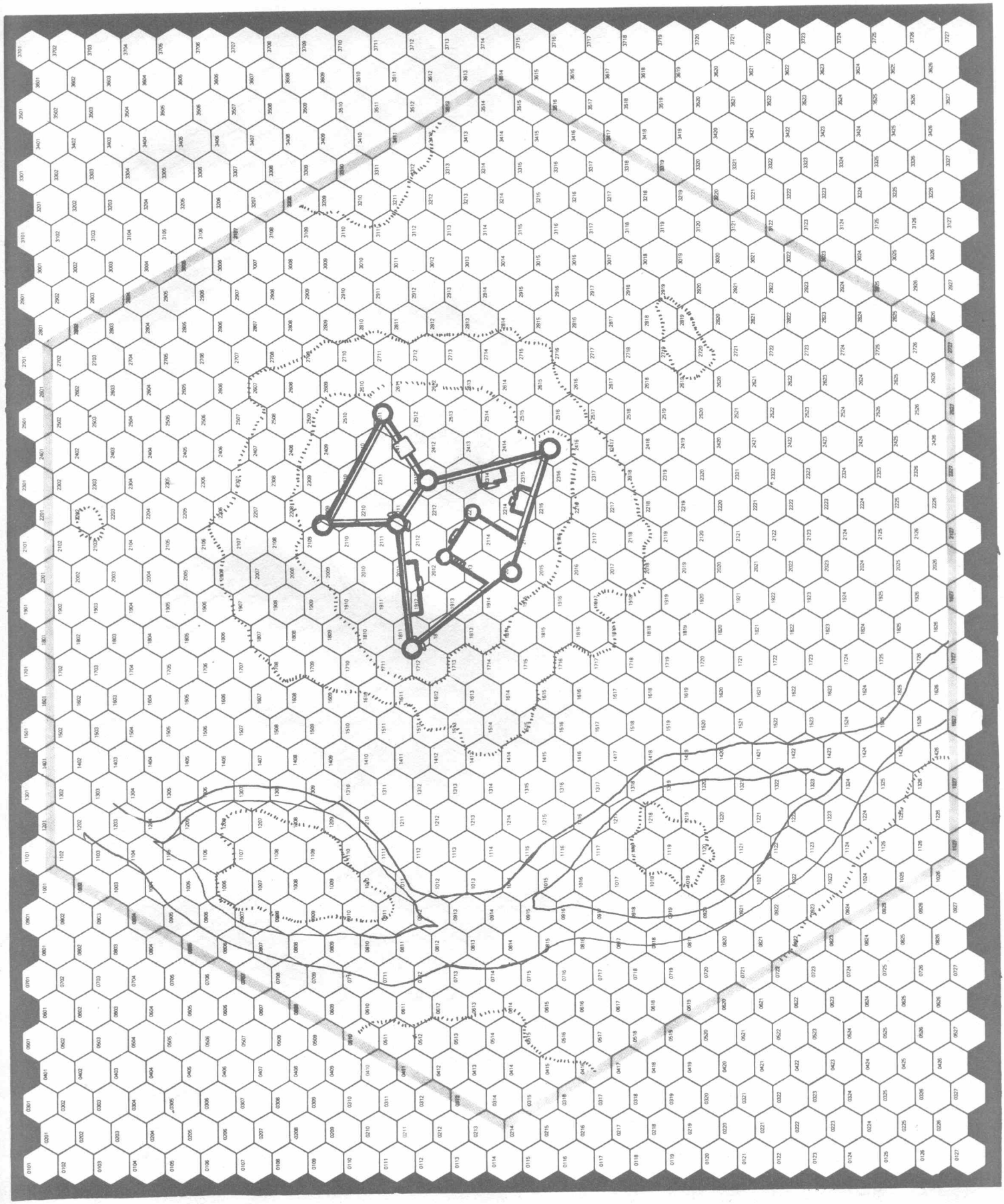

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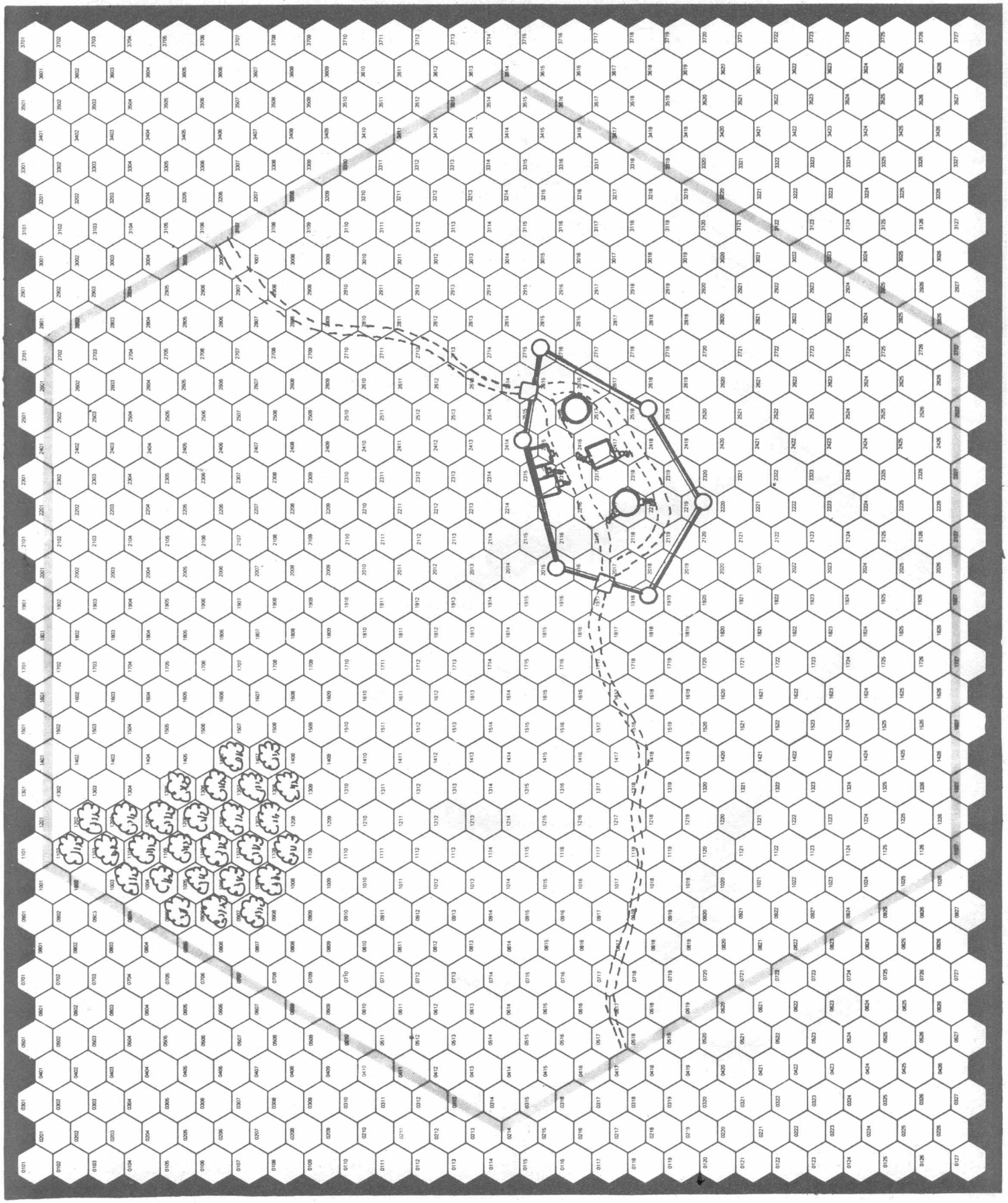

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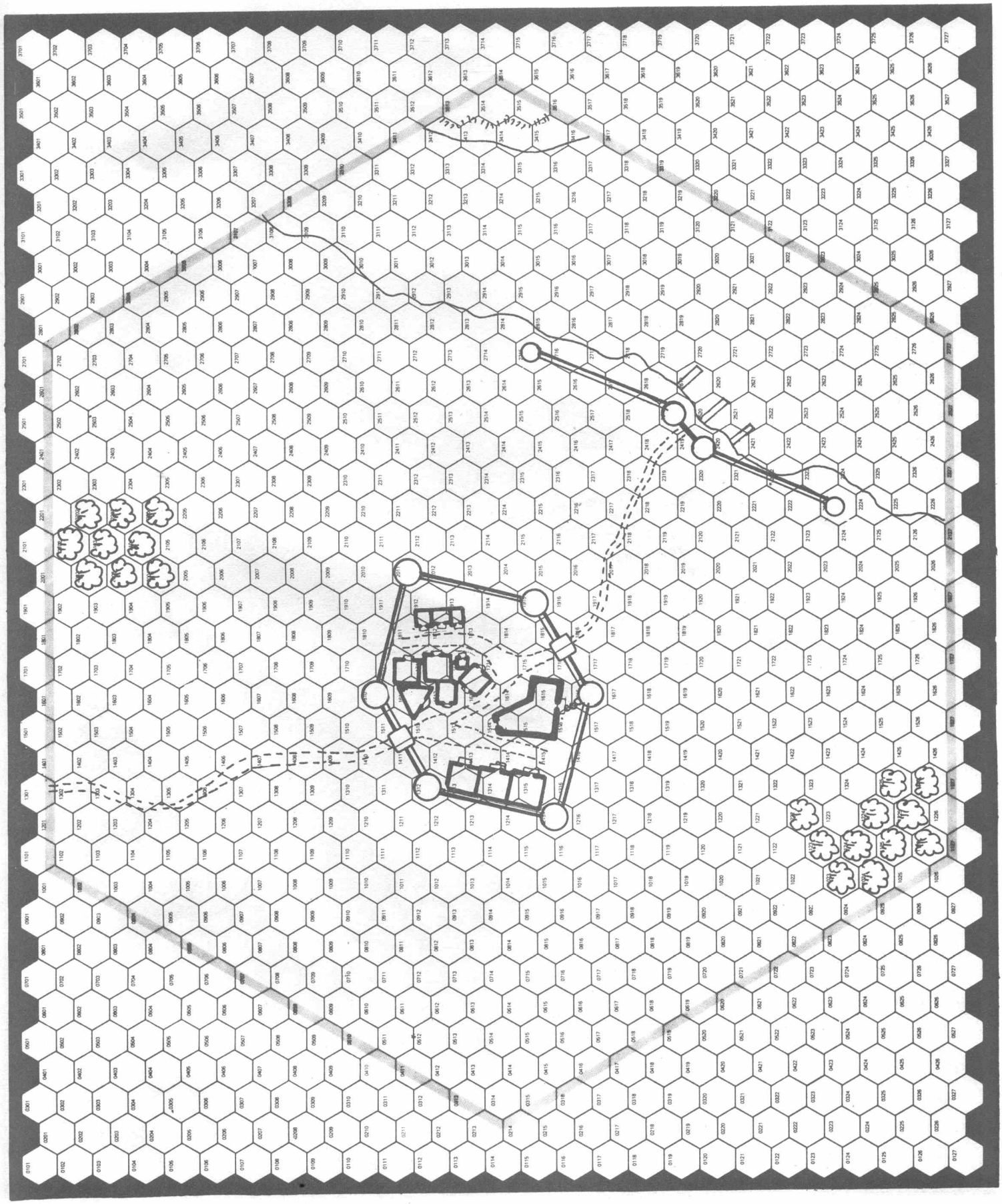

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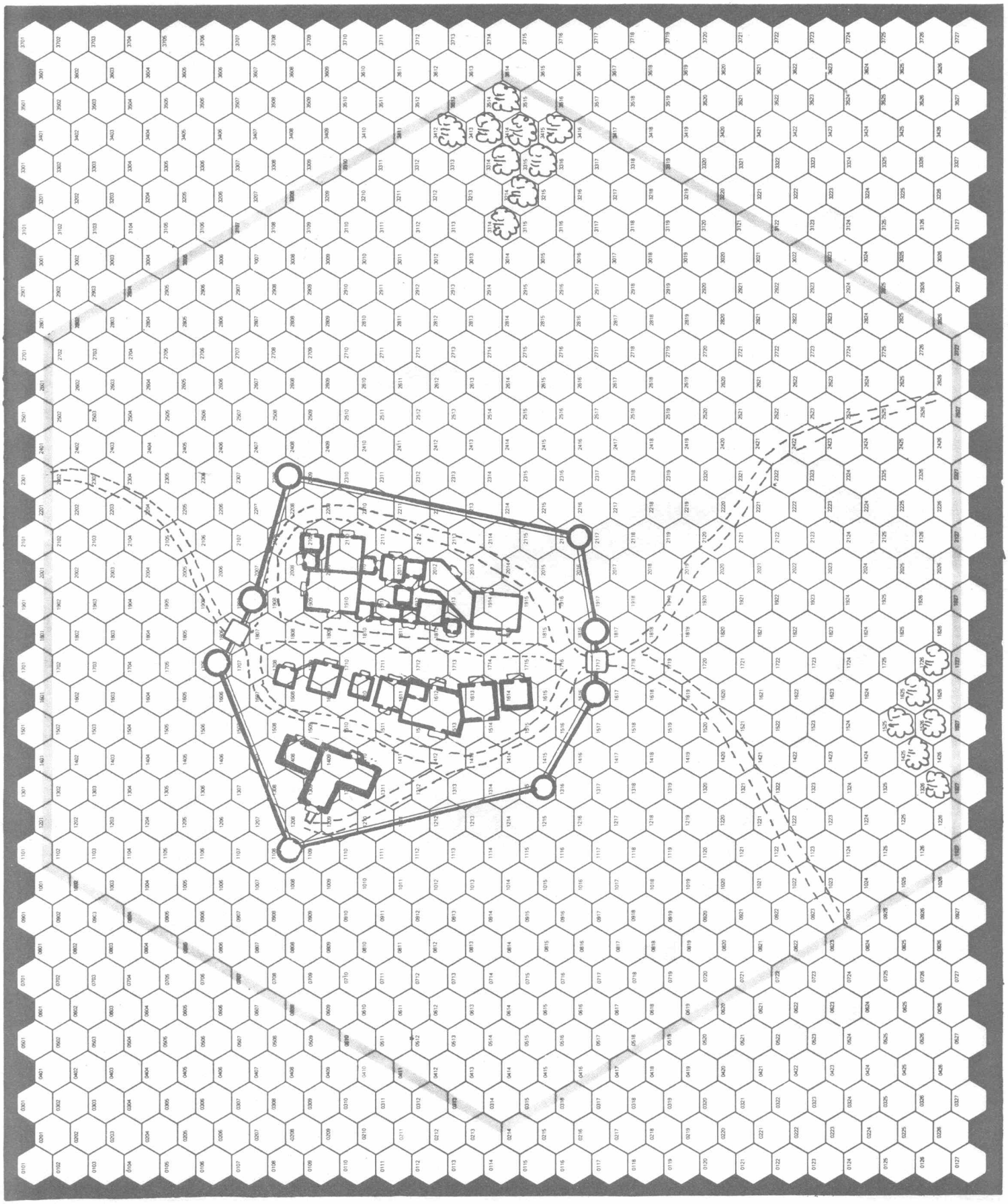

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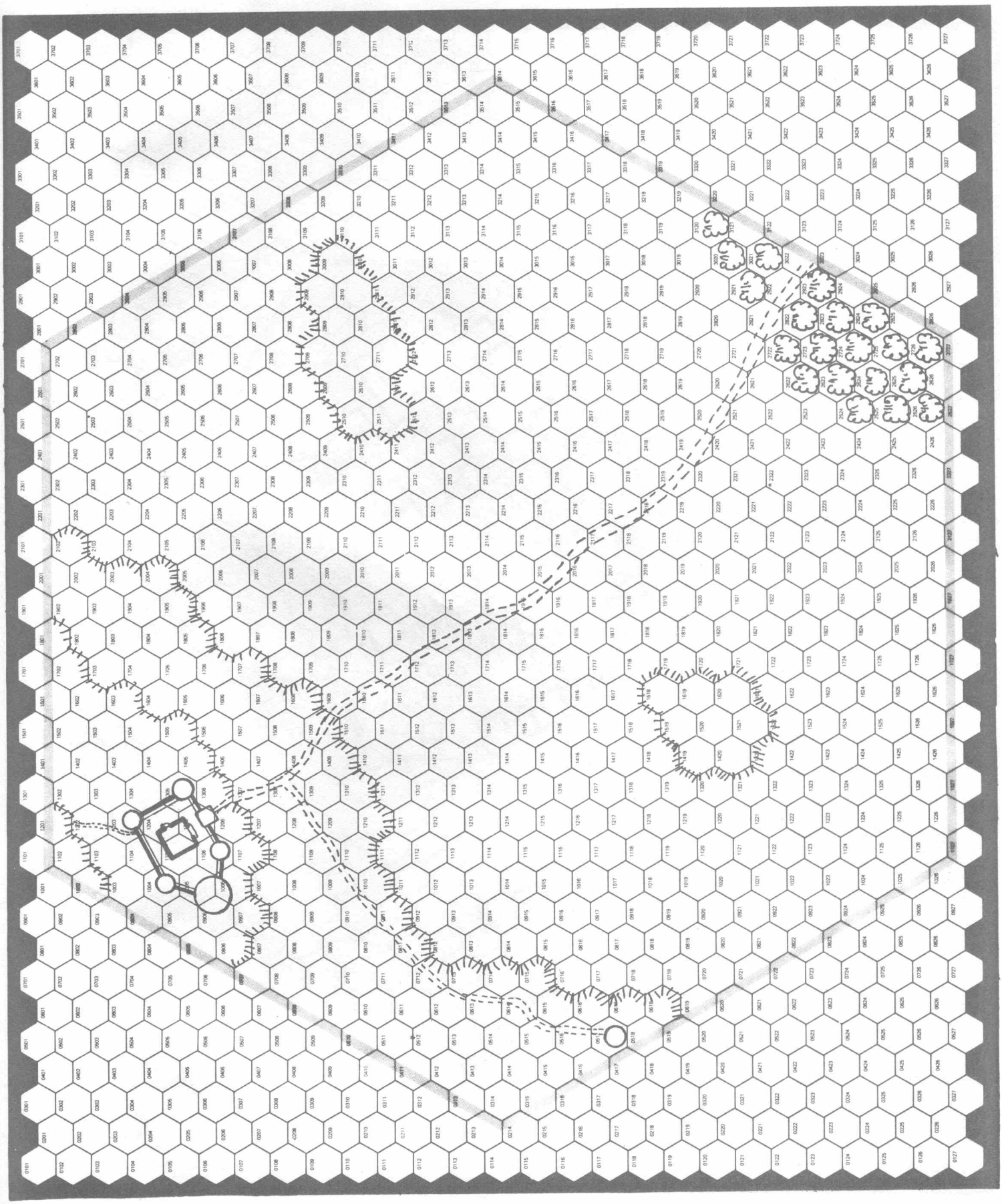

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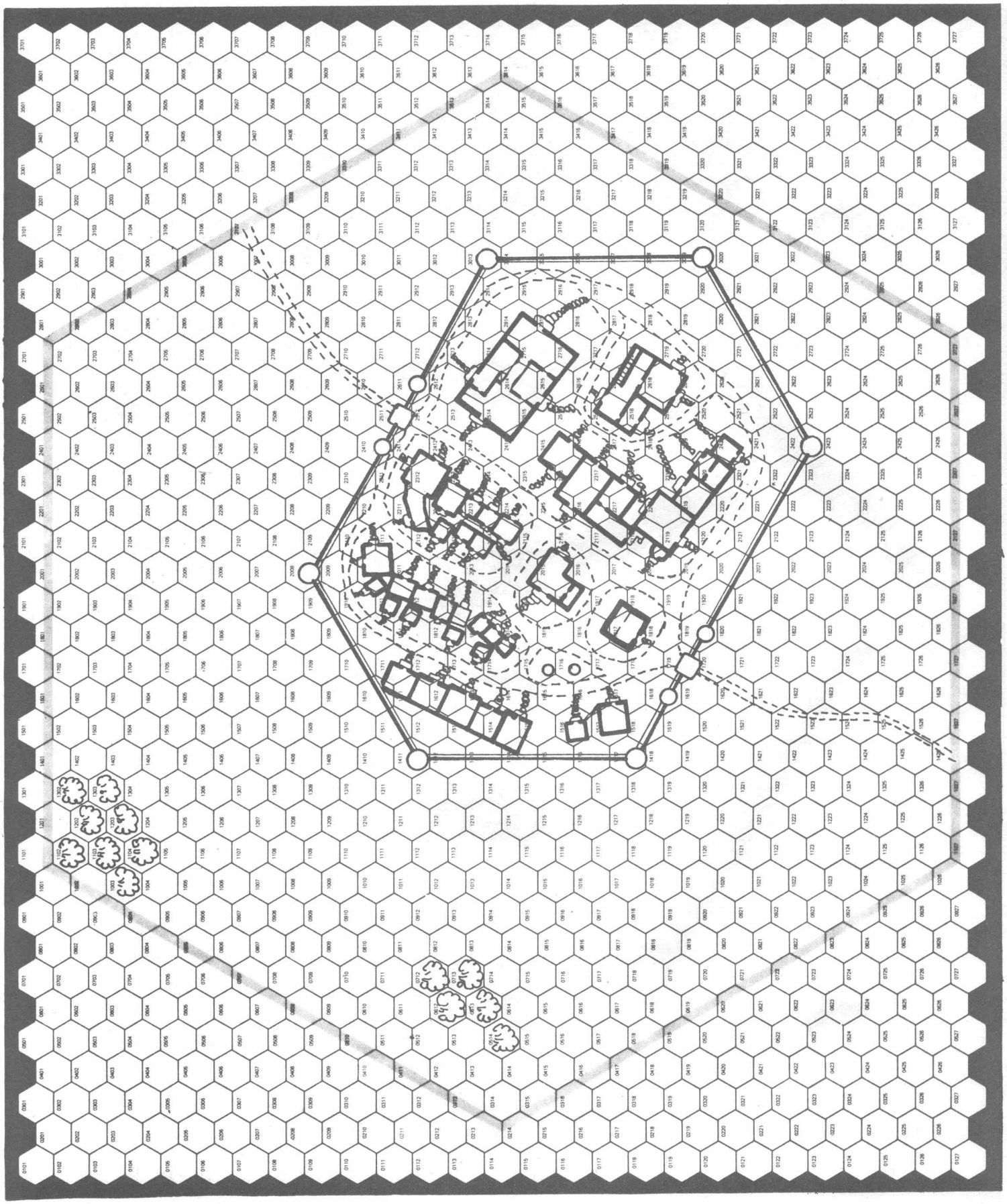

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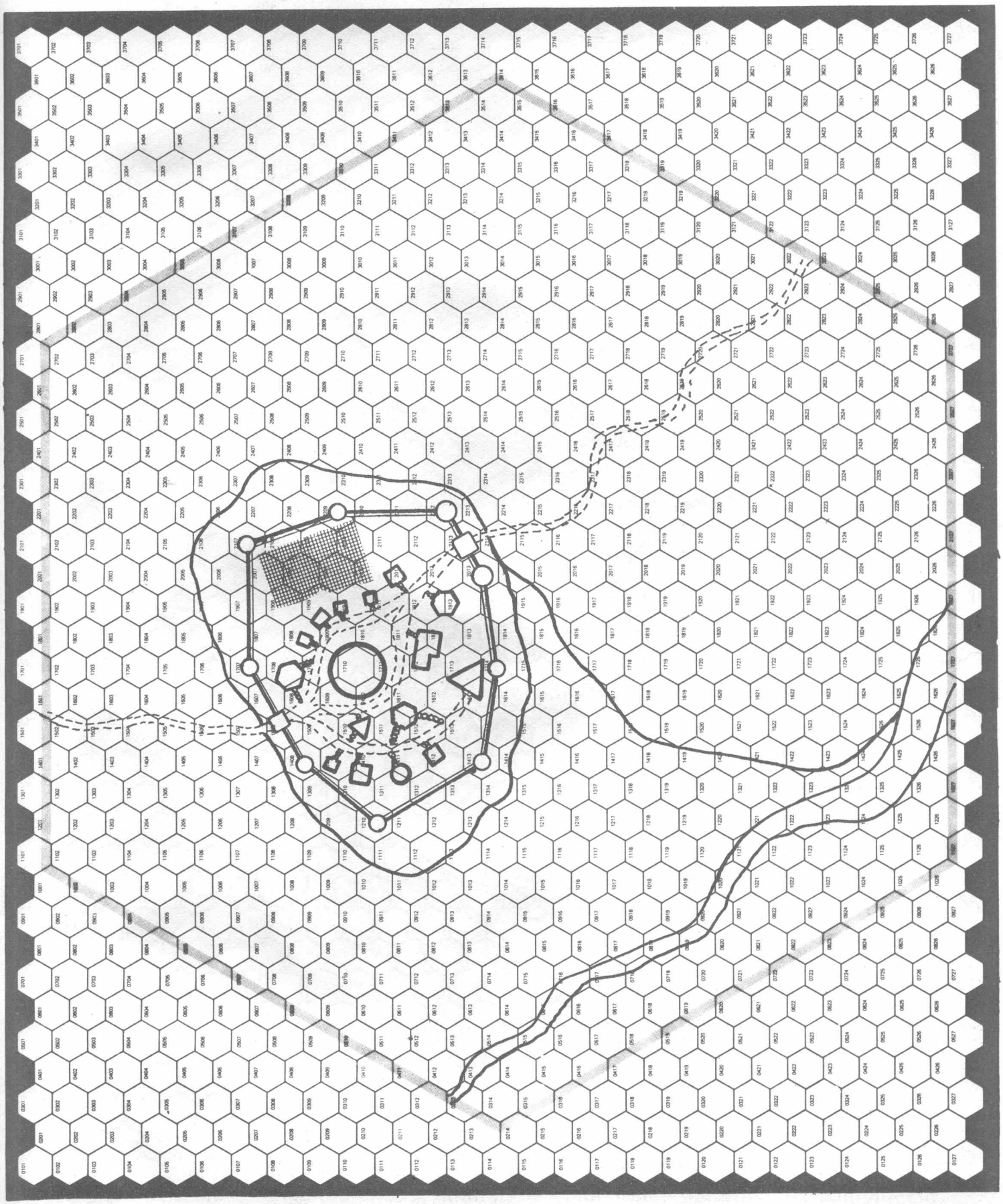

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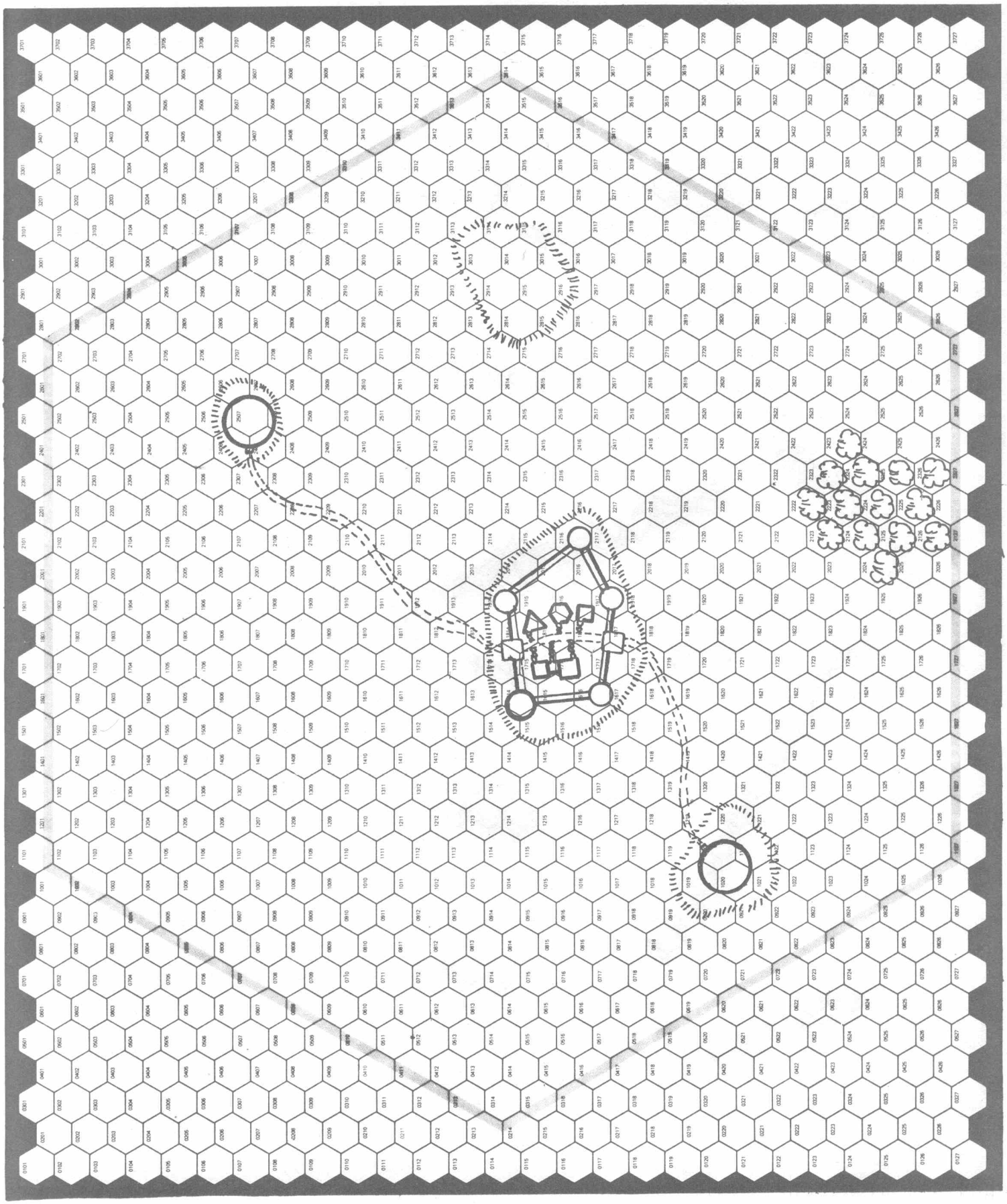

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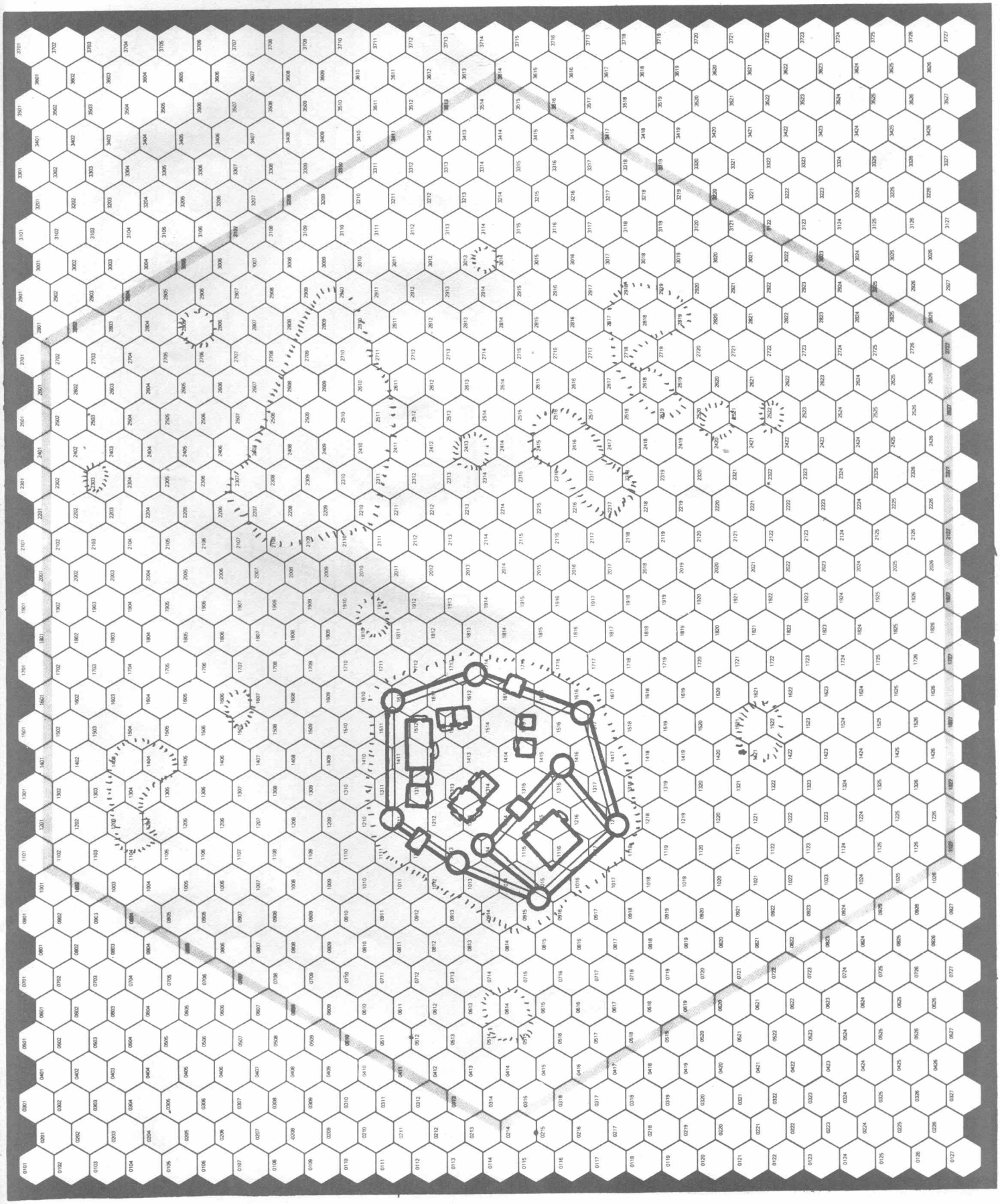

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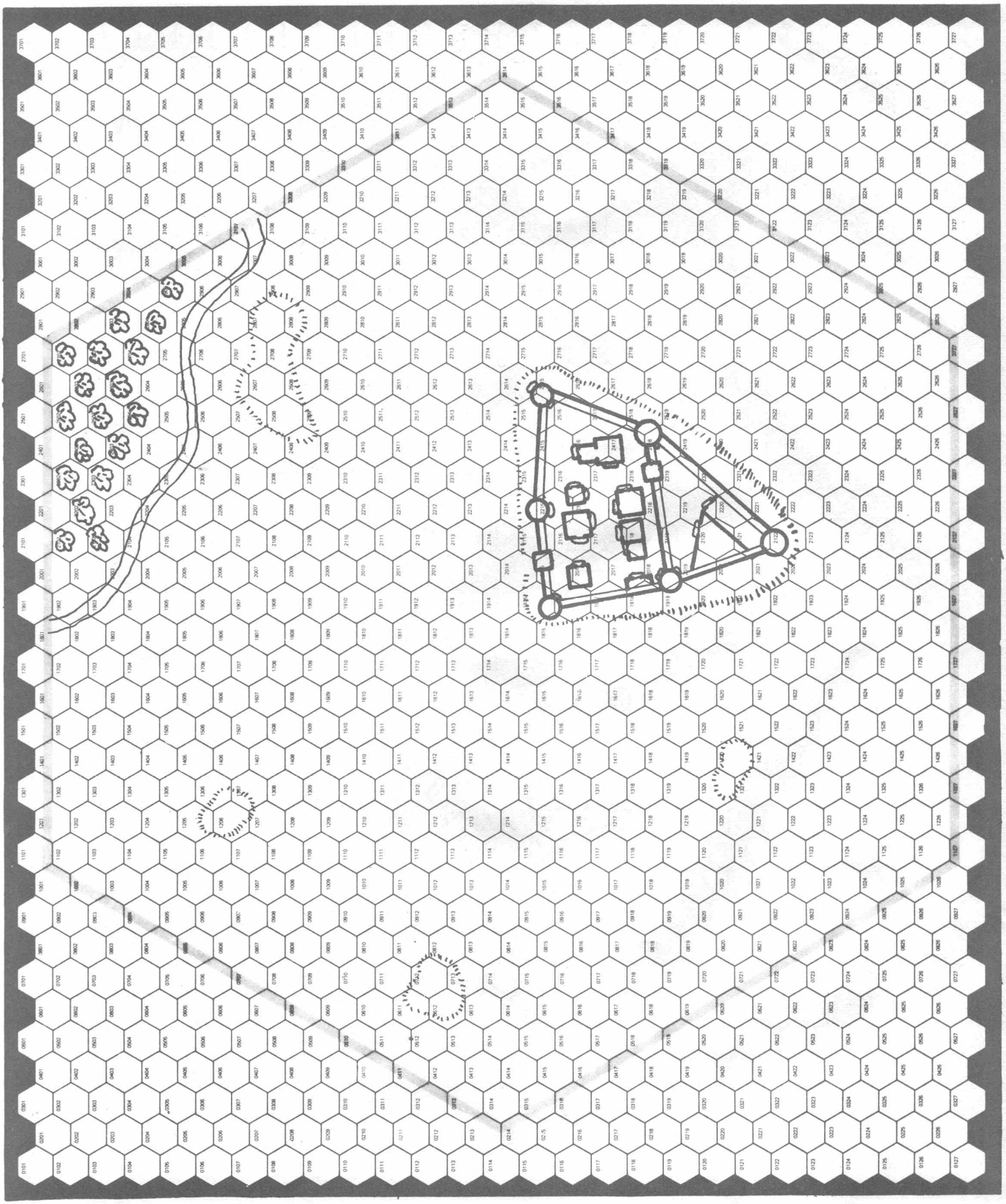

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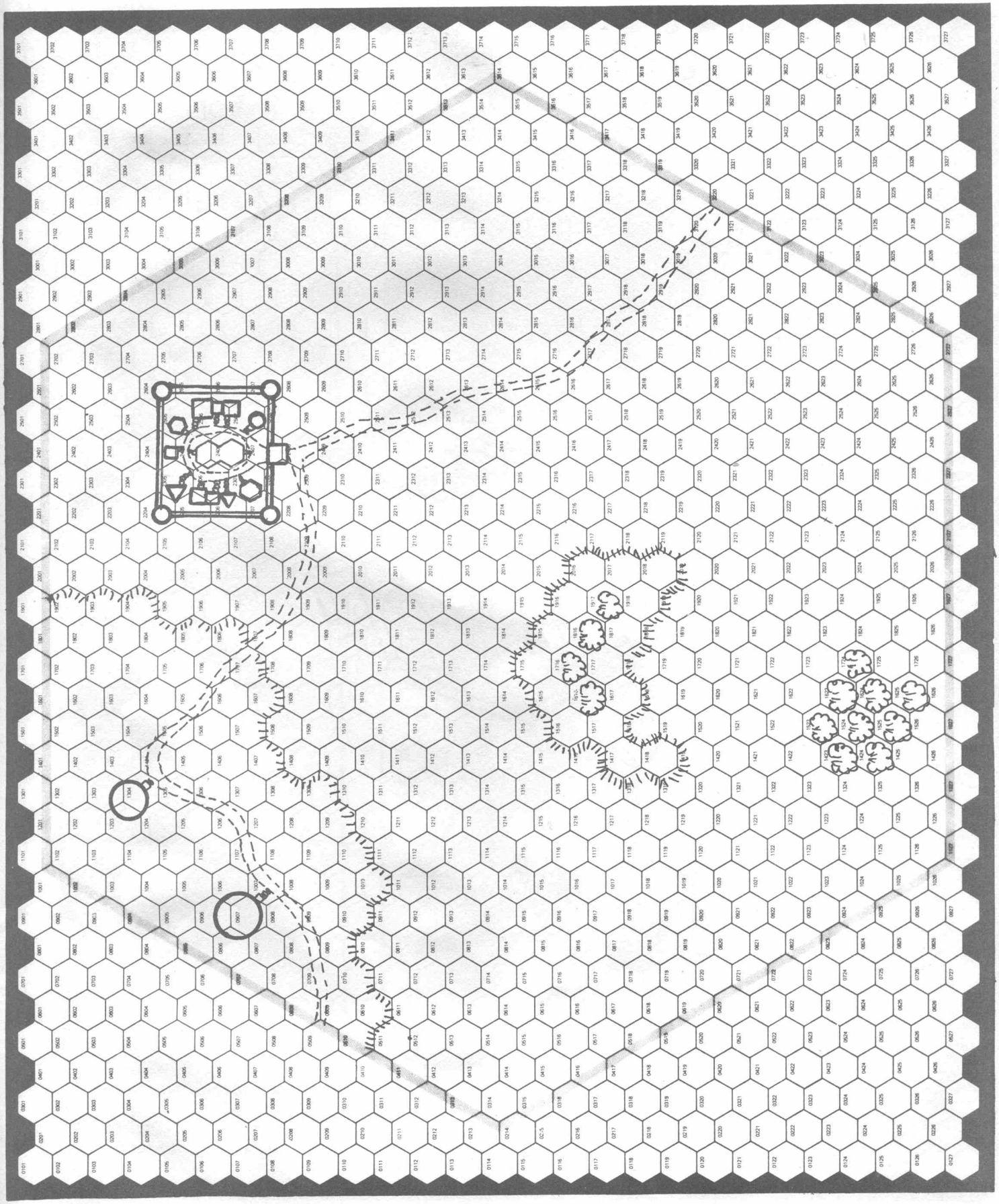

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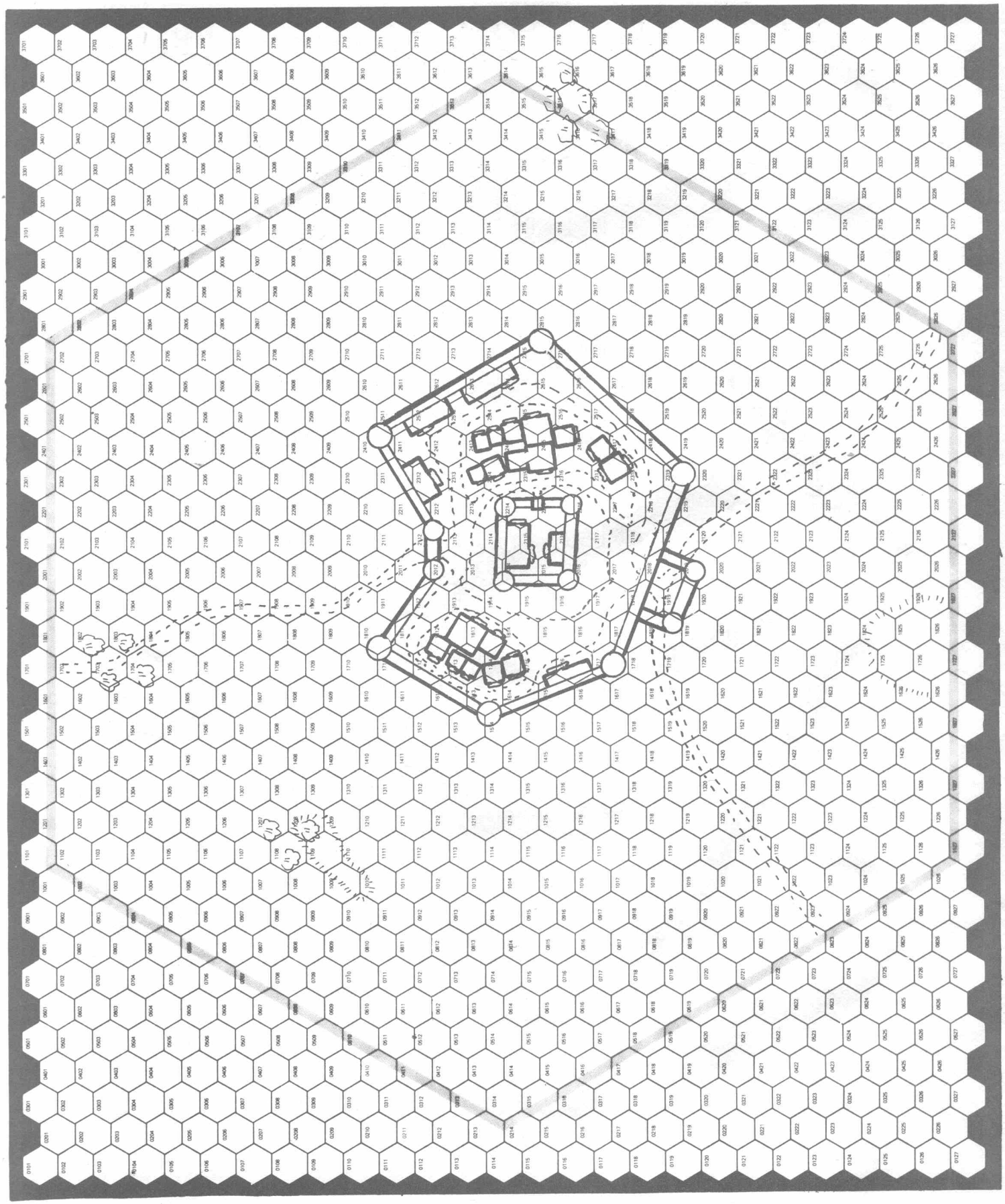


Judges Guild FANTASY GAME AIDS

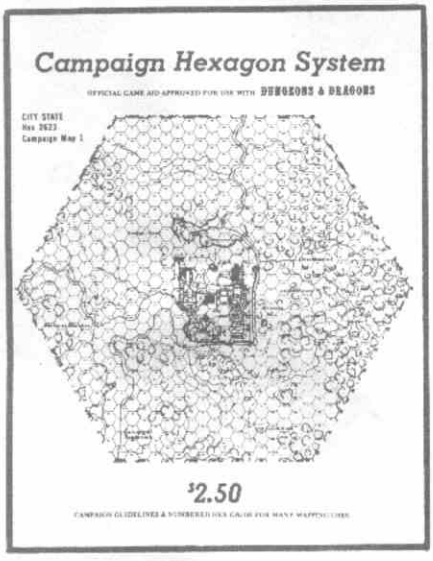
DESIGNED & APPROVED FOR USE ESPECIALLY WITH **DUNGEONS & DRAGONS**

City State of the Invincible Overlord

A gigantic referee's aid fantasy games. Giant 22x28" maps of the City State (1 each for Judge & players) is keyed to the fantastically detailed Guide to the City State with dungeon areas also. Thunderhold, a Dwarven castle, with maps is also included.

#12 $8.00

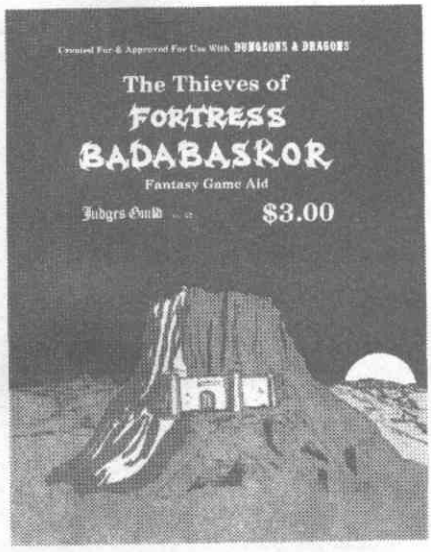
Campaign Hexagon System



Sixty 8½x11" blank hex maps for mapping D&D campaign areas plus pages of fantastic terrain guidelines, all in a bound booklet

#47 $2.50

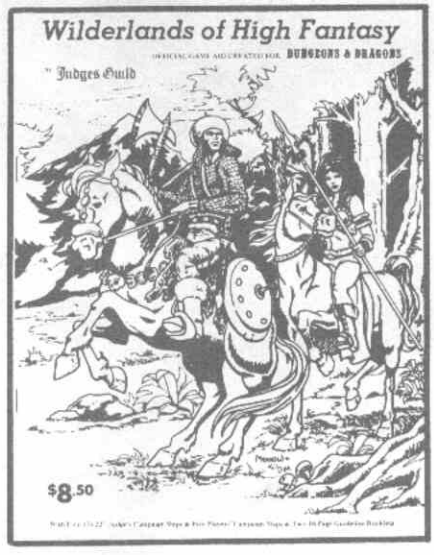
Thieves of Badabaskor



Thirty two page booklet details this D&D game/scenario on Fortress Badabaskor and its robber baron. A complete dungeon is included along with rules on pits & traps.

#52 $3.00

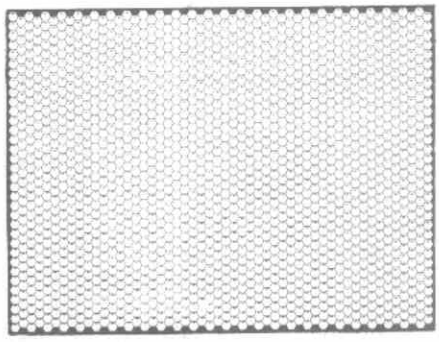
Wilderlands of High Fantasy



Five 17x22" maps (a set for judge & players each) detail the lands about the City State. Two 16 page booklets detail the villages, castles, monsters and many campaign guidelines.

#48 $8.50

Wilderlands Blank Hex Sheets 17x22"



Designed to match our popular Wilderlands of High Fantasy maps, these 4 blank hex maps on large 17x22", heavy stock are printed on both sides so that a total of 8 new campaign areas may be drawn up.

#46X4 $3.00

MINIMUM ORDER:

Minimum order for games, rules & aids is $1.00. Minimum order for any order that includes miniatures is $10.00, nowever other items may ordered in addition to the miniatures to make the $10 minimum.

POSTAGE CHARGES:

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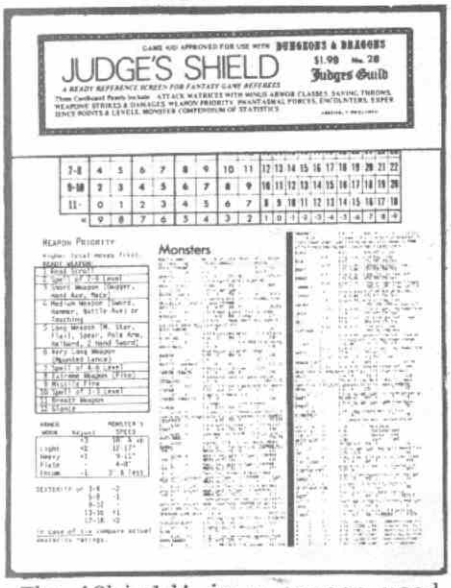

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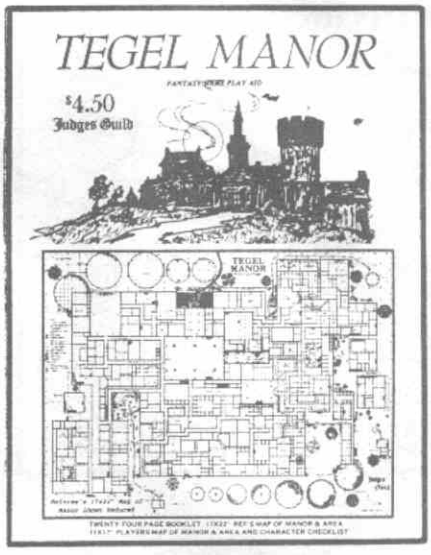

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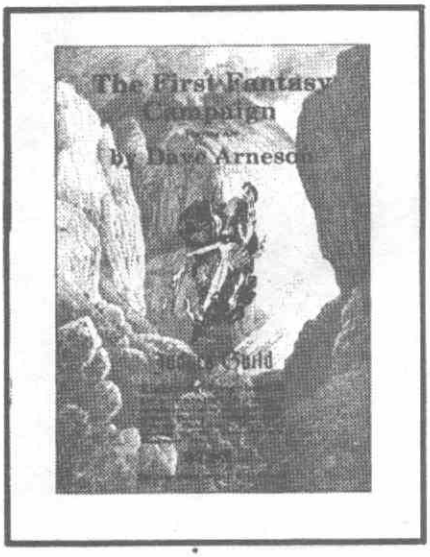

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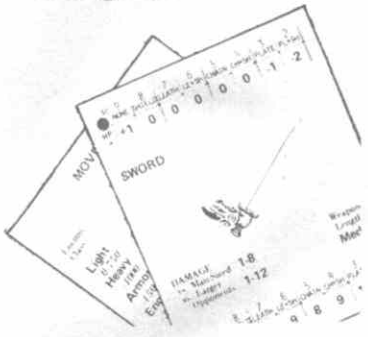

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