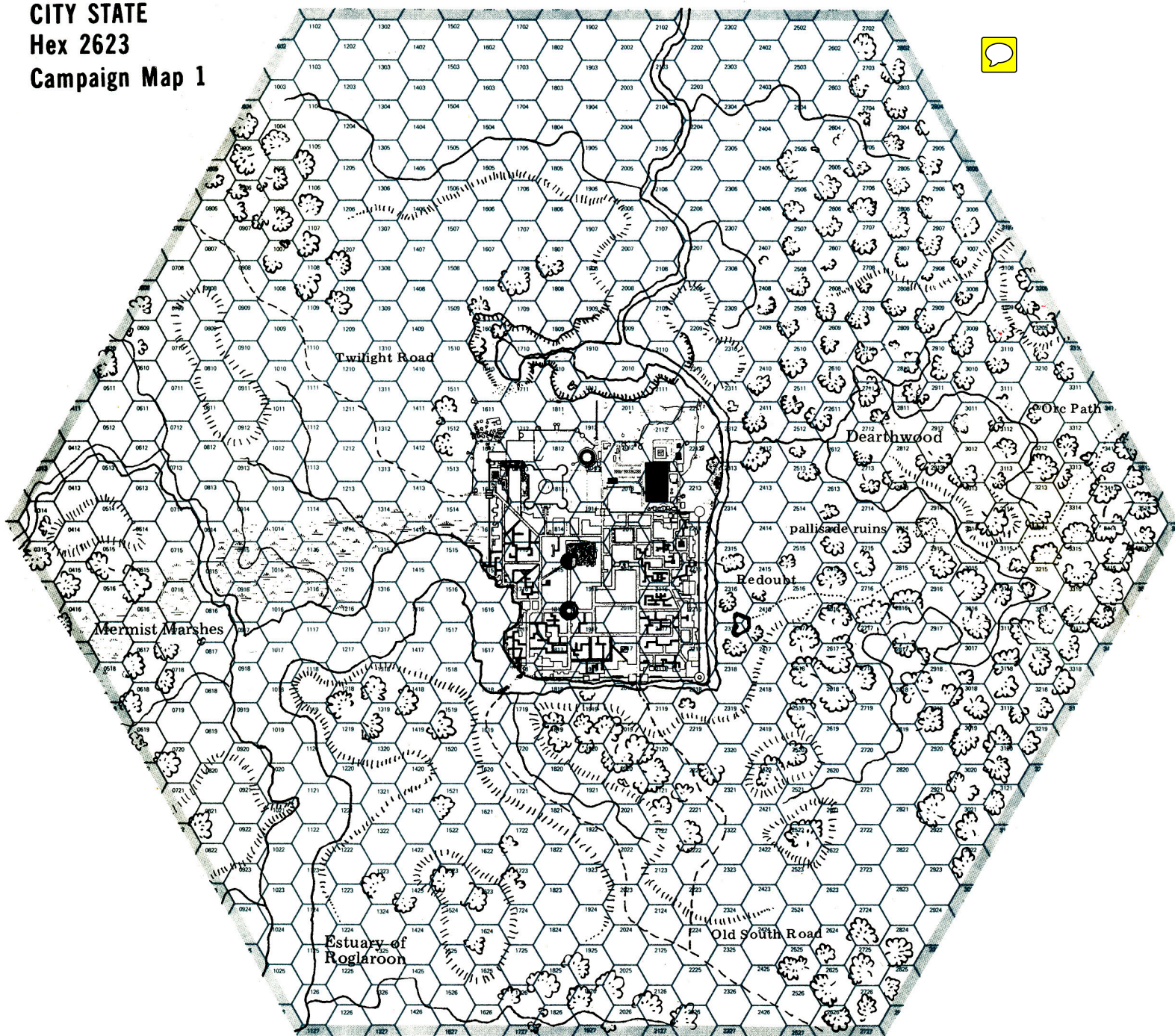


Campaign Hexagon System

OFFICIAL GAME AID APPROVED FOR USE WITH **DUNGEONS & DRAGONS**

CITY STATE
Hex 2623
Campaign Map 1



\$2.50

CAMPAIGN GUIDELINES & NUMBERED HEX GRIDS FOR MANY MAPPING USES

CAMPAIGN HEXAGON SYSTEM

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JUDGE'S INDEX TO AREAS MAPPED

Below is an area for a 'master list' of hexes or other locales that have been mapped. Since the players will need blank sheets to map areas described to them, the referee will find it judicious to do his permanent mapping in the first and last pages of the book (allowing the center pages to be popped out). Notes on recommended scales can be found in the Triumphant Grand Tactical section on page 4; however, with the numbered hexes it will be easy to find other mapping uses and scales. It is strongly recommended that various terrain types be color keyed for immediate identification- 'water color' magic markers (& audio visual pens) are best since they do not sink into the paper and ruin the map on the reverse.

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CREDITS

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KEEN SIGHTING

The range of unobstructed sighting possible should be varied according to creature type. For the purposes of this guideline, a man of normal height is assumed to be the observer. Allow 5 miles per foot of height from 1-10', an additional 2 miles per foot from 11-50', and 1 additional mile per foot thereafter- for unobstructed viewing. Probability of discernment of details is equal to 2% times height, in feet, of detail; a bonus to the basic probability is given for details within 1000' of the observer- within 100' +50%, within 200' +45%, within 300' +40%, etc. to within 1000' +5%. There is a 10%/per mile discernment penalty, after the first mile from the observer. Thus, a viewer may sight a 20' dragon at a distance of 15 miles and discern that it is in fact a dragon 40%-150%=00% of the time... in other words, the dragon would appear as a dot on the horizon.

Obstructions will impair sighting and it is incumbent upon the judge to determine the correct method of sighting to be used according to situation. Judge must determine what measurement increment is to be used for the distance and height ranges listed, according to the specific circumstances e.g. in a mountain gorge the obstruction distance might be feet or yards, whereas, travelling on the mountain's spur the obstruction distance might be 1000's of yards or miles. The following guideline is for ground level sighting & is recommended for determining obstacles in any direction corresponding to a hex field... North, NE, SE, South, SW & NW. The PROB of Flora & Fauna is indicative of that life within the distance of the obstacle and has nothing to do with sighting.

| OBSTRUCTION | OPEN SEA | PACKED DESERT | DRIFTING DUNES | HILLS | LIGHT FOREST | HEAVY FOREST | MOUNT | JUNGLE | PLAINS STEPPES |
|-------------|-------------|------------------|-------------------|-------|-----------------|-----------------|--------|--------|-------------------|
| PROBABILITY | 05 | 40 | 60 | 72 | 80 | 90 | 75 | 96 | 15 |
| Distance | 1-12 | 20-40 | 10-60 | 10-80 | 3-18 | 2-12 | 30-180 | 1-6 | 80-480 |
| Height | 1-10 | 4-24 | 7-42 | 8-48 | 5-30 | 6-36 | 40-240 | 6-36 | 2-12 |
| Weather | 62 | 24 | 16 | 32 | 34 | 36 | 26 | 38 | 40 |
| Flora | 16 | 10 | 06 | 42 | 65 | 75 | 21 | 82 | 28 |
| Fauna | 25 | 15 | 05 | 35 | 88 | 96 | 18 | 98 | 34 |

HYDROGRAPHIC TERRAIN

Only streams, rivers, and lakes have been printed on the campaign level maps. Other hydrographic terrain is encountered upon scouting or prospecting one of the .20 mile hexes...1056 feet across...following the format of the keen sighting guide-line. Add 10% to encounter probability for river and coastline hexes and subtract 40% for desert hexes.

| | WIDTH | DEPTH | ENCOUNTER | *UNUSUAL |
|-------------|-----------|-----------|-----------|-------------------|
| 1 Rivulet | 2-12' | 1-6' | 01-30 | 1 Spring |
| 2 Streamlet | 4-24' | 2-12' | 31-50 | 2 Quicksand |
| 3 Rill | 6-36' | 3-18' | 51-65 | 3 Geyser |
| 4 Brooklet | 8-48' | 6-36' | 66-76 | 4 Spray |
| 5 Runnel | 20-120' | 10-60' | 77-85 | 5 Boiling Springs |
| 6 Brook | 60-360' | 20-120' | 86-94 | 6 Pool 40-240' |
| 7 Runlet | 80-480' | 40-240' | 95-98 | 7 Pond 100-1000' |
| 8 Stream | 100-1000' | 60-360' | MAP ONLY | 8 Water Hole |
| 9 River | 200-2000' | 100-1000' | MAP ONLY | 9 Hot Springs |
| 10 Unusual | * | * | 99-00 | 10 Lake-MAP ONLY |

For generating an indicated water course use the following table. Add or subtract from relevant dimensions 10% where prudent...Keep in mind that the dimensions should get larger moving downstream and smaller moving upstream...apply a 5% bonus to reflex this difference. Subtract 3 from all die rolls not made for hill or mountain hexes. Rolls not on the chart indicate no overall change.

| | PARTIAL BLOCKAGE | CONSTRUCTION | DEBRIS | SLIDE |
|---------------------|------------------|----------------------|---------------------|-----------|
| 1. Narrows | 1. Slide | 1. Dam | 1. Skeletons | 1. Mud |
| 2. Widens | 2. Flora | 2. Stilt Hut | 2. Refuse | 2. Gravel |
| 3. Turn Left | 3. Fauna | 3. Bridge | 3. Flotsam | 3. Sand |
| 4. Turn Right | 4. Rocks | 4. Dock | 4. Brush | 4. Rocks |
| 5. Shallower | 5. Construction | 5. Ruins | 5. Logs | 5. Clay |
| 6. Deeper | 6. Debris | 6. Mill | 6. Wrecks | 6. Salt* |
| 7. Partial Blockage | | | | |
| 8. Fall 10-1000' | | | | |
| 9. Rapids | | | | |
| 10. Isle or Bar | | | | |
| | FLORA | FLORA STATE | FLORA SIZE | |
| | 1. Mold | 1. Seedling 1/4 Size | 1. Creeper 4-24" | |
| | 2. Weed | 2. Sprout 1/2 Size | 2. Underbrush 6-36" | |
| | 3. Flower | 3. Mature Full Size | 3. Brush 1-6' | |
| | 4. Herb | 4. Ripe | 4. Shrub 2-12' | |
| | 5. Vegetable | 5. Decayed 1/2 Size | 5. Vine 3-18' | |
| | 6. Fruit | 6. Withered 1/4 Size | 6. Tree 4-40' | |

*PROB 20% of Edible Salt
VM 2.0, Ore Grade 1-4

FAUNA Roll by Terrain Type on Encounter
Tables appropriate to situation.

PROSPEROUS PROSPECTING

Prospecting a .20 mile hex requires one week of time...with attendant encounter die rolls. Once found, the Deposit Type is diced for and workers must be hired to "mine" the deposit...See Tunneling Costs & Times. Roll for Ore Grade and then determine the value of the "worked" minerals...using the following formula...1700 X Cubic Feet of Ore Deposit Volume X Yield Percentage X Value Multiplier. The product is the value in Gold Pieces of the refined or "worked" mineral. Note that Marble and Gems are not determined in this manner. ***For the GP value of marble from a marble deposit...use the following formula...Marble Class Percentage X Marble Type Number X Cubic Feet of Deposit X Yield Percentage. ****For gem ore GP value of rough stones use the following formula...10 X Subic Feet of Deposit X Value in GP of Gem Type. A stone cutter jeweller (as Engineer) can increase or decrease the value of each cubic foot of rough gem stones. Dice on the Stone Cutting table...adjusting +1 for dexterity above average and -1 for below average dexterity of the jeweller.

| DEPOSITS | CUBIC FEET* | FIND PROB* | ORE GRADE | YIELD** | OTHER MINERALS | VM* | SEMI-PRECIOUS | VM* | PRECIOUS MINERALS | VM* |
|-----------------|-------------|------------|--------------|---------|------------------|------|---------------|-----|-------------------|------|
| 1. Trace | 1-6 | 40% | 1. Fools | 01% | 1. Volcanic** | .009 | 1. Copper | .02 | 1. Orichalcum | 40.0 |
| 2. Thread | 1-8 | 38 | 2. Vile | 10 | 2. Mercury | .008 | 2. Iron | .06 | 2. Ophite | 0.5 |
| 3. Streak | 1-10 | 35 | 3. Base | 15 | 3. Sulphur | .006 | 3. Quartz | .03 | 3. Silver | 0.1 |
| 4. Leader | 2-12 | 30 | 4. Mediocre | 25 | 4. Tin | .006 | 4. Meteorite | .08 | 4. Gold | 1.0 |
| 5. Vein | 3-18 | 20 | 5. Poor | 30 | 5. Zinc | .010 | 5. Carnelian | .09 | 5. Electrum | 2.0 |
| 6. Seam | 4-24 | 09 | 6. Fair | 35 | 6. Lead | .009 | 6. Jasper | .07 | 6. Platinum | 5.0 |
| 7. Ledge | 6-36 | 07 | 7. Fine | 40 | 7. Coal | .005 | 7. Marble*** | -- | 7. Mithril | 10.0 |
| 8. Placer | 8-48 | 04 | 8. Superior | 45 | 8. Porcel. Clay | .003 | 8. Nitre | .05 | 8. Adamanite | 20.0 |
| 9. Lode | 9-54 | 02 | 9. Sublime | 50 | 9. Petroleum | .004 | 9. Alum | .04 | 9. Magicum | 30.0 |
| 10. Mother Lode | 1-6X Lode | 01 | 10. Majestic | 60 | 10. Semiprecious | | 10. Precious | | 10. Gems**** | ---- |

*For Semi-Precious Double

Other Minerals 1-6X
Rocks 1-100X

Find PROB is rolled only if scouting a .20 mile hex in which the judge has predetermined that a deposit exists. Prospecting allows a cumulative PROB die roll once per week.

**Cost to refine is 30% of GP value of yield less the Deposit number...ie. 20% for Mother Lode.

**Concrete Grade

STONE CUTTING

1. Decrease Value 80%
2. Decrease Value 30%
3. Increase Value Double
4. Increase Value Triple
5. Increase Value Fourfold
6. Increase Value 5X

ROCKS

| ROCKS | VM* |
|-------------------|-------|
| 1. Granite | .0008 |
| 2. Shale | .0007 |
| 3. Limestone | .0006 |
| 4. Chalk | .0004 |
| 5. Sandstone | .0003 |
| 6. Other Minerals | |

*VM..Value Multiplier
Ore weight is 1700 GP
not value...see other
rule on Prospecting.

ROCK SIZES

| |
|-------------------|
| 1. Sand .01-.10" |
| 2. Gravel .1-1.0" |
| 3. Pebbles 1-3" |
| 4. Stones 2-12" |
| 5. Rocks 4-24" |
| 6. Boulder 2-12' |

MARBLE CLASS

| |
|------------------|
| 01-20 Gray |
| 21-38 Brown |
| 39-54 Blue Gray |
| 55-69 Black |
| 70-80 Yellow |
| 85-92 Red |
| 93-95 Green |
| 96-97 Blue |
| 98-99 Snow White |
| 00 Iridescent |

MARBLE TYPES

| |
|----------------|
| 1. Solid |
| 2. Mottled |
| 3. Coral |
| 4. Fossil |
| 5. Striped |
| 6. Translucent |

TRIUMPHANT GRAND TACTICAL

The map on the cover is of the City State's hex (2623) on campaign map one; as our campaign maps uses D&D's 5 mile per hex, that is the width of the large encompassing hex. There are 625 small hexes encompassed by the large one, each being .2 mile across (1056' or 352 yards). Each .2 mile hex contains 22.2 acres or 967,032 square feet.

A .2 mile hex may be more finely divided by making it the encompassing hex... this will make each small hex 42.24' wide. Following is a small section on a simplified rule on movement/terrain points.

SIMPLIFIED MOVE/TERRAIN POINTS

Each turn of movement on the Grand Tactical hexes is 1 hour long. Your movement 'points' is the same as your dungeon move distance in inches, see table below. Each hex costs the movement 'points' listed, to enter it; if you do not have enough points remaining to pay the cost listed, you cannot enter the hex (optionally, a player may always move one hex, despite terrain penalties).

| MOVEMENT POINTS: | TERRAIN POINT COSTS TO ENTER A HEX | HOURS OF DAYLIGHT |
|------------------|---|-------------------|
| Encumbered 3 | Road 1/2 | Winter- 8 hours |
| Armored Foot 6 | Plains/Steppes 1 | Spring- 12 hours |
| Heavy Foot 9 | Brush 2 | Summer- 16 hours |
| Light Foot 12 | Light Woods 3 | Fall- 12 hours |
| Heavy Horse 15 | Dense Woods 5 NH | |
| Medium Horse 18 | Packed Desert 2 | |
| Light Horse 24 | Dunes 4 NH | |
| | Slopes- Gentle 2 | |
| | Rise 4 | |
| | Steep 6 NH | |
| | Cliff 9 NH | |
| | Talus/Rocks 6 NH | |
| | Hydrographic- River Ford, Stream, Deep Gully or Swift Current +3 to cross | |
| | Small Gully or Slow Current +1 to cross | |
| | (crossing cost is additional to other terrain) | |

NH- horsemen are not allowed, except in the case of dunes and dense woods where they are required to dismount and walk their horses.

Deduct 1/3 of your movement points for each of the following conditions- snow, mud, extreme heat or cold, or non-moonlit night turns.

CONSTITUTION CHECK

Player(s) must make a 'constitution check' whenever they attempt to climb steep hills or cliffs; move, having not eaten in the last 6 hours; or move, having not slept in the last 10 hours. A 'constitution check' is performed by rolling a 20 sided dice with any result equal to or below your Constitution, meaning you succeeded; failing the check (by rolling higher than your CON) reduces your movement points by half on succeeding turns- if you do not take a turn out to rest & not move. Successive failures after the first reduce your move points by half again, until rested. The judge should give bonuses or penalties on top of this guideline, for circumstances and player actions.

MOVEMENT OBSTACLES

To determine movement obstacles, dice on the following tables adjusting for the type of terrain in the 5 mile hex in which the .2 mile hexes are located. Movement penalties for Uplands and Lowlands are solely dependant upon the Slope Grade which is determined independently each .2 mile hex for that particular contour. Flatland penalties are a function of the feature encountered and require should be adjusted by the judge as to severity for each situation. Avoiding obstacles by encircling them, negates the penalty. Obstacles which indicate Flora or Fauna also require some input by the judge as no tables are provided for each habitat. Note that the encounter with Fauna opens the possibility of hunting by the players and adds a feel of realism to the wilderness. The numbers following Uplands indicates the range of the die roll to be used.

| TYPE OF 5 MILE HEX TERRAIN | | | | | | | | UPSLOPE | DOWNSLOPE |
|----------------------------|----------------|----------------|-------------|--------------------|-----------|---------|---------|---------|-----------|
| GENERAL | HILLS & DUNES | MOUNTAINS | OPEN SEA | SLOPE GRADE | | PENALTY | PENALTY | | |
| 1 Flatlands | 1 Flatlands | 1 Flatlands | 1 Sandbar | 01-20 ⁰ | Incline | -2" | 0 | | |
| 2 Flatlands | 2 Flatlands | 2 Uplands 1-20 | 2 Reef | 21-30 | Mild | -4 | 0 | | |
| 3 Flatlands | 3 Uplands 1-10 | 3 Uplands 1-20 | 3 Islet | 31-40 | Gentle | -6 | -2" | | |
| 4 Flatlands | 4 Uplands 1-10 | 4 Uplands 1-20 | 4 Flotsam | 41-50 | Steep | -8 | -4 | | |
| 5 Uplands 1-6 | 5 Lowlands | 5 Uplands 1-20 | 5 Jetsam | 51-60 | Abrupt | -10 | -6 | | |
| 6 Lowlands | 6 Lowlands | 6 Lowlands | 6 Flora | 61-70 | Torturous | -12 | -8 | | |
| 7 Flora | 7 Flora | 7 Lowlands | 7 Fauna | 71-80 | Breakneck | -14 | -10 | | |
| 8 Fauna | 8 Fauna | 8 Hydrographic | 8 Floe | 81-90 | Precipice | -16 | -12 | | |
| 9 Hydrographic | 9 Hydrographic | 9 Flora | 9 Whirlpool | 91-00 | Ledge | -18 | -14 | | |
| 0 Hydrographic | 0 Uplands 1-10 | 0 Fauna | 0 Sandbank | | | | | | |

Adjust movement penalty for dexterity above 12...+3" and below average...-3"
Only footmen can ascend to Ledges. For

horses dice normally although they cannot ascend slopes steeper than Abrupt. Donkeys and goatlike beasts dice as high dexterity for purposes of slippage. Probability of slip is half the degree of slope stated as a percentage. Thus, a man ascending a slope of 30° has a 15% chance of slipping...treat as fall for damage. Adjust for dexterity above 12..-10% and dexterity below 9...+10% and for each movement penalty beyond the first...-05%. Therefore the man climbing the 30° slope can reduce his chance of falling by 05% by slowing his movement by 8"...instead of the normal penalty of -4". In circumstances that are prudent, the judge should adjust the movement/time scale to tens of feet/10 minutes or .2 mile hexes moved/hour. Hills generally consist of 1-10 contours of 2-200' height each while mountains would usually consist of 30-180 contours of 2-200' each. Contours descend in overall length as they stack although more than one contour can exist on the same lower contour...forming spurs and ridges with defiles. The sub-table for Lowlands gives the overall dimensions of the features while the Uplands sub-table gives the height of the rise with respect to the position of the viewer from a lower contour and it does not preclude the possibility of a higher contour beyond the viewer's position. These guidelines need the discerning eye and practiced hand of a skilled judge to apply them well.

| LOWLANDS | | | UPLANDS | | | FLATLANDS | | |
|----------------|--------------|----------|--------------|--------------|---------|---|--|--|
| | WIDTH | DEPTH | | WIDTH | HEIGHT | | | |
| 1 Cul-De-Sac | 30-180' | 30-180' | 1 Cul-De-Sac | 30-180' | 30-180' | 1 Cul-De-Sac | | |
| 2 Dip | 30-180 | 1-20 | 2 Boulders | 2-12 | 2-12 | 2 Hydrographic - Water Course if Desert. | | |
| 3 Sinkhole | 20-120 | 10-100 | 3 Rise | 20-120 | 4-24 | 3 Trees - Sand if Desert or Mountain. | | |
| 4 Excavation | SEE SUBTABLE | | 4 Elevation | SEE SUBTABLE | | 4 Sand - 20-120 Hexes if Desert. Move -2" | | |
| 5 Water Course | SEE SUBTABLE | | 5 Mound | 60-360 | 10-60 | 5 Flora - See Subtable | | |
| 6 Dingle | SEE SUBTABLE | | 6 Hummock | 100-600 | 32-42 | 6 Trap - See Subtable | | |
| 7 Dale | 60-240 | 21-40 | 7 Hillock | 200-1200 | 42-52 | 7 Swamp - See Subtable | | |
| 8 Dell | 80-480 | 30-180 | 8 Knoll | 300-1800 | 52-62 | 8 Mud Flat - Salt if Hard Packed Desert. | | |
| 9 Basin | 100-1M | 60-360 | 9 Butte | 400-2400 | 62-72 | 9 Fauna - See Subtable | | |
| 10 Bottom | 1M-4M | 90-540 | 10 Hill | 500-3M | 72-82 | 10 Field - See Subtable | | |
| 11 Glen | 2M-12M | 100-1M | 11 Ridge | SEE SUBTABLE | | 11 Construct - See Subtable | | |
| 12 Vale | 3M-18M | 200-1200 | 12 Mount | 600-3600 | 82-92 | 12 Grassland - See Subtable. Sand if Desert. | | |
| 13 Hollow | 4M-24M | 300-1800 | 13 Cliff | SEE SUBTABLE | | 13 Muck - 1-6 Hexes. Move -4" | | |
| 14 Valley | 5M-30M | 400-2400 | 14 Pike | 800-4800 | 92-102 | 14 Rocks - See Subtable | | |
| 15 Gorge | 2M-12M | 600-3600 | 15 Vantage | 1M-6M | 102-112 | 15 Pumice - Move -4", No sighting if riding. | | |
| 16 Defile | 1M-6M | 700-4200 | 16 Spur | 2M-12M | 112-122 | 16 Slime - PROB SLIP as Breakneck Slope. | | |
| 17 Cleft | 100-1M | 800-4800 | 17 Tor | 4M-24M | 122-132 | 17 Inclosure - See Subtable | | |
| 18 Crater | 10-1M | 10-1M | 18 Mountain | 5M-30M | 132-142 | 18 Lair - As monster lair. | | |
| 19 Chasm | 30-180 | 900-5400 | 19 Ered | 6M-36M | 142-152 | 19 Ruins - See Subtable | | |
| 20 Canyon | 5M-30M | 800-4800 | 20 Crest | SEE SUBTABLE | | 20 Passage - Random direction, PROB 10% / Hex of end. | | |

M = 1000'

| EXCAVATION* | WIDTH | DEPTH | ELEVATION | WIDTH | HEIGHT | CREST - Top Contour of 12-19 | | |
|-------------|--------|--------|-------------|--------|----------|------------------------------|---------------|----------------|
| | | | | | | HEIGHT | .2 Mile Hexes | SLOPE |
| 1 Trench | 1-100' | 1-20' | 1 Monolith | 9-54' | 20-200' | 1 Dome | 7-42' | 1-4 Gentle |
| 2 Ditch | 3-18 | 2-12 | 2 Tumulus | 60-360 | As Width | 2 Summit | 8-48 | 1-6 Steep |
| 3 Furrow | 2-12 | 1-6 | 3 Barrow | 80-480 | 40-240 | 3 Point | 9-54 | 2-12 Abrupt |
| 4 Pit | 3-18 | 4-24 | 4 Totem | 4-24 | 30-180 | 4 Peak | 20-120 | 3-18 Torturous |
| 5 Hole | 1-6 | 60-360 | 5 Tower | 10-60 | 20-120 | 5 Horn | 40-240 | 4-24 Breakneck |
| 6 Well | 2-12 | 40-240 | 6 Spire | 3-18 | 10-100 | 6 Pinnacle | 60-360 | 5-30 Precipice |
| 7 Mine | 2-12 | 100-1M | 7 Building | 10-40 | 10-40 | | | |
| 8 Reservoir | 40-240 | 10-60 | 8 Stairway | 6-36 | 30-180 | | | |
| 9 Terraform | 1-100 | 3-300 | 9 Terraform | 90-540 | 90-540 | | | |
| 0 Cistern | 6-36 | 20-120 | 0 Heap | 4-240 | As Width | | | |

*PROB 10% of Stairway.

RIDGE - Top Contour of 5-10

| | HEIGHT | .2 Mile Hexes | SLOPE |
|--------------|--------|---------------|-----------|
| 1 Dune | 4-24' | 1-2 | Mild |
| 2 Fold | 6-36 | 8-48 | Gentle |
| 3 Escarpment | 7-42 | 4-24 | Steep |
| 4 Rough | 8-48 | 2-12 | Abrupt |
| 5 Broken | 8-48 | 2-12 | Torturous |
| 6 Hogback | 8-48 | 1-6 | Breakneck |

DINGLE - Flora and lair always present.

| | WIDTH | DEPTH |
|------------|-------|-------|
| 1 Clearing | 1-10' | 1-10' |
| 2 Glade | 2-20 | 2-20 |
| 3 Grot | 3-30 | 3-30 |
| 4 Grotto | 4-40 | 4-40 |
| 5 Cave | 5-50 | 5-50 |
| 6 Cavern | 6-60 | 6-60 |

TRAP

| |
|------------|
| 1 Pitfall |
| 2 Snare |
| 3 Fauna* |
| 4 Stakes |
| 5 Lure |
| 6 Deadfall |

*Webs, etc.

CLIFF - Lower Contour of 14-19

| | HEIGHT | .2 Mile Hexes | SLOPE |
|--------------|--------|---------------|-----------|
| 1 Steep | 6-36' | 1-6 | Steep |
| 2 Scarp | 7-42 | 2-12 | Steep |
| 3 Fault | 6-36 | 10-60 | Abrupt |
| 4 Crag | 8-48 | 4-24 | Breakneck |
| 5 Bluff | 10-60 | 6-36 | Abrupt |
| 6 Promontory | 20-120 | 30-180 | Precipice |

WATER COURSE - Water Depth 1-6" although feature is full size.

| | WIDTH | DEPTH |
|----------------|---------------|--------|
| 1 Freshet* | 2-12' | 1-6" |
| 2 Gully | 6-36 | 3-18 |
| 3 Ravine | 20-120 | 10-60 |
| 4 Channel | 80-480 | 40-240 |
| 5 Waddis* | 100-1M | 60-360 |
| 6 Hydrographic | See Sub-table | |

*Completely dry except in rainy season or during flood.

PASSAGES* - Bonus Move Adjustments

| | | |
|---------------|-----|----------------|
| 1 Track | +1" | Fauna Passage |
| 2 Path | +2 | 1-6' Overgrown |
| 3 Trail | +3 | 2-12' Marked |
| 4 Gravel Road | +4 | Construct |
| 5 Roman Road | +5 | Construct |
| 6 Asphalt | +6 | Construct |

*Do not negate slope penalty.

CONSTRUCT* - 8-48" High

| |
|----------------|
| 1 Hedgerow |
| 2 Fence Paling |
| 3 Low Wall |
| 4 Pavement |
| 5 Pile |
| 6 Signpost |

*No move penalty if less than creature's height. Otherwise -2"

INCLOSURE*

| | |
|-------------|------|
| 1 Pen | 1/4 |
| 2 Sheepfold | 1/2 |
| 3 Coup | 1/2 |
| 4 Pigsty | 1-6 |
| 5 Corral | 2-12 |
| 6 Kennel | 3-18 |

*No move penalty...PROB 30% of domesticated creatures NA 1-100 with PROB 80% Guardian/Herder.

| <u>SWAMP*</u> | <u>.2 Mile Hexes</u> | <u>PENALTY</u> |
|---------------|----------------------|----------------|
| 1 Morass | 1-6 | -1" |
| 2 Mire | 2-12 | -2 |
| 3 Fen | 3-18 | -3 |
| 4 Bog | 4-24 | -4 |
| 5 Marsh | 5-30 | -5 |
| 6 Quagmire | 6-36 | -6 |

*True swamps only appear on Maps.

| <u>GRASSLAND*</u> | <u>.2 Mile Hexes</u> | <u>HEIGHT</u> | <u>PENALTY</u> |
|-------------------|----------------------|---------------|----------------|
| 1 Field | 1-6 | 6-36" | 0" |
| 2 Pasture | 2-12 | 6-36 | 0 |
| 3 Paddock | 3-18 | 6-36 | 0 |
| 4 Meadow | 4-24 | 9-54 | -2 |
| 5 Heath | 5-30 | 10-60* | -3 |
| 6 Range | 6-36 | 20-120* | -4 |

*Steppes and Plains only appear on Maps. Flora higher than viewer negates sighting.

WEEDS, FLOWERS, VEGETABLES, HERBS & MOLDS

| <u>TROPICAL</u> 01-20 Hexes | <u>SUB-TROPICAL</u> 10-60 Hexes | <u>MIDDLE LATITUDE</u> 31-50 Hexes | <u>HIGH LATITUDE</u> 41-60 Hexes | <u>FLOWERS</u> | <u>UNUSUAL FLOWERS</u> | <u>RARE FLOWERS</u> |
|--------------------------------|------------------------------------|---------------------------------------|-------------------------------------|-----------------|------------------------|---------------------|
| 1 Skunk Cab. | 1 Flax | 1 Water Lilies | 1 Blueberry | 1 Delphinium | 1 Rose | 1 Orchid |
| 2 Monstera | 2 Tapioca | 2 Anemone | 2 Heather | 2 Lillies | 2 Iris | 2 Rock Flower |
| 3 Oil Palm | 3 Prickly Pear | 3 Buckwheat | 3 Goldenrod | 3 Sunflower | 3 Geranium | 3 Van. Orchid |
| 4 Pineapple | 4 Bilberry | 4 Smartweed | 4 Dandelion | 4 Snapdragon | 4 Nasturtium | 4 Vamp. Vine |
| 5 Trav. Palm | 5 Crowberry | 5 Pigweed | 5 Horseradish | 5 Lotus | 5 Poinsetta | 5 Yellow Lotus |
| 6 Hemp | 6 Hemlock | 6 Pokeweed | 6 Ragweed | 6 Foxglove | 6 Rhododendron | 6 Purp. Lotus |
| 7 Down Grass | 7 Nettles | 7 Gooseberry | 7 Cocklebur | 7 Mullein | 7 Petunia | 7 Black Lotus |
| 8 Bamboo | 8 Nightshade | 8 Strawberry | 8 Thistle | 8 Columbine | 8 Morning Glory | 8 Venus Fly Tr. |
| 9 Papyrus | 9 Pipeweed | 9 Raspberry | 9 Sagebrush | 9 Hollyhock | 9 Poppies | 9 Belladonna |
| 10 Mushrooms | 10 Belladonna | 10 Blackberry | 10 Bluegrass | 10 Lavender | 10 Carnation | 10 Wolfbane |
| 11 Tree Fern | 11 Bladderwort | 11 Alfalfa | 11 Timothy | 11 Daffodil | 11 Camellia | 11 Black Orchid |
| 12 Willow | 12 Ivy | 12 Clover | 12 Wheat | 12 Azeleas | 12 Primrose | 12 Man. Eat Tulip |
| 13 Sugarcane | 13 Coffee | 13 Water Chest. | 13 Alder | 13 Woundwort | 13 Aster | 13 Silver Chimes |
| 14 Cotton | 14 Currant | 14 Cranberry | 14 Barley | 14 Honeysuckle | 14 Daisies | 14 Swallower |
| 15 Rushes | 15 Hops | 15 Milk Weed | 15 Oats | 15 Buttercup | 15 Chrysanthemum | 15 Whispering |
| 16 Tea | 16 Huckleberry | 16 Spiky Grass | 16 Millet | 16 Philodendron | 16 Marigold | 16 Enchant. Vio. |
| 17 Seaweed | 17 Grape | 17 Water Cress | 17 Brackers | 17 Violet | 17 Tulip | 17 Eye Flower |
| 18 Canna | 18 Scrub Grass | 18 Blackthorn | 18 Horser | 18 Gladiolus | 18 Hyacinth | 18 Cling. Bloss. |
| 19 Flower | 19 Fruit | 19 Herb | 19 Mistletoe | 19 Spiderwort | 19 Narcissus | 19 Tigersbane |
| 20 Unusual | 20 Unusual | 20 Unusual | 20 Unusual | 20 Unusual | 20 Rare | 20 Leech Flower |

| VEGETABLES | UNUSUAL VEGETABLES | UNUSUAL HERB | HERB | MOLD |
|-----------------|--------------------|---------------|----------------|-----------------|
| 1 Rice | 1 Lettuce | 1 Frankincen. | 1 Oregano | 1 Yeast Mold |
| 2 Parsley | 2 Corn | 2 Gum Arabic | 2 Thyme | 2 Yellow Mold |
| 3 Parsnip | 3 Squash | 3 Tanna | 3 Arise | 3 Black Pudding |
| 4 Carrot | 4 Pumpkin | 4 Myrrh | 4 Dill | 4 Green Slime |
| 5 Celery | 5 Endive | 5 Saffron | 5 Caraway | 5 Grey Ooze |
| 6 Potatoe | 6 Asparagus | 6 Tarragon | 6 Ginger | 6 Ochre Jelly |
| 7 Egg Plant | 7 Sprouts | 7 Chicory | 7 Sage | 7 Sludge Mold |
| 8 Pepper | 8 Artichoke | 8 Apasar | 8 Alum | 8 Mildew Mold |
| 9 Sweet Potatoe | 9 Radish | 9 Bay | 9 Garlic | 9 Musty Mold |
| 10 Peanut | 10 Greenbeans | 10 Maijoran | 10 Rosemary | 10 Stale Mold |
| 11 Mustard | 11 Cauliflower | 11 Savory | 11 Allspice | 11 Fusty Mold |
| 12 Cabbage | 12 Turnip | 12 Basil | 12 Paprika | 12 Fester Mold |
| 13 Rhubarb | 13 Broccoli | 13 Cardamon | 13 Canine Ppr. | 13 Smutty Mold |
| 14 Spinach | 14 Rutabaga | 14 Chervil | 14 Black Ppr. | 14 Muck Mold |
| 15 Beets | 15 Tomatoe | 15 Coriander | 15 Tarter | 15 Rankle Mold |
| 16 Peas | 16 Lima Bean | 16 Cumin | 16 Curry | 16 Reek Mold |
| 17 Beans | 17 Popcorn | 17 Fennel | 17 Spearmint | 17 Fetid Mold |
| 18 Maize | 18 Melon | 18 Mace | 18 Chilli Ppr. | 18 Rancid Mold |
| 19 Onions | 19 Watermelon | 19 Pekoe | 19 Sesame | 19 Dry Rot Mold |
| 20 Unusual | 20 Rare | 20 Unusual | 20 Rare | 20 Scum Mold |

LOFTY TREES

Trees range in height from 4-400' when mature. The tree size table gives the number of .2 mile hexes that the stand of trees will occupy. The tree type is actually the strain predominant in that stand of trees and is a function of latitude. The latitude is stated in number of 5 mile hexes from the equator located between the 5 mile hexes of row XX17 and XX18 of the Barbarian Altanis, Desert Lands, and Ebony Coast Campaign Maps. Actual Climatic Zones will vary but the guideline is intended as a simplified aid only.

| TROPICAL | SUB-TROPICAL | MIDDLE LATITUDE | HIGH LATITUDE | NUT | FRUIT | UNUSUAL |
|--------------|-----------------|-----------------|----------------|--------------|----------------|--------------|
| 01-20 Hexes | 10-60 Hexes | 31-50 Hexes | 41-60 Hexes | | | |
| 1 Baobab | 1 Cedar | 1 Birch | 1 Buckeye | 1 Almond | 1 Orange | 1 Balsa |
| 2 Jacaranda | 2 Rosewood | 2 Basswood | 2 Beech | 2 Brazil | 2 Lemon | 2 Bay Tree |
| 3 Mahogany | 3 Satinwood | 3 Alder | 3 Yew | 3 Butternut | 3 Lime | 3 Bayberry |
| 4 Manchineel | 4 Poplar | 4 Cottonwood | 4 Holly | 4 Cashew | 4 Grapefruit | 4 Betel |
| 5 Mangrove | 5 Stink Tree | 5 Dogwood | 5 Spruce | 5 Coconut | 5 Breadfruit | 5 Brazilwood |
| 6 Monkeypod | 6 Macadamia | 6 Catalpa | 6 Douglas Fir | 6 Filbert | 6 Citron | 6 Calabash |
| 7 Tamarind | 7 Magnolia | 7 Hawthorn | 7 Balsam | 7 Hazel | 7 Cherry | 7 Camphor |
| 8 Teak | 8 Ash | 8 Hickory | 8 Pine | 8 Hickory | 8 Mango | 8 Date |
| 9 Banyan | 9 Locust | 9 Hackberry | 9 Cypress | 9 Pecan | 9 Nectarine | 9 Carob |
| 10 Bo Tree | 10 Oak | 10 Maple | 10 Bristlecone | 10 Pinon | 10 Olive | 10 Cinchona |
| 11 Cycad | 11 Soapberry | 11 Aspen | 11 Hemlock | 11 Pistachio | 11 Avocado | 11 Clove |
| 12 Ebony | 12 Sweet Gum | 12 Elm | 12 Juniper | 12 Walnut | 12 Papaya | 12 Coffee |
| 13 Palm | 13 Sycamore | 13 Plum | 13 Larch | 13 Kola | 13 Kumquat | 13 Cork |
| 14 Upas | 14 Tulip | 14 Tallow Tree | 14 Sequoia | 14 Bitternut | 14 Pawpaw | 14 Kapok |
| 15 Ombu | 15 Willow | 15 Beewood | 15 Linden | 15 Litchi | 15 Pomegranate | 15 Rubber |
| 16 Chinchona | 16 Persimmon | 16 Laurel | 16 Winterberry | 16 Canonball | 16 Quince | 16 Sapodilla |
| 17 Date Palm | 17 Osage Orange | 17 Sorrel | 17 Eucalyptus | 17 Chestnut | 17 Apricot | 17 Mesquite |
| 18 Nut | 18 Nut | 18 Sassafras | 18 Redwood | 18 Nutmeg | 18 Anchovy | 18 Mimosa |
| 19 Fruit | 19 Fruit | 19 Nut | 19 Arborvitae | 19 Cacao | 19 Peach | 19 Fig |
| 20 Unusual | 20 Unusual | 20 Unusual | 20 Unusual | 20 Cinnamon | 20 Banana | 20 Rare |

| RARE | UNIQUE | TREES | SIZE* |
|----------------|-------------------------|--------------|----------|
| 1 Crab Apple | 1 Sacred Sycamore | 1. Stand | .01-1.0 |
| 2 Witch Hazel | 2 Spear Ash | 2. Coppice | 1-6 |
| 3 Box | 3 Tree of Enlightenment | 3. Copse | 3-18 |
| 4 Redbud | 4 Tree of Knowledge | 4. Thicket | 5-30 |
| 5 Ginkgo | 5 Tree of Life | 5. Grove | 7-42 |
| 6 Bottle Tree | 6 Tree of Fate | 6. Brake | 9-54 |
| 7 Mangosteen | 7 Golden Apple | 7. Timber | 30-180 |
| 8 Wahoo | 8 Tree of Healing | 8. Wood | MAP ONLY |
| 9 Raisin Tree | 9 Tristriseult | 9. Forest | MAP ONLY |
| 10 Myrtle | 10 Golden Fleece | 10. Woodland | MAP ONLY |
| 11 Laburnum | 11 Tree of Heaven | | |
| 12 Poinciana | 12 Thunder Tree | | |
| 13 Fringe Tree | 13 Tree of Universe | | |
| 14 Mulberry | 14 Tree of Portent | | |
| 15 Ironwood | 15 Tree of High Sorcery | | |
| 16 Lancewood | 16 Tana Tree | | |
| 17 Jujube | 17 Great Tree | | |
| 18 Brasswood | 18 Jewel Tree | | |
| 19 Fawnwood | 19 Incense Tree | | |
| 20 Unique | 20 Treant | | |

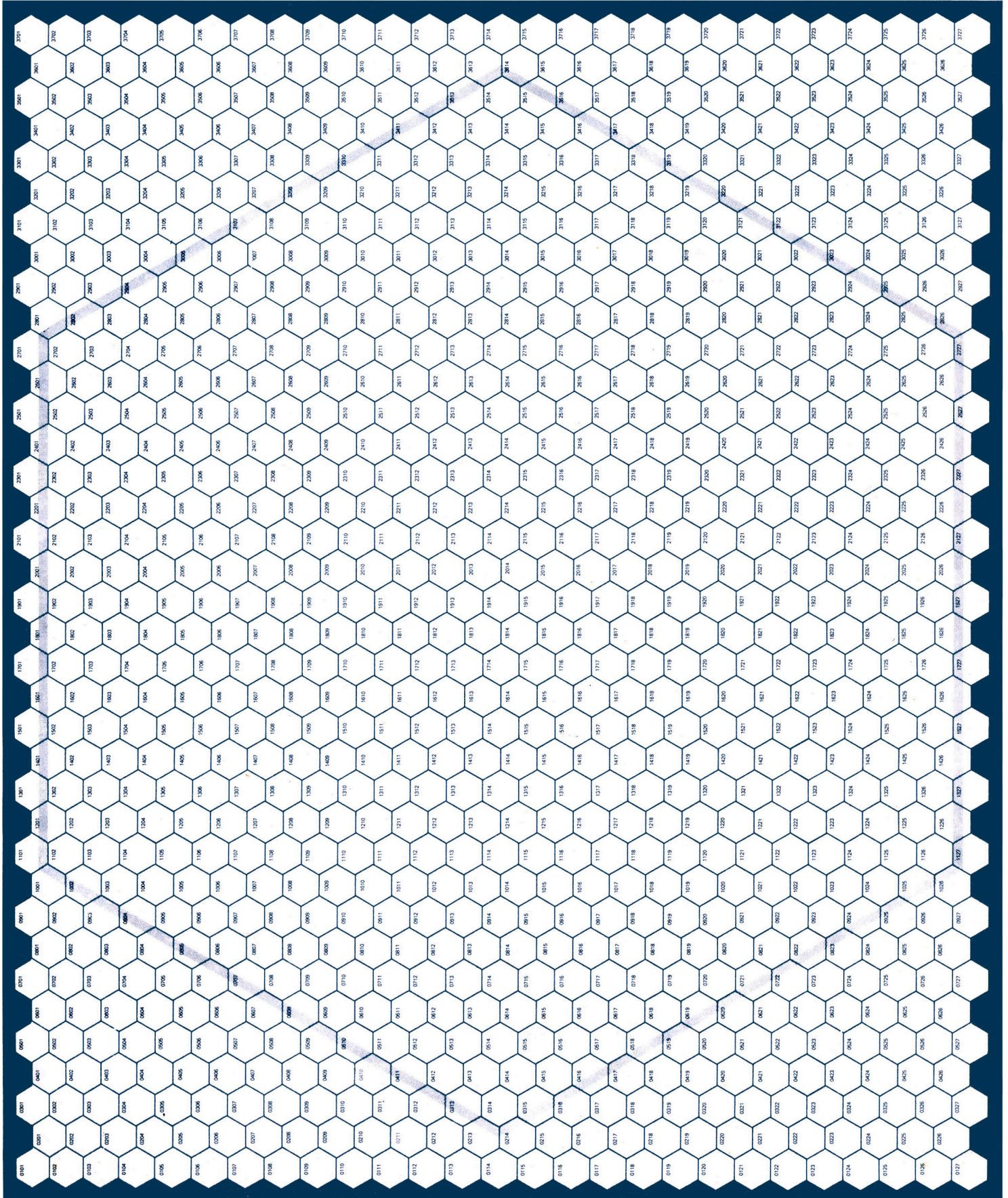
Hot-line to Deity
Nymph Home
Tree of Enlightenment Telepathic
Skill from Fruit
Resurrection in 8 Hours
Quest of Profit
Fruit as Potion of Longevity
Heals 1-6 pips by Vapor in 4 Hours
Telepaths Memories of Passion
Bough as Luckstone
Giant Spider in Tree Form
Sentient-Control Weather / Month
Pods contain animals, birds & humans.
Shaking leaves Predict
One random spell / day
Burnt leaves Control Mummy
Branches make 1-10 magic arrows or 1 magic sword.
Gem fruit...PROB 50% @ Gem inhabited by Jewel Worm
Burnt leaves attract wild game
Talking PROB 60%, Active PROB 30%

*Size is number of .20 mile hexes filled with trees. Half for Plainses & Steppes...Quarter for Mountains in 5 mile hex. MAP ONLY means that the size appears on the 5 mile hex campaign map.

FAUNA

These guidelines are intended as an aid in developing a world in which your players can hunt, engage in trapping, and "live off the land". Insects, birds, and small mammals can be despatched with one blow. For this reason, many are listed as 0 hit die and this indicates that one point of damage will subdue or kill the creature. Giant creatures range from 2-16 hit die and are listed in various supplements... see Dungeons & Dragons Book III, Blackmoor, & Eldritch Wizardry. The armor class, hit die and move of the fauna listed is as follows AC-HD-MOVE.

| HUMID CONTINENTAL | | | SUBTROPICAL | | | SEMI-ARID | | | DESERT | | | TUNDRA | | |
|-------------------|----------|--|-----------------|----------|--|--------------------|----------|--|-------------------|---------|--|-----------------|----------|--------------------|
| 1 Red Deer | 5-1-18 | | 1 Hyena | 7-1-10 | | 1 Ants | 2-0-1 | | 1 Lizards | 5-0-6 | | 1 Yak | 7-2-6 | |
| 2 Elk | 6-2-14 | | 2 Lion | 6-3-12 | | 2 Cattle | 9-2-9 | | 2 Camels | 8-2-14 | | 2 Wolverine | 4-1-12 | |
| 3 Wolves | 7-1-12 | | 3 Rhino | 3-4-9 | | 3 Dogs | 6-1/2-10 | | 3 Horses | 8-2-24 | | 3 Musk Oxen | 8-3-10 | |
| 4 Horses | 8-2-24 | | 4 Giraffes | 8-1-10 | | 4 Hyenas | 7-1-10 | | 4 Iguana | 6-0-9 | | 4 Reindeer | 8-2-18 | |
| 5 Lions | 6-3-12 | | 5 Monkey | 6-1/2-10 | | 5 Gopher | 6-0-8 | | 5 Gila Monster | 5-1/2-6 | | 5 Bison | 9-4-18 | |
| 6 Squirrel | 2-1/2-18 | | 6 Armadillo | 2-1-3 | | 6 Porcupine | 4-1/2-4 | | 6 Cobra | 5-1/2-4 | | 6 Boars | 7-1-16 | |
| 7 Pandas | 8-1-6 | | 7 Sloth | 8-1-4 | | 7 Armadillo | 2-1/2-3 | | 7 Rattlesnake | 6-0-4 | | 7 Bears | 3-3-10 | |
| 8 Racoons | 2-0-12 | | 8 Koalas | 7-1-6 | | 8 Hare | 3-0-16 | | 8 Tortoise | 2-1-3 | | 8 Caribou | 7-2-24 | |
| 9 Fox | 4-1-24 | | 9 Elephant | 6-8-12 | | 9 Bats | 4-0-24 | | 9 Toads | 5-0-6 | | 9 Polar Bear | 4-3-10 | |
| 10 Chipmunk | 2-0-14 | | 10 Shrew | 2-1/2-24 | | 10 Mole | 9-1/2-4 | | 10 Gerbil | 9-0-6 | | 10 Walrus | 5-4-6 | |
| 11 Rabbit | 2-0-20 | | 11 Woodchuck | 5-1/2-8 | | 11 Kangaroo | 7-2-14 | | 11 Mole | 8-1/2-4 | | 11 Lemming | 4-0-10 | |
| 12 Sheep | 7-1/2-6 | | 12 Chimps | 6-1/2-10 | | 12 Yak | 7-2-6 | | 12 Prairie Dog | 4-0-6 | | 12 Panda Bear | 5-2-8 | |
| 13 Goats | 7-1-8 | | 13 Platypus | 7-1-3 | | 13 Coyote | 8-1-8 | | 13 Coyote | 8-1-8 | | 13 Gnu | 8-2-16 | |
| 14 Badger | 3-1/2-10 | | 14 Jaguar | 7-4-18 | | 14 Puma | 4-4-12 | | 14 Lynx | 5-1-8 | | 14 Frogs | 5-0-4 | |
| 15 Wildcat | 5-3-18 | | 15 Chinchilla | 3-1/2-10 | | 15 Copperhead | 5-1/2-6 | | 15 Hyena | 7-1-10 | | 15 Wart Hog | 5-1/2-14 | |
| 16 Rodent | 1-0-8 | | 16 Python | 6-2-8 | | 16 Tortoise | 2-1-3 | | 16 Asses | 8-1-12 | | 16 Porcupine | 4-1/2-4 | |
| 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | |
| 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | |
| 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | |
| 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monsters | -VAR- | |
| TAIGA | | | TROPICAL WET | | | TROPICAL WET & DRY | | | MARINE | | | HIGHLANDS | | |
| 1 Sbl. Antelope | 8-1-24 | | 1 Tiger | 6-4-14 | | 1 Panther | 5-2-15 | | 1 Otter | 6-0-6 | | 1 Cave Bear | 4-3-9 | |
| 2 Kudu Antelope | 7-2-20 | | 2 Orangutan | 7-1/2-10 | | 2 Great Ape | 6-3-9 | | 2 Weasel | 5-0-9 | | 2 Mtn. Lion | 4-2-10 | |
| 3 Camels | 8-2-14 | | 3 Gorilla | 7-2-12 | | 3 Anteater | 6-1/2-6 | | 3 Jellyfish | 9-1/2-3 | | 3 Goats | 5-1/2-9 | |
| 4 Mastadons | 4-10-8 | | 4 Tapir | 8-1-10 | | 4 Impala | 6-2-15 | | 4 Sea Cow | 9-4-3 | | 4 Llama | 7-2-9 | |
| 5 Boars | 7-1-16 | | 5 Peccaries | 7-1/2-14 | | 5 Zebra | 7-2-15 | | 5 Seal | 8-1/2-3 | | 5 Sun Bear | 5-2-10 | |
| 6 Foxes | 4-1-24 | | 6 Hippos | 4-4-6 | | 6 Coral Snake | 5-1/2-3 | | 6 Walrus | 7-3-3 | | 6 Grizzly Bear | 3-4-8 | |
| 7 Sheep | 7-1/2-6 | | 7 Leopard | 5-2-20 | | 7 Gorilla | 5-4-6 | | 7 Beaver | 5-1/2-9 | | 7 Skunk | 7-0-9 | |
| 8 Asses | 8-1-12 | | 8 Boa Constr. | 6-2-3 | | 8 Snail | 8-0-1 | | 8 Lemur | 5-0-9 | | 8 Stags | 5-3-14 | |
| 9 Moose | 7-3-18 | | 9 Crocodile | 4-3-6 | | 9 Baboon | 4-2-12 | | 9 W. Buffalo | 7-3-6 | | 9 Rams | 4-1-9 | |
| 10 Chameleon | 9-0-8 | | 10 Tree Frog | 0-0-6 | | 10 Salamander | 7-1-6 | | 10 Sea Snake | 5-1/2-3 | | 10 Rats | 3-0-9 | |
| 11 Snap. Turtles | 2-0-4 | | 11 Leach | 8-0-1 | | 11 Guinea Pig | 7-0-4 | | 11 Sea Turtle | 2-2-3 | | 11 Spotted Lion | 5-3-12 | |
| 12 Badger | 3-1/2-10 | | 12 Spider Monk. | 4-1/2-9 | | 12 Crocodile | 4-3-6 | | 12 Alligator | 4-3-6 | | 12 Salamander | 7-1-6 | |
| 13 Opposums | 6-1/2-8 | | 13 Sum. Rat | 3-0-9 | | 13 Otter | 6-0-6 | | 13 W. Moccasin | 6-1/2-3 | | 13 Wolves | 7-1-16 | |
| 14 Pigs | 9-0-10 | | 14 Rhino | 3-4-9 | | 14 Peccaries | 5-1/2-9 | | 14 Crocodile | 4-3-6 | | 14 Racer Snake | 5-1/2-3 | |
| 15 Gazelles | 6-1-24 | | 15 Wolverine | 4-1-12 | | 15 W. Buffalo | 7-3-6 | | 15 Crab | 5-0-3 | | 15 Turtle | 5-0-2 | |
| 16 Anteater | 8-1/2-6 | | 16 Beaver | 5-1/2-9 | | 16 Toads | 0 | | 16 Clam | 3-0-1 | | 16 Weasel | 5-0-9 | |
| 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | | 17 Dinosaur | -VAR- | |
| 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | | 18 Insects | -VAR- | |
| 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | | 19 Birds | -VAR- | |
| 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monster | -VAR- | | 20 Monster | -VAR- | |
| LAND BIRDS | | | WATER BIRDS | | | UNUSUAL | | | GAME BIRD | | | INSECTS | | |
| 1 Oriol | | | 1 Albatross | | | 1 Condor | | | 1 Grouse | | | 1 Locust | | 1 Dragonflies |
| 2 Robin | | | 2 Bittern | | | 2 Peacock | | | 2 Pheasant | | | 2 Grasshopper | | 2 Lantern Flies |
| 3 Nightingale | | | 3 Egret | | | 3 Vulture | | | 3 Prairie Chicken | | | 3 Crickets | | 3 Scorpions |
| 4 Hummingbird | | | 4 Pelican | | | 4 Eagle | | | 4 Bobwhite | | | 4 Cockroaches | | 4 Stink Bugs |
| 5 Cardinal | | | 5 Heron | | | 5 Owl-Bear | | | 5 Woodcock | | | 5 Mantises | | 5 Bed Bugs |
| 6 Woodpecker | | | 6 Crane | | | 6 Gerfalcon | | | 6 Turkey | | | 6 Termites | | 6 Assassin Bugs |
| 7 Lark | | | 7 Tern | | | 7 Roc | | | 7 Quail | | | 7 Lice | | 7 Kissing Bugs |
| 8 Crow | | | 8 Loon | | | 8 Cockatoo | | | 8 Goose | | | 8 Mayflies | | 8 Black Widow |
| 9 Jay | | | 9 Swan | | | 9 Myna | | | 9 Duck | | | 9 Butterflies | | 9 Tarantulas |
| 10 Finch | | | 10 Sandpiper | | | 10 Parrot | | | 10 Mallard | | | 10 Bees | | 10 Trapdoor Spider |
| 11 Hawk | | | 11 Gull | | | 11 Flightless | | | 11 Teal | | | 11 Ants | | 11 Bird Spiders |
| 12 Starling | | | 12 Penguin | | | 12 Flamingo | | | 12 Pidgeon | | | 12 Wasps | | 12 Bolas Spiders |
| 13 Wren | | | 13 Gannet | | | 13 Ostrich | | | 13 Blackbird | | | 13 Flies | | 13 Purse Spiders |
| 14 Thrush | | | 14 King Eider | | | 14 Macaw | | | 14 Buzzard | | | 14 Mosquitoes | | 14 Crab Spiders |
| 15 Mockingbird | | | 15 Fulmar | | | 15 Toucan | | | 15 Cock | | | 15 Ticks | | 15 Water Spiders |
| 16 Swift | | | 16 Frigate Brd | | | 16 Quetzal | | | 16 Gobbler | | | 16 Fleas | | 16 Yellow Jackets |
| 17 Owl | | | 17 Plover | | | 17 Jacana | | | 17 Road Runner | | | 17 Brown Spider | | 17 Water Bugs |
| 18 Falcon | | | 18 Iblis | | | 18 Sunbird | | | 18 Snipe | | | 18 Centipedes | | 18 Beetles |
| 19 Game Bird | | | 19 Game Bird | | | 19 Shoveler | | | 19 Stewing Hen | | | 19 Crab | | 19 Gnats |
| 20 Unusual | | | 20 Unusual | | | 20 Sturge | | | 20 Flyer | | | 20 Unusual | | 20 Amphids |



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Sea Mail \$5.20

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