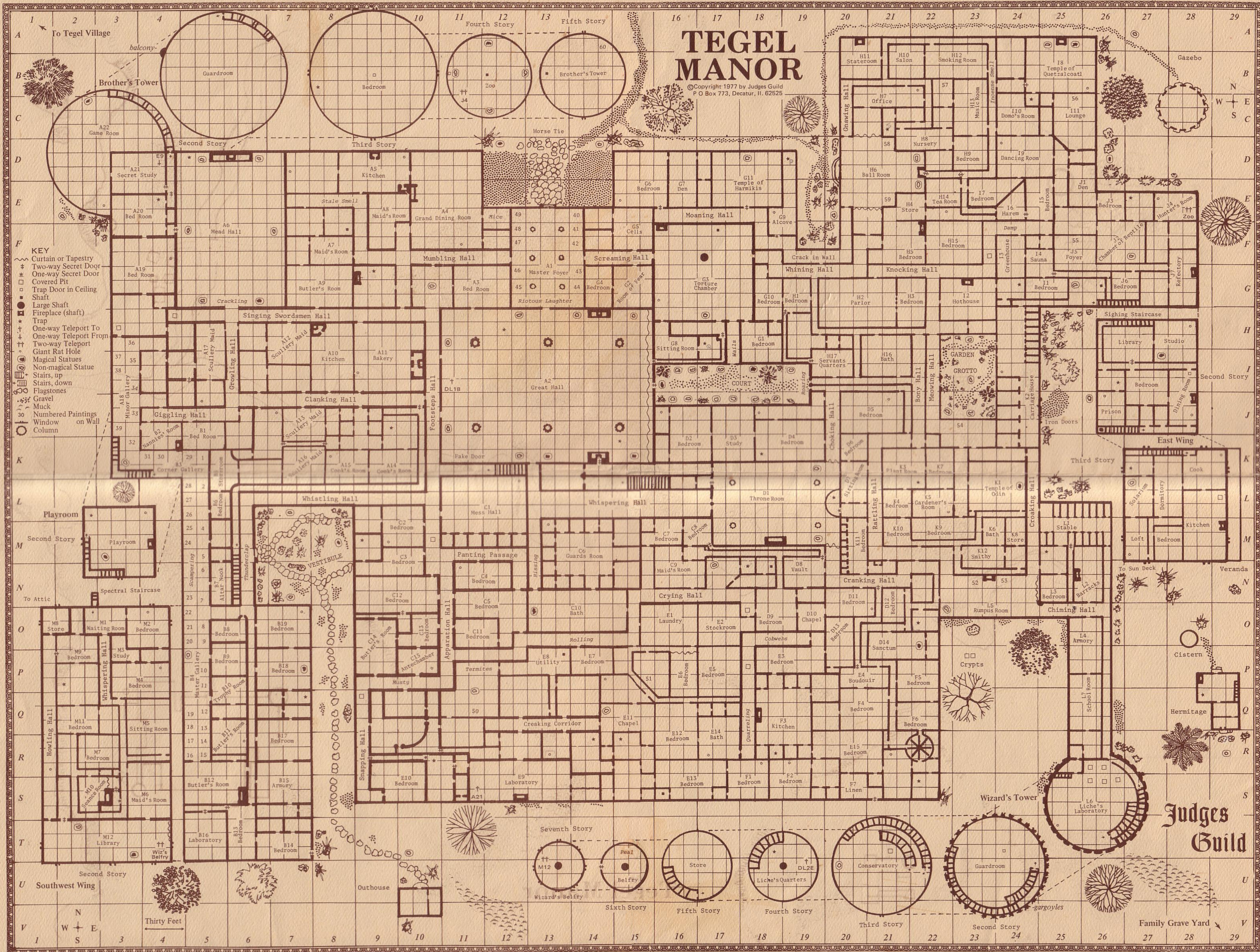


TEGEL MANOR

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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
 - 30 Numbered Paintings on Wall
 - Window
 - Column



| Terrain Key | | MF Cost |
|-------------|----------------|------------|
| | Cliffs* | 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/- |

- **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.

| | |
|---|---|
| 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.