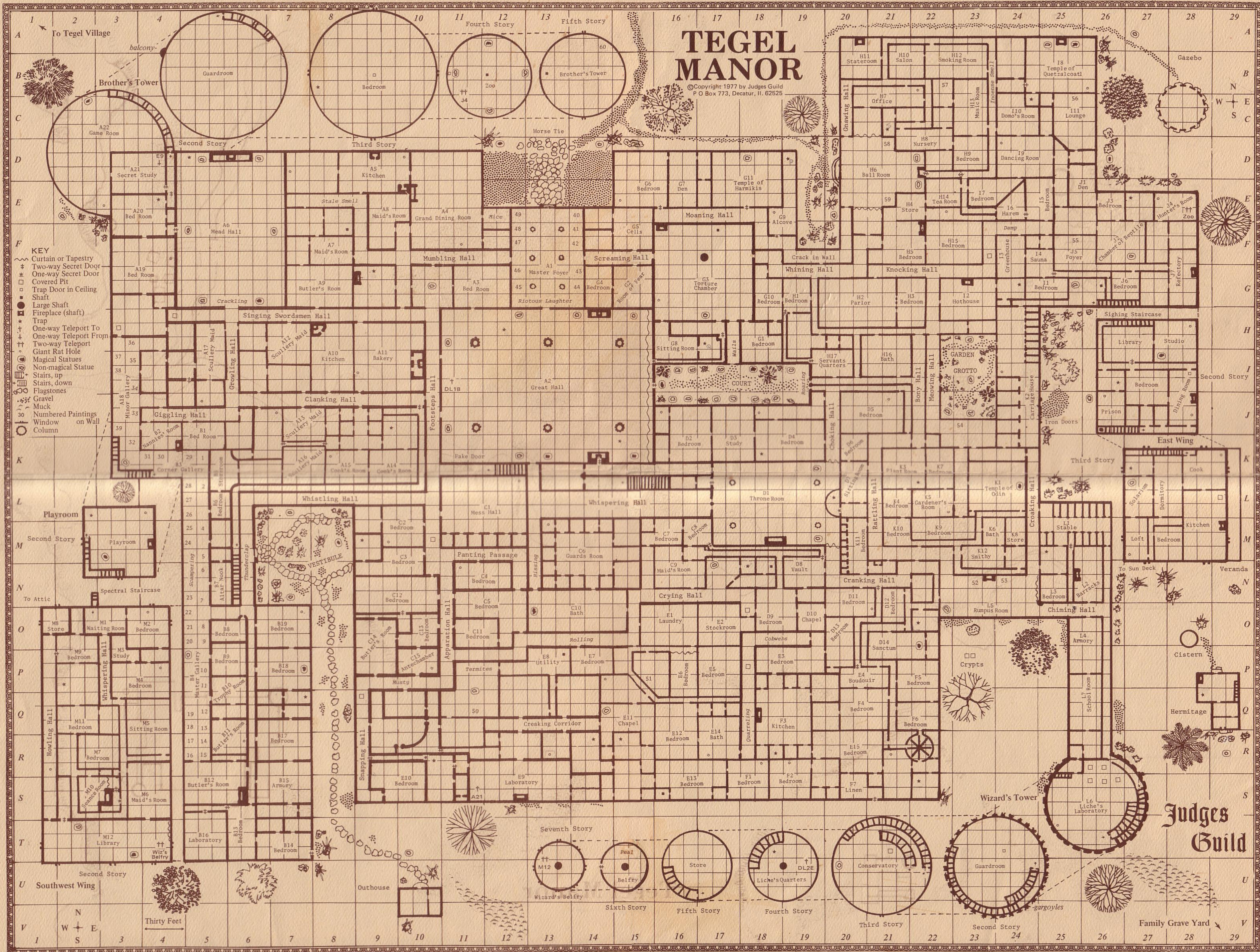


TEGEL MANOR

©Copyright 1977 by Judges Guild
P O Box 773, Decatur, IL 62525

- 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



Judges Build

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/-

*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.

