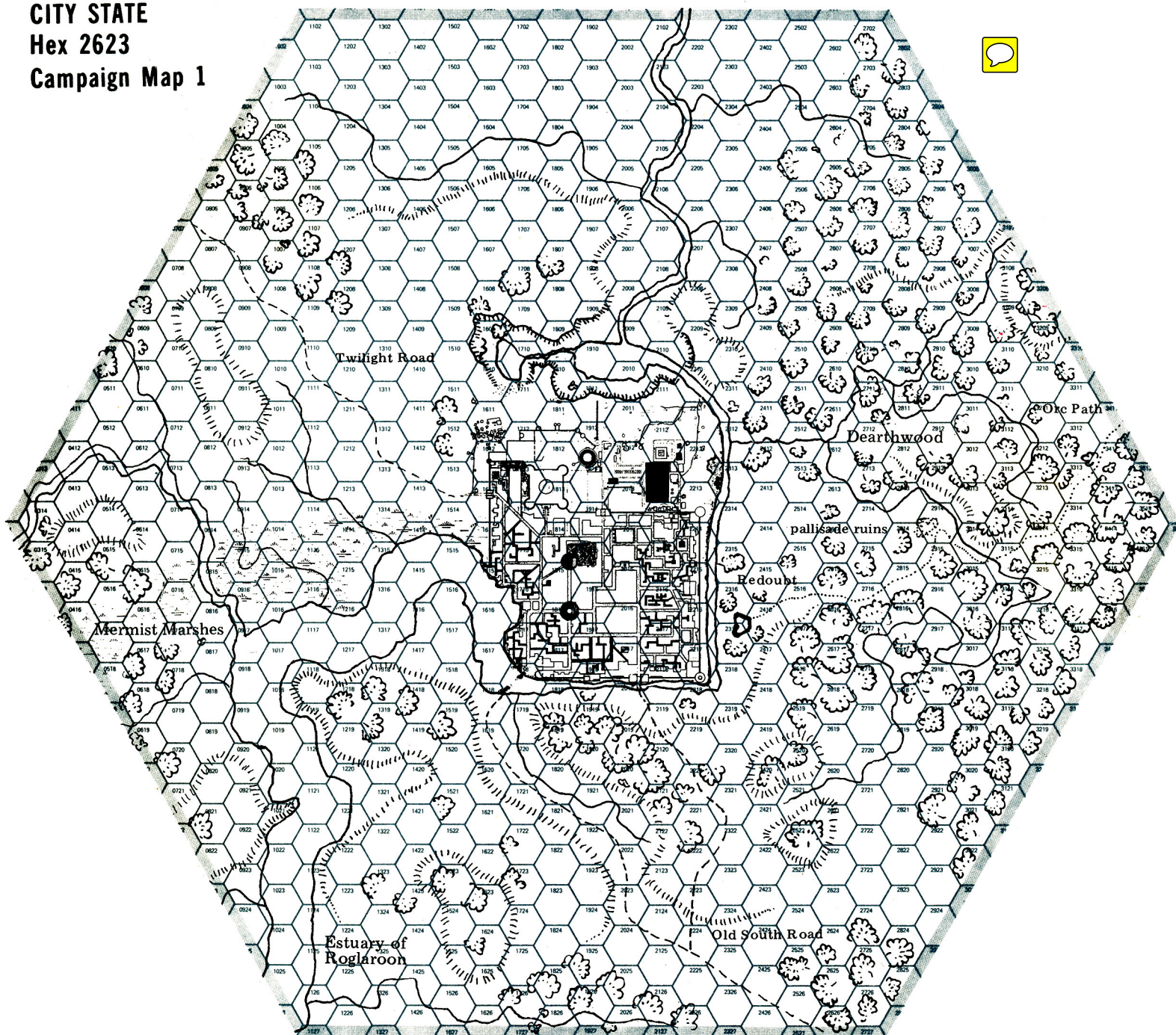


Campaign Hexagon System

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

Designers: Bob Bledsaw & Bill Owen
Assistant Designers: Debra Bledsaw, Marc Summerlott & Norma Bledsaw

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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 De-
posit 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*

	.2 Mile Hexes
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>	.2 Mile Hexes	PENALTY
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>	.2 Mile Hexes	HEIGHT	PENALTY
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 Swallow
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 Gorse	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 Frankincense	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 Majoran	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 01-20 Hexes	SUB-TROPICAL 10-60 Hexes	MIDDLE LATITUDE 31-50 Hexes	HIGH LATITUDE 41-60 Hexes	NUT	FRUIT	UNUSUAL
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

1 Crab Apple	1 Sacred Sycamore	Hot-line to Deity
2 Witch Hazel	2 Spear Ash	Nymph Home
3 Box	3 Tree of Enlightenment	Telepathic
4 Redbud	4 Tree of Knowledge	Skill from Fruit
5 Ginkgo	5 Tree of Life	Resurrection in 8 Hours
6 Bottle Tree	6 Tree of Fate	Quest of Profit
7 Mangosteen	7 Golden Apple	Fruit as Potion of Longevity
8 Wahoo	8 Tree of Healing	Heals 1-6 pips by Vapor in 4 Hours
9 Raisin Tree	9 Tristriseult	Telepaths Memories of Passion
10 Myrtle	10 Golden Fleece	Bough as Luckstone
11 Laburnum	11 Tree of Heaven	Giant Spider in Tree Form
12 Poinciana	12 Thunder Tree	Sentient-Control Weather / Month
13 Fringe Tree	13 Tree of Universe	Pods contain animals, birds & humans.
14 Mulberry	14 Tree of Portent	Shaking leaves Predict
15 Ironwood	15 Tree of High Sorcery	One random spell / day
16 Lancewood	16 Tana Tree	Burnt leaves Control Mummy
17 Jujube	17 Great Tree	Branches make 1-10 magic arrows or 1 magic sword.
18 Brasswood	18 Jewel Tree	Gem fruit...PROB 50% @ Gem inhabited by Jewel Worm
19 Fawnwood	19 Incense Tree	Burnt leaves attract wild game
20 Unique	20 Treant	Talking PROB 60%, Active PROB 30%

TREES

SIZE*

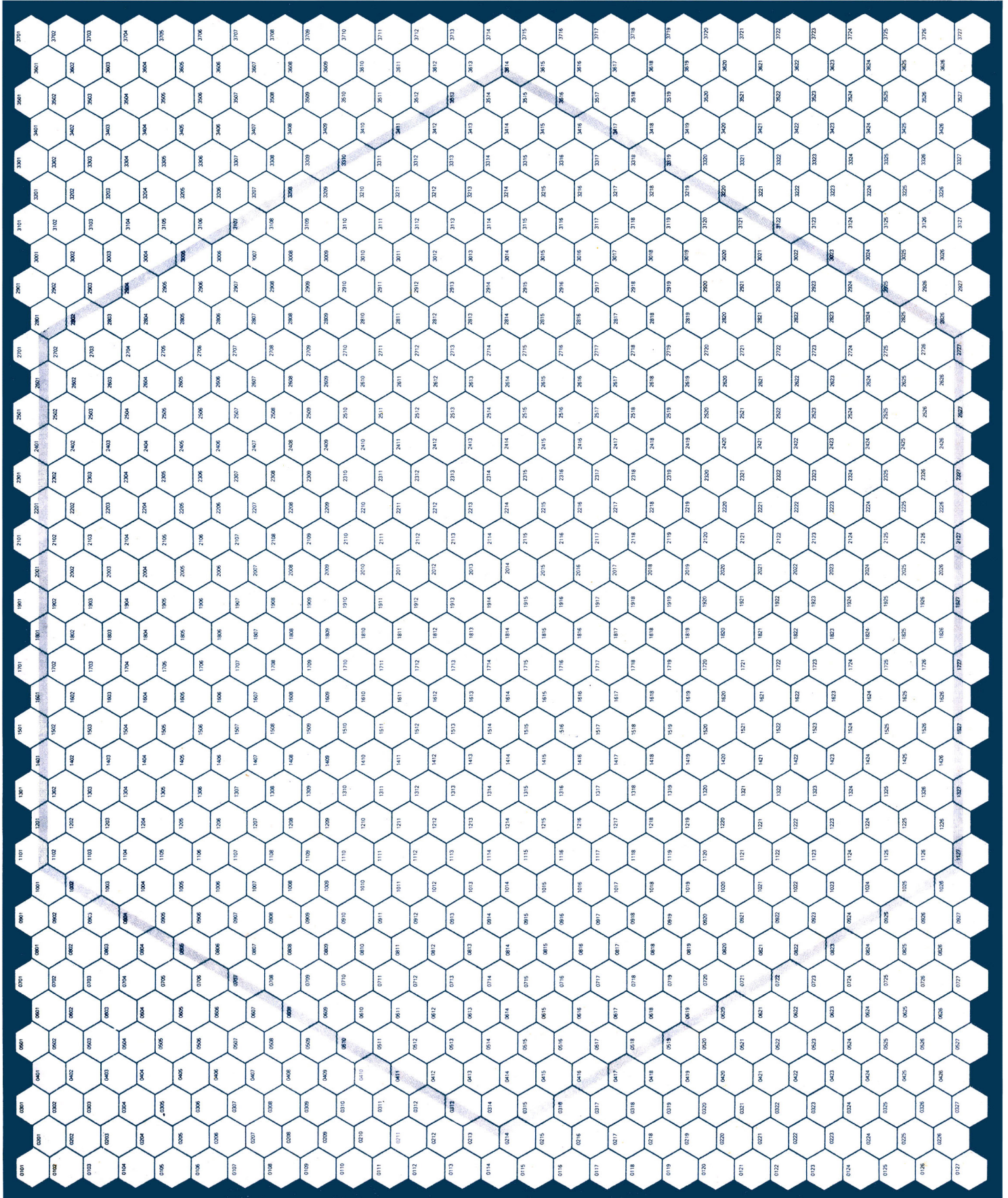
1. Stand	.01-1.0
2. Coppice	1-6
3. Copse	3-18
4. Thicket	5-30
5. Grove	7-42
6. Brake	9-54
7. Timber	30-180
8. Wood	MAP ONLY
9. Forest	MAP ONLY
10. Woodland	MAP ONLY

*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. Mocassin	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 Stirge			20 Flyer			20 Unusual		20 Amphids



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