

THE WORLD ACCORDING TO

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I'm sure Patty will let this go through.

New Elven Homeland
(suggested)



Out There



(12)

NOMAD PUNKS

(Caravans are attacked at +1 here)

Werewolf Stooges

Fire Wor

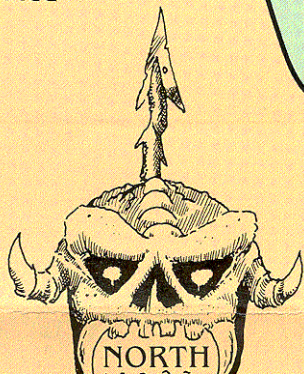
You Don't Want To Be Here

Nothing Here

If You Got This Far
You Cheated

Elven Stooges

Winter Resort



There Be Dragons



O ORCS

My Brother Died Here

UP
(Caravans are)

Worshipping Morons

There Be Vamps

HORS
(Ramp)

(13)
GODLESS WIZARDS, LIARS, & SPIES
(Caravans are attacked at -1 here)

Large Bat

Glantri

Flamenco Elves

Them

Us

Their Army

Our Army

(6)
HIGHGOBLINY
(Doth & Yazar's Goblins)

(7)
HOBGOBLAND
(Hutai-Khan's Hobgoblins)

(5)
BUGBURBIA
(Ohr'r's Bugbears)

(8)
**YELL
ORK**
(Mogul-Khan's)

Vesubia River

Dem Reds

Streel River

(9)
**SOUTH
GNOLLISTAN**
(Nizam's Gnolls)

(1)
**RED
ORCLAND**
(Hool's Red Orcs)

them

Us

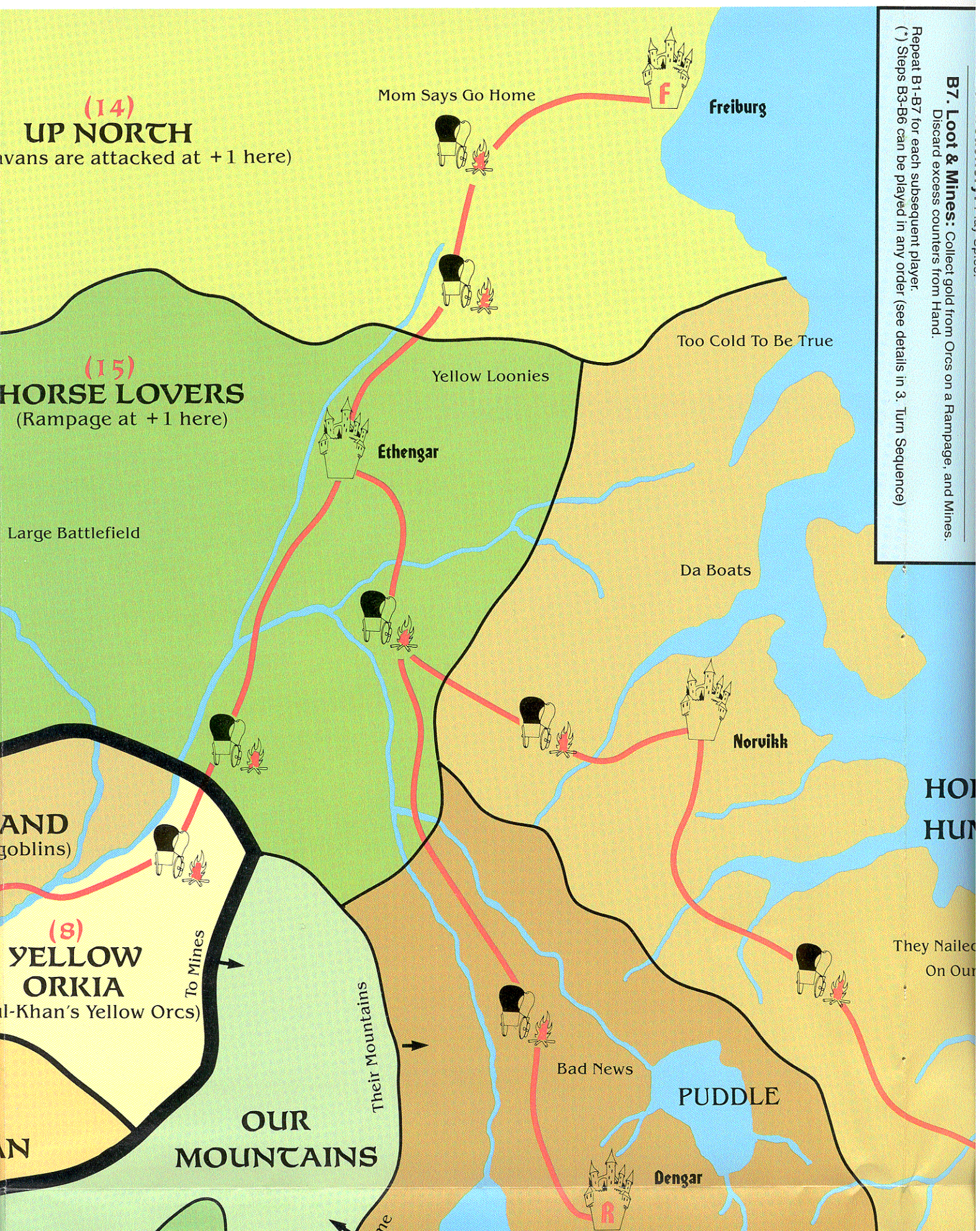
B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines. Discard excess counters from Hand.
 (*) Steps B3-B6 can be played in any order (see details in 3. Turn Sequence)

(14)
UP NORTH
 (Wans are attacked at +1 here)

(15)
HORSE LOVERS
 (Rampage at +1 here)

(8)
YELLOW ORKIA
 (al-Khan's Yellow Orcs)

OUR MOUNTAINS



COMBAT TABLE

ODDS	ATTACKER'S DIE ROLL							
Att./Def.	0	1	2	3	4	5	6	7
1-4 (-)	AS	AS	AK	AK	AH	AN	AR	X
1-3	AS	AK	AK	AH	AN	AR	X	DN
1-2	AK	AK	AH	AN	AR	X	DN	DH
2-3	AK	AH	AN	AR	X	DN	DH	DR
1-1	AH	AN	AR	X	DN	DH	DR	DK
3-2	AN	AR	X	DN	DH	DR	DK	DK
2-1	AR	X	DN	DH	DR	DK	DK	DS
3-1	X	DN	DH	DR	DK	DK	DS	DS
4-1 (+)	DN	DH	DR	DK	DK	DS	DS	DS

A: Attacker; D: Defender
 S: Army Surrenders; chief may be captured. Caravan destroyed and gold captured.
 K: Army destroyed, chief may be captured. Caravan destroyed and gold captured.
 H: Authority Check for all hordes to avoid desertion. Caravan drops 2 gold chits at random and flees two spaces away.
 N: Authority check for each foreign horde to avoid desertion. Caravan drops 1 gold chit at random and flees one space away.
 R: Retreat (see rules for detail). Caravan flees to next stop on its track; attacker pursues or gives up.
 X: Exchange (see rules for detail).

SEQUENCE TABLE

A. CARAVAN PHASE: Move caravans on track and remove those upon arrival (see 16. Caravans)

B. TRIBAL PHASE: First player performs steps B1-B7.

B1. New Caravans: Place new caravans on map.

B2. Reinforcements: Draw new counters.

B3. Levying: Place new counters on map.


B4. Movement: Maneuver armies and chiefs, collect gold.

B5. Combat & Diplomacy: Resolve combat and ransom chiefs.

B6. Treachery: Play Spies.

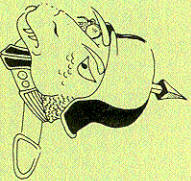
B7. Loot & Mines: Collect gold from Orcs on a Rampage, and Mines. Discard excess counters from Hand.

Repeat B1-B7 for each subsequent player.

3

 High Doge Kol
 Kobold Chief




6
 4

4

 General Zar
 Kobold Chief



4
 4

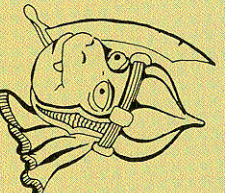
4

 Queen Yazar
 Goblin Chief

6

 King Thar
 Orkish Chief

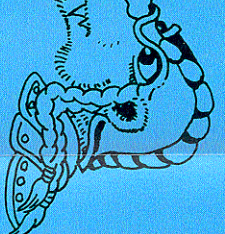


3
 6

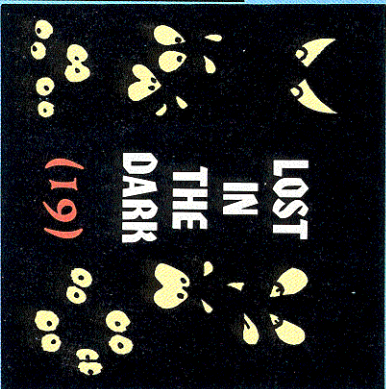
6

 Hutai-Khan
 Hobgoblin Chief



4
 4

4

 Chief Ohr'r
 Bugbear Chief

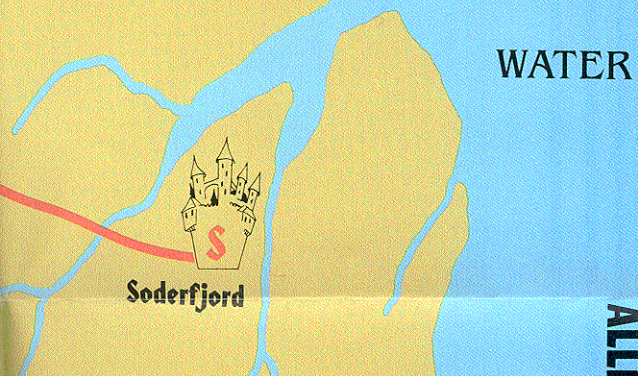
LOST
 IN
 THE
 DARK
 (19)



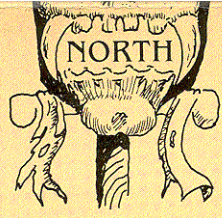
HORNED HUMANS

They Nailed Gramp Here
 On Our Last Raid

WATER



ALLI



There Be Dragons



Sayr Ulan

(4)
ORCUS
(Thar's Comr

(II)
OUT WEST

(Caravans are attacked at +1 here)



Akesoli

LARGE POND



Ako



Nobody Ever Comes Here

Dennis, you forgot
that #@\$&* * @!
label again . . .



Atruaghin

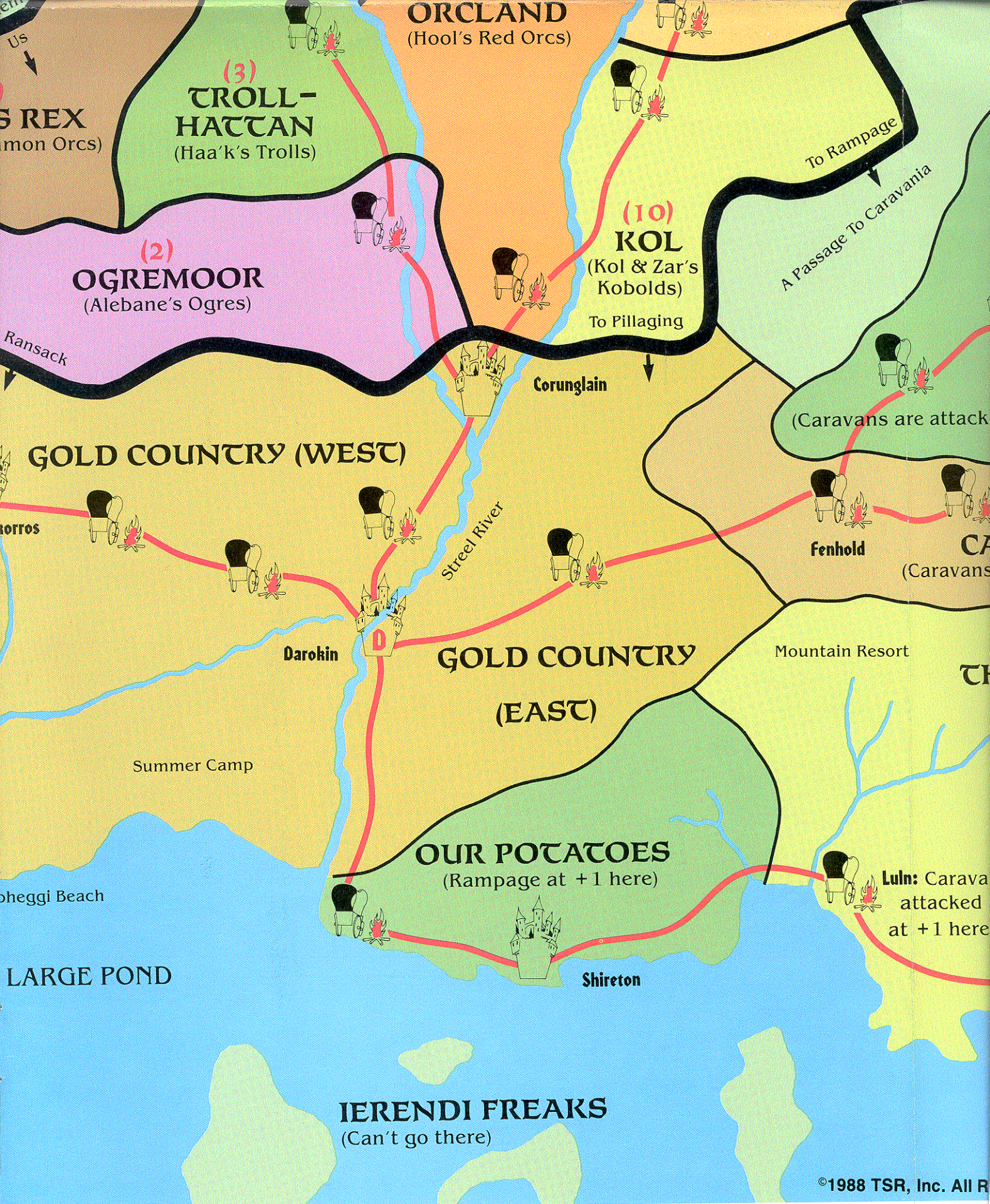
HAPPY CAMPERS
(Rampage at +1 here)

New Dwarven Homeland
(proposed)

Golf Course

Sea Monsters

9241xxx0701



US
S REX
(Common Orcs)

(3)
TROLL-HATTAN
(Haa'k's Trolls)

ORCLAND
(Hool's Red Orcs)

(2)
OGREMOOR
(Alebane's Ogres)

(10)
KOL
(Kol & Zar's Kobolds)
To Pillaging

To Rampage
A Passage To Caravania

Ransack

Corunlain

(Caravans are attacked)

GOLDCOUNTRY (WEST)

Horros

Streel River

Fenhold

CA
(Caravans)

Darokin

GOLDCOUNTRY (EAST)

Mountain Resort

Summer Camp

OUR POTATOES
(Rampage at +1 here)

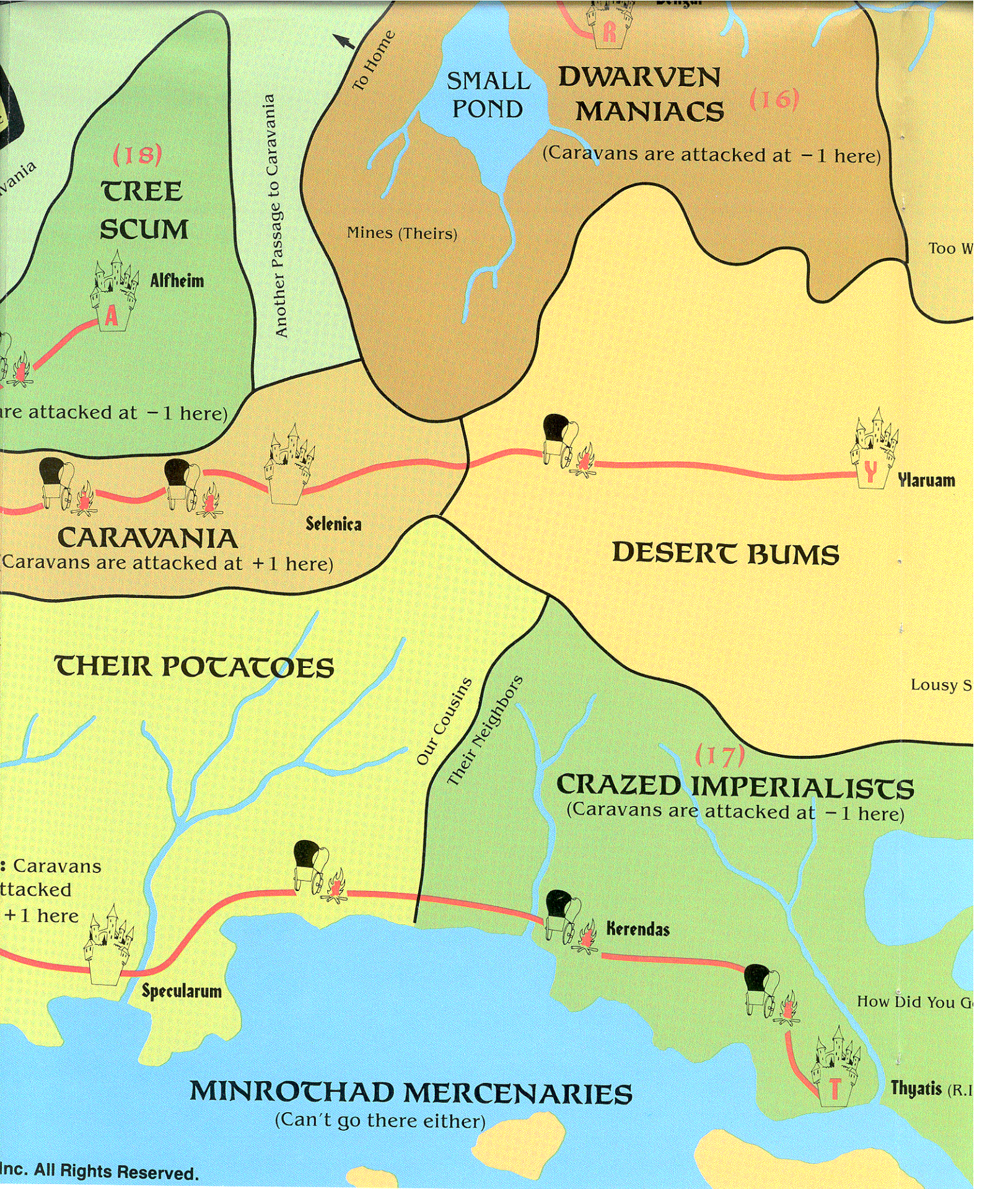
Luln: Carava attacked at +1 here

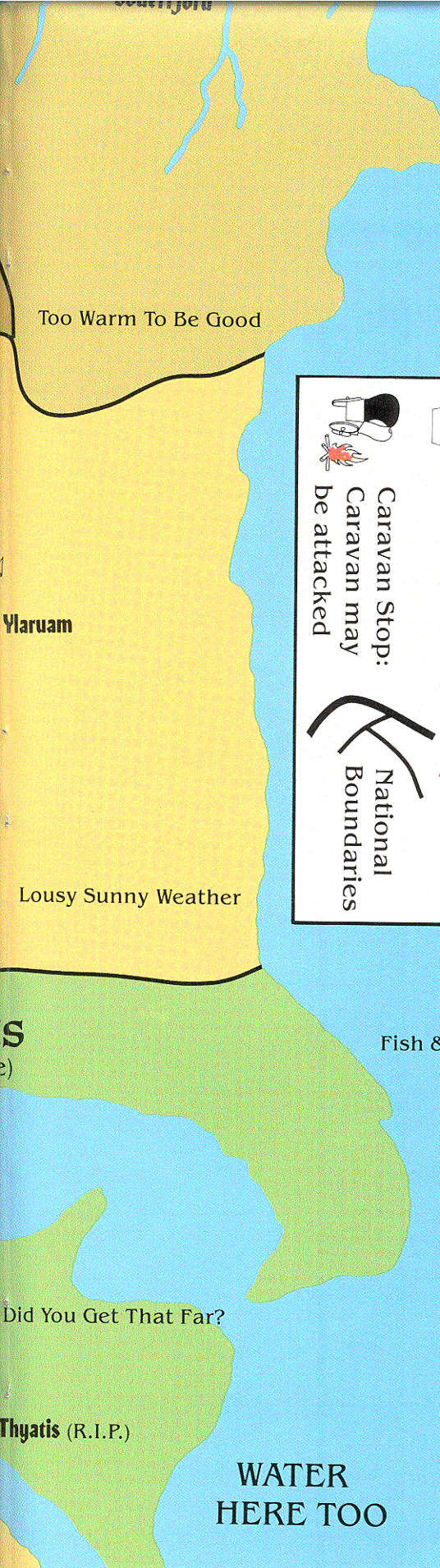
pheggi Beach

LARGE POND


Shireton


IERENDI FREAKS
(Can't go there)











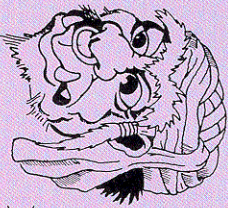

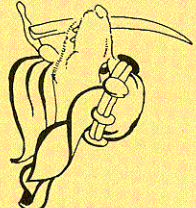

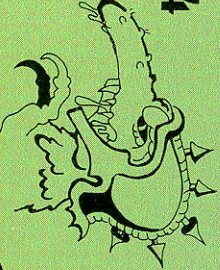



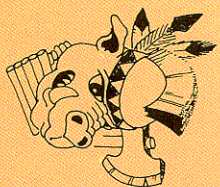
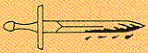
ALLEGIANCE TRACK

 City:
 Caravan is Safe

 Caravan Stop:
 Caravan may be attacked

 Road

 National Boundaries

 zar Chief 4	 4
 King Doth Goblin Chief 6	 6
 Prince Alebane Ogre Chief 4	 4
 Nizam-Pasha Gnoll Chief 5	 5
 Haa'h Hordar Troll Chief 4	 4
 Mogul-Khan Orkhan Chief 5	 5
 Supreme Hool Orcland Chief 5	 4

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