

**Evading:** This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline;

<b>Party Size (Mounted or on Foot)</b>	<b>Number of Monsters Encountered by Party</b>	<b>Chance of Evading</b>
1-3	25% or less of possible #	50%
1-3	26% - 60%	70%
1-3	Over 60%	90%
4-9	25% or less of possible #	30%
4-9	26% - 60%	50%
4-9	Over 60%	70%
10-24	25% or less of possible #	15%
10-24	26% - 60%	30%
10-24	Over 60%	50%
25+	25% or less of possible #	05%
25+	26% - 60%	20%
25+	Over 60%	35%

Surprise by party means that evasion chances are doubled.

Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods.

Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised.

If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

**Pursuit:** Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%.

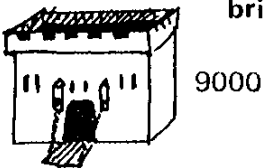
For each hex moved in pursuit, a party must spend one-half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

### **CONSTRUCTION OF CASTLES AND STRONGHOLDS:**

At any time a player/character wishes he may select a portion of land (or a city lot) upon which to build his castle, tower, or whatever. The following illustrations are noted with the appropriate cost in Gold Pieces. Each player who builds should draw an extra set of plans and specifics for the referee. Surprises, intakings, sieges and so on can take place.

# CONSTRUCTION:

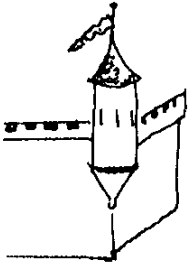
Gate House & Gate (3,000)  
Portcullis and Draw-bridge (2,000)



9000



Gate House  
4500



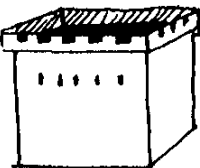
Barbette  
1000



Small Tower  
4500



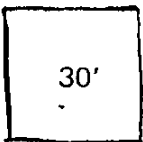
90'  
Curtain Wall 3500



4000



5000



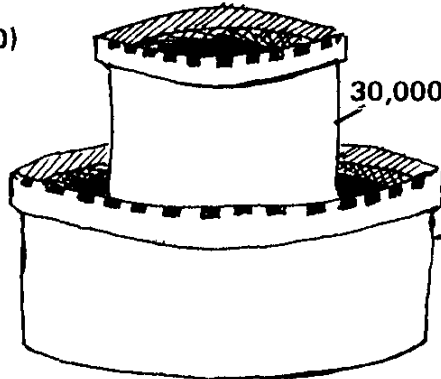
Sq.



Towers Rnd.

## Towers:

To shorten 10' -10%  
To add each 10' +20%

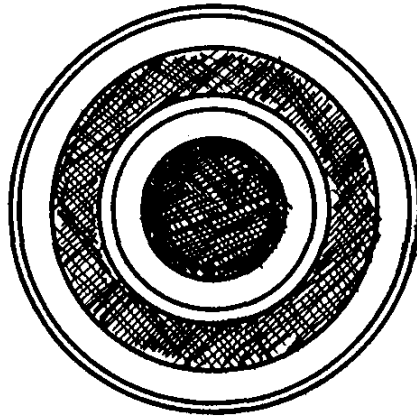


30,000

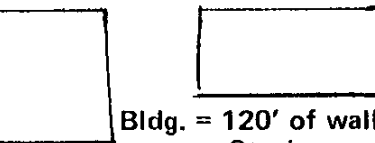
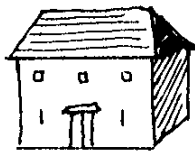
	Single	Double
Wooden Door	10	15
Reinforced Door	20	30
Iron Door	50	75
Stairs, 10' wood	30	45
Stairs, 10' stone	90	140
Slit or window	10	15

Single Double

42,000 + Gate(s)

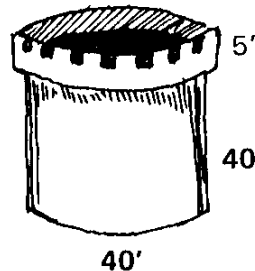


Great Keep



Bldg. = 120' of wall - 2 stories of 10' each, 2 doors/floor  
Stories up to 2nd & attic stories + 1 to cellar

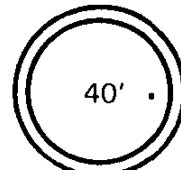
2500



40'

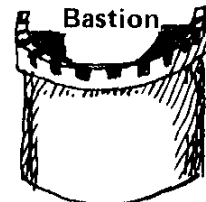
5'

40'

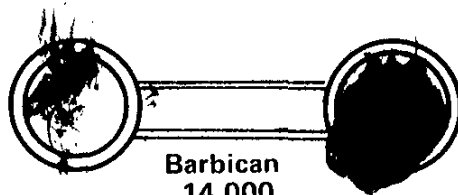


40'

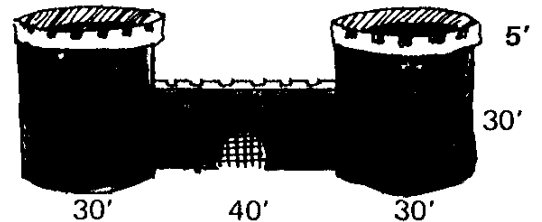
10,000



3000



Barbican  
14,000



Barbican 20,000