

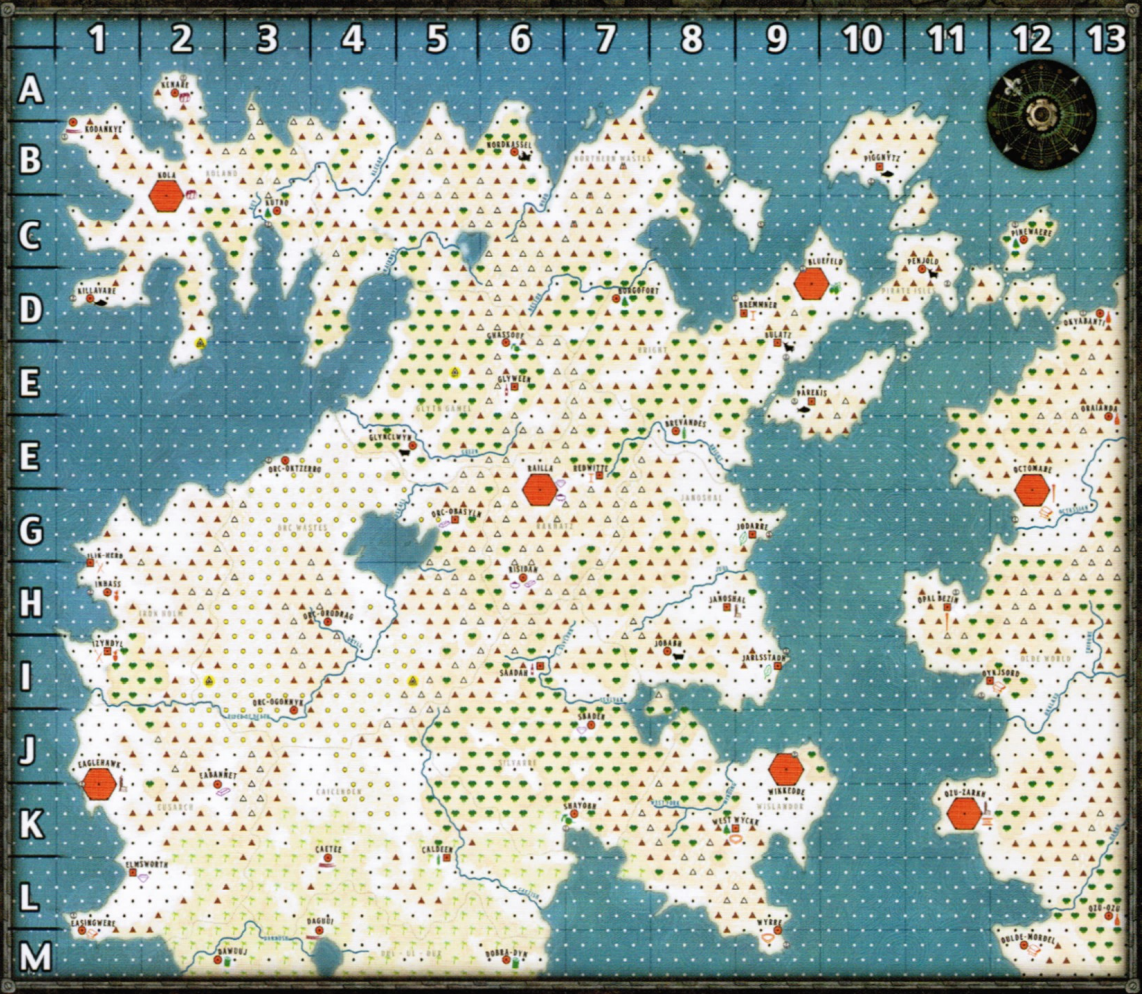
IRON Dragon

UNDERGROUND



SYMBOL	TYPE OF TERRAIN	SUB-GRID COSTS
■	Field	1 st
□	Forest	1 st
●	Forest	2 nd
▲	Mountain	2 nd
△	Jungle	3 rd
△	Alpine	5 th
△	Volcano	5 th
○	Underground Rock	5 th
○	Underground Flat	2 nd
○	Port	2 nd
○	Small City	3 rd
○	Medium City	3 rd
○	Major City	5 th

FINISH: 250 IP
Tat's Major cities



Name	Grid location	Loads available	Name	Grid location	Loads available	Name	Grid location	Loads available
Bluefeld	D9	Hops	Izyndyl	I1	Armor, Arms	Orc Obasyln	G5	Gold
Borgofort	D7	Lumber	Janoshal	H8	Pilgrims	Orc Ogonnyk	J3	[none]
Bremmner	D9	Steel	Jarlsstadh	I9	Pipeweed	Orc Orodrag	H4	[none]
Brevandes	F8	Wheat	Jobabh	I9	Sheep	Orc Oktzerro	F3	[none]
Bulatz	E9	Cattle	Jodarre	G9	Pipeweed	Parekis	E9	Fish
Caetee	L4	Ivory	Kenare	A2	Furs	Penjold	D11	Cattle
Caldeen	L5	Wheat	Killavare	D1	Fish	Piggnytz	B10	Fish
Daguui	M4	Ivory	Kodankye	B1	Ivory	Pinewaere	C12	Lumber
Dawuuj	M2	Spice	Kola	C2	Furs	Railla	G6	Gems, Iron
Dobra-Dyn	M6	Spice	Kutno	C3	Lumber	Redwitte	F7	Steel
Eabannet	J2	Gold	Nordkassel	B6	Dragons	Risidan	H6	Gold, Iron
Eaglehawk	K1	Pilgrims	Octomare	G12	Cloth, Wands	Saadah	I6	Wine
Easingwere	M1	Cloth	Okwabanti	D13	Potions	Sbadeh	J7	Gems
Elmsworth	L1	Gems	Opal Bezin	H11	Wands	Shayobh	K7	Fruit
Ghassouf	D6	Fruit	Oraianda	F13	Potions	Uderyn	Underground	Ale
Glyndwyn	F5	Sheep	Oulde Mordel	M12	Cloth	Uloggh	Underground	Ale
Glyween	E6	Wine	Oyksjords	I12	Cloth	West Wyck	K9	Lumber, Jewelry
Ilik-Herb	H1	Arms	Ozu-Zarkh	K11	Spells, Pilgrims	Wikkedde	J9	[none]
Inhass	H1	Armor	Ozu-Ozu	L13	Potions	Wyrre	M9	Jewelry

Loads	Loads	Name (number of loads)	Source Cities	Loads	Name (number of loads)	Source Cities
		Ale (4)	Udern, Uloggh		Ivory (4)	Caetee, Daguui, Kodankye
		Armor (4)	Inhass, Izyndyl		Jewelry (4)	West Wyckk, Wyrre
		Arms (4)	Ilik-Herb, Izyndyl		Lumber (3)	Borgofort, Pinewaere, Kutno, West Wyckk
		Cattle (4)	Bulatz, Penjold		Pilgrims (3)	Eaglehawk, Janoshal, Ozu-Zarkh
		Cloth (4)	Easingwere, Octomere, Oulde-Mordel, Oyksjord		Pipeweed (4)	Jarlstadh, Jodarre
		Dragons (3)	Nordkassel		Potions (4)	Okybanti, Oraienda, Ozu-Ozu
		Fish (3)	Killavare, Parekis, Piggnytz		Sheep (4)	Glynclwyn, Jobabh
		Fruit (3)	Ghassouf, Shayobh		Spells (3)	Ozu-Zarkh
		Furs (4)	Kenare, Kola		Spice (4)	Dawuuj, Dobra-Dyn
		Gems (3)	Elmsworth, Railla, Sbadeh		Steel (4)	Bremmner, Redwitte
		Gold (4)	Eabannet, Risidan, Orc Obasyln		Wands (3)	Octomare, Opal-Bezin
		Hops (4)	Bluefeld		Wheat (3)	Brevandes, Caldeen
	Iron (4)	Railla, Risidan		Wine (4)	Glyween, Saadah	

Ships

Ship Name	Boarding Cost	Speed per Turn (sea points)
Parekis Packet	1 GP	8
Serpent	1 GP	8
Far Horizon	1 GP	9
Seahawk	1 GP	9
Eastern Star	2 GP	10
Hyperion	2 GP	10
Old Mormoth	2 GP	10
Fourth Emperor	2 GP	11
Mother Bren	2 GP	11
Royal Sovereign	3 GP	12
Vulture	3 GP	12
Feathermoth	3 GP	13
Golden Sprite	3 GP	13

FOREMEN

Foremen	Abilities
Catman Carras Cynrrr	Player builds track to jungle mileposts at a cost of 1 GP.
Dwarf Dingur Knorsen Orrik Ironfist Ragnor Rockjaw	Player builds track to mountain mileposts at a cost of 1 GP.
Elf/ Half-Elf Gaelwyth Grae Persy Browne Steffan	Player builds track to forest mileposts at a cost of 1 GP.
Human Denzel Halbezch Grocca	Player builds bridges across rivers for free, and across ocean inlets at a cost of 1 GP.
Orc Kudamram	Player pays no bribes in Underground, and receives payment of Underground bribes by other players.
Troll Urk Harakn	Player builds in Underground ONLY for 2 GP per milepost, and does not pay the building bribe.
Wee Folk Wellpole Wyndle	Player may draw 3 ship cards and choose 1 when boarding a ship (ignoring boarding fees).