


# War of Kings

## EXPLORATION TABLE

Table 9: Exploration Table

Color	Bonus Die	Result
		There is a walled Maladorian village and two Marauder armies in the territory. The player may choose to offer battle to the Malador or withdraw the exploring army (or armies) to the territory from which it came.
		A Marauder army ambushes your army. It immediately attacks, and you are forced to offer one round of battle. After the first round, you are free to withdraw or fight more rounds of battle. But, for the duration of this battle, the Marauder army rolls the <i>red</i> Battle Dice.
		The territory contains one Marauder army. The player may choose to offer battle to the Malador or withdraw the exploring army (or armies) to the territory from which it came.
		You discover an ancient roadway system. Place one road connecting this territory to any adjacent territory of your choice. You do not have to control the other territory to place the road. You also conquer the territory without incident.
		You discover three readily available units of that territory's primary resource and two units of that territory's secondary resource that may be immediately added to your stockpile. You also conquer the territory without incident.
		The territory is empty, but the army encounters a plague. Roll one blue Battle Die for each army exploring the territory. For every flail symbol rolled, the army suffers one hit. If at least one army survives, you conquer the territory. If the plague eliminates all exploring armies, the territory must be explored again before it can be conquered.
		There is a Maladorian village in the territory. The player may choose to offer battle to the Malador or withdraw the exploring army (or armies) to the territory from which it came.
		You discover an extensive ancient roadway system. Place two roads connecting this territory to any two adjacent territories of your choice. You do not have to control the other territories to place these roads. You also conquer the territory without incident.
		You discover two readily available units of that territory's primary resource that may be immediately added to your stockpile. You also conquer the territory without incident.
		There is a Maladorian village with a fortress in the territory. The territory also contains one Marauder army. The player may choose to offer battle to the Malador or withdraw the exploring army (or armies) to the territory from which it came.
		There is a Maladorian village with a fortress in the territory. The territory also contains one Marauder army. The player may choose to offer battle to the Malador or withdraw the exploring army (or armies) to the territory from which it came.
		The territory is empty, but the army encounters a horrible plague. Roll two blue Battle Dice for each army exploring the territory. For every flail symbol rolled, the army suffers one hit. If at least one army survives, you conquer the territory. If the plague eliminates all exploring armies, the territory must be explored again before it can be conquered.
Any Color		The territory is empty. You conquer it without incident.