

CARTOGRAPHERS

HORNHELM

WASTELAND MARKET

MAP
PACK

6

JORDY ADAN & JOHN BRIEGER


TW
GAMES

Hornhelm – Wasteland Market

This map pack can be played with either *Cartographers: A Roll Player Tale* or *Cartographers Heroes*.

COMPONENTS

- 150 Map Sheets (double sided)
- 6 Merchant Cards



CHANGES TO SETUP

Each player takes a map sheet (*H*) and a market sheet (*M*). Shuffle the six merchant cards together to form the merchant deck, then place this deck in the play area, face down. Each player begins the game with one coin.

MERCHANT CARDS

At the start of summer, fall, and winter, reveal the top card of the merchant deck. Note which three market stalls are open, as shown on the revealed card. All players may then purchase one of the three items from the corresponding positions on the market sheet.

ITEM PURCHASES

Each player may only purchase each item once. To purchase an item, spend coins equal to its cost, as shown on the market sheet, then fill in the item's box on the market sheet to mark it as purchased.

To spend a coin, draw a slash through a filled coin symbol on your coin track. Players do not earn reputation stars for spent coins at the end of each season.



Unspent Coin



Spent Coin

ITEM EFFECTS

All items have ongoing effects that grant journal points (◆). When a player gains a journal point from an item effect, they fill in the leftmost empty space of the journal track on the market sheet. If a player fills in all spaces on their journal track, they ignore any additional journal points.

JOURNAL SCORING

During final scoring, each player earns additional reputation stars equal to the highest value (5/12/20/30/42/55) they reached or passed on the journal track. In solo mode, subtract an additional 10 reputation stars from your total score before you find your rating.

DESTROYED SPACES

Some spaces on the map sheet might get destroyed by items. When a space is destroyed, draw an “X” over the space. Destroyed spaces are considered to be filled spaces, but they have no terrain type.



Item Clarifications

Bedroll: The Bedroll only gives one journal point per shape, no matter how many village spaces the new shape is adjacent to.

Bestiary: The Bestiary only gives one journal point per shape, no matter how many monster spaces the new shape is adjacent to. This effect applies to ambushes (even in solo mode).

Canoe Cart: The Canoe Cart only gives one journal point per shape, no matter how many farm and water spaces the new shape is adjacent to. The new shape can be adjacent to either or both of those terrain types.

Coin Pouch: Even if a player has maxed out their coin track, choosing a shape with a coin still counts for the Coin Pouch.

Compass: The end-of-season effect of the Compass resolves before any end-of-season effects of ambush cards.

Ink Bottle: If the size of the chosen shape is adjusted by another effect before it is drawn, only the final size counts for the Ink Bottle. This effect applies to ambushes (even in solo mode).

Machete: The Machete cannot be used to reduce the size of a shape before it is drawn, only to destroy a space within the shape after it is drawn.

Spiked Boots: Mountain spaces that are already surrounded at the time of purchase do not count for the Spiked Boots.

Spyglass: The Spyglass effect applies to ambushes (even in solo mode).

Credits

Game Designers: Jordy Adan and John Brieger

Developers: Keith Matejka and Luis Francisco

Illustrators: Lucas Ribeiro and JJ Ariosa

Graphic Designer: Luis Francisco

Wordsmith: James Ryan

Editor: Dustin Schwartz

Special Thanks: All of our wonderful remote playtesters, including Anne-Marie, Cerote, William Clos, Elaine Cramer, Shelley Danielle, Anna Darbee, Ron Darbee, Evalien, Polly Johnson, Pam Kelsey, Tim Kelsey, Jarno Lehtinen, Marc, Renato Martins, Mathias Nonnenmühlen, Calpurnio Pison, Marco Portugal, Stacey Rosenberry, Todd Rosenberry, Guillaume Rousselet, Geo Servais, Michelle Servais, Brennan Smith, Hermann Stanzl, Suus, Benjamin Symons, Cody Turner, Mike Vande Ven Jr., Nathan Whittier, and the Bay Area Tabletop Devs

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