

Wheel of Time

CONQUEST

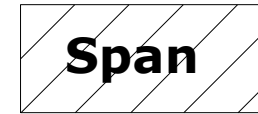
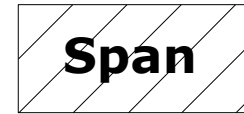
GAME MAP

The plain, black and white version of the game map for the fan-made board game Wheel of Time: Conquest is contained in the subsequent pages in this document. The map spans a total of nine pages, with no overlap. In order to be compatible with as many printers as possible, each page has ample margin room. This means that you must cut away some of the margins when assembling the map for a seamless appearance.

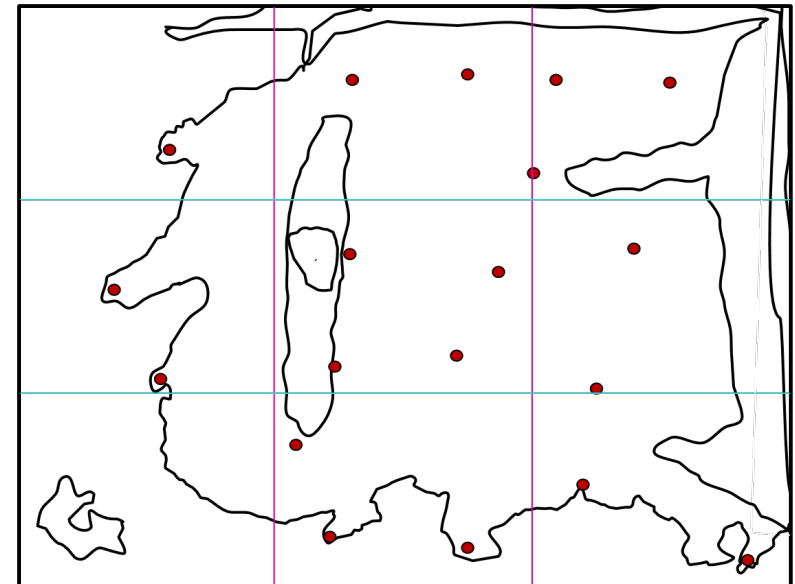
Example measurements for the short-span, span, and long-span are included on this page on the top right. These can be cut out and used directly, or used as a template for making a sturdier cardboard span. These span measurements can be lengthened if desired to make a faster paced game.

Assembly instructions:

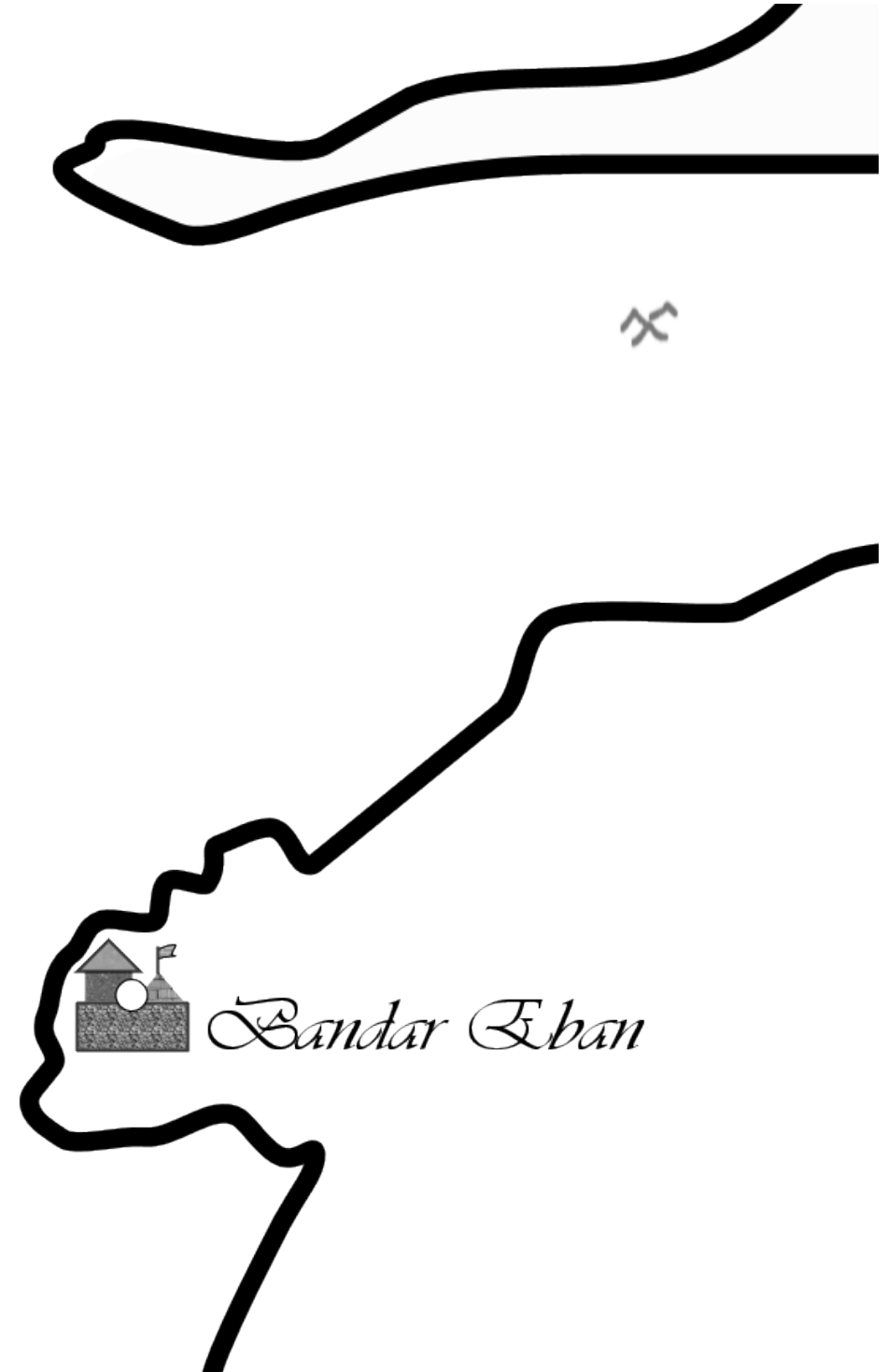
0. Print up this document.
1. Arrange papers as shown in diagram.
2. With scissors, cut away one page's margin at each intersecting edge.
3. Rest the cut margin over the cut, in order to allow an overlap.
4. Tape or glue the pages together.



Span size for this map

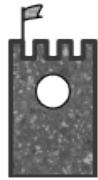
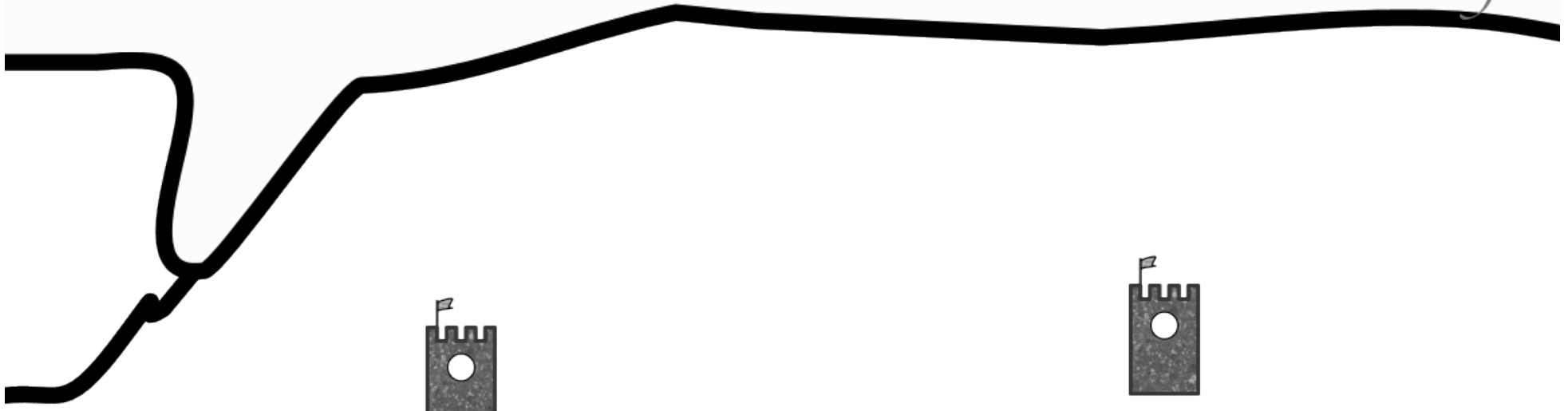


A fully assembled map



The Ayrth Ocean

The Blight



Maradon



Phachin



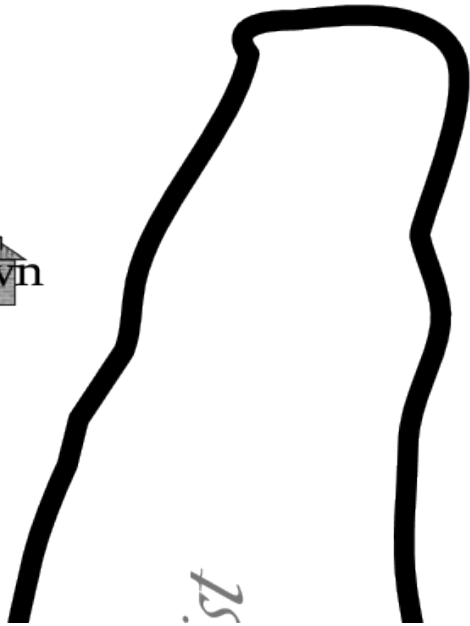
Town



Town



Town



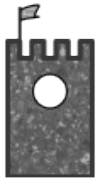
ts.



Town



Car



Shol Arbela



Fal Moran

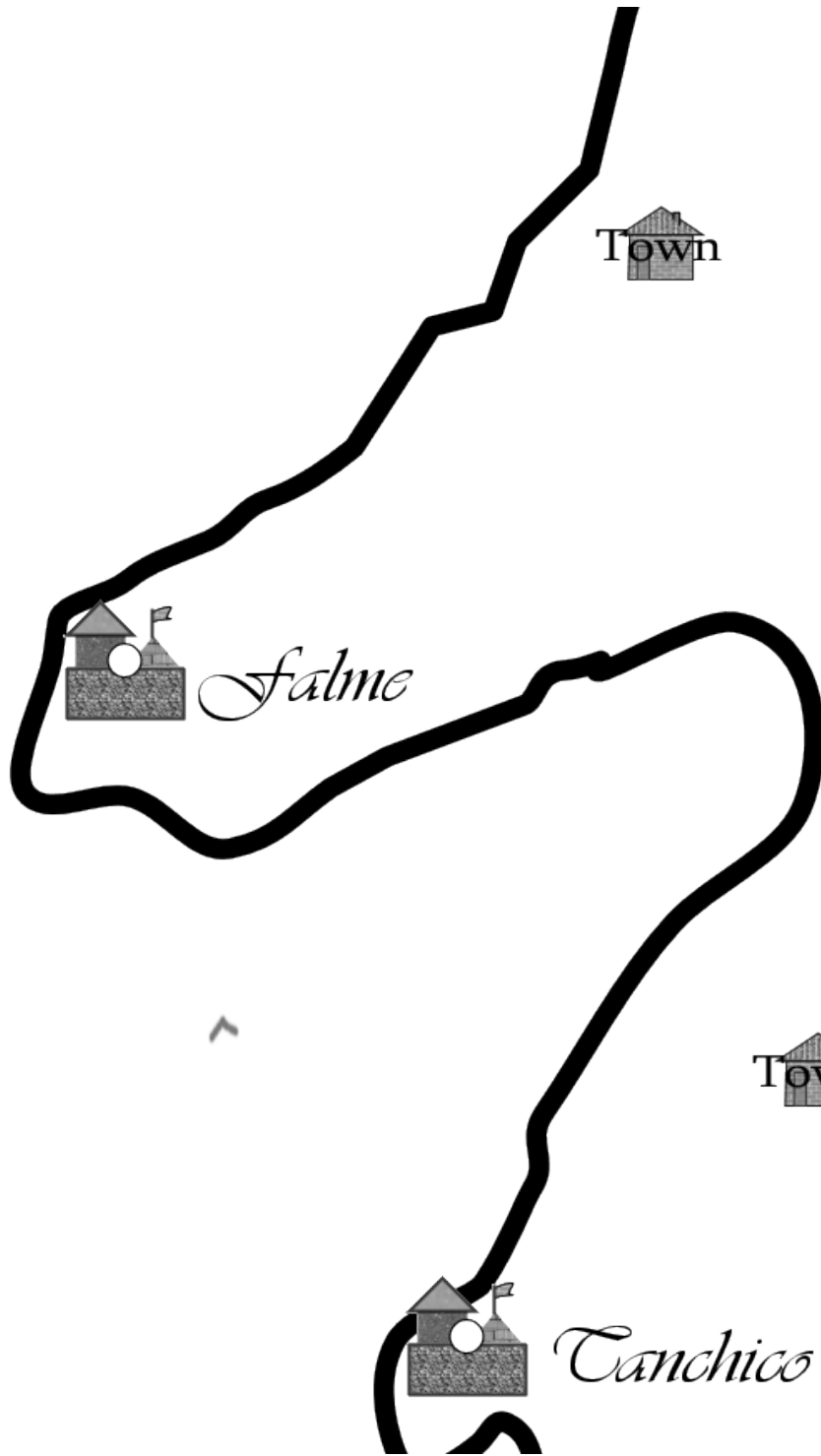


Town



Valon

Zinslayer's Dagger



Falme



Town



Town



Town



Tanchico

M

Two Rivers

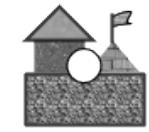


Paemlyn



Jehannah

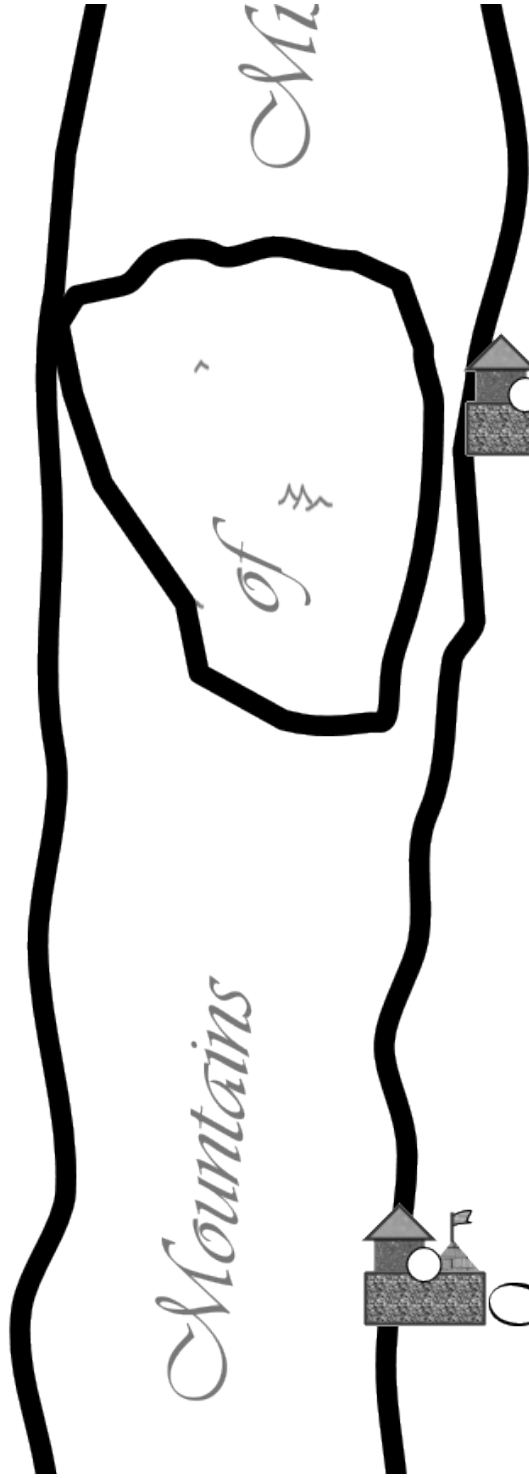
Lugard



Mountains

of

n





Fairhien



Town

The Aiel Waste



Town

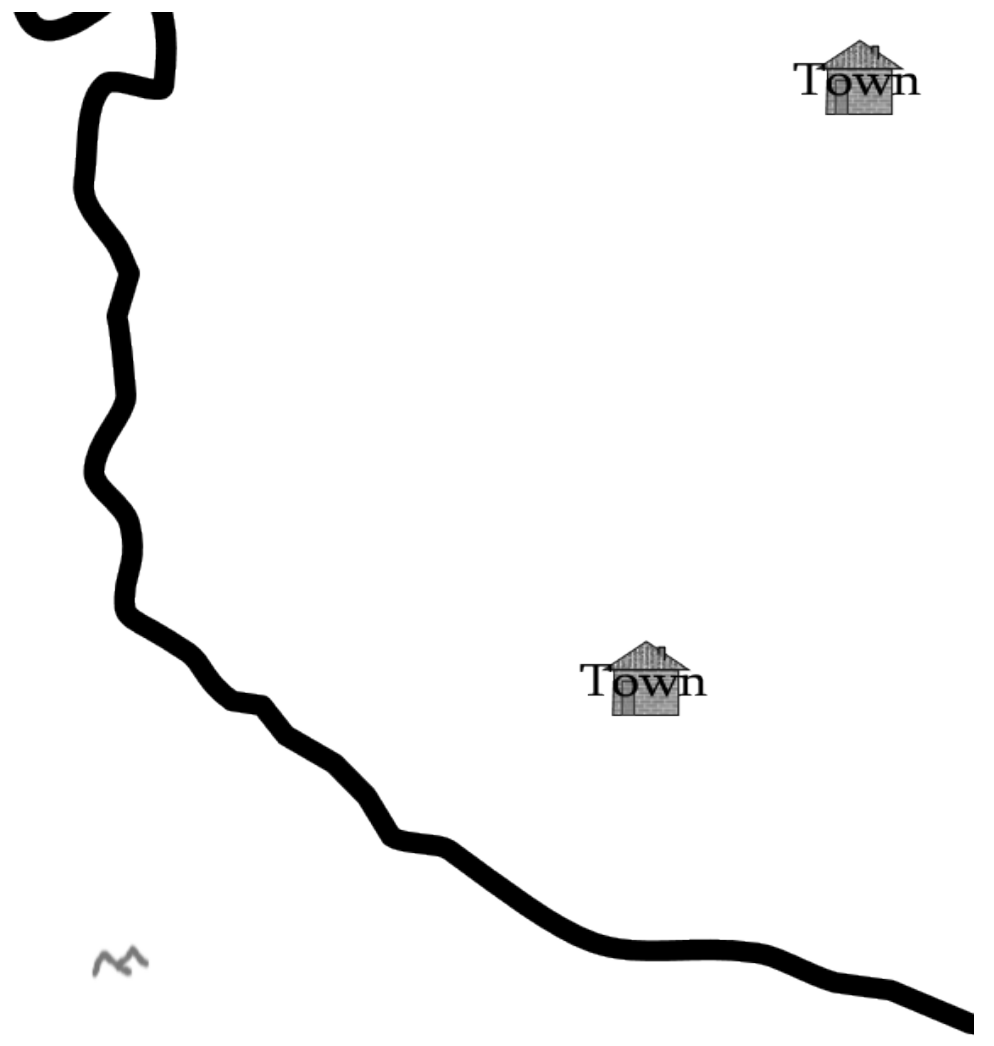
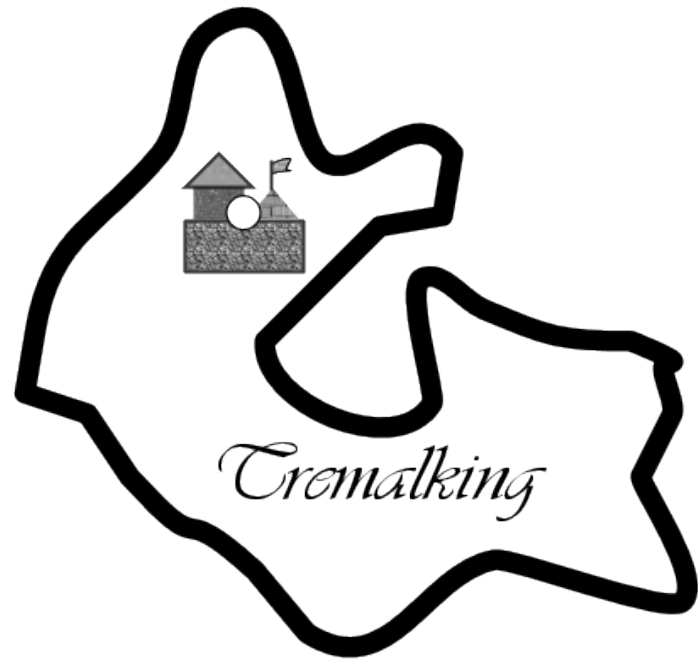


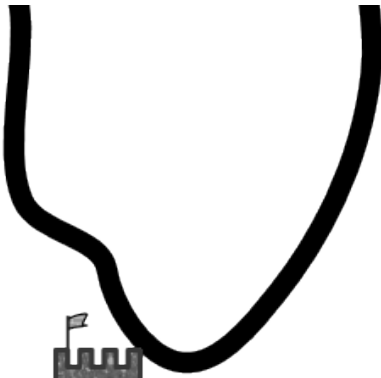
Town



Town







Amador



Town



Town



Town

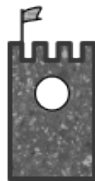


Town



E

Illian



Ebou Dar



Far Madding



Town



Tear



Town



Mayene

