

PHASE 3 DICE ALLOCATION

MOVE

STEALTH

REST

PHASE 1 MAPPING	PHASE 2 ENCOUNTER (AT THE BEGINNING OF PHASE, ROLL 2D6 AS PERCENTILE)
1	RANGE 0-4 11-14 15 16 21
2	55 56 61-63 64-66
3	RANGE 5-9 11-15 16 21 22-23
4	61-62 63 64 65-66
5	RANGE 10-15 11 12-25 16 21-23
6	56 61-62 63 64-66

TO PHASE 3

TERRAIN	PHASE 4 MOVE MOVE TO A NEW HEX	PHASE 5 STEALTH ADJUST PROXIMITY*	PHASE 6 REST ADJUST ENDURANCE
VILLAGE			
SWAMP	4+	4+*	4+
HILLS	5+	4+*	2+
JUNGLE	4+	3+*	4+
FIELDS	2+	4+*	5+
PADDIES	3+	4+*	4+

LOSE 1 HEALTH EVERY TIME YOU CHOOSE A "6" DURING "PHASE 4, 5, & 6".

*YOU MAY REROLL 1 DIE IF YOU STARTED THE TURN IN A DIFFERENT HEX.

START **6**

PROXIMITY

(MAY NOT INCREASE)

START **6**

ENDURANCE

(MAY INCREASE-6 MAX)

START **6**

HEALTH

(MAY INCREASE-6 MAX)

PHASE 7
JOURNALING
(OPTIONAL)



Players Complexity Time
 1 Med 30-60

- AFFLICTIONS**
- DEEP CUT
 - BURN-HEAT/CHEMICAL
 - BROKEN FOOT
 - SUPERFICIAL WOUND
 - GUNSHOT WOUND
 - FEVER

- ACQUIRED INVENTORY**
- FIRST AID KIT
 - FLARE GUN
 - SCOPE
 - SKS RIFLE
 - MACHETE

