

Wilderness Rules

This game is playing a series of adventures over the life of a character, starting as a rookie just trying survive in the wild, and advancing in levels until he/she becomes a full-fledged adventurer.

All characters start at level 0 (Rookie). To start an adventure, roll on the Mission table for the characters level. Read the mission, and place a marker in the box in case you forget which mission you are on. Roll for what the terrain is. Set up for the mission by placing the terrain markers next to the colored boxes (Jungle or Woods in the blank box next to the Dark Green colored box, for example).

Set the food marker on the highest position on the food track, the water on the highest position on the water track, and the heart marker on the highest position on the health track. Place a marker on your current level, which is 0 when you start the campaign.

Place You marker on the position marked "S" on the map to represent you.. You then place the starting contents of your pack. You can have up to 1 food, 1 water, 1 medical kit (if you are at least level 2), 1 knife, 1 pistol (if you are at least level 2), and 1 rifle (if you are at least level 3 or are on Adventurer mission). The slots available on your pack have level numbers, so at start you only have 4 slots. You will probably use 3 – knife, food, water.

You are now ready to go. Each turn is the following:

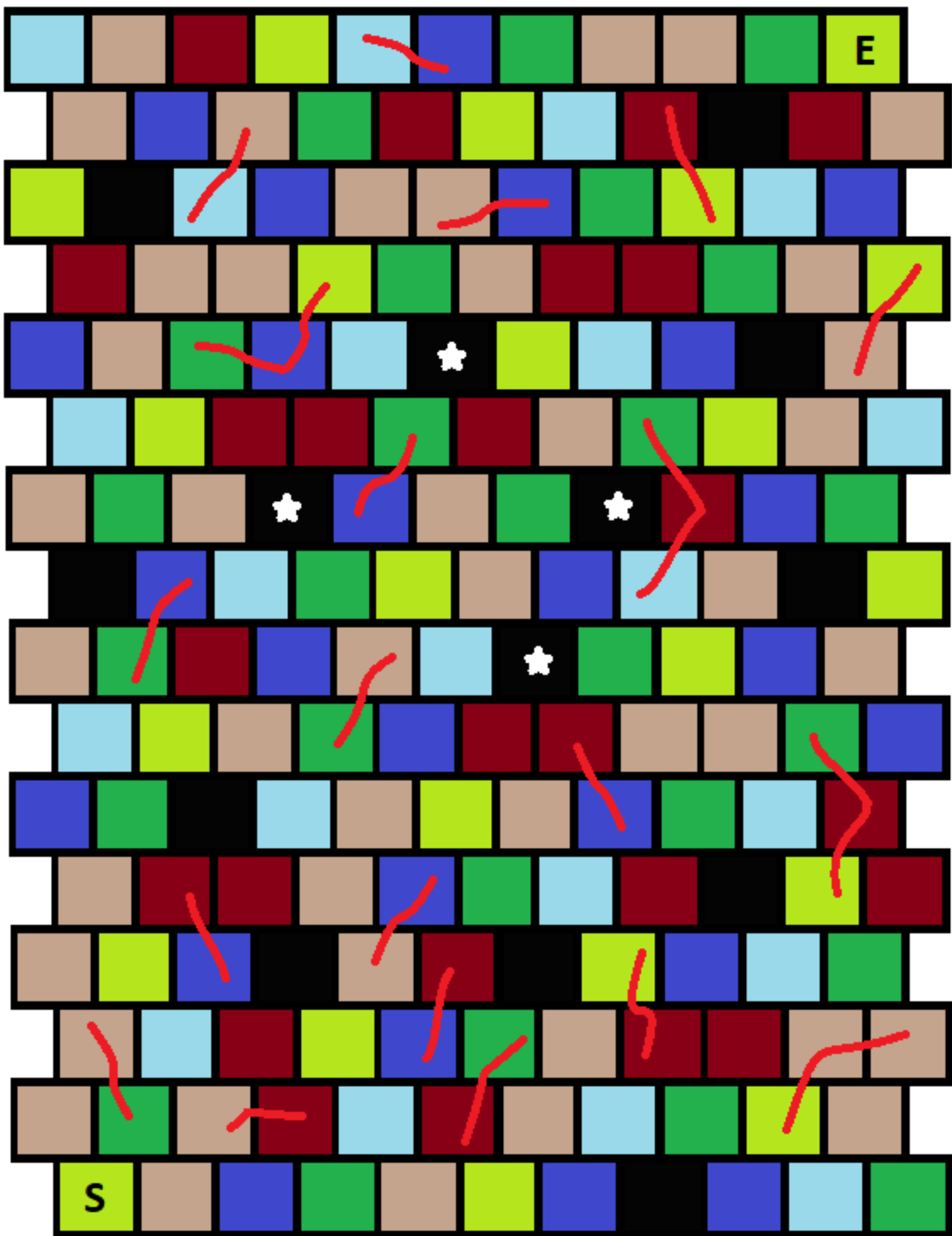
1. Move your character to the other end of a trail, if you are on one and want to.
2. Move your character to an adjacent hex. Cannot be one you were on last turn.
3. Roll an encounter, and resolve it. Lost means move your marker back to the square you came from and pick another destination.
4. Roll for a fleeing encounter if you were told to flee earlier.
5. Subtract 1 food and 1 water. If they go to low you may take bad effects.

Food and water are critical to your survival, and can be found at various green and blue hexes on the map. If your food or water drops below zero, it stays at zero and you take health damage instead. If your health drops all the way to the cross, you are dead and your campaign is over. You also take damage to your health from combat and can die that way as well.


The goal is to cross the map while accomplishing whatever the mission objective is. Sometimes it is to finish at the square marked E, sometimes to go back to start. If you win the adventure, your character goes up a level. If your mission was adventurer, you successfully finish the campaign, and well done. Otherwise, you roll a new adventure and terrain using the instructions above.


Cut on the black lines, and then fold on the white lines. Put a piece of tape over the open end to create the counters for the game or substitute pieces from other games, if desired.







 = Grassland


 = Woods or Jungle

 = Lake

 = Pond or Swamp

 = Clear or Desert

 = Mountain

 = Special

Level

0

1

2

3

Water

0

1

2

3

4

5

6

7

Food

0

1

2

3

4

5

6

7

Pack

1	2
0	0
0	0

Food or water < 3 gives -1 to Encounter roll.

Food or water dropping below 0 does 1 health damage instead.

Health

+	⋈	⋈	⋈
⋈	⋈	⋈	⋈

Health at crawl is -1 to combat roll

Campaign - Adventurer will always be final mission

Roll	Adventure 0	Adventure 1	Adventure 2	Adventure 3
1	Survivor	Hunter	Explorer	Adventurer
2	Survivor	Hunter	Explorer	Adventurer
3	Survivor	Hunter	Soldier	Adventurer
4	Survivor	Delivery Boy	Soldier	Adventurer
5	Survivor	Delivery Boy	Soldier	Adventurer
6	Survivor	Delivery Boy	Adventurer	Adventurer

Mission Details: Pistols at experience level 1, rifles at level 3 unless Adventurer or Soldier.
First Aid kit available starting level 2.

<p>Survivor – Start at S, specials are structures. Go to E. No weapon other than knife allowed.</p>	<p>Explorer – Start at S, specials are feeding grounds. Go to middle of each edge in any order, then go to E. No weapon other than knife allowed.</p>
<p>Delivery Boy – Start at S w/Relic, specials are ruins. 1 extra space in pack. Go to 1 of center ruins to get directions (1 clue, stuff in pocket), then drop off at another center ruin.</p> <p>Roll die, on 5-6 must flee (at +2 to encounter roll). Both ways go back to S to report.</p>	<p>Adventurer – Start at S, special locations are ruins. Go to 1 or more of ruins to get clues (2 per pack slot, use tags).</p> <p>When have 4+, go to one of center 4 ruins to fight boss and get relic. Flee to E.</p>
<p>Hunter – Start at S, special locations are animal feeding grounds. Roll a die, on 1-4 goal is collect 3 meat, 5-6 collect 4 meat. Then go back to S.</p>	<p>Soldier – Start at S, special locations are enemy camps.</p> <p>Collect at least 6 enemy dog tags (2 per pack slot) and go to E.</p>

Terrain (Black is always what mission says) For very first game, use roll “1”.

Roll	Adventure 0	Adventure 1	Adventure 2	Adventure 3
1	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Swamp Brown = Desert
2	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Swamp Brown = Clear	Dk Green = Jungle Dk Blue = Pond Brown = Desert
3	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Swamp Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Desert	Dk Green = Jungle Dk Blue = Swamp Brown = Clear
4	Dk Green = Woods Dk Blue = Pond Brown = Clear	Dk Green = Jungle Dk Blue = Pond Brown = Clear	Dk Green = Jungle Dk Blue = Pond Brown = Desert	Dk Green = Jungle Dk Blue = Swamp Brown = Desert
5	Dk Green = Woods Dk Blue = Swamp Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Desert	Dk Green = Woods Dk Blue = Swamp Brown = Desert	Dk Green = Jungle Dk Blue = Swamp Brown = Desert
6	Dk Green = Jungle Dk Blue = Pond Brown = Clear	Dk Green = Woods Dk Blue = Pond Brown = Desert	Dk Green = Jungle Dk Blue = Swamp Brown = Clear	Dk Green = Jungle Dk Blue = Swamp Brown = Desert

Encounters 1d6 (+ Level - deprivation to die roll)

Deprivation is 1 if food or water below 2

Terrain	1	2	3	4	5	6	7	8+
Grassland	2 food			3 food		Animal!	4 food	5 food + 1 water
Woods	Lost!	1 food		2 food		Animal!	3 food	4 food
Jungle	Lost!		Animal!		1 food	Injury!	2 food	Nothing
Lake	2 water			3 water		Animal!	4 water	5 water + 1 food
Pond	Lost!	1 water		2 water		Animal!	3 water	4 water
Swamp	Lost!		Animal!		1 water	Injury!	2 water	Nothing
Clear	Nothing		Nothing	1 food	Animal!	1 water	1 food + 1 water	Nothing
Desert	Lost!		Nothing		Human!	1 food	1 water	Nothing
Mountain	Lost!			Animal!		1 water	Injury!	1 food
Structure	Lost!	Nothing	1 water	1 water	Animal!	Healing!	1 food	Nothing
Feeding Ground	Lost!	Nothing	1 food	Animal!			1 water + Animal!	
Camp	Boss!	Human!				Nothing	No die adjustments	
Ruins	Boss!	Nothing	Animal!	Human!	1 Clue		2 Clues	3 Clues
Fleeing	Boss!	Human!	Human!	Human!	Animal!	Animal!	Animal!	Nothing

Combat 1d6 (+ Level + Weapon – low health to die roll)

(Weapon is None = -1, Knife = 0, Pistol = 1, Rifle = 2)

Low health is 1 if your character is at crawl)

Opponent	1	2	3	4	5	6	7	8+
Animal	2 injury	2 injury +1 meat	1 injury +1 meat	1 injury +1 meat	Gets away	1 meat	2 meat	3 meat
Human (-1 pistol)	2 injury	1 injury	2 injury +1 tag	2 injury +1 tag	1 injury +1 tag	Gets away	1 tag	2 tags
Boss (-2 rifle)	2 injury	2 injury	2 injury +1 tag	2 injury +1 tag	2 injury +2 tags	1 injury +1 tag	1 injury +2 tags	3 tags

Any time you get at least 1 meat, you get 1 water (total) as well. 1 meat can be stored in pack, rest can be eaten right away.