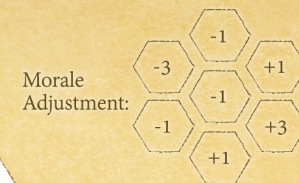
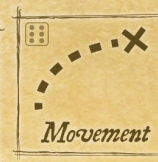


# 1572 The Last Expedition



Expedition Type: \_\_\_\_\_

Planning:

Roll 5d6. You may reroll any or all of your dice once. Then resolve them in order, starting with assigning all of your WILDs (1s), then 2s, 3s, etc. on the appropriate tables below. For each table activated in this way, roll 2D6 (+1 per additional die) to find results.

Movement	
1-3:	
4-5:	1
6-8:	1
9:	1
10:	2
11:	2 1
12:	2 2

Mapping	
2:	Swamp
3:	Hills
4:	Mountains
5:	Jungle
6-9:	Same as current hex
10:	Forest
11:	Lake
12+:	Plains
Add a Cataract to the downstream side of your hex if a 1 is rolled on one or both dice (if in a River Hex).	

Exploring	
0-2:	
3:	
4-5:	-1
6-7:	
8:	
9:	
10+:	

Native Contact	
0-4:	
5:	
6-8:	
9:	
10:	
11+:	

Hunting	
0-3:	
4:	
5:	
6-8:	
9-10:	2
11+:	2

Interests Table	
2-3:	
4:	
5:	
6-8:	
9:	
10:	
11+:	

We Must Reach the Ship!

