

NATIVE STRENGTH TABLE

Die Roll	1	2	3	4-5	6-7	8-9	10+
1	S	S	S	S	S	S	S
2	S	S	S	S	S	M	M
3	S	S	S	M	M	M	L
4	S	S	M	M	M	L	L
5	S	M	M	M	L	L	L
6	M	M	M	L	L	L	L

S—small
M—medium tribe
L—large tribe

ACTIVITY LEVEL

	Cautious	Normal	Reckless
Expedition			
foot	1 m.p.	2 m.p.	4 m.p.
mounted	2 m.p.	4 m.p.	6 m.p.
canoe	2 m.p.	4 m.p.	6 m.p.

It costs 1 m.p. to enter an explored or published hex.
It costs 2 m.p. to enter an unexplored hex.
Reckless activity adds 1 to lost die roll.

RECOVERY TABLE

Die Roll	Result
1-2	Recovers
3	Remains seriously ill
4	Improving (-1 on all subsequent die rolls)
5-6	Dies

Movement Restrictions

Foot—Cannot enter lake.
Horse—Cannot enter hex containing swamp or lake
Camel—Cannot enter hex containing jungle, swamp or lake.
Canoe—Cannot enter jungle/swamp. Must move along rivers or coast. May move into and through swamp and lakes if connected to river or coast. It requires 4 m.p. to enter swamp.

NATIVE POLICIES

Policy 1—Expedition remains in hex but goes on the defensive. It may not draw for bonus or hunt this turn. It may not leave this hex until next turn.
Policy 2—Expedition attempts to retreat back to the hex from which it just came. It must immediately retreat without combat if it receives a N or C result on the Native Attitude Table. If ambushed, it undergoes combat and is no longer required to retreat.
Policy 3—Expedition attempts to seek contact with the natives with great caution and a great show of force.
Policy 4—Expedition continues its turn as though the natives were not there.
Policy 5—Expedition approaches the natives in an open and friendly manner.
Policy 6—Expedition approaches the natives in an open and friendly manner with a great display of technology. This policy can only be selected if three or more hexes from a port or another tribe not discovered this turn.

NATIVE ATTITUDE TABLE

Policy	1	2	3	4	5	6
Activity level	Cau Nor Rec	Cau Nor Rec	Cau Nor Rec	Cau Nor Rec	Cau Nor Rec	Cau Nor Rec
Dice sum						
2	N N N	C A A	A A A	A C C	A A A	N N N
3	N N N	C C C	C A A	A A A	A A A	A A A
4	C C C	N N N	C C C	C A A	C A A	C A A
5	C C C	N N N	N N N	N N N	N N N	N N N
6	C C C	C C C	N N N	N N N	N N N	N N N
7	C C C	C C C	C C C	C C C	N N N	N N N
8	C C C	C C C	C C C	N N N	C C A	C C C
9	C C C	C C C	C C C	C C C	C C A	N N N
10	C C C	C C C	C C C	C C A	N N N	N N N
11	C C C	C C C	C C A	C C A	C C C	C C A
12	C C A	C C A	C C A	C C C	C C C	A C A

N—Neutral. If policy 3, 5 or 6 was selected, proceed directly to Negotiation Table. If policy 1, 2 or 4 was selected, follow instructions listed with policy.
C—Proceed directly to Native Attack 'Charge' Table.
A—Proceed directly to Native Attack 'Ambush' Table.

NATIVE ATTACK TABLE

	Charge								
# of askaris + explorer size of tribe	1	2	3	4	5	6	7	8	9+
	SML	SML	SML	SML	SML	SML	SML	SML	SML
Dice sum									
2	HDD	HWW	LWW	WHH	WWH	WWH	WWH	WWW	WHW
3	HDD	HHW	WDH	HDD	WDH	HDD	HHW	WHW	WHW
4	DDD	DDD	WWD	HHW	HHH	HHH	HHW	WWW	HHW
5	DDD	HWD	WWD	HHH	HHH	HHH	HHH	HHH	HHW
6	DDD	DDD	HHW	HWW	HHD	HHW	HHW	HHH	HHW
7	DDD	WDD	HDD	WWD	HHW	HHW	HHD	HHW	HHH
8	DDD	DDD	DDD	WDD	WDD	WDD	WDD	HHH	HHH
9	DDD	DDD	DDD	DDD	WDD	WDD	WDD	HDD	HDD
10	DDD	DDD	DDD	DDD	DDD	DDD	WDW	HDD	HDD
11	DDD	DDD	DDD	DDD	DDD	WDD	WDD	HDD	HDD
12	DDD	DDD	DDD	DDD	DDD	HWD	DDD	HDD	HDD

Ambush									
# of askaris + explorer	1	2	3	4	5	6	7	8	9+
size of tribe	SML	SML	SML	SML	SML	SML	SML	SML	SML
Dice sum	2	DDD	HHH	HHH	HHH	HHH	HHH	HHH	HHH
	3	HHH	DDD	HHH	HHH	HHH	HHH	HHH	HHH
	4	DDD	HHH	HHH	HHH	HHH	HHH	HHH	HHH
	5	DDD	WDD	WDD	WDD	WDD	WDD	WDD	WDD
	6	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	7	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	8	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	9	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	10	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	11	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD
	12	DDD	DDD	DDD	DDD	DDD	DDD	DDD	DDD

D—Proceed directly to Consequences of Defeat Table

W—Proceed directly to Results of Victory Table

H—Natives hide this turn. If policy 1 or 2 was selected, follow policy instructions. If policy 3, 4, 5 or 6 was selected continue your move ignoring the tribe this turn.

S,M,L—Small, Medium, Large

NEGOTIATION TABLE

# of gifts offered to chief	1	2	3	4	5	6	7	8	9	10	+	all
sum	2	F	F	F	F	F	F	F	F	F	F	F
	3	A	F	F	F	F	F	F	F	F	F	F
	4	A	A	F	F	F	F	F	F	F	F	F
	5	A	A	A	F	F	F	F	F	F	F	F
	6	A	A	A	A	F	F	F	F	F	F	F
	7	A	A	A	A	A	F	F	F	F	F	F
	8	A	A	A	A	A	A	F	F	F	F	F
	9	A	A	A	A	A	A	A	F	F	F	F
	10	A	A	A	A	A	A	A	A	F	F	F
	11	A	A	A	A	A	A	A	A	A	F	F
	12	A	A	A	A	A	A	A	A	A	A	F

all—Every gift, ration and artifact (non-living bonus item) carried by expedition is offered to the chief. If expedition has nothing, you may automatically use the 'all' column.

F—Tribe is henceforth friendly to expedition. Players may now trade with tribe (see Player Aid Pad for rate of exchange). A friendly tribe will keep an expedition fed as long as it remains with the tribe. A friendly tribe will keep an expedition fed as long as it stays in the hex with the tribe.

A—Proceed directly to the Ambush Table. Ignore all H results. Continue rolling until a W or D result occurs.

RESULTS OF VICTORY TABLE

Table A Tribal Size				Table B	
Dice Sum	S	M	L	Dice Sum	Result
2	3	4	5	2	Capture 7 natives
3	2	3	4	3*	Capture 5 natives
4	1	2	3	4	Capture 3 natives
5	0	1	2	5*	Capture 1 native
6	0	0	1	6	No natives captured
7	0	0	0	7*	No natives captured
8	0	1	2	8	Capture 2 natives
9	1	2	3	9*	Capture 4 natives
10	2	3	4	10	Capture 6 natives
11	3	4	5	11*	Capture as many natives as you have surviving askaris
12	4	5	6	12	Capture as many natives as you have surviving askaris

If you lose more askaris than you have, proceed immediately to Consequences of Defeat.

You can never take more captives than the number of askaris which survived the battle.

*—Roll one die. If it is equal or less than policy selected you have also discovered native village.

CONSEQUENCES OF DEFEAT TABLE

Dice Sum	Result
2	Explorer killed
3	Explorer killed
4	Explorer captured and held prisoner
5	Explorer captured and held prisoner
6	Explorer escapes alone with musket
7	Explorer escapes with musket and nine rations
8	Explorer escapes with musket, nine rations and 1 member
9	Explorer escapes with musket, nine rations and 2 members
10	Explorer escapes with musket, nine rations and 3 members
11	Explorer escapes with musket, nine rations and 4 members
12	Explorer escapes with musket, nine rations and 5 members

Members include animals, guide, bearers (with load) and askaris.

HUNTING TABLE

Die roll	desert		lake		oasis		swamp		mountain veldt		jungle	
	1	2	3	4	5	6	7	8	9	10	11	12
1	0	0	0	0	0	0	1	1	2	2	2	2
2	0	0	0	0	0	1	1	2	2	3	3	3
3	0	0	0	1	1	2	2	3	3	4	4	4
4	0	0	1	1	2	2	3	3	4	4	5	5
5	0	1	1	2	2	3	3	4	5	5	6	6
6	1	1	2	2	3	3	4	5	6	6	7	7

Result is number of rations collected per askari. Those rations not eaten this turn are lost.

If hex also contains a river shift two columns to the right

If at activity level 1 or 2, add 1 to die roll

If at activity level 4, subtract 1 from die roll

