

Exploration Turn

QUICK REFERENCE

Rules at a glance — keep on the table next to the flow card.

Navigation roll (B)

Roll only when entering moderate or hard terrain without a guide.

Easy (plains, road) **no roll**

Moderate (forest, hills) **lost on 1**

Hard (swamp, mtn) **lost on 1–2**

If lost, party drifts to a random adjacent hex.

Resources (E)

Any watch — optional:

- Forage 1-in-6 → 1d6 rations
 - Wood 3-in-6 → 1 wood (= 1 torch)
- Move, Hunt, and Camp allow this. Explore does not.*

Night camp only — mandatory:

- –1 ration per person
- –3 torches/wood (campfire)

Daytime camp watches have no cost.

Encounter check (C)

Roll d6 each watch.

Normal zone **encounter on 1**

Dangerous (6+ hexes) **on 1–2**

Reaction roll: 2d6

low hostile · mid neutral · high friendly

At night, the keeper on watch spots the encounter first.

Describe & advance (F)

- Terrain & atmosphere
- Encounter outcome
- Keyed content if hex reached
- What's discovered, if exploring
- Mapper marks progress, landmarks

Hex progress that used to live in the old Movement step is folded in here.

Travel speed — watches per hex

The slowest party member sets the pace for the whole group. Hex progress is recorded in Step F.

OSE move / mount	Clear <i>(plains, road)</i>	Moderate <i>(forest, hills)</i>	Hard <i>(swamp, mtn)</i>	Load (coins)
240' riding horse	½	1	blocked	<i>rider load ignored</i>
120' unencumbered	1	2	3	≤ 400
90' lightly encumbered	1	2	4	401–800
60' heavily encumbered	2	3	5	801–1600
30' overloaded	3	5	impassable	1601–2400

½ watch = 2 hexes per watch — still run one full exploration turn (mark movement x2).

Mules (120') cannot enter hard terrain. Dismounting reverts the rider to their own encumbrance rate.

Dropping gear mid-expedition can upgrade the party's speed tier.