

TURN SEQUENCE
1. Dismiss Expedition Members.
2. Draw One EVENT Card.
3a. MAP Move. 3b. Roll for terrain 3c. Roll for village 3d. Roll for river
4. Determine Native Presence.
5. Determine Native Reaction.
6. Resolve Hostile Reaction.
7. Talk To Village Elders.
8. Barter or Buy.
9. Consume.

LOSE SOMEBODY TABLE	
D20 Roll	Who
1 - 2	Hero
3 - 6	Soldier
7 - 12	Askari
13 - 20	Bearer

LOSE A BEARER TABLE	
D20 Roll	Who
1 - 5	Loot Bearer
6 - 10	Trade Bearer
11 - 15	Food Bearer
16 - 20	Empty Bearer

NATIVE PRESENCE			
Village in Square		No Village in Square	
D20 Roll	Results	D20 Roll	Results
1 - 16	DRAW	1 - 10	DRAW
17 - 20	Empty	11 - 20	Empty

SHOOT MODIFIERS
-1 Target in Light Cover
-2 Target in Heavy Cover
+2 Target is Large

BARTER RATES		
D20 Roll	Give	Get
1 - 4	1	3
5 - 8	1	2
9 - 12	1	1
13 - 16	2	1
17 - 20	3	1

BUY RATES		
Item	# Available	Cost Each
Empty Bearer	1D6	\$ 5
Food	2D6	\$ 1D6
Trade	1D6	\$ 1D6

PROSPECTOR TABLE	
D20 Roll	Deposit Found
1 - 2	X-Rock deposit (4 loot)
3 - 4	Diamonds (3 Loot)
5 - 7	Gold (2 Loot)
8 - 10	Silver (1 Loot)
11 - 20	Fools Gold, no value.