

Jungle Map Cheat Sheet

Roll 1d100 for each field in alphabetical order. Note the result for each field & the indicated Resource Level on the map here & on the Hex Sheets.

I 27.5 km

HEX:
790 km²

#: __
S
RL: __

#: __
H
RL: __

#: __
I
RL: __

#: __
J
RL: __

#: __
K
RL: __

#: __
R
RL: __

#: __
G
RL: __

#: __
B
RL: __

#: __
C
RL: __

#: __
L
RL: __

#: __
Q
RL: __

#: __
F
RL: __

#: 79
A
RL: 3

#: __
D
RL: __

#: __
M
RL: __

32 km

#: __
P
RL: __

#: __
E
RL: __

#: __
N
RL: __

N

#: First digit is the altitude, second is complexity of the hex-field terrain.
RL: Resource Level. Is also the number of Resource Dice.

Order of Hexes:



Hex-Field Cheat Sheet A to C

Here's what you do: A is where the Gorillas have their HQ and you already see all the relevant entries done for that to the right → The rest will be done by you. For that you roll a **d100** for every hex-field, starting with B. Note each number and the *Resource Level* on the proper lines. In **the next step** you need to copy all your results from the d100-Table starting on p. 58 unto the *Hex-Field Cheat Sheet* (the numbers themselves, splitted in altitude and complexity, the RL and the descriptions for each entry). This is the lay of the land. The **last step** is finding out how strong the presence of each faction is in each hex-field. For that you roll the RL-number as d6, note the result on the *Hex-Field Cheat Sheet* and use it for the *Factions & Relics Table* on p. 56.

A #: **7** (Altitude) **9** (Complexity)
Result: Labyrinthine Hills, Valleys, Cliffslides, Caves, cascading Lakes and wild Streams (some jungle)

Vistas (): Temple, Valleys, Mountainsides

Factions **Resource Level: 3**

Gorillas: (14) Gorilla HQ (see p. XX for details), a Hidden Base (secret lab, 2 o.s, 2 c.s, 25 g.s), 4 Hidden Stashes

Ruins: (12) 2 Medium Ruins, 2 Overgrown Fragments

Cannibals: (6) 1 Village, 1 Small Camp of 6 Warriors

Mushrooms: (11) 1 Mushroom Circle Village, 5 Mushroom Artworks

Aliens: (9) 1 Artifact, 4 Signs of Radiation

B #: (Altitude) (Complexity)
Result:

Vistas ():

Factions **Resource Level:**

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

C #: (Altitude) (Complexity)
Result:

Vistas ():

Factions **Resource Level:**

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet D to G

D

#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

E

#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

F

#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

G

#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet H to K

H

#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____

I

#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____

J

#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____

K

#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet L to O



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet P to S



#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____



#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____



#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____



#: (Altitude) (Complexity)
Result:

Vistas (): _____

Factions Resource Level: _____

Gorillas: _____

Ruins: _____

Cannibals: _____

Mushrooms: _____

Aliens: _____

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet to



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.

Hex-Field Cheat Sheet to



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:



#: (Altitude) (Complexity)
Result:

Vistas ():

Factions

Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

HEX = 1: Roll 1d100 2: Note altitude & complexity 3: Enter result and Resource Level (RL) 4: Roll RL as d6 per faction, note the result and spend it as points for the *Faction Table* on p. 56 5: Note faction results.