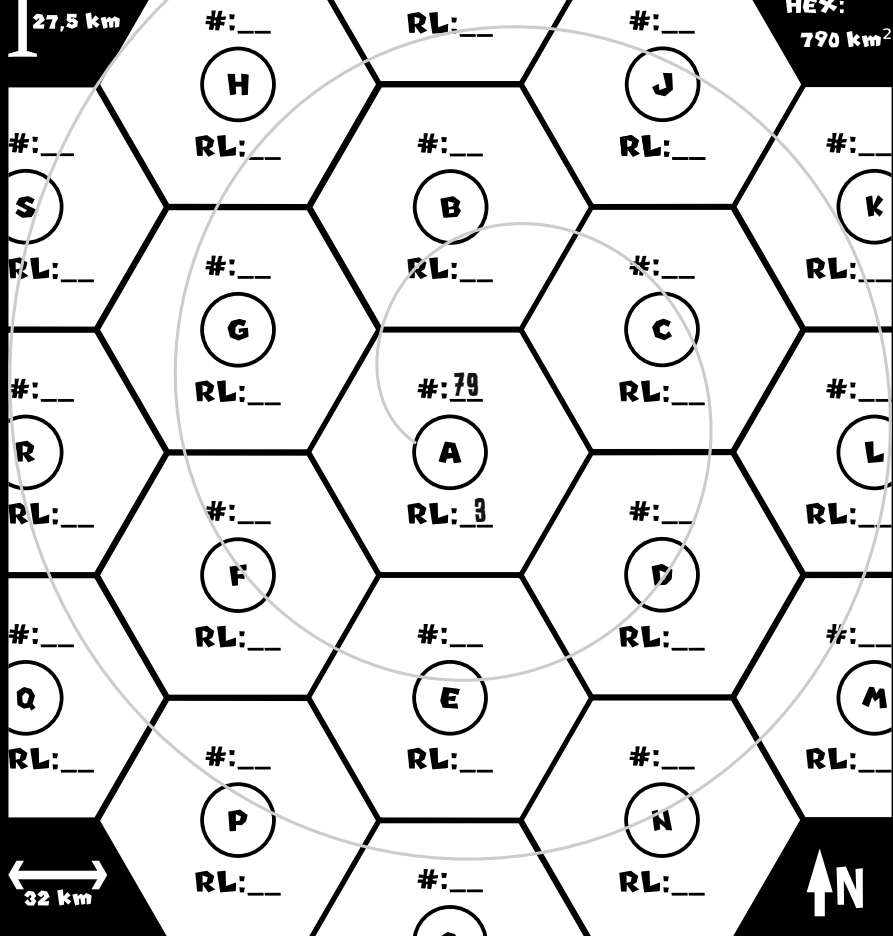


# Jungle Map Cheat Sheet

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 km<sup>2</sup>



#: 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, Cliffsides, 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 0



#: (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

**P**

#: (Altitude) (Complexity)  
Result:

Vistas ( ):

Factions Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

**Q**

#: (Altitude) (Complexity)  
Result:

Vistas ( ):

Factions Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

**R**

#: (Altitude) (Complexity)  
Result:

Vistas ( ):

Factions Resource Level:

Gorillas:

Ruins:

Cannibals:

Mushrooms:

Aliens:

**S**

#: (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.