

THE RED HACK

FANTASY ROLE-PLAYING GAME

A version of D&D based on The Black Hack & the 1980 B/X edition.]



3: WILDERNESS TRAVEL & EXPLORATION

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WILDERNESS TRAVEL RULES

THE DAY

A day consists of six watches of four hours each. A normal pace of travel is three watches of movement and three watches of rest. A party can exceed this but at a cost; a forced march will leave the party weary, and their horses even more so.

Watch	Begins
Night	8 PM
Small Hours	Midnight
Morning	4 AM
Daytime	8 AM
Afternoon	Noon
Evening	4 PM

At the beginning of each day the DM rolls for the weather.

WEATHER

There are many weather tables around already, and I want the system to be agnostic about which one you use. For game purposes there are only five types of bad weather and ‘everything else’:

Type	Description
Storm	Hurricanes, blizzards, rainstorms, lightning - serious disruption to travel.
Snow	Freezing temperatures, often with reduced visibility.
Rain	Wet and reduced visibility.
Fog	Reduced visibility. (Treat clement or hot weather as fog if travelling at night.)
Heat	Fierce heat, increased risk of exhaustion.
Clement	Every other kind of weather. Any weather that doesn't impede travel.

WEATHER TABLES

To determine the day's weather:

For starting settled weather select or choose randomly one of the four 'settled' entries on the table for the season.

Then, for each day of *settled* weather roll a d4. On a 1 the weather regime becomes *unsettled*.

When weather becomes *unsettled*, roll d100 on the table. Do so the next day, and every day that begins with *unsettled* weather.

If the result indicates *settled* weather, go back to rolling a d4 the following day.

SUMMER

d100	Weather	Regime
1-28	Dry	Unsettled
29-48	Drizzle/Showers	Unsettled
49-72	Rain	Unsettled
73-80	Storm	Unsettled
81-85	Cool	Settled
86-90	Warm	Settled
91-95	Hot	Settled
96-00	Cloudy	Settled

SPRING / FALL

d100	Weather	Regime
1-24	Dry	Unsettled
25-44	Drizzle/Showers	Unsettled
45-68	Rain	Unsettled
69-80	Storm	Unsettled
81-85	Fog	Settled
86-90	Cool	Settled
91-95	Warm	Settled
96-00	Cloudy	Settled

WINTER

d100	Weather	Regime
1-16	Dry	Unsettled
17-36	Rain	Unsettled
37-64	Snow	Unsettled
65-80	Storm	Unsettled
81-85	Fog	Settled
86-90	Cold	Settled
91-95	Cool	Settled
96-00	Cloudy	Settled

MOVEMENT

Base movement is two 5 mile hexes per watch, for an unencumbered party on foot.

Mounts add one. Encumbrance subtracts one.

Ox carts have a top speed of one hex per watch. Pack mules, two hexes.

Watches	Pace	Effects
1-3	Measured	None.
4	All Day	Characters who take night watch must CON save or wake <i>Weary</i> .
5	Forced March	...and everyone becomes <i>Weary</i> in the 5th watch.
6	All Night	...and all characters must rest an extra watch or wake <i>Weary</i> .

Multiple days of forced marching can have serious consequences, particularly for horses. The DM will incorporate these into travel events.

TERRAIN

There are three broad types of terrain:

Type	Movement Cost	Difficulty	Encounter Distance	Examples
Placid	x 1	1	Extreme (240')	Plains, settled or civilised areas.
Wild	x 1	4	Distant (180')	Forest, hills, desert, ocean.
Treacherous	x 2	7	Far (120')	Mountains, swamp, jungle.

Following a road halves the movement cost to cross a hex.

Desert & Jungle always roll weather on the Summer table.

For other types of terrain select a type and decide whether they have any particular features. For example, arctic terrain might always roll weather on the winter table.

MOVEMENT PER HEX

Entering a hex of terrain requires two things:

- The party must expend movement to enter. If they don't have enough, they must stop and make camp for the night. Any left over movement points can be added to the next day's movement.
- The party leader must make a check for travel events.

These depend on the size of the hex, modified for terrain:

Size of Hex	Movement Cost	Event Check
24-32 miles	6*	Count as a roll of 1, 2 AND 3.
10-12 miles	2	1d4
5-6 miles	1	1d6
3 miles	½	1d10
1 mile	¼	d4 & d6, only count doubles.

*You can attempt to enter a 24 mile hex with less than 6 movement remaining by rolling 1d6 under your remaining movement. If you fail, you can save the movement points for the next day as above.

TRAVEL EVENTS

When the roll indicates a travel event, resolve it on this table.

First, the leader makes a check against the difficulty of the terrain. If travelling in a storm, treat the difficulty as 10 regardless of terrain.

If this check is successful the event is avoided. You can still roll to find out what it would have been, and the player can describe how their perceptions or preparations helped - or even choose to let it happen, for example if the event was an encounter and they're looking for a fight.

If the check is very successful - a successful roll of 14+ - the PC may get some kind of bonus - discovering a terrain feature, meeting with an ally, finding spoor or minor treasure.

If the check fails, roll a d6.

Event Check	Attribute	1-2	3-4	5-6
1	WIS	Encounter	Weather	Obstacle
2	INT	Lost	Weather	Supplies
3	CHA	Morale	Weather	Slow

If you get a 'weather' result, consult the table below:

Weather	WIS	INT	CHA
Clement	Curiosity	Hex Feature	Familiar Face
Rain	Encounter	Lost	Supplies
Fog	Encounter	Lost	Morale
Heat	None	Supplies	Morale
Snow	Obstacle	Lost	Slow
Storm	Obstacle	Lost	Morale

- **Encounter** - roll a random encounter for the terrain, see below.
- **Obstacle** - something threatens to impair the party's progress, see below.
- **Lost** - Each time the PCs enter a hex roll d6, on a 1-2 they enter the hex to the left, on a 5-6 they enter the hex to the right. This continues until they find a way to get their bearings.
- **Supplies** - Unless special measures were taken to prevent it, supplies spoil, waterskins leak, animals run off.
- **Morale** - NPCs on the expedition balk and make demands, or a fight breaks out. If there are no NPCs, tell the players how the journey is unpleasant and getting to them.
- **Slow** - Spend the movement cost to enter the hex again.
- **Curiosity** - The party witnesses a wondrous phenomenon, flights of colourful birds, dolphins swimming alongside the ship, beautiful landscapes. May be significant or may just be grand.
- **Hex Feature** - The party finds a site of interest within the current hex.
- **Familiar Face** - Unexpectedly the party encounter an NPC they know, or someone with a connection to same.

ENCOUNTERS

Encounters occur at the distance indicated by the terrain, reduce by one step in rain, snow, and two steps in fog, storms or at night.

DESIGNING OBSTACLES

When any other problem is indicated the DM should design it. Obstacles should:

- Reflect the terrain or weather result which led to them.
- Have consequences - for their speed, supplies, safety.
- Present a choice or problem – lose time by going around, or risk harm by pressing through? Leave the path to chase after runaway pack animals and risk getting lost, or accept the loss of provisions?
- Allow for clever means of solving the dilemma as well as simply picking an option.

MAKING CAMP

When you make camp for the night, you spend the remaining watches of the day resting and preparing for the next day's travel.

- Roll a d20 for each watch; on a 1 an encounter occurs.
- Make a CON test for each *Weary* sentry to avoid falling asleep during his watch.
- Make a CON test for each character who marched 4 or more watches today, to avoid waking *Weary*.
- Clear *Tired & Weary* for everyone who sleeps for two watches without wearing armour; apply *Weary* to anyone who doesn't do so.
- Consume food and water and remove *Hungry* and/or *Thirsty*. If anyone doesn't eat or drink, they gain *Hungry* or *Thirsty*.

Any watches spent not sleeping can be spent on camp actions:

- **Guarding** - taking a turn on watch, alerting the party in case of an encounter.
- **Foraging** - Find d6 rations of leaves, berries, mushrooms, roots, fish, etc. (Risk of poisoning if you get it wrong?)
- **Hunting** - See the table below. Kills must be consumed or prepared immediately; even a day in conditions other than Cold and Snow will allow the meat to spoil.
- **Cooking** - Heal HP to full and restore 1pt of lost CON. Turn 20 days worth of raw meat or forage into 10 days of stable rations.
- **Preparing** - Check the party's rations and animals, study maps, give the bearers a pep talk. Select a particular type of problem and gain an extra attribute check to prevent it if it arises the next day.
- **Scouting** - Pick an adjacent hex and make the travel event rolls for it. If there's no event, or you avoid the event, the party doesn't have to roll for it tomorrow. If there is an event, the party will encounter it if they go that way. You don't have to roll to find out what the event is, but if you do then you encounter it alone.

HUNTING TABLE

Roll WIS vs the difficulty of the terrain to see what you find to hunt, then DEX to see if you kill it:

Result	WIS	DEX
Failure	Encounter while hunting	Quarry got away.
2-7	Birds (1 ration each)	One kill.
8-13	Rabbits (3 rations each)	Two kills.
14-19	Deer (50 rations each)	Three kills.
20	Encounter 1d6 Boar (100 rations each)	Five kills.

If you roll the boar, don't roll DEX; you'll have to fight them. The DM can substitute some other edible dangerous wildlife if the terrain suggests it.

FORAGING

Make a WIS test against the difficulty of the terrain to find out how many rations you find, then INT to determine their quality:

Result	WIS	INT
Failure	Slim pickings - 0 rations.	1d6 rations are poisonous or rancid.
2-7	Found enough to eat - 1d3 rations.	Edible, but won't keep the night.
8-13	Found enough to feed a party - 2d6 rations.	Can be cooked without loss.
14-19	Rich pickings - 3d12 rations.	Will keep for the rest of the journey.
20	Bounty - as much as the foragers can carry.	Valuable, or has beneficial effects.

Bad rations can be discovered and discarded by *preparing* and checking food supplies. If eaten, those affected must save vs poison or fall ill.

SEA TRAVEL

A boat moving with oars has a base speed of one hex per watch but are not at the mercy of the wind. Under sail, ships move at the rate specified in the table below for their type.

Going in the direction of the wind adds two to this, going against the wind subtracts two. In a storm, base speed is tripled, but the vessel can only go with the wind and may suffer damage or sink.

Hot, Fog, and Dry weather all have little or no wind, and will leave a ship becalmed until they pass.

Otherwise, unsettled weather has wind in a random direction, while settled weather has consistent trade winds (assuming an earth-like world, west and toward the equator or east and toward the equator in polar regions).

Type	Hexes per Watch
Rowing	1
Cargo Ship	2
Merchant Ship	4
Fast Ship	6
Fast Warship	8

With enough crew and a proper assignment of watches ships can travel through the night without penalty. However, they often slow their progress if visibility is poor in order to avoid getting off-course or running aground in the dark.

Foraging aboard ship is limited to fishing, and scouting is only practical for mermaids. Other camping actions are available as normal.

ENCOUNTERS AT SEA

Ships cannot usually surprise their foes, but submerged monsters can.

Encounter distance defaults to (Remote)360'. Land can be seen from 30 miles away.

RIVER TRAVEL

Unless specially designed for it, ships must use oars when travelling on rivers.

Treat the conditions as those of the terrain the river flows through.

AIR TRAVEL

Surprise is unlikely in the air unless flying through clouds or fog

Encounter distance defaults to (Remote)480'.

If there is no fog or rain the ground can be seen clearly at great distances. A flying PC can see roughly 30 miles away for every 2,000 feet of altitude.

Flying into and before the wind will subtract or add 2 hexes as for ships. Flying in a storm is dramatically dangerous.

Flying Mount	Hexes per Watch
Slow (Griffon, <i>Fly</i> spell, Flying Carpet)	3
Medium (Dragon)	5
Fast (Roc)	7

USING CARDS

As with dungeon exploration, you can use playing cards for wilderness exploration.

EVENT TESTS

For events, just draw a card for every 5 miles travelled. Ignore spades, aces and face cards.

Card Value	WIS ♠	INT ♣	CHA ♥
2-4	Encounter	Lost	Obstacle
5-7	Weather	Weather	Weather
8-10	Obstacle	Supplies	Slow

A successful attribute test will resolve the event without difficulty – encounters will be spotted before they arise, obstacles navigated around, supplies checked and maps carefully studied.

WEATHER

Draw a card for the weather each day.

If you draw spades, the suit of the air, change the regime between settled and unsettled and apply the result from the other table.

Otherwise, settled weather remains unchanged and unsettled weather changes as the card indicates.

UNSETTLED WEATHER TABLE

	SPRING / FALL	SUMMER	WINTER
1	Warm, Dry, Still	Hot, Dry, Still	Cold, Dry, Still
2	Cool, Dry, Still	Hot, Dry, Still	Cold, Dry, Still
3	Cool, Dry, Still	Warm, Dry, Still	Cool, Dry, Still
4	Cool, Dry, Still	Warm, Dry, Still	Rain, Cool, Windy
5	Drizzle, Cool, Breezy	Warm, Dry, Still	Rain, Cold, Windy
6	Showers, Cool, Windy	Showers, Warm, Breezy	Rain, Cold, Windy
7	Drizzle, Warm, Breezy	Showers, Warm, Windy	Snow, Cold, Breezy
8	Rain, Cool, Windy	Drizzle, Warm, Breezy	Snow, Cold, Breezy
9	Rain, Cool, Windy	Rain, Warm, Windy	Snow, Cold, Windy
10	Rain, Cool, Windy	Rain, Warm, Windy	Snow (Sleet), Cold, Windy
J	Rain (Hail), Cool, Windy	Rain, Warm, Windy	Rainstorm
Q	Rainstorm	Rain (Hail), Warm, Windy	Showstorm
K	Thunderstorm	Thunderstorm	Thunderstorm

SETTLED WEATHER TABLE

	SPRING / FALL	SUMMER	WINTER
1	Warm, Clear, Calm	Warm, Clear, Breeze	Cold, Clear, Calm
2	Cloudy, Breeze	Cloudy, Calm	Cloudy, Breeze
3	Cloudy, Calm	Cloudy, Breeze	Cloudy, Calm
4	Cloudy, Windy	Cloudy, Windy	Cloudy, Windy
5	Cool, Clear, Breeze	Cool, Clear, Calm	Cool, Cloudy, Calm
6	Cool, Cloudy, Calm	Cool, Light Rain, Calm	Cool, Cloudy, Breeze
7	Cool, Clear, Windy	Cool, Clear, Breeze	Cool, Clear, Windy
8	Warm, Clear, Breeze	Warm, Clear, Calm	Cold, Clear, Breeze
9	Warm, Cloudy, Calm	Warm, Cloudy, Breeze	Cold, Cloudy, Calm
10	Warm, Light Rain, Breeze	Warm, Light Rain, Calm	Cold, Clear, Windy
J	<i>Fog</i> , Cloudy, Calm, Warm	<i>Hot</i> , Clear, Breeze	<i>Fog</i> , Cloudy, Calm, Cool
Q	<i>Fog</i> , Cloudy, Calm, Cool	<i>Hot</i> , Clear, Calm	<i>Fog</i> , Cloudy, Calm, Cold
K	<i>Fog</i> , Cloudy, Calm, Cool	<i>Hot</i> , Clear, Calm	<i>Fog</i> , Cloudy, Calm, Cold