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Avalon hill outdoor survival pdf

Avalon hill outdoor survival pdf. Avalon hill outdoor survival game.

Gravea quickly - Read this card FirstPreparare to play: Punching Out Counter "A," only, of the counters set and distribute one for each player. Disregard the remaining person counters for the basic game. Put these components in view: Cenario card lost No. 1, the inner carton cover showing the motion movement graph, the data and the prelude papeboard. For the basic game, disregard lifetime cards and remaining scenario cards. How to Win: Be the first player to move your meter accountant any mapboard edge. How to get: Place each person's counter from each player "A" in the middle of the card in the hexagon (hex) marked "base on. 5." Determine the sequence of players becomes simply by data roller. (High roller goes first, second high roll goes second, etc.) As only you can be displayed at stake: How this is a basic game, you need to be worried Two things: 1) Direction of the Movement , and 2) move. (Ignore "needs" and "desert meetings" the carton of the scenario.) 1) Direction: If you were really lost in the desert somewhere, it is likely that you have very little idea direction. This is reflected in the game. Then, at the beginning of the turn of each player, it refers to the leading skill graph printed on the scenario No. 1 and rolls the data. He should then move the person's desk in the directed direction. 2) When you can move: the number "6" printed on the person's desk "A" affirms how many movement points can spend to travel cross-country in each turn. In real life, people can travel further on a certain time limit through the light ground than in the mountains, rugged lots, panels, etc. This is reflected in the game. Map movement, printed on the inner box cover, how many movement points out the costs to enter each Mapboard Hex. For example, since it only costs a point of movement to get into a clear ground, you can move your person's 6 hex bars on a turn, as long as all 6 hexes were clean hexes. On the other hand, since it costs 2 points of movement to enter a forest / hexaitaria, you could only move a total of 3 hexes per shift through rugged woods / grounds. You can move through any combination of terrain varying on a backwards providing you have the proper number of movement points to spend. For example, you can spend your 6 motion points, entering a clear ground, (1), then a Hex River (3), then another light hex (1) and then a Ford Hex (1). Suppose, however, that the final movement would lead you to a forest / hexabral instead of a FORD HEX; You would not have permission to enter the forest / hexalt as it requires 2 points of movement that you had not left to spend. So you just would be able to spend 5 points of movement on this particular back. Motion points not used can not be accumulated and used à € à €

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