Cheatography

Journey To The Overland QRS Cheat Sheet

by Overland Games (dcware) via cheatography.com/20409/cs/3195/

Beginning Play

1. Pull an Event Card
2. Pull a Weather Card
3. Choose A Daily Action
4. Commit Action
6. If Traveling, Check for an Encounter
5. If Traveling, Check for Getting Lost
7. Eat meal. Pay for Lodging.
8. Pay Taxes on Money Earned.

After you have created and equipped your Player Character (See: Determining Starting Characteristics), separate the Event, Weather, Encounter and (if in play) Quest cards. Shuffle each Card Deck and set each deck out on the table. Play begins by performing the steps above.

Starting Characteristics Modifiers Tables

01-20	add 20
21-40	add 15
41-60	add 10
61-70	add 5
71-90	add 0
91-00	subtract 5

Roll d100 dice and apply the modifiers to get a final score. Make seven of these rolls, modifying each roll as listed, then assign one of the seven numbers to each starting characteristic. In addition each player gets a 10 point Bonus Pool. Use these points to increase any score rolled by as much as +5 but no less than +2.

Experience Points Table - Combat

XPs	Actions or Kills
1,000	xp's per level of opponent
1,000	xp's for killing opponent in a fistfight
1,000	xp's for killing a Wizard
1,000	xp's for killing a Magician
1,000	xp's for killing a Knight or Warrior
1,000	xp's for each battle won (involving troops)
5,000	xp's for killing King of Overland
8,000	xp's for killing Dragon Valron
10,000	xp's for killing Wizard Morcai

This table only lists XPs gained for combat related actions. See the Non Combat Experience Point Table for XPs earned for non-combat related actions.

Experience Points To Spend Table

Level	Total Experience	XPs to Spend
1	0 - 30,000	5,000
2	30,001 - 55,000	10,00
3	55,001 - 100,000	15,000
4	101,001 - 175,000	20,000
5	175,001 - 250,000	25,000
6	250,001 - 350,000	30,000
7	350,001 - 450,000	35,000
8	450,001 - 550,000	40,000
9	550,001 - 650,000	45,000

Experience Points To Spend Table (cont)

10	650,001 - 750,000	50,000

Once a Character acquires a certain amount of Experience Points he will receive a set number of Experience Points to Spend (XPS). These Experience Points can then be used to purchase skills, traits or advanced skills or other abilities where indicated in the rules.

Percent Encounter Table

Terrain	Percent Chance of Encounter
Mountain	45%
Desert	30%
Hills	55%
Openland/-Plains	75%
Iceland/Tundra	30%
Wood/Forest	45%
Swamps	25%
Darkmen's Domain	20%

Check on the above table for having an Encounter in the terrain you are 'entering'. Roll d100 (percentile dice). If the roll is equal to or less than the "Percent Chance" listed for that terrain pull an "Encounter Card" before you move for the day. If entering a town or castle check for an encounter using the terrain the town or castle is located on unless you have already had an encounter.

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Random Direction Table

Roll	Direction
01-02	North
03	Northeast
04	Northwest
05	East
06	West
07	Southeast
08	Southwest
09-10	South

Roll 1d10 and consult the table above whenever you are instructed to move in a random direction or need to determine a random direction.

Shields

Weapon	Modifier	Break	Cost (gold)
Small Round Shield	+10	01-10	20
Buckler	+12	01-08	30
Large Round Shield	+15	01-08	25
Kite Shield	+15	01-05	30

Shields (cont)

Tower Shield	+25	01-05	35

Shields are used to increase a character's defense percent score. The modifiers for the shield used are added to the character's defense percent score as part of the total. A shield will break and be useless if a character striking it lands a blow with a result (number rolled) that is equal to or anywhere between its break numbers.

Hand Weapons Table

Weapon	Modifier	Damage	Cost
Dagger	+5	5	5
Short Sword	+7	8	20
Broadsword	+10	12	50
Saber@@@	+9 / +11	10	50
Longsword	+9	15	75
Greatsword	-4	18	85
Mace	+9	9	40
Mornin-gstar@@	+4	12	50
Hand Axe	-5	15	50
Battle Axe	-7	20	100
Great Axe@	-10	25	125
War Club@	+10	20	150

Hand Weapons Table (cont)

War Hammer@	-15	35	175

Weapons can be bought at any town or castle for the prices shown. The column titled 'modifier' displays the amount added to a character's Ability score when using the weapon in combat and rolling for a strike. 'Damage' is the amount of harm done to an opponent from a strike by a character using that weapon.
(@) indicates a weapon which must be wielded two handed. (@@) adds 5 to the normal break score of any shield. (@@@) Saber modifier increases to +11 when used while mounted

Attack On Dragon Valron Table

Roll (1d10)	Area Hit by Attack
1	Valron is struck in the heart; your first attack kills him!
2-4	Your attack deflects off his scales; no effect!
5	You strike Valron in the left eye causing him to land in a random hex located 1d10 away from the town;
6-8	Valron is wounded and returns home without causing any damage to the town!
9-10	Valron evades your attack and swoops down and fires a blast of fire at you doing -50 damage!

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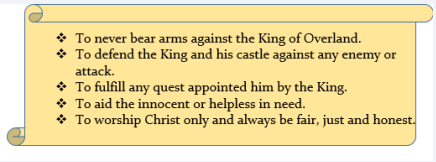
The Knight's Oath!



Quest Reward Table

Roll	Reward
01-20	You receive 2,000 gold
21-40	You receive one cavalry and one infantry unit
41-60	You receive 3,000 gold and two infantry units
61-80	You are given one hex of your choice;
81-00	You are given 5,000 gold.

Knights who fulfill their Quest are well rewarded by the King. Players whose Knight has successfully completed a quest should roll d100 on the table above to determine their reward.

Arena Push Back Table

Roll (1d10)	Result
01	Move back one space
02	Move back two spaces
03	Move to the left one space
04	Move to the right one space
05	Fall down in current space; spend one turn getting up;
06	Dropped your weapon; weapon broke; you must find a new one in the Arena or fistfight;
07	Hard pressed; receive -5 wounds;
08	Stand fast! remain in current position;
09	Cornered; opponent gets another strike;
10	Thrown back; move back three spaces; fall down; spend one turn getting up and your weapon is broken; receive -10 wounds;

After contestants have struck at each other the combatant that received the most wounds, or if neither was wounded, the combatant whose strike was the furthest off from his percent score must roll 1d10 die and determine where he must move to in the arena as a result of being forced back. He or she should check his result against the table above.

Dragon Flight Table

Roll (1d10)	Town Attacked
1	Kings Castle
2	Igloo
3	Zafton
4	Fire Castle
5	Milestill
6	Wooddam
7	Dwarftown
8	Dwarfhaven
9	Futuretown
10	Elf Mountain

Once a month the Dragon Valron leaves his cave and flies across the Overland skies. Players should roll 1d10 die and determine what town or castle he is flying over:

Troop Results Table When Attacking

Roll	Result
10 or less	The attack was repelled; heavy casualties. Attacking unit is destroyed!
11-30	Unsuccessful attack; no result;
31-50	Your units penetrate enemy lines; move defending unit back one space; if it cannot be moved back it is destroyed!
51-80	The attack was successful; defending unit is destroyed!
81-90	Defending unit is overwhelmed; its surrenders and is now under your control;
91-00	A slaughter! Defending unit is destroyed along with one opposing unit adjacent to it;

Attack Table (used for attacks only!!)

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Daily Actions

A. Rest to Heal Wound
B. Travel
C. Engage in a Battle
D. Town Activities
E. Go To Work
F. Build or Repair Something
G. Practice or Train

Each “game session” consists of fourteen days or two weeks. Players may choose from several actions in a day but they can only commit one per day (unless otherwise stated.)

Fistfighting Damage Table

Muscle Score	Damage
21-40	1
41-60	2
61-80	3
81-00	4

Movement Rates

Walking	2 hexes per day
Mounted	3 hexes per day
Vehicles	4 hexes per day
Flying	5 hexes per day
Roads	+1 to usual rate

When characters are traveling in a group of two more all the characters must move at the rate of the slowest character in the group.

Experience Points Table - Non-Combat

200	xp's for every week spent working a job
500	xp's for accumulating a week of hunting
500	xp's for every town visited oher than your hometown
500	xp's for every audience obtained with a Mayor/Ruler (once per ruler)
500	xp's for every week spent in the Mountains/Swamps/Arctic Terrain
1,000	xp's for every Skill acquired
1,000	xp's for every Advanced Skill acquired
1,000	xp's for sinking another ship
1,000	xp's for engaging in individual combat
1,000	xp's for studying magic in a town or castle
2,000	xp's for every game completed
2,500	xp's for engaging in a war (every two weeks)
3,000	xp's for becoming a Knight
3,000	xp's for surviving a fight in the Overland Arena
3000	xp's for visiting the Unknown Islands
5,000	xp's for every Weapon of Power acquired

Experience Points Table - Non-Combat (cont)

10,000	xp's for capturing King's Castle

This table only lists XP's earned for Non-Combat actions. See the Experience Points Table for Combat for XPs earned for combat related actions.

NPC Reaction Table

Roll (d100)	Result
01 -18 (or lower)	NPC is violent; will attack and fight to the death.
19 - 30	NPC is hostile; they will attack and fight for four rounds of combat.
31 - 55	NPC is undecided; make Presence check. If successful they will cooperate (see next result), but will not join you. If not successful, they will attack and fight until one of you are unconscious.
56 - 70	NPC is cooperative; they will help you but will not join your party or do any life threatening actions for you (i.e. combat.) If they have skills however they will use them for you provided they are paid or you meet any other requirements indicated on the card.

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NPC Reaction Table (cont)

71-80	NPC will join your party for 1d10 silver pieces per day (or the amount stated on card) and use their skills for you. But will not participate in any combat. If they are attacked while with you they will flee.
81-95	NPC character will aid you in combat or other ac¬tivities, as long as you accompany them. Will join your party.
96-up	NPC is very devoted to you and your cause. They will risk their life for you going first or alone in any com¬bat or dangerous situation. Will join your party an NPC Comrade. These NPC's may serve you in other capacities also (See: NPC Comrades.)

Unless indicated otherwise players should roll on this table after pulling an Encounter card to determine how the NPC will react to the encounter with your character.

Pole Weapons Table

Weapon	Modifier/-Range	Damage	Cost
Javelin	+8/4	6	20
Spear	+10/3	7	25
Giant Spear	+13/2	9	30
Pole Axe	+8/-	10	35
Trident	+5/-	13	40

Modifiers are added to the 'percent chance' roll for the weapon (See: Missile Weapon Table). The range is the number of hexes the pole weapon can be thrown not the distance for a melee attack. Characters or NPCs using pole weapons must still be adjacent to their opponent unless stated otherwise. * The Pole Axe and Trident are capable of being used for both attacking and defending (See: Defending). Pole Axes and Tridents cannot be thrown and cannot be used to 'brace'.

Missile Weapon Table

Weapon	Modifier	Range/Rate	Cost (gold)
Sling	+10	2/1	10
Blowgun	+12	2/3	25
Short Bow	+8	4/3	50
Longbow	+5	5/3	70
Crossbow	+3	8/1	100

Missile weapon modifiers are added to the initial "percent chance" roll that is made when the weapon is purchased. Crossbows may not be fired while mounted.

Openland / Plains Hunting Table

Roll	Animal Hunted	Agility Score	Muscle Score
01-10	Squirrel	60%	15%
11-20	Rabbit	55%	20%
21-30	Raccoon	50%	25%
31-50	Possum	45%	30%
51-70	Sheep	40%	30%
71-80	Elk	40%	40%
81-90	Deer	35%	45%
91-100	Wild Pig	30%	50%

Each animals provides the amount food indicated in parenthesis: Squirrel (2), Rabbit (3), Raccoon (4), Possum (4), Sheep (6), Elk (8), Deer (18), Wild Pig (9), If wounded each animal causes the number of wounds indicated in brackets: Squirrel [1], Rabbit [1], Raccoon [3], Possum [3], Sheep [3], Elk [5], Deer [6], Wild Pig [15]. Refer to the rule book for Hunting Tables in other terrain.

Permission To Study Table

Roll	Result
01-20	You have been allowed to study.
21-40	If you have studied in another town prior to this one your request is denied. Otherwise you are allowed to study here.
41-60	You will only be allowed to study if you possess skill as an Alchemist.

Permission To Study Table (cont)

61-80	The town council bans you if you are a 'wizard' and you are not allowed to study here. Additionally, if you use any magic or spells while you are in this town you encounter the Constable (see: NPC characters) will and be jailed, and tried. If you are not a 'wizard' you must roll again.

Permission To Study Table (cont)

81-00	The local magicians fear your power. You are attacked by a level 2 magician (Ab-75, Ag-63, En-60, Lu-50, 40% score with this towns magic) He will only use magic in the combat and he has a +2 Staff, -3 damage. He will only fight for four rounds. If you knock him unconscious and do not kill him when he recovers he will teach you what he knows about this town's magic. It will take three weeks for him to teach you (You can do no other daily actions) and you will only have a 20% score with all the town's magic and cannot seek to study here in the future. If you kill him you must leave the town or encounter the Constables tomorrow. However you can Seek Permission To Study the next time you return as long as you wait at least a week before returning.

Characters may sometimes enter a town or castle in order to Study that town or castle's magic. However before doing so a character must first meet certain requirements (see: Magic, Spells and Enchantment) and be given permission to study at that town.

Illustration of Capturing A Town or Castle

In order to capture a town or castle a character's troops must completely surround the town or castle and at least one unit must be inside of it. If this occurs then the town is considered captured and any of its remaining troops will surrender.

Ocean Ship Table

Ship	Price (gold)	Time To Build	Modifier/-Remarks
Common Ship	10,000	2 weeks	+0/None
Speed Ship	15,000	3 weeks	-10 Endurance/+2 movement
Warship	20,000	4 weeks	+15 Endurance/-8 damage/6 hex range/-2 move
Row Boat	300	1 Day	may be stowed on a ship

Note: a row boat can hold up to four characters/NPCs.

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Troop Results Table When Defending

Roll	Result
10 or less	Defending unit is destroyed; regardless of attack result;
11-30	Defense is weak; attack roll stands.
31-50	Any attack result less than '50' is considered void; no damage to the defending unit. Any other result applies;
51-80	Strong defense; any attack less than or equal to '80' and the attacker is destroyed;
81-90	Unsurmountable defense; attacker is destroyed
91-00	Counter Attack! Attacking unit is destroyed; other units frightened; +10 modifier to your next attack roll!

Defense Table (used for defense only!!)

Racial Modifiers

Humans	'10' additional Bonus Pool points.
Elves	-10 from initial Muscle score; add +10 to initial Agility score; Can only wear armor of 8lbs or less; carry 50 less pounds than normal; cannot wield weapons over 10 lbs; +10 modifier when using any bow or magic; 60% converse with animals spell;

Racial Modifiers (cont)

Dwarves	suffer -10 from their initial Agility score; gain a +10 to their initial Muscle score; have a +10 modifier when using any Axe; do -5 additional damage against an opponent who is not a Dwarf when using an axe; can only ride ponies or donkeys for mounted travel; can carry fifty pounds extra weight; Dwarves with an ability score of 50% or higher can seek employment in any town other than Dwarftown as a Blacksmith's Assistant;
Overlanders	add +10 to their initial Presence and Wisdom scores; can never get lost unless their Presence score drops below 50%; -10 from their Endurance and Ability scores, may use "Mind Marker";

Racial Modifiers (cont)

Halflings	-10 from Endurance; +20 to their initial Luck score; Purchase Thief Skill for 5,000 XPs less than normal; Move at 3 hexes per day; Can only ride ponies or donkeys but may ride double; Must eat 2 meals per day; +10 to initial score with Shortbow; min 60% with any Sling; cannot use Longbow;

There are five character races that exist in Overland. Players must announce which race they will be before rolling for their characteristics.

Seek An Audience Table

Roll	Result
01-10	The Mayor has been angered by your rudeness. No visit is allowed and you must pay 100 gold pieces or spend 3 days in jail.
11-20	The Mayor will allow you a visit if you are a knight, a warrior, a wizard, or a Dragonslayer. Otherwise he is too busy to see you.

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Seek An Audience Table (cont)

21-30	You are harassed by three Mayoral guards (AB-50, EN-62, “Leather Armor, Ab-6, Max-30 Armor “, +5 Short Swords, -7 damage. 50 gd each) If you fight them they will fight to the death. If you kill them you will encounter the Constables (see: NPC characters) and be jailed and tried (-50 from Defense). If you do not fight them you will be beaten and receive 14 wounds and be thrown out of the town or castle.
31-40	The Mayor is more than happy to see you. Audience per¬mitted.
41-50	Make a Presence check; if successful the Mayor will see you.
51-60	If you are a thief/spy you learn of 300 silver coins hidden in a hex (random direction) five hexes from this town. You may leave town now and try to dig it up (must have a shovel) but you must spend at least one day digging. If you are not a thief/spy, no visit. When you are done digging there is a 65% chance the silver will be there. Otherwise it was just a lie to get you to leave.

Seek An Audience Table (cont)

61-70	If you have 10,000 or more experience points you are given an audience. Otherwise no visit.
71-80	The Mayor has heard of your adventures and provides you with 110 silver coins to aid you. However he cannot allow you a visit unless you have one of the Weapons of Power.
81-90	The Mayor has fallen ill. No audience is allowed unless you are a Healer, Cleric or capable of healing his ten points of wounds. If so, you will be allowed an audi¬ence after healing him.
91-00	The Mayor will see you for a 50 gold piece fee.

Characters who wish to have an audience with the Mayor of a town must roll on the table below first to see if the mayor or lord will see them.

Armor Chart

Armor	Absorb	Max Absorb	Cost
Cloth, fur	5	15	20
Gambeson	5	20	30
Leather	7	28	40
Scale	10	40	50
Chainmail	15	60	100
Partial Plate	15	90	200
Full Plate	20	120	275
Improved Plate	25	175	350

Armor Chart (cont)

Barding	15	90	200

Armor can be worn by characters to protect them from receiving any or all of the damage delivered in a successful strike. Unlike shields armor absorbs damage that the character would normally receive. All armor has Absorb and Maximum Absorb values. Absorb is the amount of damage the armor can absorb at one time and maximum absorb is the total amount of damage that the armor can take before being destroyed. Barding may only be worn by warhorses.

Combat Modifiers

Modifier	Action
-30	If firing missile weapon while mounted
-20	Opponent has made an evade action
-20	Opponent is mounted and you are not
-20	If you have sustained wounds that are equal to or greater than half your Endurance
-10	If surprised (for first round of combat only)
-10	If fistfighting more than one opponent at a time
-5	If you are wearing armor
-5	If fighting in an Ice or Desert Realm

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Combat Modifiers (cont)

+10	Opponent has chosen a non-combat action and is fighting more than one opponent at once
+20	Opponent made a failed 'charge' action

The above modifiers are either added or subtracted from a character's Ability score during combat. They should be applied each round of combat - as many as apply.

Terrain Effects

Openland	+10 to 'catch' score when hunting in Openland
Hills	+1 point of movement when entering; +1 point of movement when exiting; +10 to attack if fighting opponent not in hills;
Desert	max. 2 hexes per day w/o camels; cannot ride mounts other than camels; 10% daily chance of sunburn; must eat double food rations or 80% chance of malnutrition; no hunting;
Ice	only Snow Dogs can enter ice terrain; -10 wounds per day w/o high boots and heavy coat; must use 'lantern' for fire nightly or -5 from Muscle and Ability scores;

Terrain Effects (cont)

Mountains	one hex per day max w/o donkeys; 80% chance of falling; No hunting; +10 to attack if fighting opponent not in mountains;
Forest	No modifiers;
Swamps	40% chance of Swamp Fever w/o high boots; may not ride any animals; No hunting; 30% chance of Snake Bite w/o long pants; 60% chance of Swamp Encounter each night;
Roads	+1 to normal movement rate; +10 to percent chance of encounter;
Rivers	must stop before crossing; may travel on river with raft;

Seek To Hire Help Table

Roll	Help Available
01-20	Small Farm Boy (Ab-40, Ag-85, En-55) will stay until you enter another town or castle or return to his town or castle. His fee is 1 gold piece a day.
21-40	Magic User (AB-50, AG-62, EN-45, 30% Milestill Magic) Will stay as long as he is needed. Fee is 4 gold pieces a day.
41-50	No Help Available Today

Seek To Hire Help Table (cont)

51-60	Worker (Ab-60,Ag-50,En-65) Will stay as long as needed; May hire more than one; Roll 1d10 to see how many are available. 3 gold per day each.
61-70	Local Guide (Ab-55,Ag-55,En-55) Will stay for 2 weeks. Subtract 10% from chance of getting lost with guide w/n ten hexes of town. 5 gold per day.
71-80	Adventurer (AB—60, AG-60, EN-60) +5 Dagger, -5 Damage) Will Only stay for one month. Fee is 6 gold pieces a day.
81-90	Thief (AB~45, AG-84, EN-6O; 50% Thief/spy skill) He will Only stay for one week unless you double his fee after the first week. His fee is 6 gold pieces a day.
91-100	Chiurgeon (Ab-58,Ag-63,En-50) Will only stay for one day. Can be hired to treat wounded players or NPCs. Fee 50 gold per day. Can heal 1d10 wounds per patient per day.

Characters may wish to recruit the aid of NPC characters during the course of the game. Characters who wish to hire help must roll on the table below. The result indicates the help available that day and how much it will cost to hire them. Characters can only roll once a day.

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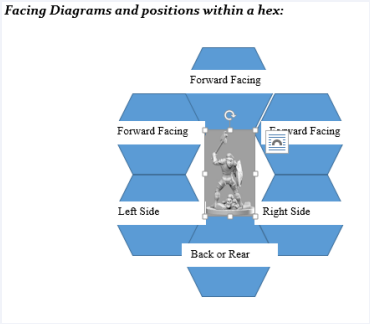
NPC Random Facing Diagram



This Facing Diagram only applies to the Optional Random Facing Combat Rules.

Facing Modifiers Table

Condition	Modifier
If Facing your opponent Frontward	-5 additional damage; and -5 from opponent's strike
If Facing Your Opponent's Rear	-10 additional damage; and -10 from opponent's strike

These apply to the player or NPC striking not to characters choosing 'defense actions'.

Battle Procedure

I. Determine Attack Initiative

II. Units with movement may either withdraw or engage.

III. Attacking units may now attack. (Roll on Attack Troop Results Table. Defending units make defensive checks. Roll on Defense Troops Results Table)

IV. Defending unit may now attack (attacking unit must make defense check).

Battle Procedure (cont)

V. Defending player may now deploy reserves from available troops.

VI. Attacking units may now occupy any vacant hexes.

VII. End of Day One.

VIII. Repeat process until one side surrenders; is destroyed or withdraws from the field of battle completely (thereby forfeiting any lands once held).

The above sequence is the procedure a normal battle between troop units will follow.

Arena Fight Sequence

Step 1.) fistfight;

Step 2.) weapon combat;

Step 3.) fighters choice;

Step 4.) repeat starting with step one until one of the fighters is dead!

All fights in the arena follow a specific sequence of actions. This sequence is outlined above.

Warship Armament Table

Armament	Damage	Range	Cost
Catapult	3	3	5,000
Battering Rams	4	1	6,500
Fixed Crossbows	3	4	6,000

Warship Armament Table (cont)

Small Cannons	10	4	7,000

Modifiers:
Catapult -25% modifier to attack roll; capable of firing over obstacles in its line of sight; Battering Rams -20% modifier to rammed ships Endurance roll; +10 to its Endurance roll when ramming another ship; can perform a ram action from one hex away; Fixed Crossbows -15 from attack roll; may fire 'twice' with each attack; roll separately for each shot;; Small Cannons -10 from attack roll/ 5% chance after any successful strike that the ship hit will sink automatically;

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