Chamax Escape! – a Solo Wilderness Adventure for Traveller RPG

SITREP:

The year is 1107 TI. You are on Raschev (C8697C4-6 Reidain / Foreven), a private military contractor helping to train the planet's militia army and advise its leaders. Overnight, you accompanied Gen. Varnikov to the landing site of an unusual spacecraft southeast of the planet's capital. In the middle of an uninhabited stretch of the Jourin Peninsula, a jumbled mixture of rich farmlands, broken terrain, mountain ridges, and forests, militia troops surrounded the mysteriously silent craft.

With the dawn came rising temperatures, and before long "giant bugs" came boiling out of the alien ship, attacking and feasting on every living thing. The militia quickly collapsed, with panicked troops running in every direction. You attempted to rally them and fight back against the ghastly monsters, but you failed.

Now, wounded, disoriented, and cutoff from friendly forces, you must escape the Horde and make your way north across the Peninsula, back to relative safety, as far from the landing site as possible, while pursued by the hungry beasts. You are on your own, good luck.

Step 1: Mapping

Roll 1d6, and then draw the resulting terrain in the adjacent set of 3 empty hexes, starting from left to right. Ignore hexes that are already mapped.

Step 2: Movement

Terrain	Target
Mountains	8+
Bog	7+
Hills	6+
Forest	5+

To move into a hex, Endurance must be >0, then roll 2d6 on the Movement table to determine success. If failed, decrease both Proximity and Endurance by one (1), then re-roll or choose a different hex to move into and roll again. Repeat until successful. Earn a +1 DM at the expense of 1 point of Endurance. If you have Binocs take a +1 DM.

Step 3: Encounters - roll 2d6

2 – Bad Fall! You fall; chose an item to lose, if you have any, or suffer a Damaged Ankle. -2 health, -1 DM per foot when rolling in Step 2: Movement. A Trauma kit can restore health, but the -1 DM per foot will remain until you reach safety.

3 – Ambush! A bug attacks from the brush – if you have a weapon (Flare Gun or Scythe) you kill it; Proximity becomes 6, but you take Acid Burns. If unarmed, flee to the safety of another mapped hex with the loss of 2 Endurance and turn Proximity to 1

4 – Flash Flood: Rain has made this terrain dangerous – either retreat to your previous hex, or lose 2 Endurance in order to Push On.

5 – Thorny Bushes: Either retreat to your previous hex, or push on and take Lacerations, or use the Scythe to clear a path, losing 1 Endurance and breaking the Scythe in the process.

6 – High Ground (Automatic if in Mountain terrain): Roll on Step 1 table to map the adjacent hexes; in the adjacent Hills or Forest, you spot a Farm you can travel to in your next turn.

7 – Path: During the next Turn, choose 1 adjacent hex you can move into without making a Step 2 roll. Increase Endurance and Proximity by 1, but remember to still roll for an Encounter next turn.

8 – Farm (Automatic if previously spotted): Abandoned in haste. You search frantically - roll 1d6: 1-3: You find a sharp Scythe, 4-6: You find some food and eat it (add 1 to Endurance).
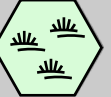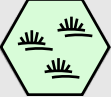
9 – Incoming! An artillery strike is dangerously close. If you have a Flare Gun, you can signal the militia to cease fire. If not, lose 2 Endurance and take Lacerations, but increase Proximity by 1.

10 – Crashed Spotter Aircraft: it appears the Bugs can fly, and they took down this Militia aircraft; there are no survivors. Gain a Trauma Kit, Flare Gun and Binocs, but decrease Proximity by 1.

11 – Bug! One with wings is busy building a nest, ignoring you. If armed, you can destroy it, taking Acid Burns, but Proximity increases by 1. If unarmed, flee to another mapped hex, losing 2 Endurance and setting Proximity to 1.

12 – Dead Militia: a half-eaten corpse, grisly evidence of how monstrous the Bugs truly are. You salvage a Trauma Kit and Binocs, and bury the remains. Reduce Endurance & Proximity by 1.

Step 6: Repeat

Escape if you reach this step while on a hex at the north (top) end of the map, with Endurance >0, or die trying (Health = Zero [0], or Proximity = Zero [0]).

Step 5: Make a Journal entry

Jot down a few lines about what you did this turn – it may become either fodder for your future autobiography, or evidence of why you failed that may become of use to the survivors of Raschev.

Step 4: Push on or Rest

Push On:	(End must be >0). Increase Proximity by 1, Decrease Endurance by 1.
Rest:	Increase Endurance by 1, Decrease Proximity by 1.

Inventory Items

☐ ☐ **Trauma Kit**
(restore 1d6 health per kit)

☐ ☐ **Flare Gun**
(single shot per gun)

☐ **Binocs**
(+1 DM when rolling for Movement)

☐ **Scythe**
(destroyed when used killing Bugs or Thorns)

Injuries

☐ ☐
☐ ☐ **Lacerations**
(-1 health per injury)

If End becomes less than 0, reduce Health by 1 for each point, to bring it back to 0.

☐ ☐ **Acid Burns**
(-2 health per injury)

☐ ☐ **Damaged Ankle**
(-2 health, -1 DM per foot when rolling for Movement; can only happen twice)

Proximity | Endurance | Health

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Starting values - Max Values are 6, 6, 6.

Escaping Via a Port

You could risk heading to one of the Ports and catching a boat to escape, but the Horde might get there first. **Roll 4+ to enter**, then roll 1D6 (add or deduct DMs):

1-2: The Horde is there, you die horribly!
3-4: You see the Horde, run! -2 Endurance and retreat to your previous hex.
5-6: You make it to the boat in time!

Militia Lines - and safety!

Newton

Vis
(-1 DM)

Rames
(+1 DM)

Start Here