

EXPEDITION

Advanced play options

Once you become familiar with how to play Expedition, in whatever mode, you may want to try some of the following advanced game features. Generally, these make the game a little more complicated, more challenging and I hope, more realistic to taking part in an expedition.

The additional options are:

1. **Good camp site boost**
2. **Fast travel**
3. **Exploration mode**
4. **Fast Flags**
5. **Using bothies**
6. **Limited resources**
7. **Night navigation**
8. **Ice axe for snow peak** (flag and exploration modes only)
9. **Water replenishment**
10. **Speed expedition**
11. **Weather**
12. **Team play, limited supplies and caches**

1. *Good camp site boost*



Finding good places to camp can have a big impact on an expedition. The board contains enough information for players to be able to identify good spaces to place a tent as regards 4 factors – access to clean water, shelter, terrain and altitude. Players camping in spaces next to or containing fresh water e.g. streams, lakes, tarns (but not marsh) and which do not possess rocky ground, receive a 2-space

boost to the morning move of the next day. This is separate to taking extra water and water bottles. Also, camping in a space with forest (which can provide shelter) gives a 1-space boost the following morning, and camping below 500m also gives a 1-space boost. These bonuses are independent of each other but are also cumulative. Therefore, if a player camps in a space with clean water, forest and which is below 500m, they gain a 4-space boost to the morning move of the following day. Please note that the 'lone tree' point of interest does not qualify as forest!

2. **Fast travel**



This only applies to the full game where the move speed formula is used. Carrying a full rucksack up and over mountains is hard work and slower, so sometimes it makes sense to set up camp in a central place and visit nearby peaks and points of interest without the weight of a full rucksack. In fast travel, players can do this by leaving their tent in the space where they intend to camp and continuing to move at the 'fast travel' rate, in which only the basic items need be carried, minus stove and fuel. This means that players will only be carrying a total weight of 4 and so will travel with a move speed of 8 plus dice throw. Fast travel can only be started and finished at the end of a morning or afternoon move, not within a move, but can be continued into the next day. Players must ensure however, that they *return to their tent* at the end of a day to sleep. If they cannot get back to their tent by the end of the day, they may continue to move at **half speed** (as for night navigation), but for each night move, the player misses a move from the following day. For example, if a player has a move speed of 8 and then throws a 4 on the dice, they only move 6 spaces. If the move speed is an odd number, the player 'rounds up' the half, so a move of 7 becomes 4. Night navigation delays the player taking a camp card until the player returns to camp. If by any chance the player has failed to return to their tent after two night moves, they continue to move at half speed, collecting missed turns, until they reach their tent. The player will remain in their camp space until all their missed moves are 'spent'.

At the end of the morning move players pick up a green hike card and this card may refer to equipment that you are not actually carrying during fast travel. You have a rule choice here to agree amongst players. I would advise you to keep it simple and assume that you do in fact have access to all the equipment you chose at the start of the game and therefore travel at the 8 plus dice throw as explained above. If you wish to be ultra realistic however, you can choose which equipment to take with you whilst fast travelling from the equipment you selected at the start of the game and simply adjust the move speed accordingly. For example, if you take extra water bottles, your fast travel move speed will be 8 minus 1 = 7 plus dice throw.

3. **Exploration mode**



This was in fact the only mode of play in the original game in 1992. In this mode, players are free to choose which peaks and points of interest to visit within an agreed amount of game time. The winner is the player who collects the highest points total from peaks and points of interest. Each player may only visit each peak and point of interest once.

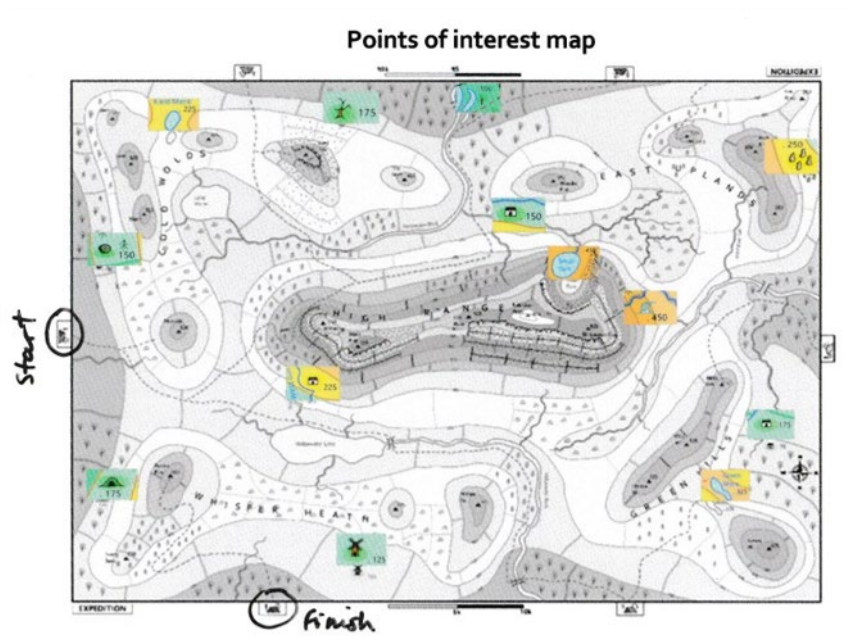
Players should follow the sequence below in exploration mode:

- a. Before starting the game, players agree on the number of days they wish the expedition to last (it takes about 12 days of game time for a player to visit all peaks).
- b. Decide at which basecamp each player starts – either by throwing dice or by agreement. Each basecamp is numbered. More than one player can start at the same basecamp if you wish.
- c. When all players know where they are starting and game length is agreed, each player must decide at which basecamp they intend to finish. This can be the same basecamp as their start but does not have to be. Reaching this *nominated* basecamp within the agreed game time carries a **bonus** of the value of the highest peak collected by the player on their expedition. The nominated finish point should be marked clearly on the **route card** (example below). Players may also wish to mark their planned route on the route card but do not have to. It is up to the player how carefully they want to plan their route, but just as there are bonus points for finishing on time at the nominated basecamp, so there is a **penalty** for not getting back in the designated time*.
- d. The conclusion of the game is triggered when the agreed number of days is reached, the game always finishing at the end of a round.
- e. All players returning to their *nominated* finish basecamp within the time limit receive bonus points equal to the value of their highest peak visited. Players reaching another basecamp in time, but not their nominated basecamp, do not receive bonus points.
- f. *Any players not able to reach **any** basecamp by the time limit may continue to finish, but for each extra move, they lose one of the peaks from the list they have visited, starting with the lowest value.

Winning Exploration mode

The winner is the player with the highest points total from visiting peaks and points of interest, including any bonus/penalty points, as recorded on their route card.

Example of the (top half) of the planning page on the route card



In the example above, the player has marked where they start (basecamp 3) and where they intend to finish (basecamp 4).

The example below shows how a player in exploration mode has ticked all the peaks and points of interest visited. As they reached their nominated basecamp on time, they also received a bonus of the value of their highest peak (1025). Thus, they had a total score of 7875 peak points.

Example of the recording page of the route card

Equipment		Weight	Player Route Card				EXPEDITION			
Equipment	Weight	Symbol	Feature	Points	✓	Range	Peak	Height	✓	
Basic										
Rucksack	1		Keld mere	225		High Range	Forbidden Peak	1025	✓	
Stove and fuel	1		Lone tree	175		High Range	Stone Pike	950	✓	
Food, torch	1		Nook	175		High Range	Old Harry	925	✓	
Waterproofs	1					High Range	Slingstones Crag	925	✓	
Map, compass, First Aid	1					High Range	Withering Fell	850	✓	
Basics total	5					Cold Wolds	Moorside	550	✓	
Selection						Cold Wolds	Tash	525		
Lightweight tent	1		Bothy 150	150		Cold Wolds	Mash	525		
or			Bothy 225	225	✓	Cold Wolds	Grey Pike	525		
Mountain tent	1.5		Bothy 175	175		Cold Wolds	Dash	450		
1-2 season sleeping bag or	1					Cold Wolds	The Norm	425		
3-4 season sleeping bag	1.5		Small Tarn	450		Cold Wolds	Unnamed	425		
Selection total	2.5					East Uplands	Wandle Pike	550		
Extras						East Uplands	The Nab	525		
Water and bottles	1		Waterfall	450	✓	East Uplands	Unnamed	550		
Extra food	0.5		Green mere	325		East Uplands	High Knott	650		
Hat, gloves, spare socks	0.5					East Uplands	Low Knott	350		
Extras total	1		Standing stones	250		Green Hills	Green Hill	675		
Weight Total	8.5		Windmill	125		Green Hills	Hollow Hill	525		
(Basic+selection+extras)						Green Hills	Moss Hill	525		
12 - weight total	3.5		Oxbow lake	100		Green Hills	Wild Fell	525		
Move speed = 12 - total weight of equipment + a dice throw	3.5		Boulder	150		Whisper Heath	Restive Pike	550		
Move Speed = $\frac{3}{4}$ + a dice throw			Total	2975	675	Whisper Heath	Watan Fell	525	✓	
						Whisper Heath	Unnamed	425	✓	
						Whisper Heath	Sunny Bank	350		

Total points = 7875

EXTRA POI POINTS TOTAL

EXTRA PEAK POINTS TOTAL 675 + 1025

4. Fast Flags



Once basecamps have been chosen, players 'claim' peaks by taking it in turns to place their flags on peaks. This process continues until all or most of the peaks have been claimed, with all players placing the same number of flags. If the number of players divides into the total number of peaks, all peaks will be claimed. As there are 25 peaks in total, 4 players will place 6 flags with one peak left unclaimed; 5 players will place 5 flags with all peaks

claimed and so on. The aim then becomes for each player to collect all their flags and return to any basecamp first. Players can **only** gain peak points from the peaks they placed **their** flags on at the start. Players may also visit *points of interest* to collect additional points and any unclaimed peak/s, providing no-one has already visited it/them and place their flag/s to make their claim. The game finishes at the end of the round in which a player returns to a basecamp after collecting all their flags. If more than one player finishes within this final round, the player with the highest point score from peaks and points of interest wins. Additionally, players can **move** other player's flags by visiting an opponent's peak and

moving their flag. The player can only move their opponent's flag as far as they travel within the move that got them to the peak. Thus, if a player had 8 spaces to move according to their dice throw/move speed and they reached another player's flag after moving 5 spaces, they could only move the opponent's flag up to another 3 spaces. As a player needs to collect all their flags to finish, the player whose flag has been moved will have a choice; either they collect the flag from its new space and carry on with their journey, not collecting the peak points, or they collect the moved flag and then visit the peak it had been placed on, in which case they can collect the peak points. This version makes for rapid strategy decisions at the start and the need to adapt route choice during the game.

5. *Using bothies*



Players can use bothies rather than their tents for overnight camping by reaching a bothy space at the end of a day. Players still need to carry a tent as part of their equipment. When staying at a bothy, players do not pick up a camp card but can pick up a second skills card instead. Skills cards are only picked up by staying in a bothy overnight – not simply by visiting a bothy during the day. Players do not qualify for camp site boosts when staying in a bothy. Players may choose to camp in their tents in a bothy space, in which case they do pick up a camp card and do qualify for the good camp site bonus but do not pick up a skills card. Players can hold a maximum of 2 skills cards at any one time, but a player may swap a skills card in their hand with another by staying at another bothy, providing there are skills cards remaining to be collected.

6. *Limited resources*



Sometimes there can be a shortage of equipment for groups when preparing for expeditions. To mimic this, before starting the game, players agree that for each item of equipment that can be chosen from the selection and extras categories, there is one less than the number of players. For example, if there are 4 people playing, only 3 people can select a two-season sleeping bag. Players therefore must take it in turns to choose equipment. This makes for some quick prioritisation of equipment and a sharp start to the game.

7. *Night navigation*



There are two moves during the day, but players may choose to move at night as well. There are potentially two moves at night, but for each night move, the player misses a move from the following day. In addition, movement is at *half speed*. For example, if a player has a move speed of 3 and they throw a 5 on the dice, they only move 4 spaces. If the move speed is an odd number, the player 'rounds up' the half, so a move of 7 becomes 4. Night navigation delays the player taking a camp card until the player stops moving and camps. This strategy is likely to come into play only near the end of a player's expedition but makes for a competitive finish, when a player doesn't quite reach their basecamp by the end of a day but believes they can do so with one or two more half speed moves. Using one or two night navigation moves in this way counts as finishing during the previous day, not the next day, although if two or more players finish on the same day and are tied in points/missions, the player not using any extra night moves wins.

8. *Ice axe for snow peak* (full game **flag** and **exploration** modes only)



There is one peak which can only be reached by moving on to the snow/ice space. In this option, this requires an ice axe. Only players including an ice axe in their extra equipment can visit this peak. The weight of this is 0.5 unless playing speed expedition (see section 10). Players can write 'ice axe' into the space in the extras section of their route card if they wish to take this item and include it in the move speed calculation.

9. *Water replenishment*



If you choose extra water and bottles in your equipment and camp in a space without fresh water (stream, tarn, lake, mere), it is assumed that your water supply is used up until you visit a fresh water source. This can be done by moving to/through a space containing one of these water sources any time before the next camp. If you do not visit a water source before camping, you must camp in a space with a water source or miss the morning move of the following day.

10. Speed expedition



If you wish to speed the game up, simply alter the movement formula, so for example, replace the 12 in the formula with 14 or more. You can also make one move per day rather than two, taking a camp card after every move. If you do this however, you will need to increase the weights of the **extras** equipment and heavier **selection** items as shown by the table below:

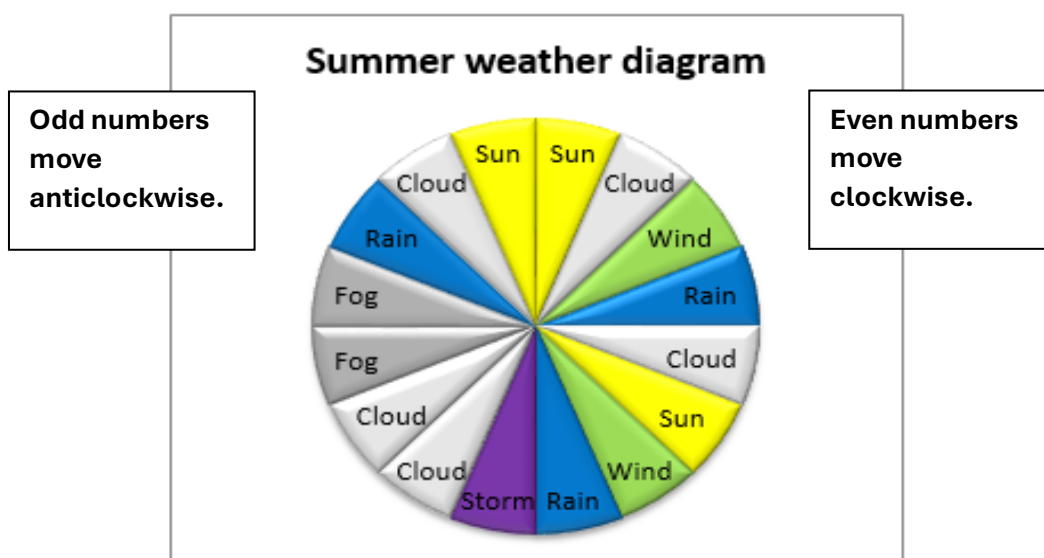
Alternative equipment weights table for speed expedition, including ice axe.

Selection	Lightweight tent or	1
	Mountain tent	2
	2 season sleeping bag or	1
	3-4 season sleeping bag	2
Extras	Water bottles	2
	Extra food	1
	Hat, gloves, spare socks	1
	Ice axe	1

11. Weather



Weather can affect expeditions enormously. If you want to experience the effects of weather in the game to a much greater extent than simply what appears in the camp cards, you can use the weather dials feature as shown below. This works best in **exploration** and **flags** mode.



Players agree in which season they wish their expedition to take place; summer; spring/autumn or winter. The season chosen will affect player's progress and may influence equipment choice. At the start of each round, the dice is thrown to determine the weather, using the weather dials. The weather needle starts in the 12.05 position at the start of the game. You can keep track of this by printing page 9 and moving a small object or blue tack around the dial of whichever season is chosen. **Even** numbers on the dice move the weather sequence clockwise, **odd** numbers anticlockwise.

The weather affects movement as outlined in the weather progress table below. The above 500m category applies if a player moves above the 500m contour **at any point** during their move. Thus, a player starting in a space below 500m but moving to a space above 500m when the weather is stormy in summer, would take 2 from their dice throw, as would a player starting above 500m and ending below. If players choose to play in winter, the High Range of mountains above 500m is only accessible if an ice axe is taken in their equipment.

Weather progress table

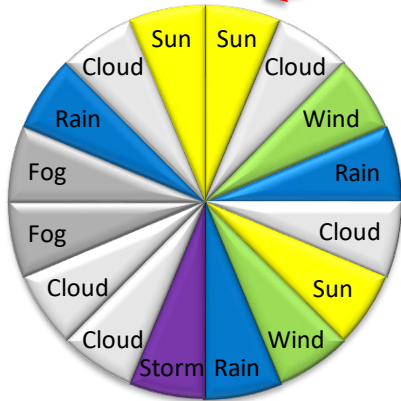
Colour	Weather	Summer		Spring/Autumn		Winter	
		Below 500m	Above 500m	Below 500m	Above 500m	Below 500m	Above 500m
1	Storm	-1	-2	-2	-3	-3	-4
2	Wind	-1	-2	-1	-2	-2	-3
3	Fog	0	-1	0	-1	-1	-2
4	Rain	0	-1	0	-1	0	-1
5	Cloud	0	0	0	0	0	0
6	Sun	0	0	0	0	0	0
7	Snow	-	-	0	-1	-2	-3
8	Blizzard	-	-	-	-	No movement	No movement

Should a player's dice throw and movement be less than any of the penalties above, the player stays in the same square but does **not** move backwards!

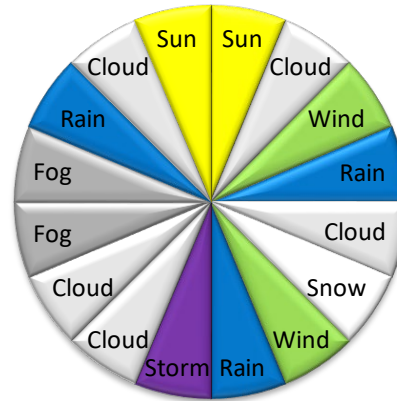
Weather diagrams

Weather always starts in the sunny 12.05 position. Even dice numbers – clockwise, odd dice numbers - anticlockwise

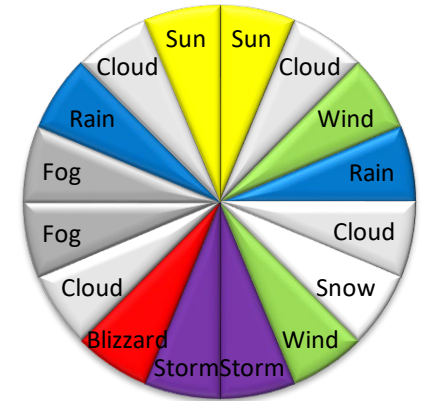
Summer weather diagram



Spring/Autumn weather diagram



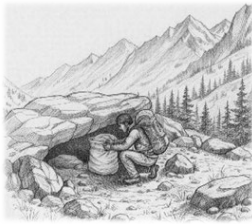
Winter weather diagram



Weather progress table

		Summer		Spring/Autumn		Winter	
Colour	Weather	Below 500m	Above 500m	Below 500m	Above 500m	Below 500m	Above 500m
1	Storm	-1	-2	-2	-3	-3	-4
2	Wind	-1	-2	-1	-2	-2	-3
3	Fog	0	-1	0	-1	-1	-2
4	Rain	0	-1	0	-1	0	-1
5	Cloud	0	0	0	0	0	0
6	Sun	0	0	0	0	0	0
7	Snow	-	-	0	-1	-2	-3
8	Blizzard	-	-	-	-	No move	No move

12. Team play, supplies re-stock and caches



In this version of the game players work in pairs, with each member of a pair starting on different sides of the board but finishing **together** at an agreed basecamp. This game works best with longer games, preferably more than 6 days of game time. The way the team game works varies slightly depending on whether mission, exploration or flags mode is being played, but in general the key features are:

- Players can only carry 4 days' worth of food and fuel and must therefore either visit any basecamp to re-stock on fuel and food by the end of the 4th day or collect a cache of supplies left at a pre-arranged location by their partner, thus removing the need to visit a basecamp. Player pairs arrange in which spaces they will leave each other's supply cache before movement begins. As communication amongst mountains can be unreliable, the cache spaces that are arranged before play starts cannot be changed unless the two players' pieces meet on a space before the caches are dropped. Caches have a weight of 1 and this weight must be added to the player's movement formula until the cache is dropped, at which point the player immediately reverts to their normal rate of movement, which could be part way through a move. Caches can be dropped at any time in the first 4 days by placing a flag piece in the chosen space, or if all the flags are being used, then another small object to represent a cache (small stone/stick, uncooked popcorn, piece from another game, etc). It is assumed that a player picking up a cache will already have used up some of their supplies, so picking up a cache does not add to equipment weight.
- Players collect caches by passing through the cache space at any time during the first 4 days. If a player cannot reach the cache or a basecamp by the end of the 4th day, they must camp and continue the following day at their normal rate of movement **minus 2**, until they have re-stocked their supplies, either by reaching their cache or any basecamp. In the event of a player returning to a basecamp prior to the 4 days deadline being reached, for example due to a camp card action, it is assumed that the player automatically resupplies and so the 4 day period is re-set. It may be useful to make a note of this on the route planning page of the route card. Players can only carry 4 days worth of food and fuel however, so if a cache is collected too early, the player will have to re-stock again at a basecamp (or cache) 4 days later if the game is still running.
- As caches are 'out in the open', it is possible for other players to steal another pairs' cache! A cache can be stolen by another player passing through the space where the cache was dropped and throwing a dice. Rolling 3 or less means the cache couldn't be found and it remains there; rolling 4 or higher and the cache can be stolen. As the intended recipient of the cache would be unaware of the disappearance of their cache however, the dice is not rolled until the intended recipient reaches their cache space, whereupon the thieving player rolls the dice and the fate of the cache is decided! If the thieving player is successful in their dice roll, they have effectively re-stocked their supplies for another 4 days from that

point whereas the intended recipient of the cache will have to visit an alternative re-stock location.

Winning team expedition in the different modes works in the following ways:

- **Mission mode** – After taking mission cards, each pair of players organises how to divide up the peaks and points of interest between them. As mission cards specify where players start, players are allowed to swap mission cards with other teams so that each team member can start on different sides of the board. Alternatively, players stick to the mission card they pick up and choose their partner from a different side of the board. As with non-team mission expedition, the winners are the first pair to complete their missions but if more than one pair finishes within the same round as each other, the team with the highest bonus points wins. However, although both players start at different basecamps, they must both finish at the **same** basecamp, with the second player's arrival at basecamp marking the team's finish.
- **Exploration mode** – This operates in the same way as non-team exploration expedition, except that pairs must organise how to divide up peaks and points of interest before starting movement. They must also decide at which basecamp they are **both** going to finish to qualify for the nominated basecamp bonus. Pairs are allowed to discuss and change their plans during the game but cannot change their nominated basecamp. The winners are the pair with the highest combined points total from visiting peaks and points of interest, including any bonus/penalty points, as recorded on route cards. The arrival of the second player at the basecamp marks the team's finish. If either or both players fail to reach the same basecamp by the end of the round, they incur the usual late finish penalty of one peak loss per extra move.
- **Flags mode** – This operates in the same way as non-team flags expedition, except that pairs must organise how to divide up peaks and points of interest before starting movement. There is no need to specify the finishing basecamp as there is no nominated basecamp bonus. As team expedition works better with longer games, it is more suited to last flag standing than peak knock-out, as this tends to be shorter. The winners are the pair with the highest combined points total from visiting peaks and points of interest, including any bonus/penalty points, as recorded on route cards. The arrival of the second player at the basecamp marks the team's finish. If either or both players fail to reach the same basecamp by the end of the round, they incur the usual late finish penalty of one peak loss per extra move.

Note on keeping track of time

In longer games it may be useful to keep a track of game moves. This could be done on a separate piece of paper but players can use the route card, perhaps by drawing dots in the space to the right of the Peaks table, one dot per row for each move, thus giving a potential 12 and a half day timespan.