

The Mapping Game

~~ *Conventional Dungeon Paradigm Edition* ~~

The Mapping Game-CDP is a game for at least two players: a referee and a mapper. The referee draws an underworld for the mapper to explore, and the mapper controls one unit which represents a party of adventurers. The purpose of The Mapping Game is to simplify the more tedious, difficult, and time-consuming aspects of comparable underworld exploration wargames such as combat, roleplaying, and treasure logistics.

Setup

Setup for the mapping game is typical. The referee prepares an underworld map and stocks it accordingly. The mapper then selects a party type with which to explore.

Parties

Each party has three attributes:

Combat Factors are used for resolving combat odds. Once they reach 0, the party is dead.

Supply Factors are a measure of supplies and fatigue. Once they reach 0, the party must return home.

Movement Factors indicate how far a party can move in one turn.

Party Types:

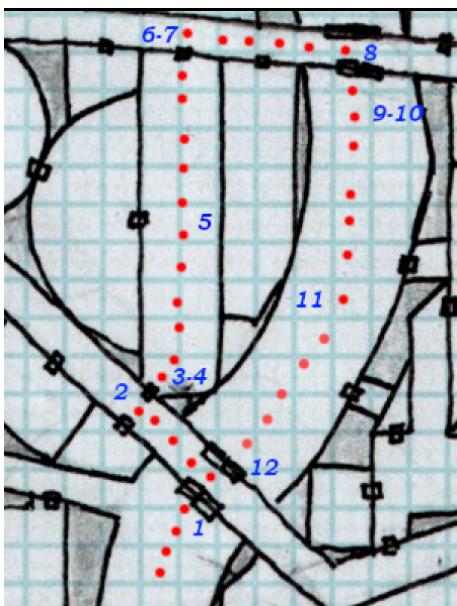
<i>Armored Foot</i>	12-4-4
<i>Heavy Foot</i>	8-4-6
<i>Light Foot</i>	6-6-8
<i>Scout</i>	4-6-12

Procedure for play

1. The referee describes the location of the party, including approximate distances. The referee may make a rough sketch on scratch paper to demonstrate the contours or angles of complicated areas. The referee can only describe/demonstrate the location where the party is.
2. The mapper notes the location on their map, and may ask clarifying questions. The mapper may ask the referee to confirm their map corresponds to the space “visible” to the party.
3. The mapper states where the party moves. Movement factors are subtracted, and the next location is described. If there is a monster or artifact in the area, this is resolved immediately.
4. Steps 1-3 are repeated until a turn has elapsed, whereupon, a roll is made on the *Attrition Table*.
5. Steps 1-4 are repeated until either the party’s combat or supply factors are reduced to 0, or when the mapper returns to the entrance.

Movement Costs

Cost	Move
0	Traverse a room or chamber < 50'
1	Enter a room or chamber of any size
1	Pass through ordinary door
1	Every 50' traveled down a hallway or across rooms/chambers > 50'
2	Stairs, elevators, and shafts
2	Cross pit, chasm, or shallow stream



Example turn:

- 1) Door
- 2) 50' hallway
- 3-4) Door and entering room
- 5) 50' room
- 6-7) 50' room and door
- 8) 50' hallway
- 9-10) door and entering room
- 11) 50' room
- 12) 50' room

Contents

The referee should place contents in the underworld before play begins. Contents can be very sparse indeed, perhaps 1 every 6 rooms at *most*.

In general, contents ought not to detract from the experience of mapping—they should never take more than 3 or 4 minutes of playtime to deal with.

Traps

The referee may place Major Traps, which spring upon contact, automatically reset, and cannot be disabled.

Roll	Result
1	-
2	-1 CF
3	-1 CF
4	-2 CF
5	-3 CF
6	TPK

Monsters

When an area containing a monster is entered, immediately resolve combat on the combat table. Monsters will not pursue the party. There are no wandering monsters (except those noted on the *Attrition Table*.)

To determine the Combat Factors of a monster, roll a d20, or, alternatively, multiply the Hit Dice of the monster by 4.

Attrition Table

Roll	Result
1	Nothing
2	Nothing
3-4	Hazard, -1 SF
5	Minor Trap, -1 SF, -1 CF
6	Monster, -1 CF

<u>Example Monsters</u>
Gromblins
Deranged Mooses
Frions
Jurmms
Bombulating Squinks
Sentient Statues
Intelligent Molds
Worms
Silver Skrogs
Frogicorns
Lopps
Brekerains
Carbuncle Dromes
Deleuzian Autarchs
Elephants
Plobbs
Gregarious Orms
Cottage Cheese
Vosses
Cribble Birds
Etc...

Artifacts

Artifacts can be picked up and used once found. A party may be equipped with any artifacts retrieved by previous expeditions.

<u>Example Artifacts</u>
<i>Magic Sword</i> (+1 Combat Resolution roll)
<i>Very Magic Sword</i> (+2 Combat Resolution roll)
<i>Helm of Teleportation</i> (can be used once per expedition to teleport the party to somewhere previously mapped)
<i>Compass of Wayward Temperaments</i> (points to a randomly chosen artifact)
<i>Flash Powder</i> (teleports party to random artifact)
<i>Mechanism by Which Reality is Molded to the Wielder's Will</i>
<i>Very Cool Thing</i>
<i>Appliance for the Disillusion of the Antithetical</i>
<i>Costumery of Unbelievable Succinctness</i>
Etc...

Sights

Sights are neither artifacts nor monsters. These are beautiful artworks, mineralogical wonders, etc. Sights can be seen and documented (say, with a camera), but not removed. Very rarely, sights can be interacted with.

Campaign Play

When the party returns safely, the map can be photocopied and brought on another expedition. If a party dies, its map is lost (but photocopies from previous surviving expeditions will still be available).

For each Artifact retrieved and Sight newly documented, the mapper gets 1 point. The referee should maintain a score sheet, and the mapper with the highest score is winning.

Combat Resolution Table¹

This table is used when a room or area containing a monster is entered. The mapper calculates the ratio of their combat factors to that of the monster, and rolls two dice on the following table.

	1	2	3	4	5	6	7	8	9	10	11	12	13
1:2	TPK	TPK	TPK	TPK	F-3	F-2	F-1	-	-	MF	MF	MF	ME
1:1	TPK	TPK	TPK	F-3	F-2	F-1	-	-	MF	MF	MF	ME	ME
2:1	TPK	TPK	F-3	F-2	F-1	-	-	MF	MF	MF	MF	ME	ME
3:1	TPK	F-3	F-2	F-1	-	-	MF	MF	MF	MF	ME	ME	ME
4:1	F-3	F-2	F-1	-	-	MF	MF	MF	MF	ME	ME	ME	ME
5:1	F-2	F-1	-	MF	MF	MF	MF	MF	ME	ME	ME	ME	ME
6:1	F-1	-	MF	MF	MF	MF	MF	ME	ME	ME	ME	ME	ME

-- Reroll at -1

ME - Monster Eliminated

MF - Monster Flees (but will remain in the area when next entered)

TPK - Party Eliminated

F (-n) - Party forced to retreat, losing *n* combat factors.

¹ Table adapted from *Verdun: A Dagger at the Heart of France*.

Sample Underworld Map

