MOUNTAIN MAN OUTFITTING

1 LEADER SKILL	BEAVER PELTS x1 Weight	MONTH	
2 SOLDIERS (S)		MONEY	
3 HUNTERS (H)	RATIONS x1 Weight		
4 BUSINESS MEN (B)	Till Tolks Wil Weight	TOTAL CREWx10 Weight	
5 DOCTORS (D)			
6 GUIDES (G) add Tribe and Skill	RIFLES x1 Weight		
		WEIGHT CAPABILITY (Advanced)	
Later Hires	CANOE x10 Weight	add Crew and Horse weight for capability	
6 TOURIST may take 1, pays \$50 pe	er site		
GARRISON need to make Trading H	Post, C.V. 5 EXTRA ITEMS		
HORSES	EXITATIEMS	TOTAL WEIGHT (Advanced)	
RIDE MOUNTx10) Weight		
PACK MOUNTx20) Weight		
SKILLS: Soldier (S), Hunter (H), Business Man (B) Doctor (D),		STA RVATION Mark any turn crew not entirely fed, All 5 marked - One Crew leaves	
Guide (G), Scout (St)* *Scout only available with advancement	ent		

GROUP/CACHE A	GROUP/CACHE B	GROUP/CACHE C
CREW	CREW	CREW
HORSES	HORSES	HORSES
(R)	(R)	(R)
(M)	(M)	(M)
Pelts	Pelts	Pelts
Rations	Rations	Rations
Rifles	Rifles	Rifles
Canoes	Canoes	Canoes
Notes/Items/Weight	Notes/Items/Weight	Notes/Items/Weight

EXPLORED HEXES & PASSES

DISCOVERIES

VICTORY POINTS

Discoveries and Explored Hexes can be changed to points and money in Missouri and Rendezvous

TRIBES				
TRIBE	Friendly +1	Warpath -1	Notes	
				
				

Tribes: Ute Parianuc "Elk People", Ute Yampa, Ute Taviwac "People of Sun Mountain", Shoshone, Cheyenne, Dine/Navajo, Apache, Hopi, Pueblo

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Crew Mem	abers \$50
Horses	\$50
Canoes	\$50
Rifle	\$10
Pelts	\$10
Ration	\$1
Garrison	\$4000
Tourist	will pay \$50 per Sight
CHEA'	TING RATES
Horses \$1	00 in trade \$25 to buy
Canoes \$1	00 in trade \$25 to buy
Rifle \$	20 in trade
Pelts \$	20 in trade \$5 to buy
Ration	\$2 in trade \$0.5 to buy