

TRAVEL (MOVE)

You progress toward moving into an adjacent hex; the cost varied depending on the terrain:

- **Oasis:** 1 Travel activity (can subsist food/water DC 10 at -5 penalty)
- **Arid Desert:** 2 Travel activities (cannot subsist)
- **Rocky Desert:** 2 Travel activities (can subsist food only DC 17 (T) at -5 penalty)

RECONNOITER (CONCENTRATION)

You spend time surveying and exploring a specific area, looking for unusual features and specific sites. The number of activities varies depending on the terrain:

- **Oasis:** 1 Reconnoiter activity
- **Arid Desert:** 2 Reconnoiter activities
- **Rocky Desert:** 2 Reconnoiter activities, or 1 if you succeed as a DC 20/22 Athletics or a DC 18/20 Scouting or Hills Lore

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