

# The One Ring: Travel

**GUIDE**

1-3

SKILL: TRAVEL

**HUNTSMEN**

4-5

SKILL: HUNTING

**SCOUTS**

6-7

SKILL: EXPLORE

**LOOK-OUT MEN**

8-9

SKILL: AWARENESS

8-9

FATIGUE TESTS:



10 ALL COMPANIONS  
UNFILLED ROLE  
PLAYERS' CHOICE

HAZARDS:



Place your character's mini in the role he is performing. There can only be one Guide, and roles may be left empty - although that means automatically failing hazard rolls that roll should face.