

Bunnies & Burrows

*Fantasy Adventure & Role-Play
in a World of Intelligent Rabbits*

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Robinson**



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Bunnies and Burrows is a multi-player game in which each player may explore the possibilities, both hazardous and entertaining, of developing the character whose behavior they are controlling in the game. What sets this game apart from the multi-player fantasy games that have been achieving such popularity in recent years is that the character each player is running is not a person, but a rabbit. A currently popular novel has demonstrated that rabbits are suitable subjects for fantasy games, while the biological approach brings a freshness to the style of game now dominated by Sword and Sorcery orientations.

Bunnies and Burrows (B&B) is not a conventional board game, in which counters are moved about on the board with complete knowledge of each situation; nor does it involve a conflict between two opposing sides, each being commanded by one of the game players. Rather, there is a Gamemaster (GM) that oversees the game, designs the playing area, is expected to modify the rules given herein to suit his or her fancy, and is the only omniscient participant in the game. Indeed, much of the fun for the players lies in **not** knowing all of the rules, but having to deduce the rules of the game as the game progresses.

Once the game has been set up by the Gamemaster (about which more later), each player establishes the basic characteristics of their rabbit. The game is then typically run in a comfortable living room, with the Gamemaster safely situated at a table in one corner, with screens set up so the players cannot see the GM's maps, rules, and notes. The players tell the GM what they want their rabbits to do, moving them about through unknown terrain (and thus finding out what the GM has hidden on the map), interacting with other rabbits they might meet (so-called 'cardboard' characters, designed and controlled by the GM), and occasionally fleeing from or fighting predators and other enemies of rabbits. The rabbits may fall into traps, locate 'treasures' (such as especially good things to eat), be confronted with puzzling situations they must attempt to solve, etc. All the things the rabbits do during these adventures contribute to their experience; in turn, increasing their experience allows them to perform new tasks.

The reader may be puzzled at this point. What, after all, can a rabbit do, except eat, sleep, groom itself, breed, or possibly end its life in the jaws of a fox? Well, our rabbits can fight (much better than you might expect of a rabbit), spring traps without getting caught (with luck and intelligence), talk (with high intelligence even to other species of animals), carry things (such as a sack looped around their neck; very handy for carrying a number of smaller things), count (though only up to four), disguise themselves as other animals, and tell fabulous stories to other rabbits. Furthermore, some rabbits have the ability to foresee the future, use a variety of

herbs in many ways (the closest thing the rabbits have to magic), heal by the laying on of paws, and use certain mental powers. Our own experience found that the game has a tendency to evolve during play, so that rabbits are continually devising new ways to do things, and becoming much more versatile and powerful thereby; the only limitations are the imaginations of the players (and occasionally the heavy hand of the GM!).

The rules begin with the procedure for setting up a rabbit, continue with discussions of rabbit professions and rules pertinent to specific rabbit characteristics, go on to the methods by which a Gamemaster sets up a game, and concludes with procedures for the actual running of the game by the GM. One more comment to the prospective Gamemaster at this point; you're probably one step ahead if you let your future players know as little as possible for now about the remaining portions of these rules.

1.0 CHARACTERISTICS AND PROFESSIONS

There are eight primary characteristics that must be determined for each rabbit; these are Strength, Speed, Smell, Intelligence, Wisdom, Dexterity, Constitution and Charisma. When a player is first starting a rabbit, he rolls three six-sided dice at once, one time for each characteristic, with the sum of the three dice (3-18) giving your innate value for that characteristic. These values will (for the most part) never change during the game, and both the player and the GM should make a record of them.

Each rabbit also has a Level in each characteristic; the Level tells how much experience the rabbit has gained in that area. Every rabbit begins at Level 0 in each characteristic. Again, both player and GM will have to keep track of levels as the game advances, since successful adventures will often result in increases in level in one or more characteristics.

There is a rabbit profession corresponding to each of the basic characteristics. Normally, a rabbit chooses one profession at the beginning of the game and stays that profession from then on. Your rabbit gains certain advantages, according to which profession has been chosen; it is generally most advantageous to choose as a profession the one corresponding to your highest innate characteristic value, since that will allow you to take full advantage of the professional abilities. You may freely choose any one of the eight professions, however. Table 1.1 gives a list of professions corresponding to each characteristic, and a sample of the types of special abilities corresponding to each profession, as well as the skills associated with the primary characteristic itself.

1.1 TABLE OF PRIMARY CHARACTERISTICS, ASSOCIATED PROFESSIONS, AND RELATED SKILLS

CHARACTERISTIC	ASSOCIATED SKILLS	PROFESSION	SPECIAL PROFESSIONALSKILLS
Strength	Fighting; Jumping	Fighter	Better fighting abilities
Speed	Dodging; Evasion; Swimming	Runner	Gaining surprise; Attack and defend simultaneously
Smell	Recognize herbs; Tracking	Herbalist	Bonuses in the use of herbs
Intelligence	Springing traps; Languages	Scout	Better at building things; finding things, etc.
Wisdom	Seeing Future; Instilling fear; Feigning death	Seer	Better at basic wisdom skills; Additional mental abilities
Dexterity	Carrying items; Disguise; Climbing; Manipulating objects	Maverick	Better chance of disguising oneself; cheating at gambling
Constitution	Hit points; Energy reserve; Reproduction; Saving Throws; Avoid going into shock, etc.	Empath	Empathic healing abilities
Charisma	Persuasion; Retaining faithful followers; Obtaining a mate	Storyteller	Improved ability to persuade/ deceive others

2.0 STRENGTH RULES

Strength plays a role in determining the following attributes:

- (a) Probability of hitting in melee
- (b) Hit points (with Constitution)
- (c) Damage delivered after a successful hit
- (d) Ability to jump

2.1 Your ability to hit in a melee goes up with increasing levels of strength, though the probability also depends on the Defense Class of your opponent (See Speed Rules) and on the type of fighting maneuver both you and your opponent are using. Details are given under Combat Rules (Section 4).

2.2 Total Hit Points tell how many points of damage you may receive in a fight, from a trap or disease, etc., before you have been killed. The more points, the more damage you can take. Calculate Total Hit Points by taking the sum of Strength Level and Constitution Level, and adding 4 to that sum. Thus, a beginning rabbit (Level 0 in Strength and Constitution) has only 4 hit points; a rabbit with Level 6 Strength and Level 5 Constitution would have 15 hit points (6+5+4). A declared Fighter (i.e., a rabbit that has chosen the profession of Fighter) receives a hit point bonus of one point for every five levels of strength (Levels 0-4, add 1 point to the total; Levels 5-9, add 2 pts., etc.). Your hit points do not just represent how much muscle you have, but also reflect your ability to receive a blow on a non-critical part of your anatomy as your fighting skills increase.

2.3 For every five levels increased in Strength, the damage that a rabbit inflicts with a successful blow is increased by a factor of 1. Thus rabbits of Strength Levels 5-9 would deliver

twice the damage of a rabbit with Strength Level 0-4; a rabbit with Level 10 Strength does three times the damage of a Level 1 rabbit, etc. See Combat rules for more details.

2.4 Rabbits are able to jump a distance equal, in feet, to the value of their innate strength. Thus a rabbit with Strength 12 can jump 12 feet. This ability does not improve with levels.

2.5 Advantages of Declaring As a Fighter

- (a) Receive a bonus in Hit Points (See 2.2).
- (b) Receive a bonus of one point of damage for each successful hit.
- (c) Receive a bonus of +1 in Defense Class (See 3).
- (d) May receive additional hit probability bonuses, according to innate Strength:

Strength 15-18 + 5% for biting or clawing
 10-14 + 5% for clawing
 9 or below: No bonus

3.0 SPEED RULES

Speed is involved in:

- (a) Defense Class (ability to dodge)
- (b) Movement Abilities (Ability to evade)
- (c) Ability to move in silence
- (d) Ability to swim

3.1 Defense Class is calculated by taking one half of the Speed Level and rounding downwards. Thus a rabbit with Level 13

Speed would have a Defense Class of 6; rabbits of Speed Levels 0 or 1 have a Defense Class of 0. See Combat Rules for the use of Defense Class.

3.2 All rabbits have the same hopping rate of 10 yards per minute. If a rabbit chooses to run (an action that also requires more energy), the rate of movement depends upon the innate speed characteristic of the rabbit:

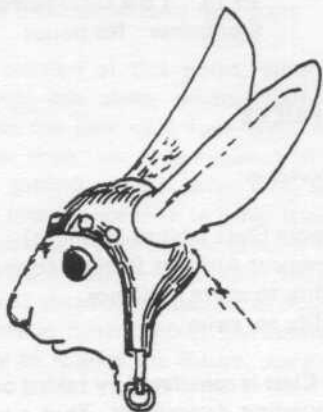
Speed Characteristic	Distance Run in One Minute
3-4	10 yards
5-8	20 yards
9-12	30 yards
13-16	40 yards
17-18	50 yards

3.3 Rabbits of Speed Level 5 or greater are able to move in silence 50% of the time; at Level 10 or greater they are able to move in silence 90% of the time; at Level 15 or greater they can move in silence 100% of the time. In any case, electing to move silently means that the rabbit moves more slowly than normally, the amount of slowing being determined by the GM according to the situation, (e.g., Are there lots of crisp, dry leaves on the ground?).

3.4 Rabbits of Speed Level 5 or greater are able to swim in still water, at one tenth their running rate (See 3.2), but with the same energy cost as for running. Rabbits of Speed Level 10 or greater may swim in running water at the same rate, though of course the actual direction and speed is modified by the flow of the water downstream. Rabbits of Speed Level 15 or greater may swim underwater in the same fashion; the length of time they may hold their breath is determined by Constitution (See Section 9.2).

3.5 Advantages of declaring as a Runner

- (a) Automatically gains the jump in melee (Exceptions: when surprised; when in shock; when faced by another Runner with a higher Speed Level). This allows you to get in the first blow, to get running away quickly, etc.
- (b) Can both strike (cuff or claw only) and dodge in the same turn; this improves your Defense Class by 4 for that melee turn.



- (c) Improvement in Saving Throw (See Saving Throw Rules) for any unusual modes of transportation; Runners are experts in moving around.

4.0 COMBAT RULES

The following combat rules are described for fights between two rabbits. Modifications must be made in fights involving other kinds of animals; for example, it would be ridiculous for a rabbit (even one of ours!) to try Pinning a bear; whereas a bear falling on a rabbit (as in a Pin) would obviously do more than zero points of damage.

There are ten distinct patterns used in fighting. Each alters an individual's chance to hit and be hit; the amount of damage done also varies with the pattern used. As a general rule, it is best to assume that each pattern takes the same amount of time to perform; namely, one melee round. Furthermore (though the GM has some flexibility here) we have normally allotted ten melee rounds to one minute of game time, which means that a fight is usually all over before reinforcements can come from any distance.

The combat procedure used by the GM is as follows:

- (a) Find out what fighting mode each rabbit is using this melee round (the GM should work out types of tactics in advance for 'cardboard' characters, so as not to bias things too badly at the time of combat; the more automatic the rules for the 'cardboard' rabbit, the better it probably is for everyone concerned!).
- (b) For the first rabbit (the one that has the 'jump'; if neither has an advantage, remember that combat is simultaneous in each round, even though you must figure one rabbit at a time), check Table 4.1 for the Contribution to Hit based on the Strength Level of the first rabbit (attacker) vs. the Defense Class of the second rabbit (defender).
- (c) To this number, add the Contribution to Hit by fighting mode (Table 4.2); determined by the fighting patterns chosen by the two rabbits. This sum gives you the probability that the first rabbit will hit the second rabbit. Roll percentile dice to see if a hit occurred; the die roll must be less than the required number (roll on a 0-99 basis).
- (d) If a hit occurred, consult Table 4.3 to see how much damage was done. If a critical hit was scored, go to Table 4.4.
- (e) Repeat steps (b) through (d) for the second rabbit (now considered the attacker) against the first rabbit (defender); although if the first one had the jump and killed the second, no return blow is allowed.

4.1 Contribution to Hit by Strength Level and Defense Class

Strength Level	Defense Class													
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
0	30	27	24	21	18	15	12	9	6	3	0	0	0	0
1	31	28	25	22	19	16	13	10	7	4	1	0	0	0
2-3	32	29	26	23	20	17	14	11	8	5	2	0	0	0
4-5	34	31	28	25	22	19	16	13	10	7	4	1	0	0
6-7	36	33	30	27	24	21	18	15	12	9	6	3	0	0
8-9	38	35	32	29	26	23	20	17	14	11	8	5	2	0
10-11	40	37	34	31	28	25	22	19	16	13	10	7	4	1
12-13	42	39	36	33	30	27	24	21	18	15	12	9	6	3
14-15	44	41	38	35	32	29	26	23	20	17	14	11	8	5
16-17	46	43	40	37	34	31	28	25	22	19	16	13	10	7
18-19	48	45	42	39	36	33	30	27	24	21	18	15	12	9
20-21	50	47	44	41	38	35	32	29	26	23	20	17	14	11
22-23	50	49	46	43	40	37	34	31	28	25	22	19	16	13
24	50	50	48	45	42	39	36	33	30	27	24	21	18	15
25	50	50	49	46	43	40	37	34	31	28	25	22	19	16



4.2 Contribution to Hit by Fighting Mode

ATTACKER	DEFENDER									
	Bite & Hold	Bite & Release Pin	Butt	Claw	Kick	Rip	Cuff	Dodge	Run	
Bite & Hold	50	42	46	38	30	34	50	26	18	22
Bite & Release	47	39	43	35	27	31	50	23	15	19
Pin	38	30	34	26	18	22	42	14	6	10
Butt	44	36	40	32	24	28	48	20	12	16
Claw	41	33	37	29	21	25	45	17	9	13
Kick	35	27	31	23	15	19	39	11	3	7
Rip	34	24	28	20	12	16	36	8	0	4
Cuff	29	21	25	17	9	13	33	5	0	1

4.3 Damage Delivered According to Fighting Mode

Fighting Mode	Damage Delivered	Bonus
Bite & Hold	1 die (1-6 pts.)	Chance to Rip
Bite & Release	1 die (1-6 pts.)	Critical Hit Option
Butt	1 point	Free Chance to Hit
Claw	2 points	Critical Hit Option
Pin	No damage	Immobilizes Opponent
Kick	1/2 die + 1 (2-4 pts.)	Reduces damage received by one half
Rip	2 dice (2-12 pts.)	
Cuff	1 point	Not considered hostile
Dodge	No damage	
Run	No damage	Reduces damage received by one half



Die Roll	Area Hit	Effect of Critical Hit
1	Head	Opponent stunned for next turn
2	Throat	Triple damage
3	L. Foreleg	Opponent -2 in Strength Level
4	R. Foreleg	Opponent -2 in Strength Level
5	L. Hindleg	Opponent -2 in Defense Class, runs at half speed
6	R. Hindleg	Opponent -2 in Defense Class, runs at half speed
7	Thorax	Double damage
8	Abdomen	Double damage
9	Miss	No effect; ordinary miss
10	Miss	Opponent pulls you off balance, pins you to ground

Critical hits that damage the legs should be considered permanent, unless some extraordinary curing procedure is used (e.g., empathic healing).

4.5 Special Combat Restrictions

- If a rabbit Bites, Pins, Butts, or Rips, he may not Run in the following turn.
- A rabbit may not Rip unless:
 - It is being held by another animal (with the exception of a successful Pin by a rabbit), or
 - It Bites & Holds in the previous turn.
- A successful Butt gives a rabbit a free chance to hit the following turn (no return blow).
- A successful Pin immobilizes the opponent, and disallows any hits. The opponent may not escape if the pinning rabbit's Strength Level exceeds his. If the opponent's Strength Level equals or exceeds the Pinning Rabbit's, then the opponent has a 50% chance of escaping each turn.
- If, upon a successful Butt or Pin, an aggressor attempts a hit, the opponent will be considered, for defensive purposes, as if Ripping (i.e., the rabbit will be fairly easy to hit).

4.4 Critical Hits

Critical hits are only possible with a Claw or Bite & Release. After determining that a hit was made, roll a 10-sided die. If a '0,' then hit is critical; roll again to see what area was hit. Note that not all critical hits are advantageous to the attacker. (If other than '0,' was initially rolled, then determine ordinary damage, as with any other hit).



5.0 SMELL RULES

Smell is concerned with:

- Ability to recognize herbs
- Ability to prepare herbs for use and use them properly
- Ability to track

5.1 Edible Foods

All rabbits begin with a knowledge of grass, clover, and dandelions. They also will know what lettuce is, even if they have never encountered it. Knowledge of all other foods is based on experience, with one trial sufficing.

A special case arises with foods such as flowers, mushrooms and berries. Some of these are edible, and some have herbal properties. If a rabbit has never experienced the herbal varieties, it will treat all as edible. Some edible forms may be converted into herbal types by the proper preparation.

A rabbit with an innate Smell Characteristic of 9 or greater has a 33% chance (1 or 2 on a six-sided die) of determining if a previously unknown food is 'fit to eat.' Such a rabbit can, therefore, distinguish between edible foods and herbs or poisonous foods.

Various foods provide energy for the rabbit eating them, the amount of energy dependent on the type of food. For example, apples are much better than lettuce in this regard. See Section 9.2 on Food and Energy for more details.

5.2 Herbs vary in four respects. These variations relate to both their recognition and identification, and to the effect they have when used. These variations include Location (what part of the plant they originated in), Smell Type, Smell Clarity, and the Preparation used on the herb by a rabbit. There are nine possible Locations:

Ball, Root, Stem, Leaf, Flower, Nettle, Berry, Mushroom, & Dust.

The four Smell Types are: Sweet, Sour, Acrid, and Pungent.

The four Clarities are: Clear, Cloudy, Murky, and Dense.

There are nine possible Preparations: Remove Dirt, Lick Surface, Pick Off Bugs, Squeeze (soften), Dry (harden), Wet (moisten), Chew (break fibers), Crumble, and Treat With Another Herb.

5.3 Determination of Location and Smell Type depends on the Smell Level a rabbit has attained, according to the following table:

To Recognize	Minimum Smell Level
Location	1
Sweet Smells	1
Sour Smells	2
Acrid Smells	5
Pungent Smells	10

Determination of Smell Clarity, on the other hand, depends on the Innate Smell Characteristic of the rabbit, according to the following table:

To Recognize	Minimum Smell Characteristic
Clear Clarity	7
Cloudy Clarity	9
Murky Clarity	13
Dense Clarity	15

The Gamemaster will not give a player information about an herb if the rabbit is not able to gain that information according to these tables. This lack of information could result in a misidentification of an herb, with possibly drastic consequences.

5.4 Preparation techniques allow herbs to be made ready for use, or in some cases permit one herb to be converted into another more powerful type. Faulty preparation may make an herb useless, or may even make it backfire and have some detrimental effect on the user. The ability to prepare herbs varies with level, according to the following table:

Preparation Technique	Minimum Smell Level (Non-Herbalist)	Minimum Smell Level (Herbalist)
Lick	0	0
Wet	1	0
Dry	3	2
Crumble	5	3
Squeeze	7	5
Remove Dirt	9	5
Chew	11	5
Pick off Bugs	13	5
Treat with Another Herb	Not Allowed by Non-Herbalist	10

5.5 The Use of Herbs

The types of herbs and their functions is another of those aspects of the game that is only limited by the imagination of the Gamemaster. A sample table of herbs is given in Table 5.6, with the name of the herb, what (if anything) the herb might be before preparation (for those herbs that have a blank entry in that column, they are just a common weed before preparation, not edible or otherwise useful), what preparation is necessary, how the herb should be delivered, and what the type and duration of effect is.

The Gamemaster is greatly encouraged to change this table before starting the game, so as to throw a monkeywrench at any players who have already read these rules! The herbs become too easy to use (and thus, tend to unbalance the game) if the players have complete knowledge about them at the start. Note the general tendencies used in generating this table; the herbs that are simpler to identify and prepare are the less potent ones, while the very strong herbs are only really accessible to high-level herbalists.

Table 5.7 gives a list of herbs by Location, Smell Type, and Clarity. Faulty preparation of herbs, and sometimes incorrect storage or care of them, may destroy them or produce Poisonweed; this subject is dealt with in Section 5.8.

5.6 List of Herbs, Starting Materials, Preparation and Effects

Name of Herb	Starting Material	Preparation	Delivery	Effect	Effect Lasts:
Tick leaf	(Tick leaf)	Wet	Rub on body	Protects from ticks	1 day
Leech Flower	(Leech flower)	Lick	Rub on body	Protects from leeches	1 day
Mite weed	(Mite weed)	Lick	Rub on body	Protects from mites	1 day
Flea root	(Flea root)	Wet	Rub on body	Protects from fleas	1 day
Warbleflower	(Warble flower)	Dry	Rub on body	Protects from warble flies	1 day
Mosquito flower	(Mosquito flower)	Lick	Rub on body	Protects from mosquitos	1 day
Slumberleaf	Slumberleaf	Wet	Eat or drink	Puts to sleep (up to 2 dice)	30 min.
Slumberflower	Slumberflower	Dry	Eat or drink	Puts to sleep (up to 4 dice)	30 min.
Snuffball	(Snuffball)	Lick	Smash/breathe	Causes sneezing	10 min.
Scritchweed	(Scritchweed)	Dry	Touch	Causes itching	30 min.
Dodgewood	Dodgeweed	Lick	Eat or drink	Increased Def. Class by 1	1 day
Redberry	Redberry	Wet	Eat or drink	Cures 1 die of damage	
Warble root	Flea root	Squeeze	Rub on body	Drives out warble larvae	
Slumberroot	(Slumberroot)	Removedirt	Eat or drink	Sleeps any level	Until touched
Lemonberry	Lemonberry	Wet	Eat or drink	Causes 2 dice of damage	
Lemonberry flower	Lemonberry flower	Dry	Breathe	Causes 1 die of damage	
Sour mushroom	Sour mushroom	Crumble	Eat or drink	Causes 3 dice of damage	
Wildroot	Wildroot	Squeeze	Eat or drink	Causes attack	30 min.
Razzleberry	Razzleberry	Lick	Eat or drink	Acts 50% of time on suggestion	30 min.
Powderball	Snuffball	Dry	Breathe	Causes blindness	30 min.
Bounceberry	Lemonberry	Removedirt	Eat or drink	Increases Def. Class by 2	1 day
Bitter mushroom	Sour mushroom	Squeeze	Eat or drink	Increases Strength level by 2	1 day
Burning nettle	Burning nettle	Wet	Press to body	Cures 2 dice of damage	
Locoweed	Miteweed	Wet	Eat or drink	Irrational behavior	30 min.
Purpleberry	Razzleberry	Removedirt	Eat or drink	Acts 100% of time on suggestion	60 min.
Bitterberry	Redberry	Removedirt	Touch juice	Hallucination on suggestion	30 min.
Sugarleaf	Slumberleaf	Chew	Eat or drink	Immobilizes	60 min.
Slumberleaf dust	Slumberflower	Crumble	Breathe	Sleeps any level	10-30 min.
Stinging nettle	Burning nettle	Pick bugs	Press to body	Causes 2 dice of damage	
Feverleaf	(Feverleaf)	Chew	Rub on body	Cures fever (after 30 min.)	
Shaky flower	Mosquito flower	Pick bugs	Rub on body	Cures Shakes (after 30 min.)	
Blindroot	Blindroot	Squeeze	Rub on body	Cures Tularemia (after 30 min.)	
Pestflower dust	Warbleflower	Crumble	Rub on body	Protects from all pests	1 day
Bitterweed	Scritchweed	Chew	Eat or drink	Causes 4 dice of damage	
Fireroot	Blindroot	Chew	Place in sun	Starts fire	1 min.
Rabbit flower	Leech flower	Pick bugs	Rub in wound	Cures any disease	
Hero flower	Warble flower	Pick bugs	Eat or drink	Increases Def. Class by 4; increases Strength level by 4	1 day
Arrow root	Wildroot	Treat with Redberry	Eat or drink	Protects from poisons	1 day
Orchid root	Arrow root	Treat with Bitter Mushroom	Eat or drink	Protects from all herbs	1 day, or until rabbit submerged in water

Note: Although many more herbs can be devised (examples: herbs to temporarily increase levels in charisma or dexterity; an herb to awaken a sleeping animal), the herbs in this list were found sufficient for most purposes in extensive gametesting. Nevertheless, the Gamemaster should try to add a few, to help keep the players guessing.

Important Note: ALL herbs may be delivered by placement in an open wound, in addition to the delivery methods given in this table.

5.7 List of herbs by Location, Smell Type, and Clarity

Location	Smell Type	Clarity	Herb
Flower	Sweet	Murky	Leech Flower
		Cloudy	Warble Flower
		Clear	Mosquito Flower
		Dense	Slumberflower
	Sour	Clear	Lemonberry Flower
	Acrid	Clear	Shakyflower
	Pungent	Murky	Rabbit Flower
		Dense	Hero Flower
Leaf	Sweet	Cloudy	Tickleaf
		Murky	Slumberleaf
	Acrid	Cloudy	Sugarleaf
		Clear	Feverleaf
Stem	Sweet	Cloudy	Miteweeds
		Murky	Scritchweed
		Dense	Dodgeweed
	Acrid	Clear	Locoweeds
	Pungent	Clear	Bitterweeds
Nettle	Acrid	Murky	Burning Nettle
		Dense	Stinging Nettle
Berry	Sour	Murky	Redberry
		Clear	Lemonberry
		Cloudy	Razzleberry
		Dense	Bounceberry
	Acrid	Murky	Purpleberry
		Clear	Bitterberry
Ball	Sweet	Clear	Snuffball
	Sour	Clear	Powderball
Mushroom	Sour	Cloudy	Sour Mushroom
		Clear	Bitter Mushroom
Dust	Acrid	Cloudy	Slumberleaf Dust
		Dense	Pestflower Dust
Root	Sweet	Clear	Flearoot
		Murky	Warble root
		Dense	Slumberroot
		Cloudy	Wildroot
	Acrid	Clear	Blindroot
		Murky	Fireroot
		Cloudy	Arrow root
		Dense	Orchid root

Note that preparations that convert one herb into another will always change at least one aspect of its smell, though not every rabbit will be able to tell the difference.

5.8 Mishandling of Herbs: Poisonweed

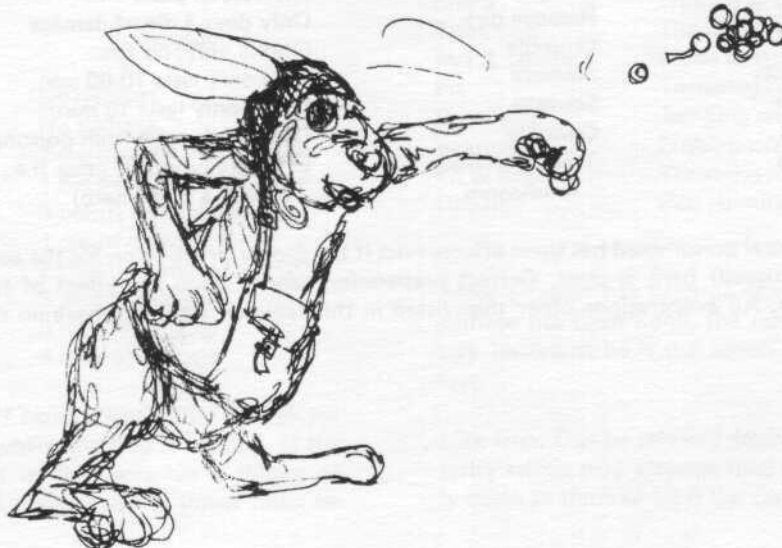
Improper storage of herbs may render them ineffective. For example, burial in dirt will destroy berries and balls after one hour. Being soaked with water instantly destroys dusts, and renders flowers ineffective until they have been laid out to dry for one hour. Roots and mushrooms exposed to direct sunlight for one hour will no longer function. Stems, leaves and nettles left in the open air for more than one day will be consumed by insects. Note that these rules still allow all herbs to be safely kept in a closed, dry bag without harm.

Poisonweed is a general term referring to those herbs that appear to be normal but in fact do not function properly. They may be found growing naturally, or may be produced by using incorrect methods of preparation. Much poisonweed also destroys or makes into poisonweed other herbs that it comes in contact with (for example, in a sack). It can be very disconcerting for a rabbit to try to use an herb in an emergency, only to find that it is poisonweed! Recognizing poisonweed depends on your innate smell characteristic:

Smell Characteristic		Chance of Recognizing Poisonweed
Non-Herbalist	Herbalist	
3-6	-	0%
7-8	3-6	25%
9-12	7-8	50%
13-16	9-10	67%
17-18	11-12	75%
-	13-16	90%
-	17-18	100%

Recognizing poisonweed is not automatic; the rabbit must make a conscious attempt to make the recognition before the die roll is made on the table above. It takes 10 minutes to try to recognize poisonweed, but any number of sprigs may be tested at once, as long as they are all of the same Smell Type (e.g., all are Sweet).

Placing poisonweed in contact with another herb of the same Location (i.e., berries with berries, or leaves with leaves) instantly makes those herbs into poisonweed as well, with effects similar to mispreparation that produces poisonweed. The following table gives a list of herbs that may be poisonweed, the faulty preparation that can make those herbs from good herbs, and the result of attempting to use those herbs.



Name of Herb	Faulty Preparation	Effect
Tick leaf	Dry	Attracts ticks
Leech flower	Wet	Attracts leeches
Mite weed	Remove dirt	Attracts mites
Flea root	Crumble	Attracts fleas
Warble flower	Wet	Attracts warble flies
Mosquito flower	Wet	Attractsmosquitoes
Slumberleaf	Dry	Only sleeps for 1 min.
Slumberflower	Chew	Only sleeps for 1 min.
Snuffball	Crumble	Instantly causes sneezing (during preparation)
Scratchweed	Pick off bugs	Itching delayed by 1 hour
Dodgeweed	Remove dirt	Decreases Def. Class by 2
Redberry	Squeeze	Only provides 1 point of cure
Warble root	Crumble	Warble fly larvae burrow deeper into skin
Slumberroot	Crumble	No sleep; enrages the recipient
Lemonberry	Dry	No damage; becomes a delicious berry
Lemonberry flower	Remove dirt	No damage; pleasant aroma only
Sour mushroom	Chew	Nausea, but no damage
Wildroot	Pick bugs	Causes fleeing in fear
Razzleberry	Squeeze	Only pretends to act on suggestion, but free to change behavior at anytime
Powderball	Chew	Causes blindness in preparer
Bourtceberry	Squeeze	Decreases Def. Class by 4
Bitter mushroom	Treat with Redberry	Reduces Strength level by 4
Burning nettle	Lick	Instantly causes 2 dice of damage to preparer
Locoweed	Pick bugs	Irrational behavior will last from 1 min. to Permanent
Purpleberry	Dry	Effect only lasts 1 min.
Bitterberry	Dry	Effect only lasts 1 min.
Sugarleaf	Remove dirt	Effect only lasts 1 min.
Slumberleaf dust	Lick	Sleeps the preparer 10-60 min.
Stinging nettle	Squeeze	Causes 2 points of healing
Feverleaf	Dry	Takes 3 hours to cure fever
Shaky flower	Treat with Redberry	Causes recurrence of Shakes 1-3 hours after cured
Blindroot	Pick bugs	Takes 6 hours to cure Tularemia
Pestflower dust	Lick	Attracts all pests
Bitterweed	Remove dirt	Only does 1 die of damage
Fireroot	Crumble	Smoke only; no fire
Rabbit flower	Squeeze	Cure only lasts 10-60 min.
Hero flower	Squeeze	Effect only lasts 10 min.
Arrow root	Crumble	Doubles damage from poisons
Orchid root	Treat with Sour mushroom	Effect only works once (i.e., only against a single herb)

Note: Natural poisonweed has these effects even if the proper preparation for the correct (non-poisonweed) herb is used. Correct preparation cannot undo the effect of faulty preparation. All preparations other than listed in this table or Table 5.6 have no effect whatsoever.



5.9 Tracking

Tracking another animal by smell depends on the Smell Level of the tracking rabbit and the amount of time that has passed since the other animal went by. Multiply the Smell level by 10, and subtract the number of minutes since the other animal went by. The result is the probability of being able to follow the trail. For example, a Level 9 (Smell) rabbit wants to track another rabbit that passed 20 minutes ago. Multiply 9 times 10 (to get 90) and subtract 20 (minutes); the rabbit has a 70% chance of successfully tracking. Every ten minutes of following the trail, this die roll must be done again, to see if the trail is lost. If the trail crosses water, it is lost, though the tracker may attempt to pick up the trail again on the other side. A snuffball broken on the trail will render the tracker unable to track during the time of sneezing; a snuffball so deposited will retain its potency for 10-60 minutes.

6.0 INTELLIGENCE RULES

Intelligence is concerned with:

- (a) Ability to spring traps
- (b) Ability to speak languages
- (c) Ability to find hidden objects
- (d) Ability to build or make things

6.1 Traps

Traps are generally laid by men, and are of ten types:

Trap Type	Level	Damage
Live trap	1	No damage
Box trap	1	No damage
Snare	2	1 die damage/10 minutes
Foot trap	2	1 die damage/10 minutes
Net & sapling	2	3 points of damage
Pit	3	1 die of damage
Crossbow	4	2 dice of damage
Beartooth trap	5	3 dice of damage
Pit & stakes	5	3 dice of damage
Deadfall	6	4 dice of damage

All traps have a 25% chance of being triggered by each rabbit that walks through the area where the trap is located. If the trap is triggered, every rabbit in that area has a chance of being caught/damaged by the trap; a saving throw must be

made by each rabbit individually to avoid being caught by the trap (See Saving Throw Rules).

Sometimes there are clues that a trap may be nearby; these clues include man-smell, a glint of metal, crumpled grass, a bait object (e.g., a carrot), etc. Clues are associated with certain types of traps:

Piece of Metal	Live trap; foot trap; beartooth
Carrot bait	Live trap; foot trap; pit
Small upright log	Box trap; deadfall
Apple bait	Box trap; net & sapling; crossbow; deadfall
Crumpled grass	Snare; pit & stakes
Sticks on ground	Pit; crossbow; pit & stakes; beartooth

Man-smell may be associated with any of the traps. The chance of detecting one of these clues depends on the innate intelligence of the smartest rabbit present, according to the following table:

Intelligence Characteristic	Probability of Detecting Clue
3 - 5	0%
6 - 8	33%
9 - 12	50%
13 - 14	75%
15 - 16	90%
17 - 18	100%

A rabbit may take ten minutes to attempt to detect another clue, according to the same table.

Once a trap is known or suspected to be present, a rabbit may try to Spring the trap; i.e., to set off the trap safely rather than triggering it by walking into it. A rabbit must declare the intent to spring the trap. The probability of springing the trap depends on the innate intelligence of the rabbit, previous experience with traps of the same type, and the springing method used.

Trap Type	Preferred Method	Poor Method
Live trap	Jumping on top	Throwing rocks
Box trap	Probing w/stick	Throwing rocks
Snare	Probing w/stick	Fast running
Foot trap	Throwing rocks	Jumping on top
Net & sapling	Probe w/stick	Throwing rocks
Pit	Throwing rocks	Jumping on top
Crossbow	Jumping on top	Probing w/stick
Beartooth	Probing w/stick	Jumping on top
Pit & stakes	Throwing rocks	Jumping on top
Deadfall	Fast running	Probing w/stick

After a rabbit has been caught by a trap and the immediate damage has been done, the rabbit must still escape from the trap (assuming he is still alive!). Escape methods are listed below:

Live trap: Can be released from the outside only; a high dexterity rabbit may attempt this; otherwise a man will eventually come to the trap (as is the case for all of the traps).

Box trap: Can be released from the outside, by lifting the box from the inside (high strength), or by chewing through the box (takes one hour).

Snare: The wire loop cannot be released by the rabbit in the snare (though the GM might modify for very high level rabbits); the rabbit may find and dig up the hold-down stake (allowing movement out of the area) or another rabbit may try to help. Damage continues as long as the wire loop is on.

Foot trap: Can be released from outside; the rabbit may also chew off the foot (taking an additional 3 dice of damage and becoming crippled); otherwise the rabbit continues to take damage as long as in the trap and conscious.

Net & sapling: A good climber may climb the tree to release another rabbit in the net; otherwise, chewing through takes 10-30 minutes and the resulting fall adds another 1 die of damage.

Pit; Pit & stakes: Must dig out of the pit; typically the pit is six feet deep, so that it takes about 30 minutes to dig out if the pit is in soft earth.

Crossbow; Beartooth: Damage is done instantly and the rabbit is immediately free to continue.

Deadfall: With 4 dice of damage, this trap has a tendency to kill any rabbit that triggers it. If alive, the rabbit is usually in no state to dig out from under, though other rabbits may dig (it only takes them 10 minutes). Usually the rabbit under the deadfall is also in no position to use herbs.

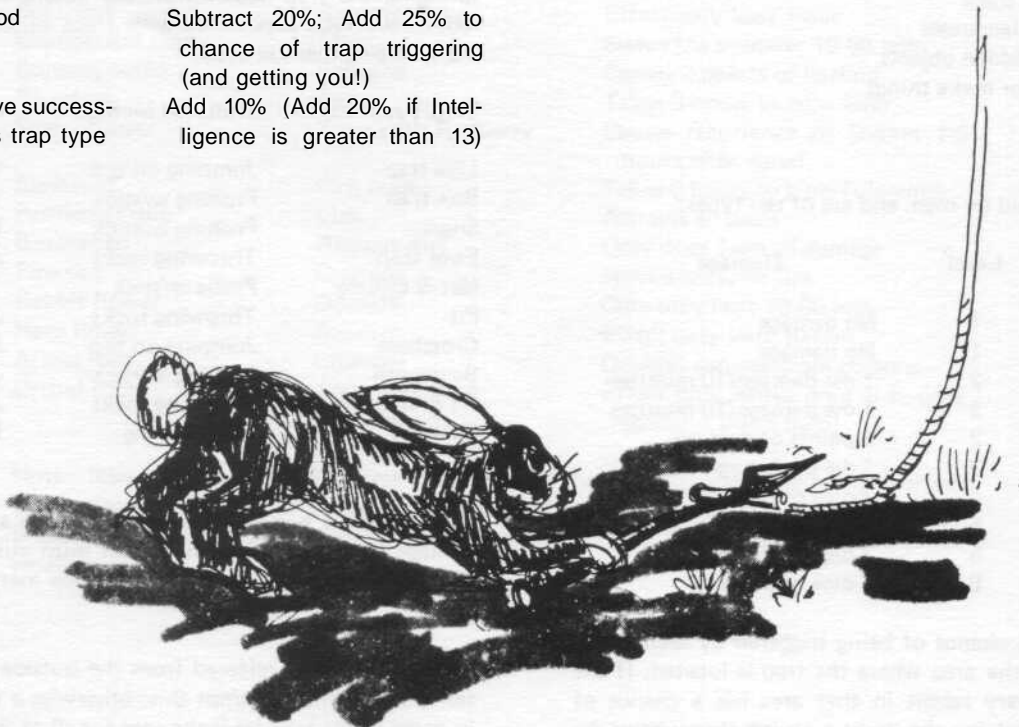
If a rabbit is attempting to spring a trap, he has a basic 10% chance of successfully doing so. Various factors modify this probability:

Intelligence of 13- 16	Add 10%
Intelligence of 17 - 18	Add 20%
Using preferred method	Add 10%
Using poor method	Subtract 20%; Add 25% to chance of trap triggering (and getting you!)
Each time you have successfully sprung this trap type before	Add 10% (Add 20% if Intelligence is greater than 13)

As an example, a rabbit is attempting to spring a box trap. He is of Intelligence 14, and has successfully sprung one box trap previously (experience with other trap types doesn't count). He uses a stick to probe (the preferred method). His chance of springing the trap is 50% (10% basic +10% for Intelligence 14 + 20% for previous experience + 10% for correct method). If he fails to spring the trap, he has the ordinary 25% chance of triggering the trap and possibly catching himself! (The chance of triggering would have been 50% if he had thrown rocks at the trap).

6.2 Language Rules

Every animal in the game speaks one or more languages; these may generally be divided into two major types: Familial and Ordinal. These types roughly (only very roughly) correspond to the biological divisions of Family (as the Canids or dogs) and Order (as the Carnivores, including such families as dogs (canids), cats (felids), bears (ursids), and weasels (mustelids). The Ordinal language allows similar types of animals to talk with one another, but you should really be talking their Familial language if you want to persuade them to do something, tell them something very complicated, or disguise yourself as one of them (as a Maverick might do). The following table gives a list of languages arranged by Order and Family (those with extra biological knowledge should not be too alarmed by this grouping).



Ordinal Languages	Familial Languages	Examples
CommonCarnivore	Canine	dog, wolf, fox, coyote, wild dog
	Feline	house cat, bobcat, cougar
	Musteline	weasel, ferret, badger, wolverine, skunk, mongoose
	Ursine	black bear, grizzly bear, raccoon
Common Ungulate	Equine	horse, mule
	Bovine	cow, deer, elk, moose
	Suine (not swine!)	pig, wild pig
Common Lagomorph	Lapine	rabbit, hare, jackrabbit
Common Rodent	Sciurine	squirrel, marmot, chipmunk
	Murine	rat, mouse, packrat
	Castorine	beaver, muskrat, porcupine
Common Insectivore	Didelphine	armadillo, mole, opossum, shrew
	Chiroptine	bat, flying wolf, vampire bat
Common Avian (birds)	Passerine	sparrow, blackbird, bluejay, robin, and most other small birds; also crow and raven
	Anatine	ducks, geese, other birds found around water, such as herons and gulls
	Accipitrine	hawks, eagles, falcons, vultures, and owls
	Galline	chickens, turkeys, quail, grouse, pheasant
Common Cold-blooded	Reptiline	snakes, turtles, lizards
	Amphibine	frogs, toads, salamanders
	Piscine	all types of fish
Common Arthropod	Insectine	bugs, beetles, flies, wasps, mosquitoes, grasshoppers, and all other insects
	Arachnine	spiders, scorpions, ticks, mites, tarantulas, black widows, centipedes
Common Lower-Form		worms and other creatures of low intelligence; only the most simple thoughts may be expressed in this language

Those Gamemasters who realize that these language groupings dreadfully distort the complex relationships that really exist among animals should feel free to make the languages more numerous. Just remember that this will make things much more difficult for the player trying to learn and use languages!

Every rabbit begins the game with a knowledge of Common Lagomorph and Lapine. With every level of Intelligence that is gained, a rabbit may learn one additional language (either Ordinal or Familial). The total number of languages that may be learned is limited by the innate Intelligence characteristic of the rabbit. A rabbit with Intelligence 3 may only know three languages total, including Common Lagomorph and Lapine; so

that in this case only one new language could ever be acquired. Declared Scouts are exceptional; they may learn two languages for each Intelligence level gained, up to a maximum of twice their innate Intelligence.

Languages may be learned from other rabbits or from any animal that knows the language. As is usually the case for services performed, some payment or favor should be paid the teacher. The amount of time it takes to learn a language depends on the intelligence (innate) of the teacher (not the learner), with Ordinal languages being easier to learn than Familial ones. Only one hour per day may be devoted to learning languages.

Intelligence of Teacher	Hours to Learn Ordinal	Hours to Learn Familial
3-5 (Also Arthropods and Lower-Forms)	30	60
6-8 (Also Cold-blooded and Insectivores)	20	40
9-12 (Also Rodents and Ungulates)	10	20
13-14 (Also Carnivores and Avians)	5	10
15-16	2	4
17	1	2
18	10 min.	30 min.

6.3 The probability of finding a hidden object in an area being searched (including a plug in the wall of a burrow) equals $5 \times (\text{Rabbit's Intelligence Level}) + 20\%$. Thus a rabbit with Intelligence level 8 has a 60% chance ($5 \times 8 + 20$) to find a hidden object. Declared Scouts get a 20% bonus.

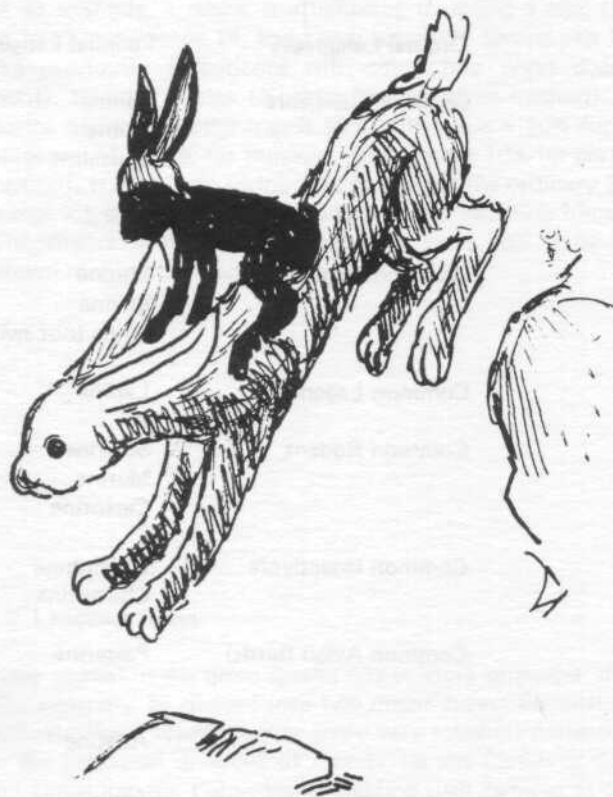
6.4 The ability to build or make things depends on the Intelligence level, the difficulty of the object to be built, and in some cases on the dexterity of the rabbit. Because of the infinite number of things that might be constructed (pits, fences, traps, lookout posts, weapons, etc.) there can be no hard and fast rules about construction. The GM should be flexible, imposing reasonable restrictions but allowing the players to try things that rabbits don't 'normally' do. We found that a gradual evolving towards greater difficulty seemed to be a natural progression in the game.

Any rabbit is able to dig a shallow scrape in which to get some cover during the night. More extensive burrows should be subject to these construction rules, however; the smarter rabbits will be able to make better (i.e., more complex and well-finished) burrows, though the stronger rabbits can dig them faster. As a rough guideline, assume it takes about 2 minutes to dig through a plug (rather than kick it out), 10 minutes to dig a scrape or 2 feet of tunnel, and 20 minutes to dig a one-hex chamber. (See Map & Burrow Rules).

Note that the average pit trap is 6 feet deep, so that a rabbit must dig for more than 30 minutes to get out.

6.5 Advantages of Declaring as a Scout

- (a) 20% better chance of detecting a trap clue.
- (b) 20% better chance of springing a trap.
- (c) Can learn 2 languages per level of Intelligence to a maximum of 2 times innate intelligence.
- (d) 20% bonus in finding hidden objects.
- (e) Bonus (flexible) in building objects or constructions.



7.0 WISDOM RULES

Wisdom is concerned with:

- (a) Ability to view future
- (b) Ability to instill fear in others
- (c) Ability to feign death
- (d) For declared Seers, certain other mental abilities

7.1 Normally, all wisdom-demanding abilities require the expenditure of 'trance-points' (See Section 7.6). Since a beginning rabbit is Level 0 in Wisdom, he has no trance-points. He may still attempt to view the future, instill fear, or feign death, so as to try to gain wisdom experience; these attempts do not require trance-points, have a low chance of succeeding, and may only be done by rabbits that are still Level 0 in Wisdom.

Innate Wisdom	Probability of Success (0 Level)
3-5	0%
6-8	10%
9-12	20%
13-16	30%
17-18	40%

A declared Seer may add 10% to these probabilities. If the attempt is successful, see one of the following sections for the results.

7.2 Viewing the Future

When attempting to view the future, a rabbit goes into a trance for a full 10 minutes, during which time he cannot move (or fight, etc.). The trance may be directed towards some end (try-

ing to gain information about something) or be undirected (here, the GM usually provides information about some upcoming danger or disaster).

The vision may be misleading, according to this table:

Innate Wisdom	Probability of Being Misleading
Less than 10	100%
10- 13	33%
14- 16	10%
17- 18	Always Correct

As with all oracles, the GM should be somewhat ambiguous even with a correct vision.

7.3 Instilling Fear

The first requisite for instilling fear is being able to speak to the opponent in his own familial language. This being done, the opponent must make a saving throw (See Saving Throw rules) to avoid becoming afraid. The saving throw needed is dependent on the difference in Wisdom Level between the two rabbits, with possible modification according to profession, as outlined in the Circle of Professions. If fear has been instilled successfully, the rabbit that is afraid will either go into shock (see Constitution) or will run away. The effects of fear will last one to six turns.

If a rabbit succeeds in making his saving throw against fear, he is immune to the instilling of fear for the remainder of the encounter with the other rabbit; that is, unless some new object of fear comes on the scene (like another seer).

7.4 Feigning Death

Feigning death ('playing possum') may be attempted at any time, though it should be most convincing if the opponent did not see you walking around, or if you just received a blow in combat that might have been expected to kill you. If death is successfully feigned, all animals will treat you as though you were dead; some will then ignore you, while others (scavengers) might proceed to eat you. The chance of feigning death depends on your Wisdom Level:

Wisdom Level	Probability of Feigning Death
0	(See Sect. 7.1)
1 -3	20%
4 - 5	30%
6 - 7	50%
8 - 9	80%
10- 11	90%
12+	95%

Declared Seers add 20% to the probabilities listed here. If a rabbit attempts and fails to feign death, he will not fool any observers present if he tries again (even if he really dies, they will likely think he is faking).

7.5 Special Abilities of Declared Seers

In addition to the bonuses seers receive in attempting to make their first level in Wisdom and in feigning death, they have additional abilities that only they may use. A seer with Wisdom Level 5 or greater may instill Shock (see Constitution) in rabbits (better than merely instilling fear), any may mentally communicate with other seers (the length of communication being roughly dependent on the range between the two rabbits).

A seer of Wisdom Level 10 or greater may instill Shock in animals other than rabbits (of course, they still get a Saving Throw). They may also mentally communicate with all professions of rabbits (not just seers).

A seer of Wisdom Level 15 or greater is exceptionally powerful. He may mentally control other rabbits, and may mentally communicate with any form of animal, including man, though knowledge of the familial language is necessary for this communication.



It is up to the discretion of the Gamemaster whether to allow a Level 20 Seer to mentally control animals other than rabbits. In any case, it should be obvious that a very high level Seer is a force to be reckoned with. Fortunately for play balance, we found that it is quite difficult to become a very high level seer.

7.6 Trance-points

Except for attempts done at Level 0, the attempt to exercise any of the Wisdom abilities requires the expenditure of Trance-points. A non-seer may use one trance-point per Wisdom Level per day; a seer may use two trance-points per level per day. Unused points may not be accumulated from day to day.

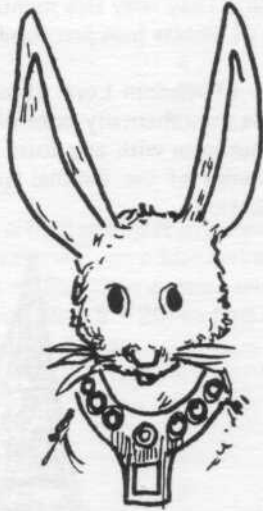
Abilities	Cost in Trance-points
See future; Instill Fear; Feign Death	1
Instill Shock (rabbits); Communicate with Seer	2
Instill Shock (animals); Communicate with rabbit	3
Control rabbit	4
Communicate with animal (Control Animal)	5
	6

In some cases conditions may reduce the number of trance-points available to a rabbit during a day. These might include severe damage or disease; malnutrition or extreme fatigue; or the effects of certain herbs. The GM should play this by ear.

8.0 DEXTERITY RULES

Dexterity is involved with:

- (a) Ability to carry items
- (b) Ability to disguise rabbits as animals
- (c) Ability to cheat and steal
- (d) Ability to climb
- (e) Ability to manipulate objects



8.1 Carrying Objects

One item, up to the size of an apple or a small head of lettuce, may be carried in the mouth by any rabbit. A number of small items, such as sprigs of herbs or edible mushrooms, may be carried in the fur of a rabbit. One such small item may be carried for each Dexterity Level of the rabbit; declared Mavericks get a bonus of two items carried (thus a Level 0 maverick may already carry two items).

Rabbits also carry things in small woven bags slung around the neck and resting on the back. Each of these bags may hold 10 small items, or 2 apples. A rabbit with innate dexterity greater than 9 may carry one of these bags. A rabbit with innate dexterity greater than 14 may carry two such bags. The bags are not waterproof, and are not too strong, so that they occasionally split, spilling the objects within. Nevertheless, it is possible for a rabbit to snag a bag on brambles or the like, thus damaging himself, especially if he is running.

8.2 Disguise as Another Animal

This ability can be very useful, and provides one of the main advantages of having a Maverick in play. Typically a rabbit must accumulate various disguise materials before attempting a disguise. These materials might include mud or plant materials to change his fur color, parts of other animals such as tufts of fur or tail, white twigs to hold in the mouth to represent fangs, etc. If the rabbit has the necessary materials, it takes 10 minutes to prepare the disguise to fool someone visually, or by smell or touch. Usually, it takes no preparation to try to fool someone solely by sound. The chance of deceiving someone depends on your dexterity level as well as who it is you are trying to deceive.

Probability of Successfully Deceiving Animal to be Deceived:

Dexterity Level	Rabbit (Level 0-5)	Rabbit (Level 6+)	Same species as disguise	Other species
0	10%	0%	0%	10%
1 -3	30%	10%	10%	20%
4 - 5	40%	20%	10%	30%
6 - 7	50%	30%	20%	40%
8 - 9	60%	40%	20%	50%
10- 11	80%	50%	30%	60%
12- 13	90%	60%	30%	70%
14- 15	90%	70%	40%	80%
16- 17	100%	80%	40%	90%
18- 19	100%	90%	50%	90%
20+	100%	100%	50%	90%

Gamemasters should modify the table according to the extent to which other materials are used to improve the disguise. Also, rely on common sense; it's hard to conceive of a grizzly bear believing something a foot and a half tall is another grizzly. (Though if the lighting is dim, and the rabbit pulls some vines to make the bushes shake, and something is used to amplify his voice. . .). Needless to say, attempting to communicate with another species without knowing his languages may cause the disguise to fall apart very quickly. Also, once an animal has seen through your disguise, you will not be able to fool him again during that encounter.

8.3 Cheating and Stealing

Cheating (as in gambling games involving manipulation of small objects; see Gambling Rules) and stealing without being detected is always handy; the probability of success depends on dexterity level:

Dexterity Level	Probability of Success
0	0%
1-4	30%
5-7	50%
8-10	60%
11-14	80%
15+	90%

Declared mavericks get a bonus of 20% in this table. Don't gamble with a maverick! Cheating is not particularly frowned on in the rabbit world; some of their greatest heroes were basically cheats and thieves at heart. If you are caught at cheating, usually nothing more serious happens to you than losing the wager and possibly being cuffed.

Thieving is somewhat more antisocial, though rabbits feel that life is too short to worry about possession of objects. The big exception to this rule involves does (female rabbits).

Rabbits are as chauvinistic as they come, and with so much of their life revolving around reproduction, the fastest way you can get a warren mad at you is to hold a raid and steal some of the does.

8.4 Climbing

Climbing ability depends upon innate dexterity, dexterity level, and the distance to be climbed. Only rabbits with an innate dexterity of 10 or greater may attempt a vertical climb at all.

Dexterity Level	Height in feet
0	4
1-3	6
4-6	10
7-9	15
10-12	20
13-15	25
16-19	30
20+	50

Declared mavericks may climb as though they were three dexterity levels above their actual level (thus, a level 1 maverick may climb 10 feet).

8.5 Manipulation of Objects

The GM must be flexible in determining what types of manipulation rabbits can do. To use human objects in more or less the proper manner requires an innate dexterity of 13 or more, OR a dexterity level of 10 or more, OR being a declared maverick with a dexterity level of 5 or more.

8.6 Advantages of declaring as a maverick

- (a) may carry two items per dexterity level
- (b) Receives a bonus of 20% when trying a disguise.
- (c) Receives a bonus of 20% for cheating or stealing.
- (d) Receives a bonus in ability to climb.
- (e) Better able to manipulate objects.

9.0 Constitution Rules

Constitution is involved with:

- (a) Hit points (with strength).
- (b) Energy reserve, feeding, and holding breath
- (c) Reproduction success rate
- (d) Probability of going into Shock
- (e) Ability for empathic healing
- (f) Saving throws for herbs, disease, poison, etc.

9.1 For rules on calculating hit points, see Strength Rules, section 2.2.

9.2 Food and energy; holding breath

You have to eat to gain energy; you burn up energy by doing almost anything, especially in vigorous exercise such as running or fighting. A rabbit only has a limited amount of energy available, no matter how much he eats; this energy maximum depends on the Constitution Level of the rabbit. A Level 0 rabbit has an energy maximum of 2 energy points. It will

receive 2 more points to its maximum for each constitution level it advances. Thus, a level 6 rabbit has an energy maximum of 14 energy points.

The total number of energy points that a rabbit has at any one time must be kept above zero during a day's activities to avoid damage. This is done by eating. Different amounts of energy may be obtained by eating different foods over a 10 minute period. This must be a continuous 10 minutes, without interruption, to obtain the benefit of eating.

Food Type	Energy Points/10 minutes
Grass	1
Clover; Dandelion	2
Edible Mushroom; Edible Berries	3

In addition, there are certain energy rich foods or foods that are prized for their flavor. These yield energy points in only one minute of feeding, and are useful in trading:

Food Type	Energy points/minute	Trading value (lettuce)
Lettuce	4	1
Carrot	5	2
Oats (bag full)	6	5
Apple	7	10
Truffle	10	100

A rabbit receives one point of damage per hour per EP (energy point) below zero.

Rabbits have two gaits, hopping and running. Hopping proceeds at 10 yards per minute and costs 1 energy point (1 EP) per hour. Running proceeds at a rate determined by innate speed (see Section 3.2), and costs 1 EP per minute. Swimming has the same energy cost per minute as running. Fighting costs 5 EP per fight. Sleeping costs 1 EP per night.

Rabbits cannot hold their breath very long. The length of time one can hold his breath depends on the number of energy points the rabbit has remaining at the instant when the breath holding begins. For every EP remaining at that instant, the rabbit may hold his breath for five seconds. A declared Empath can hold his breath for twice as long. Remaining without breath for longer than the maximum indicated results in unconsciousness. Being without air for three times the energy maximum limit (based on how much energy you can store, not on how much you do have, multiplied by 5 seconds) causes death. Thus a Level 0 rabbit will die if deprived of air for only 30 seconds (2 x 3 x 5 seconds).

9.3 Reproductive success

Reproductive success depends upon, the innate constitution of both mates. To calculate the number of progeny produced after successful mating (see Charisma Rules), add the innate constitution values of male and female together. Then roll a 6-sided die:

Die Roll	No. of progeny as a % of combined total
1	10%
2	20%
3-4	25%
5	30%
6	40%

Round to the nearest whole number to find the number of kittens born after four weeks. For the purposes of the game, the sex ratio will be 70% bucks (males) and 30% does (females). The attrition rate of bucks in the game is rather high, so this keeps the valley from getting overrun with does.

9.4 Going into Shock

When a rabbit is badly frightened, as by the sudden appearance of a predator, it often goes into shock. In this state, the rabbit freezes, with a glazed look in his eye, and is unable to move, fight, run away, etc. High level seers are able to instill this condition in other rabbits. Once in a state of shock, a rabbit may remain that way for 2-12 minutes (two 6-sided dice).

The GM must decide when an event is startling enough to possibly cause a rabbit to go into shock. Being hit by a missile weapon (bullet, arrow, crossbow quarrel, thrown rock) automatically induces shock for 1 minute; after the minute is over, roll to see if the shock continues.

The probability of going into shock when startled is 25% for a Level 0 rabbit; the probability decreases by 2% for each constitution level the rabbit has advanced. Thus, a rabbit with Constitution Level 6 has a 13% ($25 - 6 \times 2$) chance of going into shock in the face of danger.

9.5 Empathic healing

A declared empath may heal another rabbit by touching his paws to the body of the damaged rabbit and absorbing the damage into his own body. Until an empath reaches a constitution level of 5, empathic healing may not be done. For levels 5 and above, an empath may absorb damage points equal to his level minus 4 during each minute of healing. All damage will disappear from the empath at a rate of 5 points every 10 minutes beginning the minute after damage absorption ceases.

For example, assume a 7th level empath needs to absorb 12 points of damage from another rabbit. The empath is capable of absorbing 3 points of damage every minute, so that 4 minutes are needed for the cure. Another 30 minutes are needed for the empath to be back up to full strength.

Important note: Hits received by an empath in the normal way (as by fighting or a trap) can not be shrugged off at this fast healing rate. An empath cannot empathically cure himself.

The normal rate of healing for all rabbits (those not being cured by herbs or empaths) is one point of healing per level of constitution per day. Thus, if the rabbit mentioned above had a constitution level of 6, it would have taken him two days to heal, rather than 4 minutes by empathic healing.

9.6 Having a good constitution helps you on many different types of saving throws; relating to all those things that affect your body as a whole. These include the delivery of herbs (against you), poisons, diseases, etc. See the rules on Saving Throws.



9.7 Advantages of declaring as an empath

- (a) Being able to use empathic healing
- (b) Holding breath twice as long
- (c) Receiving a 4 point bonus to energy level maximum
- (d) Having 10% less chance of going into shock
- (e) Optional Rule: Being able to cause damage by reverse empathic healing; the number of points of damage transferred is equal to the number of EP the empath currently has. This rule may make empaths too powerful for play balance.

10.0 PESTS AND DISEASES

There are a variety of pests (ectoparasites) that may affect rabbits, either by causing damage directly or by passing on a disease to the rabbit. Pests include Ticks, Leeches, Mites, Warble Flies, Fleas, and Mosquitoes. All of these may be removed by simple grooming, but a rabbit has only a 20% chance of detecting pests each ten minutes they are infested. Pests do damage by remaining undetected and on the rabbit.

10.1 Ticks cause one point of damage per tick during each 30 minutes they remain on the rabbit. For example, if 5 ticks are not removed for 60 minutes, 10 points of damage are given. If infested by ticks, there is a one third chance of contracting the disease called Fever. A tick need only be attached for 10 minutes to pass on Fever to the rabbit. Fever results in feeling very hot, it does not immobilize the rabbit, and it will kill in 5 hours (unless saving throw is made) if the rabbit is not cured. Fever cannot be transmitted directly from rabbit to rabbit; it must go by way of ticks. Fever may affect any Lagomorph or Rodent.

10.2 Leeches cause one point of damage per leech during each 30 minutes they remain on the rabbit. They do not transmit any disease.

10.3 Mites cause one point of damage per mite during each 60 minutes they remain on the rabbit. They do not transmit any disease.

10.4 Warble Flies are nasty creatures that lay eggs on the skin of the rabbit. Each warble fly that remains undetected for 20 minutes will lay two eggs. These eggs will hatch in 60 more minutes, forming larvae that burrow into the flesh of the rabbit. The larvae will each deliver one point of damage for every 30 minutes that they stay alive. The flies may be detected and groomed normally. Eggs cannot be detected (!), though they are removed by simple grooming. The larvae cause itching (as do some herbs), and may be detected in that manner. Larvae cannot be removed by simple grooming; they must be bitten out (receiving damage for the bite) or driven out with herbs. 24 hours after the larvae hatched out, adult warble flies will emerge from the body of the rabbit (alive or dead) and will be thus available to infest more rabbits. Warble flies do not transmit any disease.

10.5 Fleas cause one point of damage per flea during each 60 minutes they remain on the rabbit. They can also leap up to three feet to infest other animals. If infested by fleas, there is a one third chance of contracting the disease called Tuleremia. A flea need only be on the rabbit ten minutes to transmit this disease. Tuleremia results in blindness in one hour, unconsciousness and immobility in 3 hours, and death in 5 hours. There is no saving throw; the disease must be cured. Tuleremia only affects rabbits and hares (Lagomorphs).

There is also a one tenth chance of contracting Plague from fleas. For the game, this disease is a combination of Bubonic and Pneumonic Plague. If a saving throw is made, the rabbit takes 5 points of damage total, but may transmit the disease to others until cured. If no saving throw is made, large sores appear on the skin of the rabbit, who will take 2 points of damage every 10 minutes until cured (or dead). The disease may be transmitted by way of fleas at any time. Plague may also be transmitted directly between rabbits under the following conditions: a one hour incubation period must first take place since the flea bite (or transmission from another rabbit); during the incubation period the diseased rabbit will show no symptoms and take no damage; the other rabbit must be in close proximity to the diseased rabbit for ten minutes.

If a rabbit bearing fleas enters a burrow, and remains there for at least 30 minutes, consider the burrow to be infested with fleas. Plague may affect any Mammal (Carnivores, Ungulates, Lagomorphs, Rodents, and Insectivores).



10.6 Mosquitoes cause itching, but no damage. There is a one third chance of contracting a disease called The Shakes from mosquitoes. The Shakes results in an inability to move faster than 10 feet per minute after 30 minutes have passed. Death results in five hours, unless saving throw is made or a cure has been found. The Shakes may only result from mosquito bites, and only affects rabbits and hares (Lagomorphs).

11.0 CHARISMA RULES

Charisma is involved with:

- (a) Ability to persuade
- (b) Ability to retain faithful followers
- (c) Probability of mating (pairing)
- (d) Storytelling

11.1 The ability to persuade depends upon innate charisma, charisma level, language used, special offers, and profession. Each rabbit starts with a 10% chance to persuade, modified by the following factors:

Innate Charisma	Bonus
3-5	-10%
6-12	none
13-16	+10%
17-18	+20%

Charisma Level	Bonus
0	-10%
1-3	none
4-6	+10%
7-11	+20%
12-15	+30%
+16	+40%

Using Familial language: +10%

Using Ordinal language: no bonus

Using a translator: -30%

Making special offers: +10% to +30% at GM's option.

In addition, Storytellers add a 20% bonus; Seers and Empaths add a 5% bonus; Mavericks have a penalty of -20%. After computing overall probability, roll percentile dice to determine success. For example, a declared Storyteller with 16 Charisma, level 5, tries to persuade another rabbit to act as a guide through a swamp. Add up: 10% (basic) + 10% (level 5) + 10% (familial language) + 20% (Storyteller) = 60% chance of persuasion. This might be increased to as much as 90% by also offering something, such as a truffle.

Note: Predators can never be bargained with unless a stalemate situation exists with the rabbit.

11.2 In the face of hardship, a number of faithful followers may be retained equal to one half the rabbit's charisma level (round fractions down). Thus, a 10th level rabbit may retain 5 faithful followers through adversity.

Any followers above this faithful number will check their allegiance periodically, as well as at times of hardship or danger. Failing to make their saving throw, they will slip off during the night, make deals with the other side, turn on the leader, etc.

This same rule applies to the number of does that one male may mate with and keep. There is also a 20% chance that a female will desert and leave a male each time he brings a new doe home. A buck of level 0 or 1 will never be able to mate with a doe from his home warren. If he raids another warren successfully, bringing home a doe, he may attempt to mate successfully with her.

11.3 Probability of mating

Player's Charisma Level

	0	1	2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
3-4	60	55	50	45	40	35	30	25	20	15	10
5-6	65	60	55	50	45	40	35	30	25	20	15
7-8	80	70	60	55	50	45	40	35	30	25	20
9-10	95	80	65	60	55	50	45	40	35	30	25
11-12	99	85	70	65	60	55	50	45	40	35	30
13-14	no	90	75	70	65	60	55	50	45	40	35
15-16	no	99	90	80	70	65	60	55	50	45	40
17-18	no	no	99	95	90	80	70	60	55	50	45

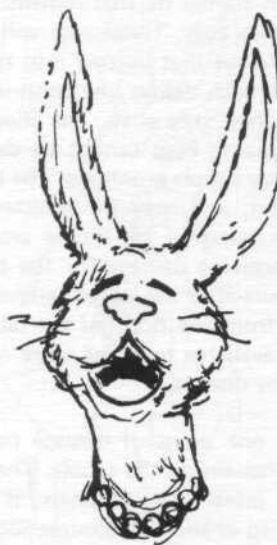
A male may attempt to mate once per day during the breeding season (May 15th to September 15th). The number in the table must be exceeded on percentile dice (1—100%) for success. Declared Storytellers get a 20% bonus. After successful mating, it takes 1—10 days for successful fertilization, so that each buck should spend at least some time with his doe during each of these days. Attempting to fertilize another buck's mate is highly frowned upon, by does as well as by bucks (rabbit stories notwithstanding); such an attempt is likely to result in a fight to the death.

Note that the mating probability table may result in a very pretty doe being very unlikely to mate with any of the bucks in the warren. If a doe feels that there is no buck worthy of her, she is likely to leave the warren in search of better stock. This is nearly the only circumstance in which does will become wandering rabbits, whereas young bucks are quite commonly urged to leave to make their fortunes; Mavericks in particular seem to have a very strong desire to wander off by themselves.

11.4 Storytelling

There are two meanings to the term 'storytelling.' In common parlance, the word refers to an entertainment of other rabbits through a story, usually about the fabulous adventures of some heroic rabbit of the distant past. Players should be highly encouraged to invent and tell such stories, as they add greatly to the flavor and enjoyment of the game. The gamemaster can encourage such stories by giving experience die rolls to the rabbit of a player that tells a good tale.

The more technical meaning of the term 'storyteller' refers to a special ability of declared Storytellers to attempt to



enthrall or charm another, either rabbit or any other sort of animal. When so enthralled, the animal will act as a faithful follower when in the presence of the Storyteller until one of the following situations occurs:

- (a) The enthralled animal is reduced to less than half his hit points.
- (b) The Storyteller or the enthralled animal goes to sleep or becomes unconscious.

Storyteller's Charisma Level	Chance of Enthralling
1-4	Cannot enthrall
5-6	25%
7-8	35%
9-10	50%
11-12	60%
13-16	75%
17-18	80%
19+	90%

A Storyteller gets a 5% bonus with an innate charisma of 15-16; a 10% bonus with a charisma of 17-18.

The Storyteller must use the Familial language of the listener to be able to enthrall. Probably because of their habit of wandering away from warrens, thus not hearing many stories, Mavericks are particularly susceptible to enthrallment by Storytellers (See Saving throws and the Circle of Professions).

11.5 Advantages of declaring as a Storyteller

- (a) Receive a 20% bonus in persuasion.
- (b) Receive a 20% bonus in mating probability.
- (c) Ability to enthrall at Level 5 or greater.

12.0 SAVING THROWS AND THE CIRCLE OF PROFESSIONS

The world may look quite bleak when you stumble into a trap, eat poison, catch a disease, or are attacked by another rabbit using one of his specialized professional abilities. Nevertheless, all is not necessarily lost; you still may be able to make your saving throw. Making the saving throw may reduce the damage done to you or even allow you to escape all ill effects. The following rather complicated table presents the saving throw information.

Professional Level of Defender Minus that of Attacker	Distance Between the Professions					Innate Character Value
	4	3	2	1	0	
-10	5	5	5	5	10	3
-9, -8	5	5	5	5	15	4
-7, -6	5	5	5	10	20	5
-5, -4	5	5	10	15	25	6
-3, -2	5	10	15	20	30	7
-1	5	15	20	25	35	8
0	10	20	25	30	40	9, 10
+1	15	25	30	35	45	11
+2, +3	20	30	35	40	50	12
+4, +5	25	35	40	45	55	13
+6, +7	30	40	45	50	60	14
+8, +9	35	45	50	55	65	15
+10, +11	40	50	55	60	70	16
+12, +13	45	55	60	65	75	17
+14	50	60	65	70	80	18
	Detect pests (each 10 min.)	Disease	Traps; Weapons	Poison	Balance	

12.1 Table of Saving Throws

To successfully make a saving throw, you must roll less than or equal to the percentage value in the table. To find the appropriate value in the table for a professional ability attack by another rabbit, first find the correct column according to the distance between professions in the Circle of Professions (Section 12.2). Two rabbits of the same profession (e.g. two Seers) are 0 distance apart. A Seer and a Runner (for example) are 4 distance apart. Next find the Professional levels of each rabbit (in their own declared professions) and subtract the attacker's level from the defender's level, to find the correct row in the table.

To find the appropriate value in the Table for all other saving throws, first find the correct column according to the type of thing you are attempting to save against. A saving throw against a trap that has been triggered uses the middle column, etc., according to the notes at the bottom of each column. When in doubt, use the middle column. Then find the proper row by referring to the appropriate innate character value as

shown on the right-hand side of the table. Note that this uses innate value, not level.

Cause of Saving Throw	Characteristic Used
Traps	Speed
Balance	Dexterity
Pests	Intelligence
All Others	Constitution

Through years of Gamemastering, we have found that it helps the games for the GM to be flexible in the use of Saving Throws. Rigid adherence to Saving Throw rules tends to be very deadly, with less fun for the players. Accordingly, we may shade die rolls just a bit in certain key situations, so that a rabbit may survive to play again. Usually the player characters have many advantages over cardboard characters anyway, so that adjustment is only rarely needed; when it is, it nearly always should favor the players. The Gamemaster should always resist the temptation to wield too much power; if he or she tries acting the part of God too much, the GM will soon find the temples empty; let the players retain the il-

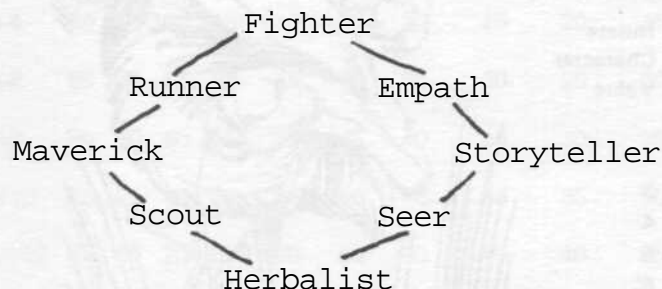


lusion that they determine their own fates and things will go much more smoothly.

Successfully making a saving throw with traps, weapons, or poison results in half damage. A saving throw for disease results in no ill effects from the disease (though you may still be a carrier).

12.2 The Circle of Professions

Each profession is least effective against rabbits in the same profession and most effective against those most unlike himself. The following figure shows which professions are most closely related:



To determine the distance between two professions, count around the circle in either direction; the closest distance is what counts. This distance is used in saving throw considerations when a professional ability is being used.

If an ability related to a certain profession is used by a rabbit not of that profession (e.g., the use of herbs by a Fighter), then you use the distance appropriate to the ability or the user, whichever is less. Thus, a Fighter using an herb against another Fighter would be considered at distance 0 (Fighter vs. Fighter), not at distance 4 (use of herbs against a Fighter); this means that the recipient of the herb (in this case) would have a much easier saving throw to make than if an Herbalist were using the herb against the Fighter.

13.0 SETTING UP THE GAME

The Gamemaster has quite a lot of work to do before any of the players start their first game. In fact, the more preparation effort made before the game begins, the better the game is likely to be. The GM should first daydream a lot about the types of things he wants in the game; do you want wandering wilderness-style adventures, lots of fighting with rabbits and predators, exploration of caves, puzzle-solving type adventures? A word of warning at this point; it is absolutely impossible to foresee what players will do in the game. The best-laid traps will be avoided, players will do what you least expect, and they often show startling lack of logic (at least according to your personal logical rules!). So save yourself the headaches of laying out too much detail of the future of the game; it's more fun to let the game evolve for you as well as them anyway.

You should, however, draw up a detailed map of the area that

the game will take place in, showing all terrain features (woods, streams, cliffs, rock piles, grass, lakes, marshes) as well as key animal features within the area (rabbit warrens, wolf den, the farm house and associated dog house, etc.). If you have lots of time on your hands, you might also locate all traps, rabbit food, predators, etc. within the area. We now tend to think that the most efficient way to locate such small scale features is by constructing lists (of pests, treasures, predators, traps, etc.) and setting them aside for later reference. Whenever a rabbit enters a new area, consult your lists to see if something is there. This means that you avoid ever having to populate the places that rabbits don't happen to enter; it also makes it easier to repopulate later on in the game. More about this in the rules on Running the Game (section 14).

You should also draw up detailed maps of each cave and warren. In this case, it probably is wiser to locate every feature and detail within each cave or warren as you draw them up. This helps establish your own feelings about each of these places. Keep thinking back to your daydreams when you map these out. Is this the cave that all the ghost stories have been told about?

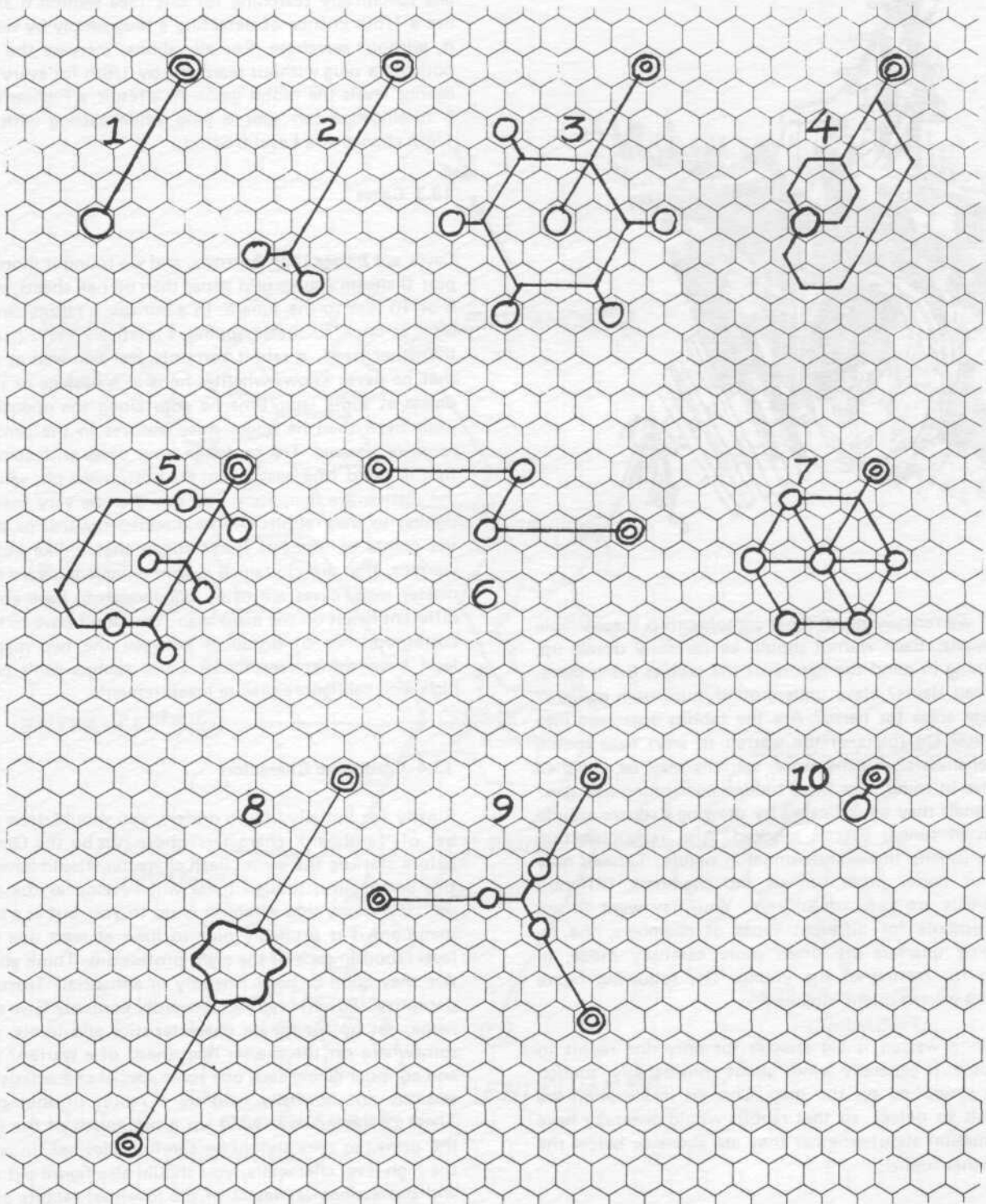
13.1 The Master Map

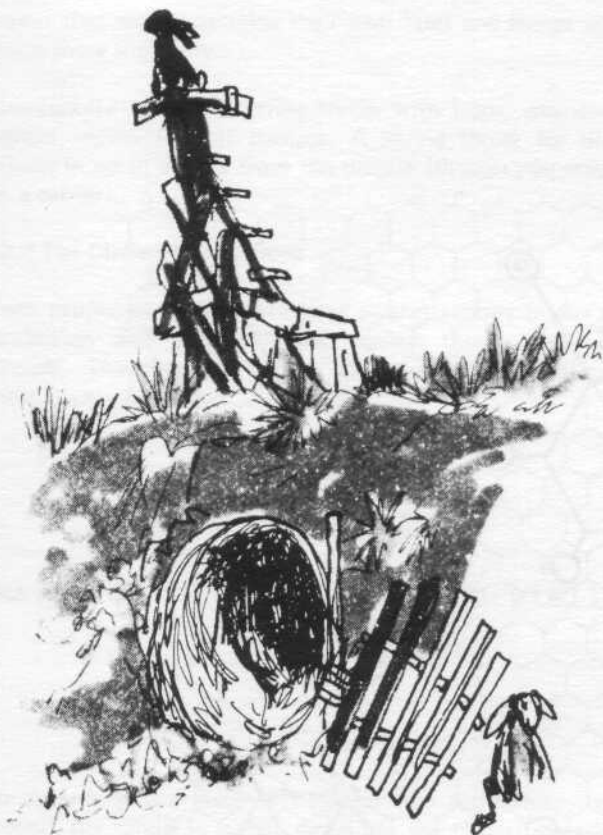
We had several different master maps drawn up at various times in the game. Initially, our map was of a valley, with a stream and lake on one side, and cliffs leading to a plateau on the other side. The map contained forests, grassy areas, brushy areas, pastures, and some marsh. The map was drawn on a hexagonal grid, with a rough (and flexible) scale of ten yards to the hex. Except for the small streams, each hex was colored to represent a single vegetation type. Cliffs and fences ran along the edges of hexes. Key features were identified by placing special symbols within the hexes; e.g., a small circle was used to indicate a warren or major burrow. We used a hex sheet that has each hex individually numbered. When a new feature (such as a trap) was to be added to a hex, we would put a small X in the hex and refer to our feature tables to see what the X referred to in that hex. Using soft pencil for these X's allowed them to be easily removed (say, when the truffle was picked and thus removed).

Using the master map as a guide, you should make up a simplified copy of it to show the players, being careful only to indicate what they might know at the beginning. For example, show only the edges of forest on the map, not the extent of the forest. Cliffs behind brush cannot be seen. Human constructions may be indicated, but their functions should not be revealed. Naturally, the location of warrens, traps, good food, etc., should not be shown. The players can use this skeleton map as a start, and can fill in the details themselves as the game progresses.

13.2 Burrows and Warrens

We also used hexagonal grids to plot underground burrows and warrens. Straight lines running through the center of hex sides represent tunnels, while entire hexes are used for small chambers, and multiple hexes for large chambers. A small circle, preferably of a different color, may be used to show a surface opening. For most purposes (animal dens; burrows of solitary rabbits) we used ten basic burrow plans, as shown on page 51.





Established warrens are much more complex than these simple burrow designs. Each warren should be carefully drawn up, always keeping in mind the nature of the rabbits living there. Do they keep slaves? Have underground mushroom gardens? Have storage areas for herbs? Are the rabbits organized into fighting units? Do rulers of the warren (if any) have special elaborate chambers? Furthermore, warrens may be designed with defense in mind. Are there hidden connecting passages? Plugged tunnels may be indicated by drawing a square around the section of tunnel that is blocked. Also remember that warrens are usually three-dimensional in nature. Tunnels may pass over or under other tunnels and chambers. Different colored pencils are very useful here. You may want to use different symbols for different types of chambers; the female sleeping quarters are often more carefully made, in preparation for rearing of the young. The following figure shows what a warren might look like.

A tunnel in a warren is big enough for only one rabbit to pass at a time. It generally winds about considerably, though it is often simplified on the map. Changes in elevation are very difficult to detect, so that rabbits would generally have little information about whether they are above or below the level of another tunnel.

A single-hex chamber has room for about four rabbits at once; two rabbits can fight two others at the same time, or two could fight one rabbit that is entering through a tunnel. As you might imagine, it can be difficult to fight your way into a chamber, since the odds are often against you. Larger chambers, or rooms, are figured as multiples of single-hex chambers. Alcoves are small and dead-end, and will hold one (small alcove) or two (large alcove) rabbits.

Entrances to warrens may be blocked with an earthen plug, preventing entry until the plug has been kicked in (if no rabbit is holding it on the other side) or dug out. Underground plugs are the same as plugs at burrow entrances, only they are harder to detect (since the burrows are dark). Any low level rabbit other than a Scout will never notice an underground plug unless specifically searching for one (See section 6.3). A Scout has a 1/6th chance of detecting a plug simply by walking past it, without searching. For all rabbits, increase the chance of noticing a plug without searching by 1/6th for every five Intelligence levels the rabbit gains. As a result, a Fighter with Level 5 Intelligence can spot a plug while passing with the same 1/6th chance as a Level 0 Scout:

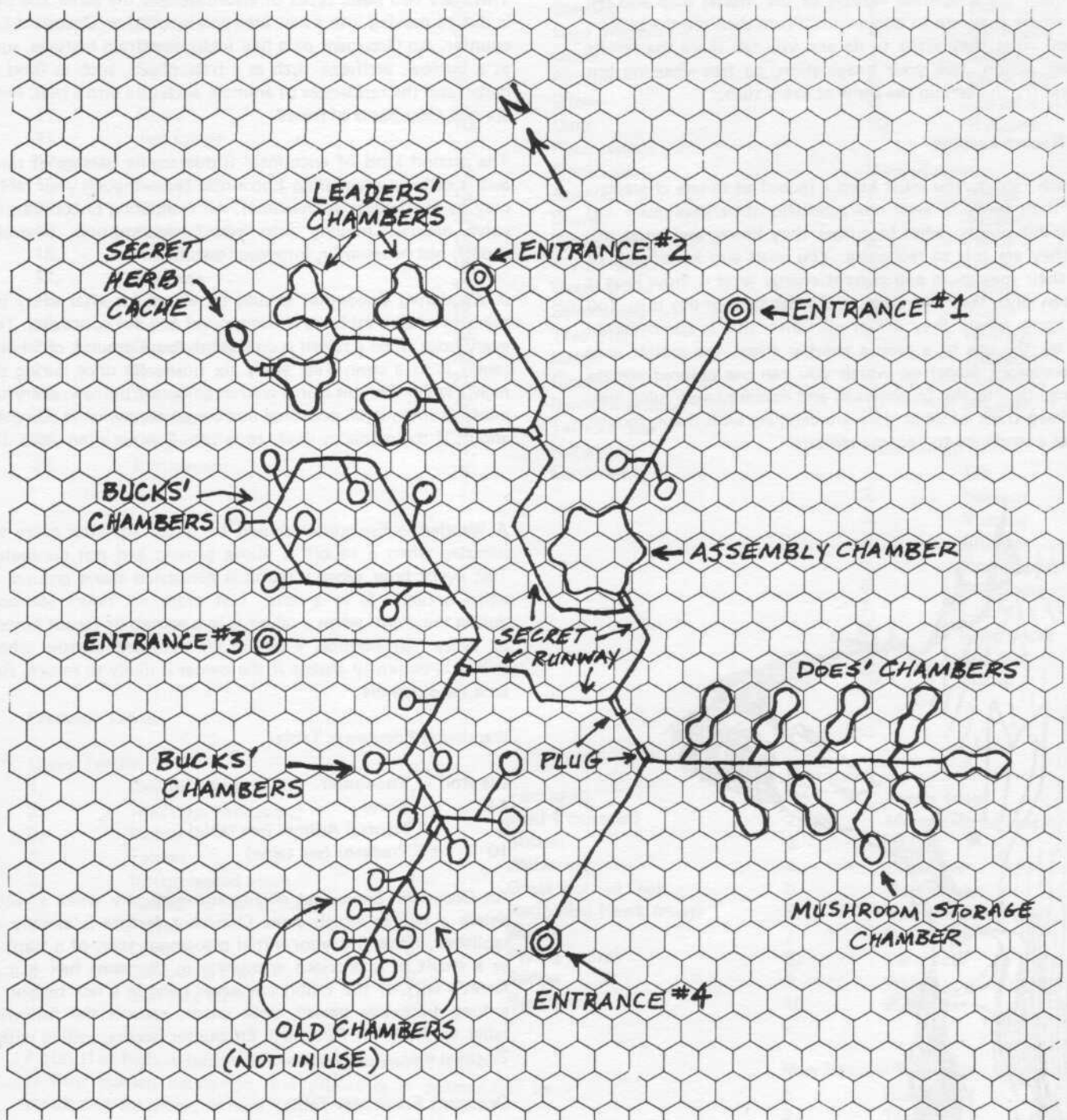
13.3 Caves

Caves are bigger than burrows, and we found it more useful to plot them on square grid paper than on hex sheets, with about 5 or 10 feet to the square. In a burrow, a rabbit can feel both sides at once, so that mapping is relatively easy. In a cave, on the other hand, a rabbit can only feel one wall at a time, so that he never knows whether he is in a passage or in a room, unless at some later time he goes along the opposite wall as well. Even then he might miss features in the center of the room or passage. Try to design your caves with some key feature in mind (the bear's den; the bottomless pit; vampire bats; the rattlesnake den; etc.); you can then be very sneaky in designing so that rabbits will be directed towards or away from the points of interest. Don't forget that unlike burrows and warrens, that are contained within a single ten-yard hex of the master map, caves are often big enough to have entrances in different hexes on the main map. You don't have to have strict correspondence of distances between the two maps, but at least keep things reasonable. Since rabbits can't count very high, you can ignore precise measurements.

13.4 Cardboard Characters

Finally (or initially, if you prefer), you should draw up a number of 'cardboard' characters (those run by the Gamemaster) before starting the game. Each character should have a distinctive personality, though these will develop as the game goes on. How many you establish is up to you, but as a bare-bones minimum it is probably nice to have at least one very high-level rabbit in each of the eight professions. Think about them; Are they good or bad? Friendly or antisocial? Trustworthy or deceptive? Power hungry or inwardly content? Give each one a name, set up his innate characteristics and levels, place him somewhere on the master map (head of a warren? solitary?), and consider giving each one some special characteristic or possessions not normally held by a rabbit of that profession. These characters will wind up giving much of the interest to the game, so they should be carefully devised. In addition to the high-level characters, you should also figure out the names and professions (at least) of the low-level rabbits in a few of the warrens; those warrens with which the players will have their earliest interactions.

It is also a good idea to work out the details in advance of some of the key non-rabbit characters (though most of the predators, for example, will only appear as the game develops). What is this particular predator like? Where does he live? What are his hunting patterns? Does he have a cache somewhere?



14.0 RUNNING THE GAME

When you have the game all set up, and the players have established their rabbits, it's finally time to play the game. Find a large well-lit table and set up your master map on it, with accessory maps, tables, dice, etc., handy as well. Put up a screen so that the players can't see the map or what you are doing. Give them the simplified version of the master map and tell them where they are to begin with. From then on, the players tell you what they want to do and you tell them the results of their action. Use your imagination, be free-wheeling but fair, and try to liven up the game at every turn.

14.1 Record-keeping

For each rabbit, you must keep a record of innate characteristics, their levels in each characteristic, their maximum and current hit points, what languages they know, and what animals they are able to recognize. You must also keep track of what their maximum and current energy level is, how long it has been since they last slept, and what time of day it is. You must know where they are at all times; this is conveniently done by the use of a plastic overlay above the master map (and accessory maps) on which you can use colored acetate markers. Due to the poisonweed and encumbrance rules, you must keep track of what they are carrying with them, though this has a tendency to become tedious.

You must also have reference lists coding, by hex number, every trap, treasure, and the like that they have run across in the course of the game and still exists in the same hex.

14.2 Encounters

There are two basic types of encounters in the game; the first is due to moving into a new area and is called an Occupant Encounter. An Occupant of a hex includes terrain features, such as a burrow; artifacts, such as a trap; plants, such as food or herbs; and the residences of animals, such as a bird's nest. Pests are also Occupants of hexes.

The second kind of encounter is due to the passage of time, and is called a Wandering Encounter (even though your rabbit may be motionless at the time). All Wandering Encounters involve animals moving into your neighborhood, possibly, though not necessarily, into your own hex.

A Wandering Encounter should be tested for after every ten minutes when a rabbit is above ground and not concealed. Test every hour when a rabbit is concealed above ground, or when a rabbit is in a cave. Test every six hours (or once during the night) when a rabbit is in a warren or vacant burrow; every ten minutes when in an occupied burrow whose owner is currently absent if the owner is likely to return. Roll on a ten-sided die:

A Wandering Encounter should be tested for after every ten minutes when a rabbit is above ground and not concealed. Test every hour when a rabbit is concealed above ground, or when a rabbit is in a cave. Test every six hours (or once during the night) when a rabbit is in a warren or vacant burrow or every ten minutes when in an occupied burrow whose owner is currently absent if the owner is likely to return. Roll on a ten-sided die:

Wandering Encounter Table:

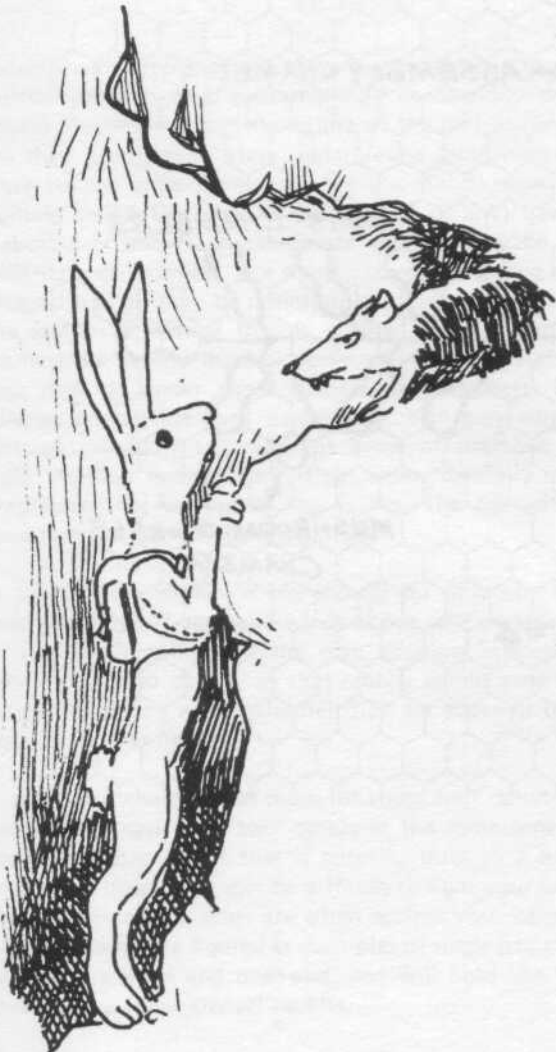
Die Roll	Encounter
1-8	None
9	Neutral Animal (see table)
10	Predator (see table)

An Occupant Encounter occurs automatically when a rabbit enters a hex in which some Occupant feature is already established, either by your initial placement (say, of a trap) or as a result of a previous encounter in the same hex (e.g., a ferret's lair). If the rabbit has never been in a hex before, or a long time has passed since entry, consult the following table to see if an Occupant Encounter occurs, rolling with a 20-sided die:

Occupant Encounter Table:

Die Roll	Encounter
1	Artifact/Pest (see table)
2	Terrain feature (see table)
3	Plant feature (see table)
4-20	No special occupant

Note: If the Gamemaster likes more excitement, you can roll this table with a ten-sided die instead.



Neutral Animal Tables:**Open Terrain**

1. Vulture
2. Pheasant
3. Pigeon
4. Robin
5. Sparrow
6. Killdeer
7. Blackbird
8. Squirrel
9. Cow
10. Horse
11. Jackrabbit
12. Marmot
13. Armadillo
14. Mole
15. Garter Snake
16. Hog-nosed Snake
17. Tortoise
18. Lizard
19. Toad
20. Grasshopper
21. Beetle
22. Butterfly
23. Ant nest
24. Dragonfly
25. Earthworm

Forest:

1. Pheasant
2. Blue Jay
3. Pigeon
4. Grouse
5. Starling
6. Deer mouse
7. Quail
8. Packrat
9. Shrew
10. Deer
11. Porcupine
12. Opposum
13. Raccoon
14. Skunk
15. Tree squirrel
16. Flying squirrel
17. Green snake
18. Salamander
19. Tree frog
20. Beetle
21. Cicada
22. Moth/caterpillar
23. Termite nest
24. Honeybee
25. Earthworm

Brushland/Scrub:

1. Wild pig
2. Jackrabbit
3. Packrat
4. Skunk
5. Deermouse
6. Centipede
7. Spider
8. Cockroach
9. Garter snake
10. Raccoon

Marsh/Swamp:

1. Goose
2. Seagull
3. Heron
4. Duck
5. Beaver
6. Turtle
7. Bullfrog
8. Raccoon
9. Dragonfly
10. Housefly

Mountains:

1. Elk
2. Marmot
3. Vulture
4. Blue Jay
5. Deer mouse
6. Porcupine
7. Lizard
8. Salamander
9. Ant nest
10. Beetle

Predator Tables:**Open Terrain:**

1. Coyote (dog)
2. Wild dogs (housecat)
3. Badger
4. Falcon
5. Rough-legged hawk
6. Red-tailed hawk (man)
7. Ferret
8. Crow
9. Burrowing Owl
10. Man (see table)

Forest:

1. Fox (dog)
2. Wolf (housecat)
3. Bobcat
4. Wolverine
5. Great Horned Owl
6. Red-tailed Hawk (man)
7. Weasel
8. Flying wolves
9. Badger
10. Raven

Brushland:

1. Ferret (dog)
2. Mongoose (housecat)
3. Badger
4. Black bear
5. Rattlesnake
6. Black Widow (man)
7. Scorpion
8. Tarantula
9. Weasel
10. Wasp nest

Note: If in Hills or beside a River, use numbers 1-6 only.

If near human habitation, use predators in parentheses instead; dog, housecat, or man.

Swamp/Marsh

1. Harrier
2. Flying wolves
3. Snapping turtle
4. Water spider
5. Cougar
6. Cottonmouth

Mountains:

1. Cougar
2. Wolf
3. Wolverine
4. Grizzly bear
5. Eagle
6. Red-tailed hawk

Man (Hostile/Neutral):

1. Hunter
2. Trapper
3. Sportsman
4. Farmer
5. Farmer's wife
6. Child
7. Traveller
8. Forester
9. Picnicker
10. Birdwatcher

Artifact/Pest Table

1. Live trap (piece of metal)
2. Live trap (carrot bait)
3. Live trap (man smell)
4. Box trap (upright log)
5. Box trap (apple bait)
6. Box trap (man smell)
7. Snare (crumpled grass)
8. Snare (man smell)
9. Snare (no clues)
10. Foot trap (piece of metal)
11. Foot trap (carrot bait)
12. Foot trap (man smell)
13. Net & sapling (apple bait)
14. Net & sapling (man smell)
15. Net & sapling (no clues)
16. Pit (carrot bait)
17. Pit (sticks on ground)
18. Pit (man smell)
19. Crossbow (apple bait)
20. Crossbow (sticks on ground)
21. Crossbow (man smell)
22. Beartooth trap (piece of metal)
23. Beartooth trap (sticks on ground)
24. Beartooth trap (man smell)
25. Pit & stakes (crumpled grass)
26. Pit & stakes (sticks on ground)
27. Pit & stakes (man smell)
28. Deadfall (upright log)
29. Deadfall (apple bait)
30. Deadfall (man smell)
31. Ticks (1-6)
32. Ticks (2-12)
33. Ticks (1-6; with Fever)
34. Leeches (1-6)
35. Leeches (2-12)
36. Leeches (3-18)
37. Mites (1-6)
38. Mites (2-12)
39. Mites (3-18)
40. Warble flies (1-6)
41. Warble flies (2-12)
42. Warble flies (3-18)
43. Fleas (1-6)
44. Fleas (1-6; with Tuleremia)
45. Fleas (2-12; 1/3rd chance of having Plague)
46. Mosquitoes
47. Mosquitoes
48. Mosquitoes; with the Shakes
49. Man thing (metal; small)
50. Man thing (machine or something larger or complex)

**Terrain Feature Tables:****Open Terrain:**

1. Haystack
2. Picnic table
3. Human's shed
4. Rock pile
5. Sandpile
6. Human's construction
7. Empty burrow, type 1
8. Empty burrow, type 2
9. Empty burrow, type 3
10. Empty burrow, type 4
11. Empty burrow, type 5
12. Empty burrow, type 6
13. Empty burrow, type 7
14. Empty burrow, type 8
15. Empty burrow, type 9
16. Empty burrow, type 10
17. Lair of predator
18. Lair of predator
19. Lair of predator
20. Lair of predator
21. Lair of neutral animal
22. Lair of neutral animal
23. Lair of neutral animal
24. Lair of neutral animal
25. Lair of neutral animal
26. Scrape of single rabbit
27. Small warren (1-6 rabbits)
28. Buried cache (5 items)
29. Buried cache (10 items)
30. Dead animal

Forest:

1. Pile of leaves
 2. Rotten log
 3. Remains of fire
 4. Wood pile
 5. Fallen tree
- (rest as for Open Terrain)

Swamp/Marsh:

1. Quicksand
 2. Very soft mud
 3. Spring
 4. Marsh gas
 5. Boat
- (rest as for Open Terrain)

Brushland:

1. Pile of brush
 2. Concealed opening
 3. Entrance to cave
 4. Tangle of thorns
 5. Overgrown rockpile
- (rest as for Open Terrain)

Mountains:

1. Loose rocks
 2. Flimsy ledge
 3. Dangerous crevice
 4. Human's cache
 5. Entrance to cave
- (rest as for Open Terrain)

Plant Features Tables:**Open Terrain**

1. Tick leaf
2. Mosquito flower
3. Dodgeweed
4. Sour mushroom
5. Feverleaf
6. Oats
7. Edible mushroom
8. Dandelions
9. Clover
10. Marsh Table
11. Forest Table
12. Brush Table

Forest:

1. Leechflower
2. Slumberleaf
3. Redberry
4. Wildroot
5. Blindroot
6. Apple
7. Grubs
8. Hazel nuts
9. Acorns
10. Truffle
11. Open Table
12. Brush Table

Brushland:

1. Flea root
2. Snuffball
3. Slumberroot
4. Burning nettle
5. Carrot
6. Edible berries
7. Mountain table
8. Open table
9. Forest table
10. Marsh table

Marsh/Swamp:

1. Mite weed
2. Slumberflower
3. Flea root
4. Razzleberry
5. Snailshells
6. Clover
7. Poison berries
8. Edible berries
9. Open table
10. Brush table

Mountains:

1. Warble flower
2. Scritchweed
3. Lemonberry
4. Lemonberry flower
5. Shiny stones
6. Dandelions
7. Edible berries
8. Pine cones
9. Brush table
10. Forest table

You should note that the encounters do not allow for the possibility of encountering other rabbits, except for the low probability of finding a scrape or warren on the Terrain Features Tables. You may wish to set out the locations of all rabbits in the area by hand, figuring out the characteristics according to the discussion of cardboard characters (section 13.4). For a major warren, you might want to determine their foraging areas, where they might post guards or lookouts, what features (such as truffle areas) they might wish to defend and so on.

On the other hand, if you want rabbit encounters to develop through the evolution of the game, you can add rabbit encounters to the tables as desired, listing them under neutral animals or predators as your whim guides you. In any case, finding the scrape of a solitary rabbit (in the Terrain tables) should represent one of three types of encounters: (a) a young buck on the move after leaving an overcrowded home warren, (b) a Maverick that decided to live on his own, or (c) a high-level (level 11-20+) rabbit of any profession that is tough enough to take care of himself and has some particular reason for not living in a warren.

14.3 Special Predator Rules

Canine predators (Fox, Coyote, Dog, Wolf, Wild dogs) have the ability to refind a lost rabbit by following spoor (primarily the smell of the rabbit). The probability that an escaped rabbit will be found again is 33%. Wild dogs hunt in packs, and will spread out to try to intercept and cut off the escape of their prey, rather than all running directly after the

rabbit. This feature makes them even more dangerous, beyond their mere numbers. Foxes and wolves may move and hunt as mated pairs.

Ursine predators (Grizzly and Black Bear) and the Wolverine also can relocate a lost rabbit by tracking 33% of the time. Bears are omnivorous (eat anything), so will be distracted from their pursuit if they encounter some other good food source, such as edible berries. Wolverines, on the other hand, are exceptionally persistent, so that they will search for a rabbit's trail for a considerable length of time after once losing the scent.

Feline predators (House cat, Bobcat, Cougar) will not charge a rabbit immediately, as will other predators. Rather, after sighting the rabbit, they will stalk it, thus reducing their chances of being seen by 50%. Stalking proceeds at 10 feet per minute. If they can come closer, than 20 feet from the rabbit (the closer the better), they will then charge, and will have a 50% chance of surprise on that turn.

Mustelid predators (Weasel, Ferret, Badger), excluding the Wolverine (see Ursine predators), will follow rabbits into burrows. Burrows stop all other mammalian predators. Plugs will stop weasels and ferrets, but badgers can dig plugs in one minute, rock plugs in two minutes. Weasels and ferrets can run through burrows half again as fast as rabbits, though they have a 50% chance of taking the wrong turn at a fork when in a well-used burrow system that is full of scent.

Mongooses, though lumped with mustelids as far as languages, hunt differently. In this game, they hunt in packs, and try to outwit their prey and ambush them. A common tactic is to place some appetizing bait, such as a truffle, on a path near some cover. The mongooses hide on either side, and jump the unsuspecting rabbit when he dashes over with great delight to seize the truffle. If the initial ambush fails, they will not pursue the prey unless it is badly wounded.

Chiroptine predators (Flying wolves, Vampire bats) are usually encountered only in caves or at night, though they are sometimes found in especially gloomy forests during the day. Flying wolves move in aerial packs, swooping down on prey and ripping it to shreds. They are particularly dangerous to rabbits due to the difficulty of fighting back against a flying creature. Vampire bats are small and timid; they find a mammal asleep and gently settle on the animal, slicing surface blood vessels with their razor-sharp teeth and lapping up blood without awakening their prey. One vampire bat will do two points of damage every 10 minutes, and will leave, satiated, after 30 minutes (6 points of damage). Ordinary bats will never bother rabbits, except for the rare circumstance in which they are rabid (as is the case for all of the warm-blooded neutral animals). These rules do not include provision for Rabies, so that Neutral animals may be considered fairly safe. A nasty Gamemaster may wish to introduce the disease, however.

Passerine predators (Crow, Raven) will generally not attack a rabbit. They will, however, attack a baby rabbit in the open, or any rabbit that is wounded or diseased or caught in a trap. They will also feed on dead rabbits, or rabbits that appear to be dead.

Accipitrine predators (Hawks, Eagles, Falcons, and Owls; apologies to biologists for this lumping) all attack from the air. Falcons hover high in the air and then swoop (dive very rapidly) to attack. Harriers fly patterns close to the ground, wheeling and dropping upon a prey animal. They often hunt along the edges of brush or forest, and their chance of surprise is 50% in these situations. Falcons and harriers will not follow rabbits into forest or brush. Hawks and Owls will follow rabbits into forest, but not into brush. Burrowing Owls will follow rabbits into burrows, but will be stopped by plugs. Eagles prefer more exposed terrain, and will not only

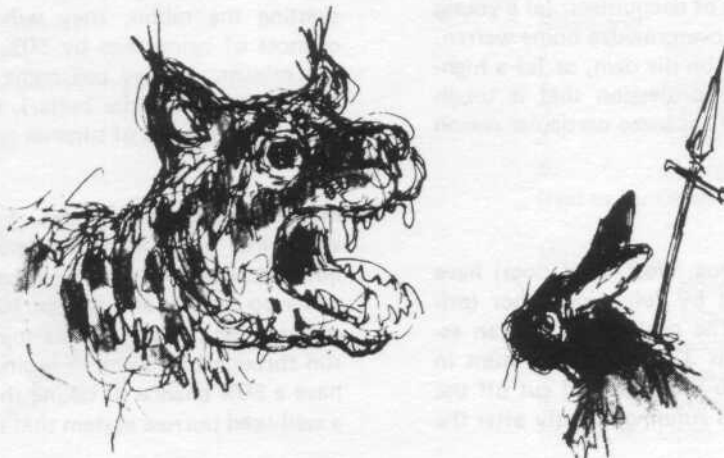
not pursue rabbits into forest or brush, but have a 50% chance of breaking off pursuit when adjacent to forest or brush.

Reptiline predators (Rattlesnake, Cottonmouth, Snapping turtle) respond to temperature, being more active (and dangerous) when warm or hot. Rattlesnakes will follow rabbits into burrows, but plugs will stop them. Cottonmouths will pursue swimming rabbits. Snapping turtles have a strange way of attacking. While underwater, they stealthily approach their prey and suddenly open their large mouth and expand their throat, creating a suction that pulls the prey into the mouth with a strong force. With an air-breathing animal, they will then hold the prey under the surface until drowning occurs. Snapping turtles will occasionally leave the water to attack.

Insectine predators (Wasp nest) are very aggressive in this game, attacking any mammal that enters their hex and pursuing to continue the attack with a 50% for each new hex entered. If the rabbit enters a burrow or goes into water, there is a 50% chance of the wasps remaining in the area for each 10 minutes that pass. Honeybees are much more friendly, only stinging if their hive itself is disturbed, and not pursuing if the animal leaves their hex.

Arachnine predators (Black widow, Water spider, Tarantula, Scorpion) are generally more of a nuisance than a real hazard to life, though their poisons may do a fair amount of damage. They generally must be brushed against or stepped on to attack, and will not pursue with the exception of the water spider, who will follow an animal in the water and bite repeatedly if disturbed.

Human predators (which may include any of the human types under the right circumstances) may use weapons in addition to setting traps. Weapons include clubs, thrown rocks, bow and arrow, and rifles. Humans can see 60 feet in Open Terrain and Mountains, 20 feet in Forest, Brush and Marsh. They can fire a rifle once each minute (note: their first rifle shot always misses a rabbit), shoot an arrow once every two minutes, or throw a rock once every five minutes. They will follow rabbits into Forest or Brush, but not into Marsh.



PREDATOR CHARACTERISTICS TABLE

Name of Predator	Movement Rate (Travel/Pursue)	Strength Equiv.	Defense Class	Hit Dice	Dice of Bite	Damage Claw	Prob. Sight. (%)	Prob. Attack (%)
Wild Dogs (1-10)	20/40	6	3	3+15	3	0	60	80
Fox	20/40	6	3	3+ 15	3	0	40	80
Coyote	20/40	8	3	3 + 20	3	0	50	80
Dog	20/40	10	3	3 + 25	4	0	60	80
Wolf	20/50	12	4	3 + 50	5	0	70	80
House Cat	10/30	6	3	2 + 8	2	2	50	70
Bobcat	10/40	10	4	3 + 25	4	4	60	70
Cougar	10/50	14	5	3 + 90	8	10	70	70
Weasel	10/20	2	3	2 + 6	2	0	30	60
Ferret	10/20	4	3	2 + 8	3	0	40	60
Badger	10/20	8	4	3 + 30	3	5	50	60
Wolverine	10/20	6	4	3 + 50	6	6	50	50
Black Bear	10/30	10	6	3 + 120	12	12	60	50
Grizzly Bear	10/40	12	7	3+ 150	12	15	70	90
Mongoose (1-10)	10/20	3	2	2 + 8	1	0	50	80
Flying Wolves (1-10)	20/50	8	3*	2 + 10	1	1	80	80
Crow	20/50	2	3*	1 + 8	1/2	1/2	60	50
Raven	20/50	4	3*	2+10	1	1	70	60
Falcon	30/90	16	3*	2 + 8	1/2	2	70	70
Harrier	20/70	12	4*	3+10	1	2	70	80
Rough-legged Hawk	20/70	14	4*	2 + 10	2	3	60	80
Red-tailed Hawk	30/70	16	4*	3+12	2	4	80	80
Burrowing Owl	20/60	8	4*	2 + 10	1	2	70	70
Great Horned Owl	30/60	12	5*	3+ 15	2	4	90	90
Eagle	30/70	20	5*	3 + 25	3	6	100	90
Rattlesnake	10/10	6	3	1	5	0	30	60
Cottonmouth	10/10	4	3	1	3	0	40	50
Snapping Turtle	10/10	4	9	3+10	2	0	40	60
Scorpion	10/10	2	0	1 Pt.	0	2 (sting)	20	40
Tarantula	10/10	2	0	2 pts.	1/2	0	20	40
Black Widow	10/10	2	0	1pt.	2	0	20	40
Water Spider	10/10	2	3	1pt.	1	0	30	50
Wasp Nest (1-20 wasps)	20/40	3	10	1pt.	0	1 pt. (sting)	50	100
Man	10/20	3	3	3 + 50	see weapon below		80	80**

* All are Defense Class 10 if airborne and within fighting range.

**Only dangerous types.

Probability of Hitting (%)

Weapon	Range in Yards						Dice
	60	50	40	30	20	10	
Rifle	40	50	60	70	80*	90**	2
Bow and Arrow	10	20	30	40	50*	60**	1
Rock	0	10	10	20	30	40	1

*Reduce chance by 10% if target is moving.

**Reduce chances by 30% if target is moving.

Note that all weapons will induce shock in a rabbit they hit; duration 1 minute.

14.4 Sighting Rules

In general, rabbits can see 40 yards in grasslands, 20 yards in brush, marsh, or forest, and 100 yards in the air (i.e., seeing airborne creatures). Other small (rabbit-sized) animals see as do rabbits; this includes animals like skunks, housecats, and weasels. Very small animals (spiders, mice, etc.) can only see things within 10 yards of them, regardless of habitat. Medium to large predators (about dog or bobcat size, or greater) can see 50 yards on the ground in any habitat except brush; only 30 yards in brush. Airborne predators see for 100 yards outside brush/forest; 40 yards inside. Note that many animals rely heavily on senses other than vision; thus a wolf may be tracking by smell.

Each time a pursued animal passes from less dense to more dense habitat, it has a 50% chance of being lost by the pursuer.

Rabbits have a 70% chance of sighting an unaware predator within their range of vision during each turn; note that this drops to only 35% for a stalking feline. If rabbits 'post'; i.e., stand up on their hind legs, they increase chances of seeing and being seen by 20%; if they crouch, they decrease both chances by 20%. Any animal that is not specifically concealed is detected 100% of the time when within 10 yards.

14.5 Surprise/Advantage Rules

If only one party in an encounter has knowledge of the presence of the other, that party has the advantage of surprise. This means that he gets one free move, that can be used to attack, crouch, run away, attempt to establish friendly contact, or use some special ability such as disguise, mental control, or the like. Even when a presumed simultaneous encounter occurs, there is a possibility of an advantage to one side or the other. Roll a 6-sided die for each individual; a 1 means that party is surprised or is slow to react, and forfeits one turn of action. Note that declared Runners always get the advantage in situations like this (Sect. 3.5).

14.6 Example of a Predator Encounter

Fred, the rabbit, is strolling through the forest, trying to locate the truffles he knows are in there. The GM rolls a 10 for a wandering encounter; that means a predator is there. The predator turns out to be a Bobcat, 30 yards away. The Bobcat sees Fred, but Fred, unfortunately, cannot see 30 yards away in the woods. The Bobcat begins stalking Fred. He closes in to about 10 yards. Fred hears a noise and stops to look around, and Fred sights a Bobcat charging towards him. Fred is surprised, and the Bobcat reaches Fred before he has a chance to run. In the first melee round, the Bobcat hits Fred with claws, doing 12 points of damage (four dice: 2, 6, 3, 1); at the same time, Fred successfully throws down the prepared Snuff Ball he was thoughtfully carrying in his fur. Fred only has 2 hit points left, but manages to run off and escape while the Bobcat is sneezing and rubbing his nose. Lucky Fred!

15.0 EXPERIENCE RULES

A rabbit gains experience Levels as the game progresses. Each rabbit begins the game at Level 0 in each of the eight basic cat-

egories. For each event during the game that a player rabbit successfully avoids disaster or gains some important advantage or aid to future success, the rabbit will receive credit for one die roll of percentile dice. This die roll will be awarded in the category that was used in gaining the experience.

For example, a rabbit fights a Badger and drives him off. He gets a die roll for Strength (and maybe deserves one for recklessness, as well). It is best for the Gamemaster to actually save these die rolls and make them at the end of each adventure, rather than allowing rabbits to advance during the same adventure, thus slowing down the flow of the game.

Depending upon the player rabbit's innate characteristic for the category being rolled in, the probability of increasing experience by one Level in that category varies:

Innate	Probability of advance
3	6%
4	7%
5	7%
6	8%
7	9%
8	10%
9	12%
10	13%
11	13%
12	14%
13	16%
14	18%
15	22%
16	26%
17	30%
18	35%

Not more than one Level in any given category should be awarded per Game Day. A die roll in Constitution should be given each time a rabbit drops below half its hit points, each time it survives a disease, each time it is rendered unconscious, and for each offspring produced. A rabbit receives a bonus of +5% per die roll in its prime category for declared profession (not applicable if declares in 2 professions).

16.0 COLOR AND SOURCES

This game derived some of its initial inspiration from other role-playing games such as Dungeons and Dragons, Empire of the Petal Throne, and the like, as well as from books in the fantasy literature such as Watership Down; nevertheless, the game evolved in its own manner as very distinct from any of these sources, and the players need have no familiarity with such games or books to participate in and enjoy the game. The authors are both zoologists by trade, leading to a desire to incorporate some of their knowledge about the characteristics and ways of animals; both authors are also game-players with broad experience, which explains their deviations from biological accuracy for the sake of playability and enjoyment.

In our play of the game, the player rabbits started out with few distinctions except for their names and basic characteristics. We tended to choose names of two sorts for rabbits; those

referring to physical characteristics (Redflank, Midnight [a black rabbit]) and those referring to plants of various sorts (Bitterberry, Timothy, Cocksbur). As the games progressed, chance events tended to endow our rabbits with personalities of their own. One rabbit might have been lucky the first few times he disabled traps, and acquired a tendency to be reckless, trusting in his luck. Another might have been badly damaged in a fight and decide to do anything possible to avoid fighting again. Two rabbits might acquire a habit of daring each other to do wilder and wilder things. All ways in which rabbits are made more distinctive adds considerable interest to the game, and should be heartily encouraged. Once your rabbit acquires some traits, you should try to keep his behavior in character during future play, even when it is not in your best interest to do so! Believe it or not, this makes the game more fun in the long run.

The Gamemaster and players also cannot be encouraged enough to develop other aspects of the game besides the routine play. These include legends and folktales, actual story-

telling during the game, rumors, mysterious prophecies, and similar oral traditions. The characters of 'cardboard' rabbits, and even of other neutral and predatory animals, should be developed in the same manner as player rabbits, so that players come to know what to expect from George, the grumpy old wild pig that lives up on the ridge, or from the crazy rabbit that spends his time painting pictures with berry juice on the cliff face. The game should be full of puzzles and problems, involving artifacts left around by man, or remnants of prior rabbit civilizations; the Gamemaster should not be disturbed if the players are not able to figure out all of these problems, since it's good to have some mystery remaining in every rabbit's (and person's) life.

Above all, everyone should have fun playing the game. If you only feel fatigue, or even worse, anger, at the conclusion of the game, then maybe someone else should be the Gamemaster. Let the GM and the players work together, not against each other; then both will be happier. Enough of the lecture: enjoy the game!

APPENDIX A: GAMBLING RULES

I. Sticks & Stones (a game for three players)

1. This game represents a simple, traditional form of gambling among rabbits. In it, rabbits have the choice of presenting either a stick or a stone, simultaneously, without prior knowledge by other rabbits. One choice, sticks, represents a decision to cooperate against a common enemy, the fox. The other choice, stones, represents a decision to cheat in the hope of personal gain.

2. A vote at the beginning of the game determines the stakes and identifies one player as the Fox at the beginning. The other two players are called the Rabbits.

3. All three players ante two units of the agreed stakes (such as two truffles each).

4. The two Rabbits each simultaneously present their choice of sticks or stones. For convenience, the players may use objects that may be concealed in one hand to represent sticks and stones, such as a die and a coin.

5. The choices of the two Rabbits, sticks or stones, may have three possible outcomes.

a. If both Rabbits choose sticks, then they have cooperated against the Fox, and they may equally divide the stakes (three units each). The Fox loses.

b. If one Rabbit cheats, but the other does not (one stick and one stone), the cheater (stone) receives four units of the stakes and the Fox gets back two units.

c. If both Rabbits choose stones, representing cheating, then each receives only one unit, and the Fox gets four units of the stakes. The Fox wins.

6. This sequence of play may be repeated until one player drops out, or until an agreed number of rounds have been played. If more than one round is played, the Fox has control over who will play the Fox during the next round. He may decide to remain the Fox, or he may decide to choose some other player to play the Fox.

II. Blossums (a game for two or more players)

1. This game represents a contest in which each participating rabbit seeks out some flower, picks it, and compares its number of petals with the flowers selected by other rabbits. This simple comparison is complicated by the fact that rabbits can only count to four. Presumably the number of petals is compared by placing the petals in a line and judging the relative length of the line. This procedure, however, allows for the possibility of cheating.

2. In effect, a player has three options of play. He may decide to play fairly; he may attempt to steal another player's petals; and he may agree to supply another player with petals or receive petals from another player in return for some outside favor.

3. To start, all players are given a period of time to discuss their strategy of play with the other players. Agreements to supply or receive petals may be made at this time, usually for some agreed division of the stakes or outside favor.

4. Each player then writes his intended play on a slip of paper, to be given to the GM. This represents the actions of the player's rabbit. As mentioned before, there are three possible plays:

a.. Play Fairly - In this case, the number of petals will equal the roll of five six-sided dice. The player allows for no agreements.

b. Supply x petals to name of another rabbit. The player has agreed to supply a specified number of petals to another, specified, player. If the number of petals to be transferred is greater than four, then the player may approximate by stating the number of dice, plus four petals, to be supplied (example: 4 plus 2 dice). The number of supplied petals is subtracted from the five dice total of the supplying player, and added to the five dice total of the receiving player. A player may supply petals to more than one other player. Assume that the act of supplying petals is done in secret, and that only the supplying player is aware of it.

c. Steal x petals from name of another rabbit. The player has decided to cheat, and his chance of successfully doing so is dependent upon his dexterity (see dexterity rules). If the cheating is successful, then the specified number of petals is added to the character's five dice total, and is subtracted from the total of the named rabbit character. If cheating is unsuccessful, then the cheater is discovered, and traditionally must surrender four petals to the player he tried to rob. Thus, four petals are subtracted from the cheater's total and added to the total of the named player. Remember that, in stealing also, if the number of petals to be stolen is greater than four, the number must be approximated by indicating four plus some number of dice. A player may steal from more than one other player, but each attempt is judged independently for success or failure.

5. After the GM has received orders of play from all players, he rolls five six-sided dice for each player and adjusts the totals accordingly. The player with the largest net total is the winner.

6. Example of play: Three rabbits, Fred, George, and Sam, decided to play Blossums. Each bets one truffle. Fred tells Sam he will split the pot if Sam will give him four petals. Sam agrees, but secretly decides to play fairly. George attempts to steal 4 + 1 die petals from Fred and is successful.

The die rolls for Fred, George, and Sam are 20, 21, and 15, respectively. This yields net totals of $20 - 4 - 3 = 13$, $21 + 4 + 3 = 28$, and 15. George wins. If Fred had won, even though Sam secretly had not fulfilled his part of the bargain, Fred would have split the stakes with Sam.

III. Wager tasks (for any number)

1. A wager task is a bet between two or more players that a certain task can or cannot be performed in a specified time limit. The procedure is to closely define the task to be performed, restrictions, and time limit. This information, and the stakes are given to a neutral third party, the stake-holder, who is responsible for judging the success or failure of the task, and awarding the stakes. Some stake-holders may want some reward for their services.

2. After the wager is made, the rabbit(s) involved attempt to carry out the task during the normal sequence of the game. The stakes are awarded to the winner only at the end of the time limit.

3. Some GMs may want to promote wager tasks by allowing a bonus in experience. One possibility is to give two experience die rolls per dangerous encounter instead of one for the duration of the task (see experience rules).

IV. These are only three of many possible forms of gambling available to player-characters. We openly encourage experimentation and innovation in developing other forms, but remember the limitations of your rabbits as you draw them up. We also encourage players to use gambling as a means of making group decisions, dividing spoils, determining the leader of an expedition, selecting someone for a suicide mission, etc. Gambling, especially among rabbits, is a useful means of arbitration.

APPENDIX B: ADVENTURE MINIATURES

Metal castings for the professional types discussed in Bunnies & Burrows are available from Fantasy Games Unlimited. These are detailed 25mm metal miniatures in a set that includes a miniature to represent each of the professions. These are available from local shops or direct from Fantasy Games Unlimited, P.O. Box 182, Roslyn, N.Y. 11576.

PLAYER: _____

NAME: _____

PROFESSION: _____ LEVEL: _____

CHARACTERISTICS ABILITIES _____

STRENGTH _____

SPEED _____

SMELL _____

INTELLIGENCE _____

WISDOM _____

DEXTERITY _____

CONSTITUTION _____

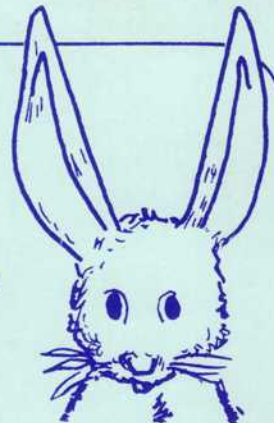
CHARISMA _____

HIT POINTS: _____ SHOCK PROBABILITY: _____

DEFENSE CLASS: _____ PERSUASION ABILITY: _____

RUNNING SPEED: _____ ENERGY RESERVE (): _____

bunnies and burrows™



FOODS AVAILABLE: _____

HERBS AVAILABLE: _____

LANGUAGES KNOWN: _____

OTHER NOTES: _____

PLAYER: _____

NAME: _____

PROFESSION: _____ LEVEL: _____

CHARACTERISTICS ABILITIES _____

STRENGTH _____

SPEED _____

SMELL _____

INTELLIGENCE _____

WISDOM _____

DEXTERITY _____

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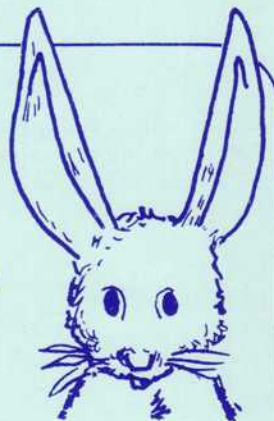
CHARISMA _____

HIT POINTS: _____ SHOCK PROBABILITY: _____

DEFENSE CLASS: _____ PERSUASION ABILITY: _____

RUNNING SPEED: _____ ENERGY RESERVE (): _____

bunnies and burrows™



FOODS AVAILABLE: _____

HERBS AVAILABLE: _____

LANGUAGES KNOWN: _____

OTHER NOTES: _____

BUNNIES & BURROWS is a complete Fantasy Role Playing Game which takes as its 'world' the mundane world as seen through the eyes of rabbits, in the tradition of novels like *WATERSHIP DOWN*. Players take the roles of various rabbit types as they explore their world, defend their kin, and generally face adventure in a world more fantastic than fiction.

Since its first release in 1976, BUNNIES & BURROWS has become a well-known, if cultish, game for role players of all ages. The subject matter is a bit unusual, but the game is complete and easy to play. Perhaps due to the uncommon nature of role playing something other than a human hero, B&B has developed a cult of its own and continues to grow in popularity.

What you hold in your hands proves that this 'legendary game' is not a myth, it is a fully playable game in which rabbit adventurers take the roles of scouts, fighters, seers, mavericks, herbalists, and storytellers and explore the great unknown. BUNNIES & BURROWS is a game for a GameMaster and from two to ten players.

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Tristan