

bunnies & burrows™

Fantasy Role Playing Game

**Printer Ready Maps, Tokens
and Reference Sheets**

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**FROG GOD
GAMES**

Battleboards for 10 Habitats & Key

All Battleboards

- Exit arrows (blue) at southwest and southeast corners; cannot leave or enter by any other edge.
- red dashed line around tree hex: cost one extra MP (+1) to enter hex of tree trunk.
- trunk or canopy of any tree requires Climb ability; yellow bird indicates access to climb up from ground.

Farm

- Garden surrounded by woven wire fence (red lines) that cannot be climbed or bitten through, buried one-half meter deep.
- Southern edge of garden walled with stone.
- Doghouse on northern edge, next to #1, costs +1 MP to enter.
- Can move under bed of pickup truck; to enter bed, requires Jump or Climb ability (indicate with Canopy token).
- garden includes variety of vegetables.

Orchard

- canopy of each tree extends into adjacent spaces.
- moving from canopy to canopy requires jump of 1 meter.

Marsh

- blue dashed line around hex: cost +1 MP to exit, treat whole hex as a hazard (Quicksand).
- hexes with rabbit footprints: boggy ground offers poor footing, costs +1 MP to exit.
- partial dashed red line (#2), costs +1 MP to cross either direction.
- foot path (with footprints) bears man smell.
- broken bridge: requires a leap of 1 meter to cross safely; leap of one-half to 1 meter may slip into water on 1d6 roll of 1–3.
- full stream hex: full hexes require all remaining MP to wade across, or STR 3+ to jump.
- narrow streams along hex borders: require +3 MP to wade across or leap of one-half meter.

Grassland

- double red dashed line, between bush and boulder: costs all remaining MP to cross.
- full stream hex: full hexes require all remaining MP to wade across, or STR 3+ to jump.
- hollow log may be entered by rabbit or smaller at either end: costs 1 MP to enter and 1 MP to exit; treat walking on top as hazard (Slip & Fall), +1 MP to exit.
- blue dashed line around ant nest in northeast quadrant: handicap, determine which kind of ant at random (Acrobat, Fire, Harvester); 1 extra MP to exit.
- burrow in northwest quadrant: requires 1 extra MP to enter; may be duck hole (1 meter deep, no chambers) or full burrow (continue with Burrow Battleboard).

Oak Woodland

- double red dashed lines: hollow log, costs all remaining MP to cross northeast to southwest.
- double red dashed lines: costs all remaining MP to pass between small tree and boulder.
- hollow log may be entered at either end: costs 1 MP to enter and 1 MP to exit (without passing through either hex in between).
- piles of leaves are deep enough to hide a rabbit or smaller, or a rabbit-sized object; offer poor footing (rabbit footprints); +1 MP to exit.
- fairy ring around tree in northeast quadrant contains mushrooms: determine whether edible or poison at random.

Brushland

- double red dashed lines: heavy brush, requires all remaining MP to cross.

Rocky Hillside

- double red dashed lines: dense brush or tree, costs 1 extra MP to cross.
- cliff faces along hex edges: cannot be climbed; can jump down for 2d6 damage, or land in bush for 1d6 damage.
- large tree in center can be climbed up or down; permits access between middle and top terrace.
- rocky trails: loose rocks; treat as a hazard (talus slope).
- burrow & cave in northwest quadrant are connected: requires all extra MP to pass between middle and top terrace.

Mountain Stream

- blue dashed lines around Beaver dam and northwestern rock: treat whole hex as a hazard (Slip & Fall).
- double red dashed line: costs all remaining MP to cross.
- full stream hex: full hexes require all remaining MP to wade across, or STR 3+ to jump.
- Cave in northeast requires 1 extra MP to enter; continue underground using burrow Battleboard, entering at southwestern corner.
- center island is a Beaver Lodge. Entrance is in one of 3 hexes along northern side or 3 hexes along southern side of island (determine at random). Wet logs of lodge offer poor footing (shown by rabbit footprints); +1 MP to exit.
- crossing the stream at the northwestern rock involves 2 leaps of one-half meter, requiring STR 1 or greater.

Suburb

- double red dashed lines: require all remaining MP to cross.
- dark brown fence along southern edge has heavy wooden planks and cannot be crossed.
- white picket fence offers no obstacle to movement by rabbit or smaller, 3 extra MP to cross by larger up to raccoon size; cannot be crossed by large dog.
- doghouse on western edge, next to #2, costs +1 MP to enter.
- gray zones are concrete, bar any digging.
- food on picnic table includes vegetables and fruit; climbing access from any of 4 hexes with table; use canopy token to indicate on table, otherwise underneath.
- pond contains large carp.

Pine Forest

- partial red dashed line: cost +1 MP to cross either direction.
- double red dashed lines: fallen tree branch, costs all remaining MP to cross northeast to southwest.
- hollow log in southwest quadrant may be entered at either end: costs 1 MP to enter and 1 MP to exit, without passing through hex in between.
- piles of leaves are deep enough to hide a rabbit or smaller, or a rabbit-sized object; offer poor footing (rabbit footprints); +1 MP to exit.

Battleboards for Burrow & Extensions

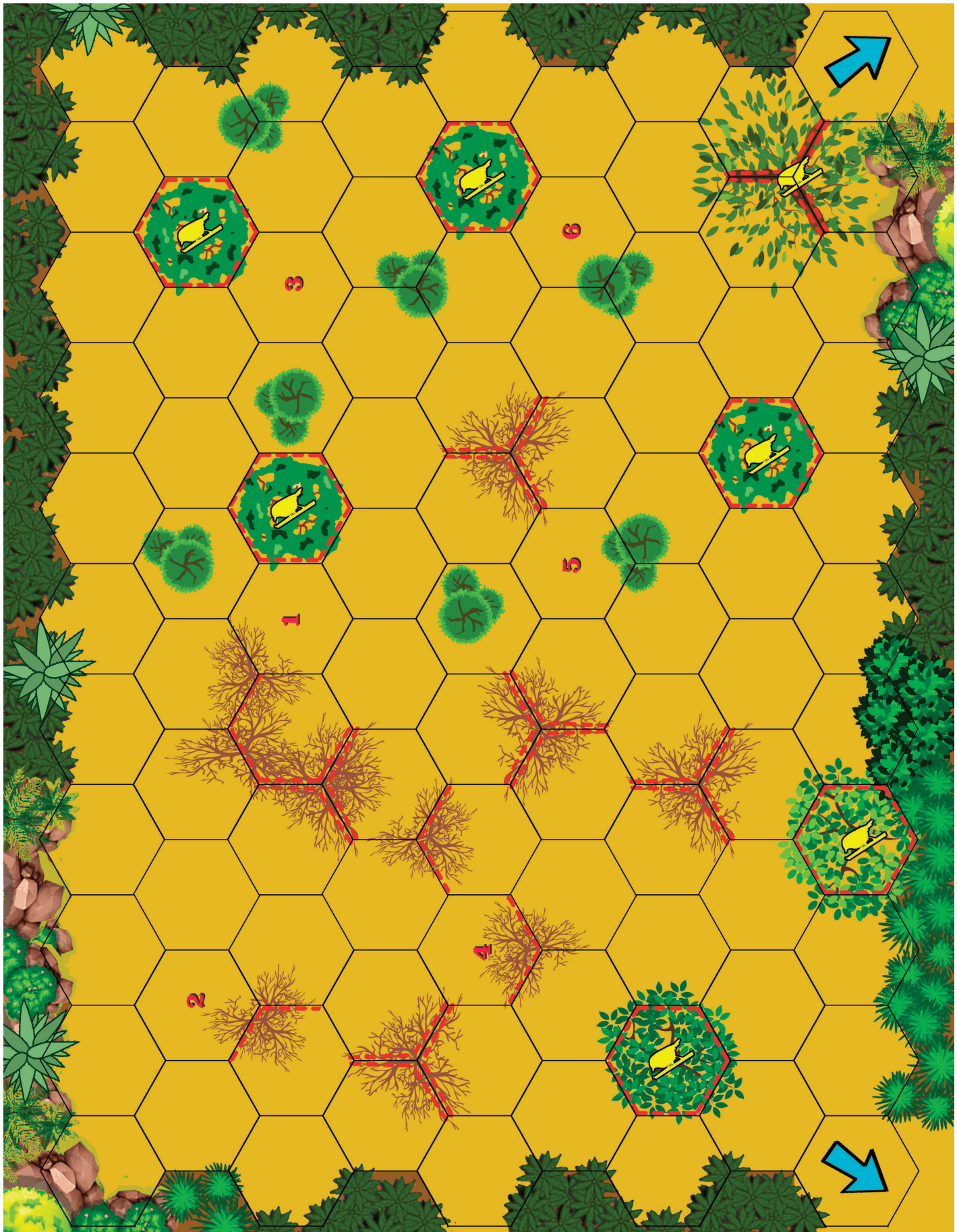
Main Burrow

- Burrow Exits at southwestern and southeastern corners.
- If no extensions are added, east and west edges are solid.
- Three shades indicate relative depth: lightest shade is shallow (1 meter); medium brown is intermediate (2–3 meters); dark brown is deep (4–5 meters).
- wavy arrows between hexes: tunnel slopes down

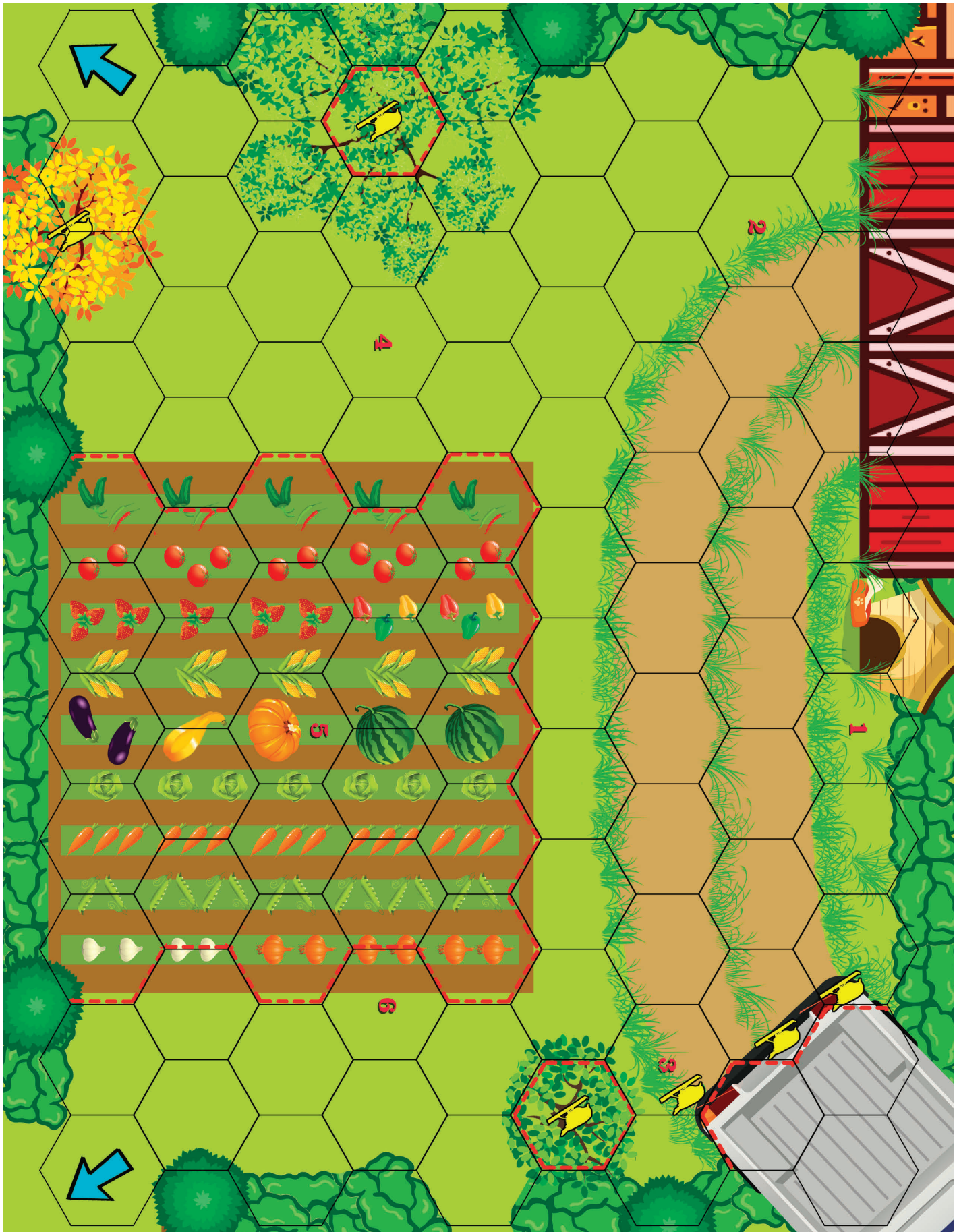
Burrow Extensions

- Burrow half-sheets can align with eastern or western edge of main burrow Battleboard. Can be cut in half, or rotated 180 degrees, to use either half.
- Single entrance to each half-sheet are at intermediate depth (medium brown). No other exits, although some chambers are shallow (light shade).

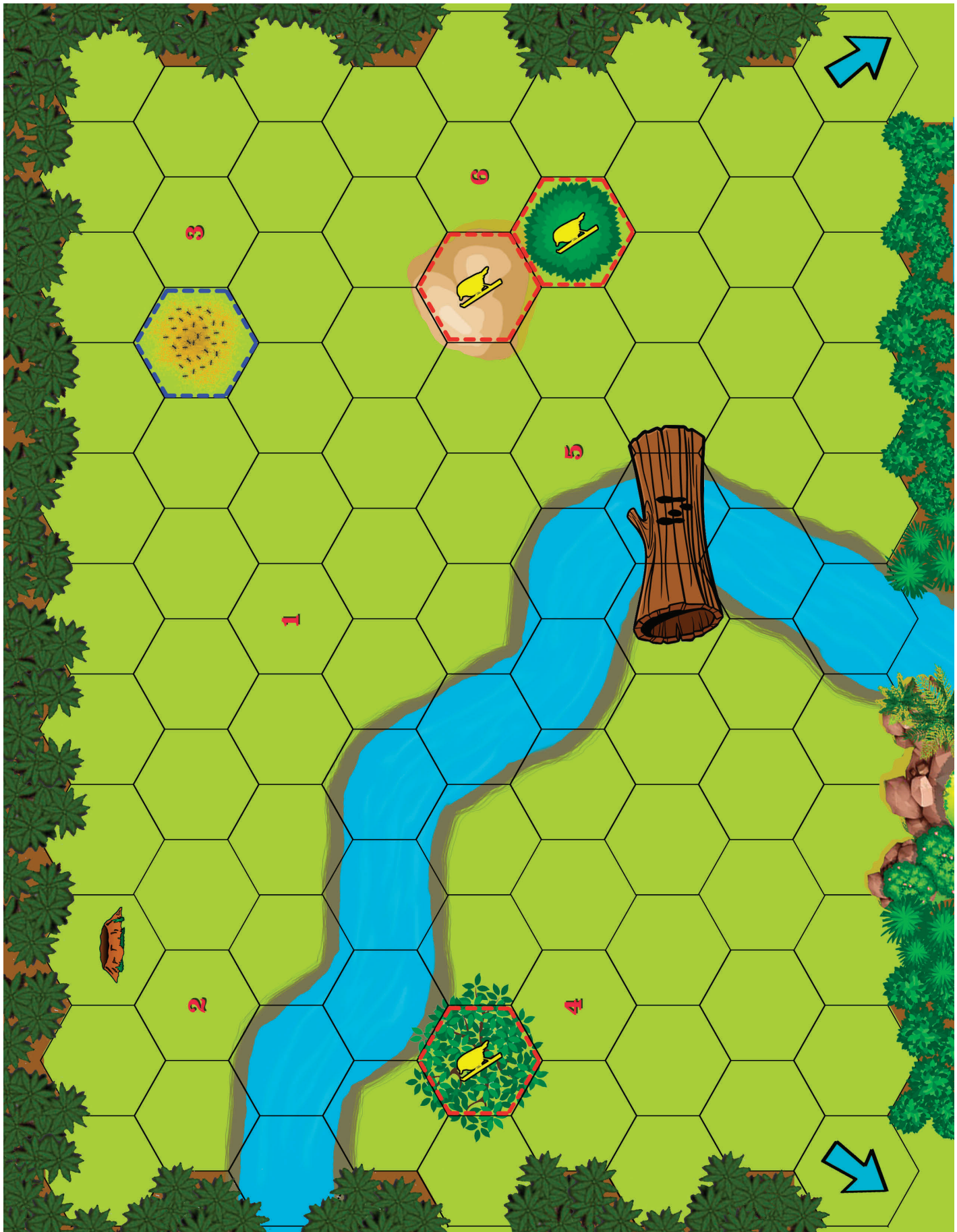
Battleboard – Brushland



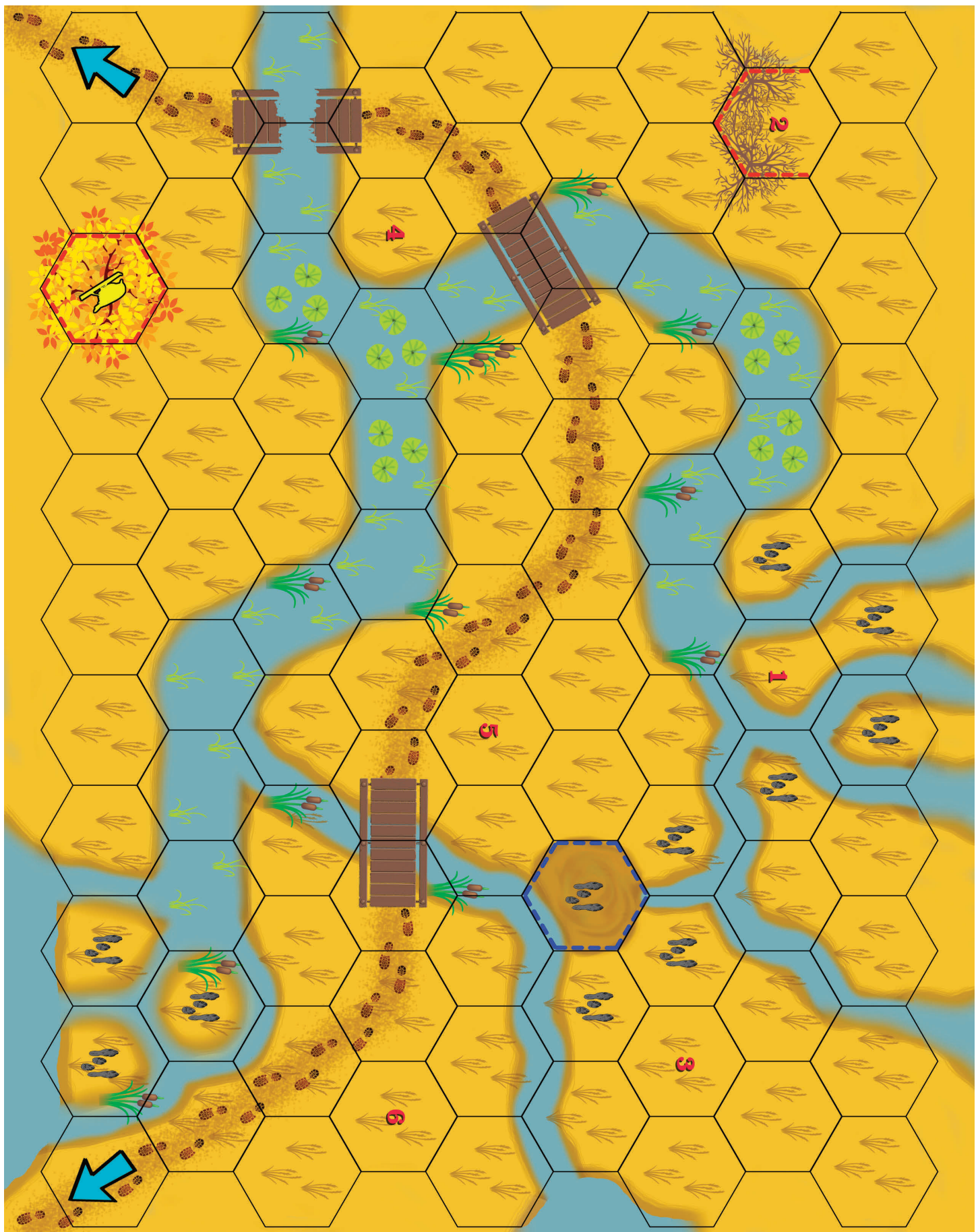
Battleboard – Farm



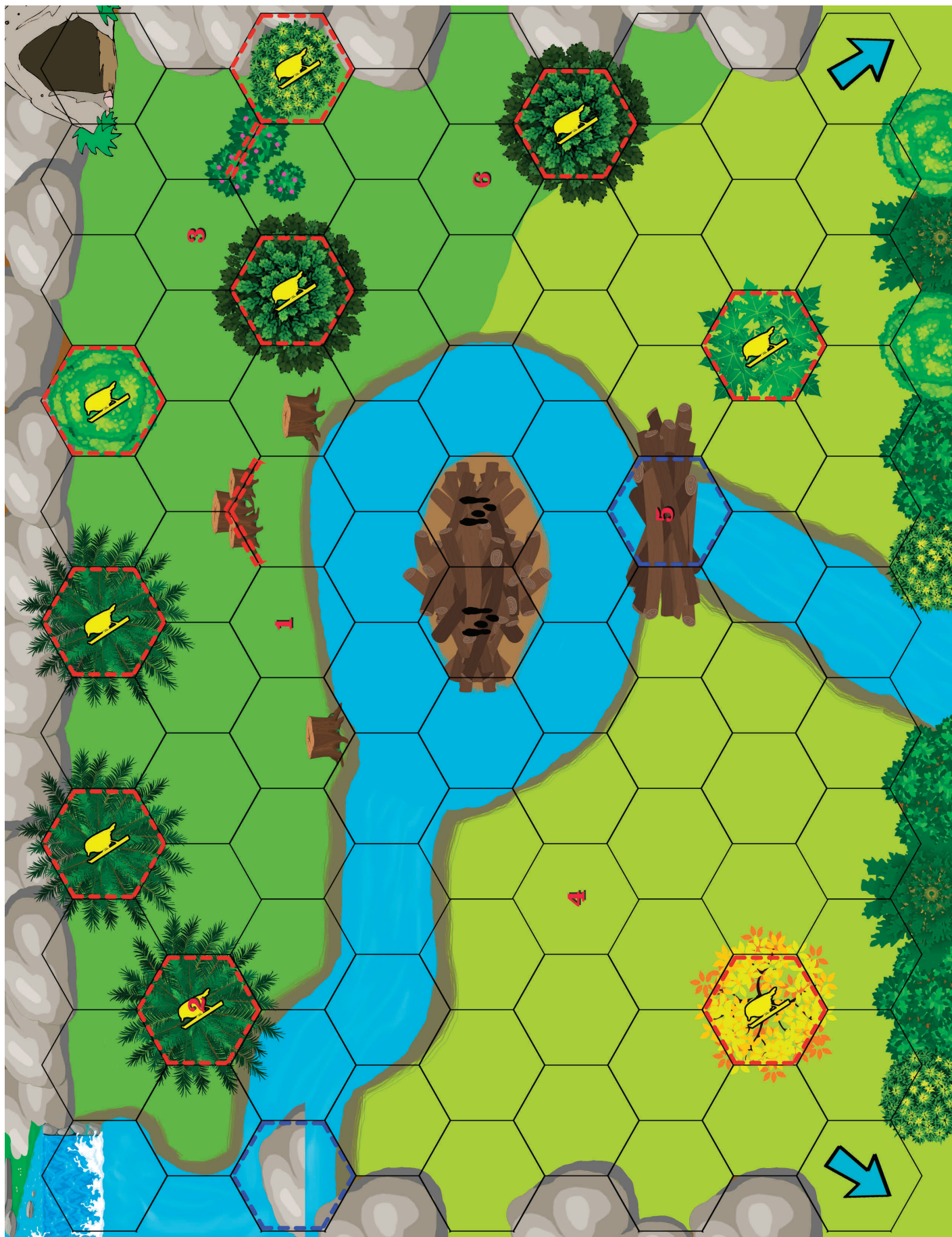
Battleboard – Grassland



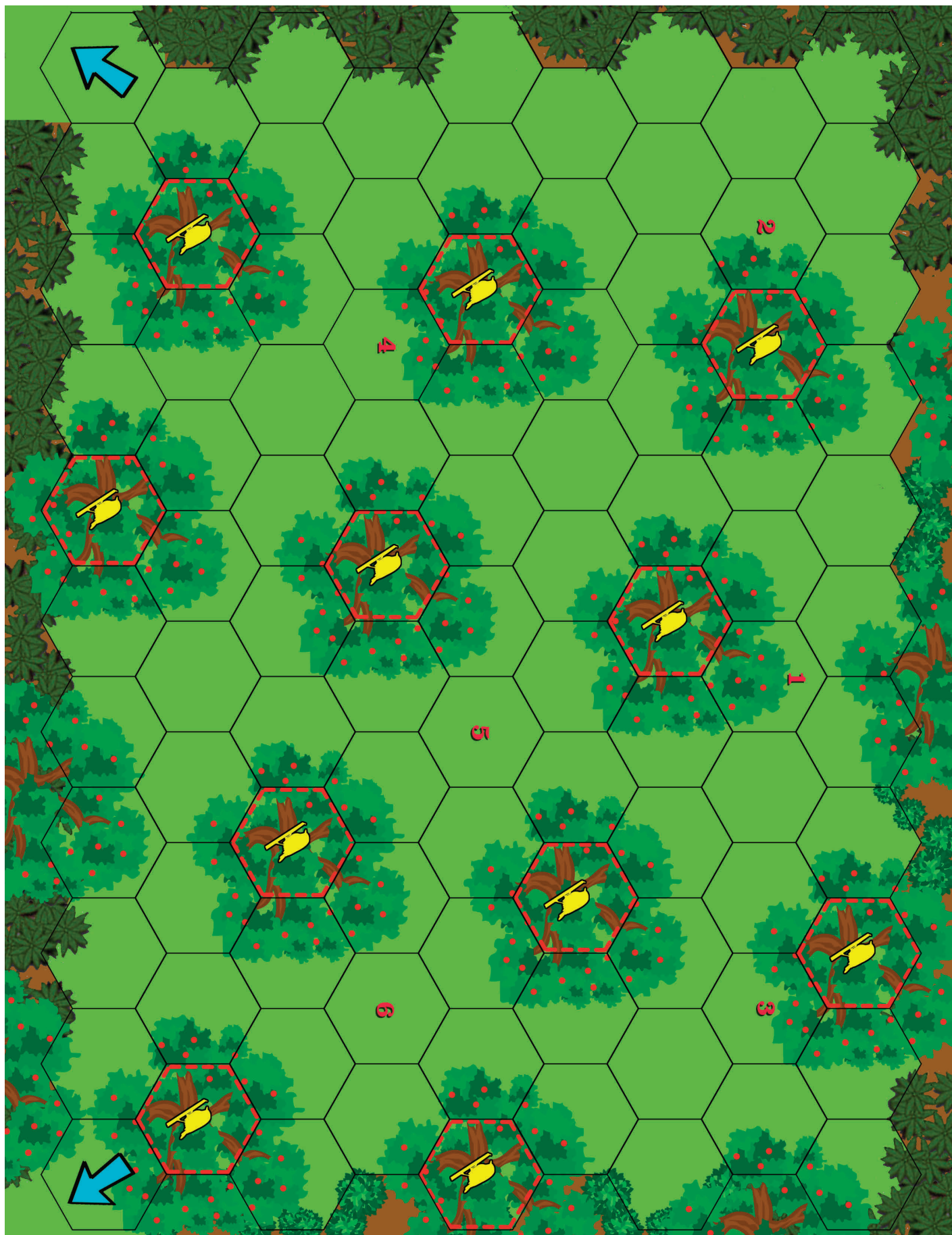
Battleboard – Marsh



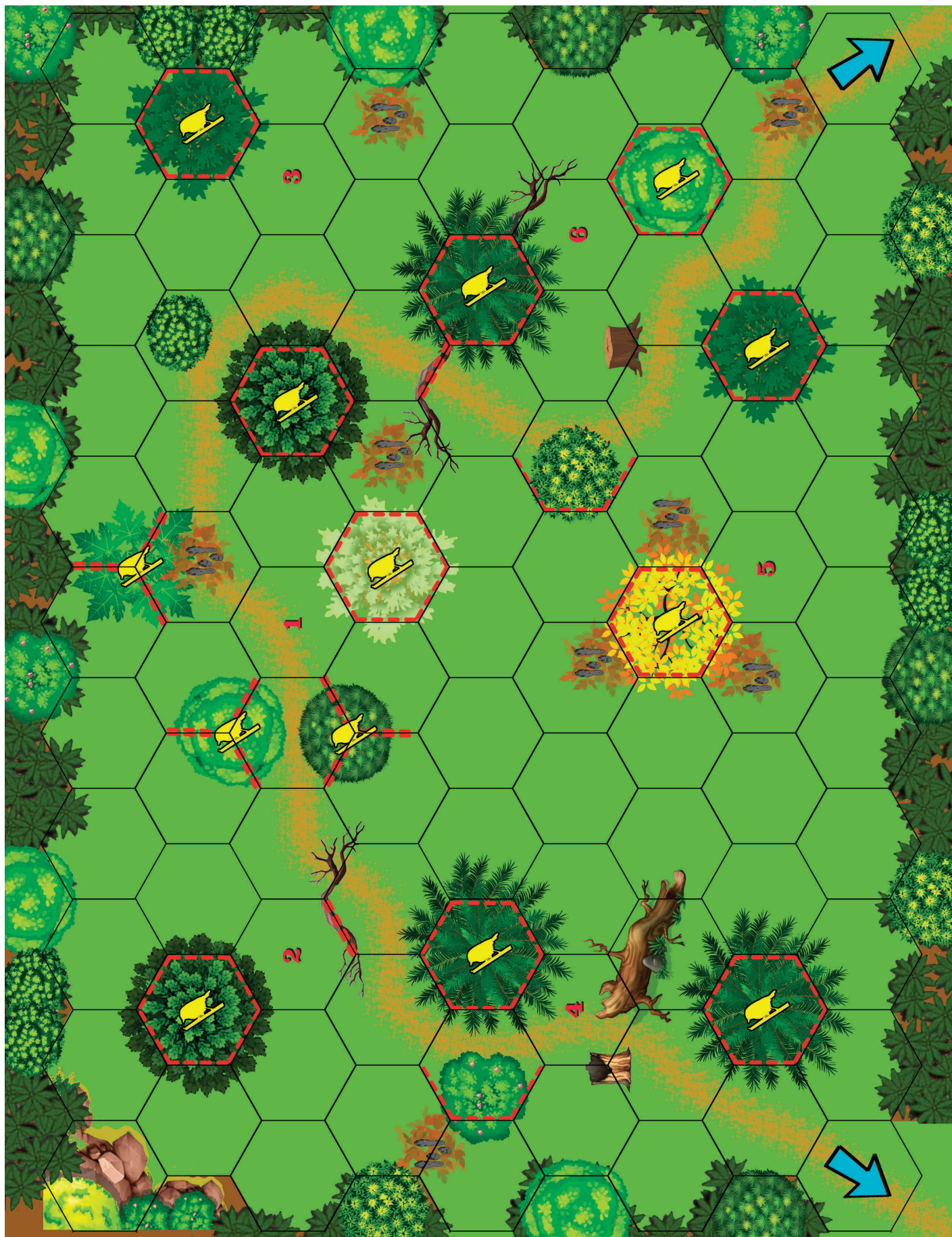
Battleboard – Mountain Stream



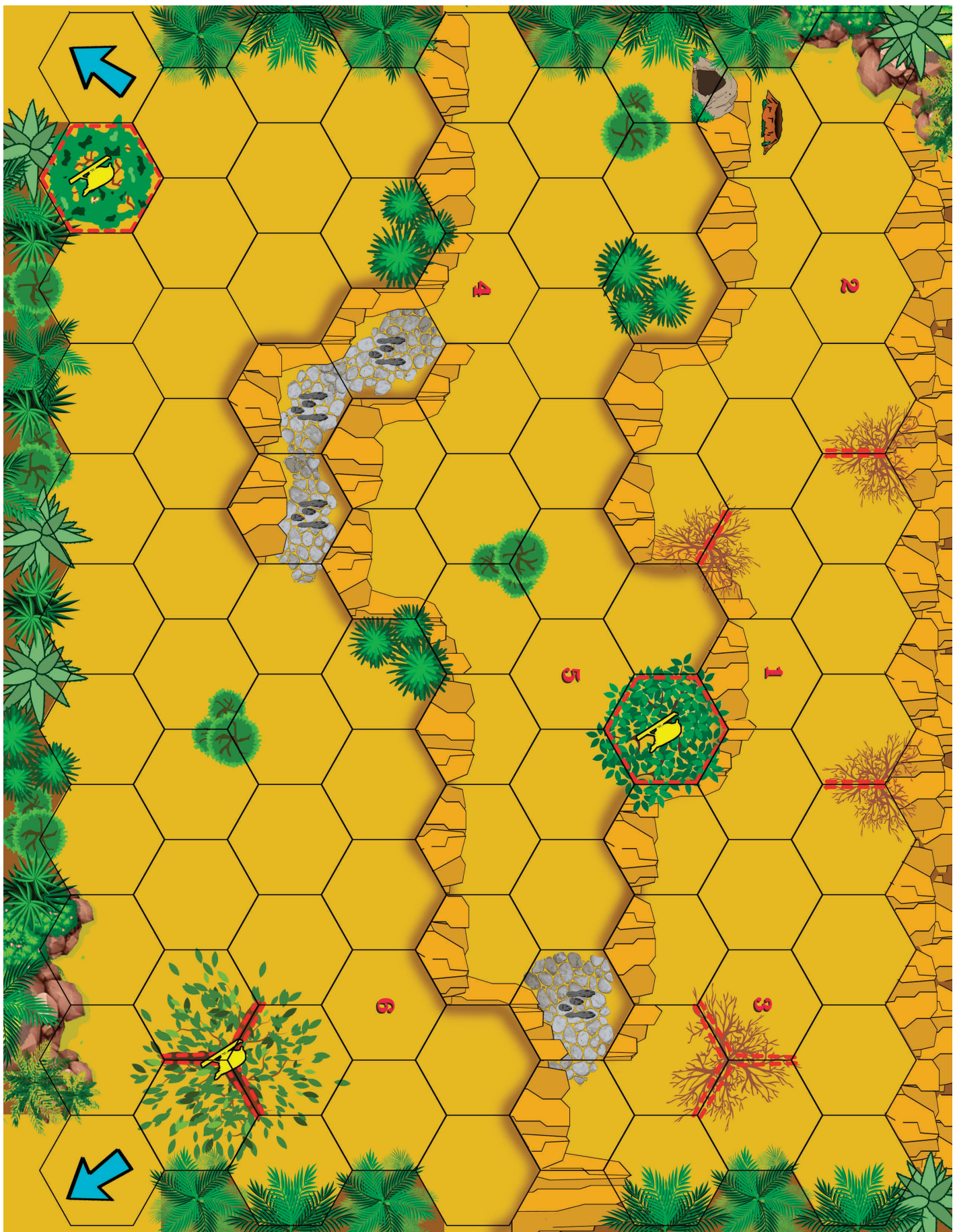
Battleboard – Orchard



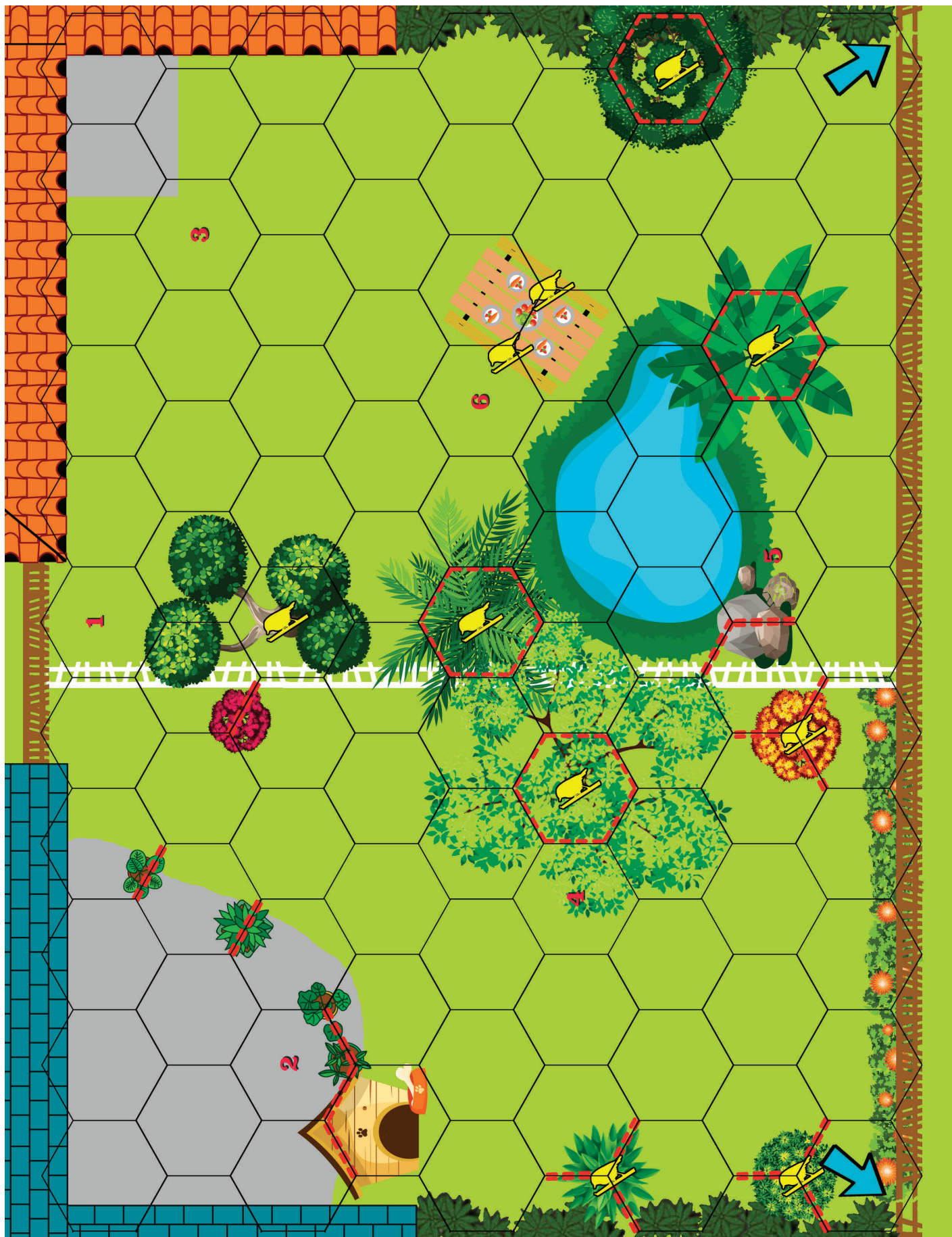
Battleboard – Pine Forest



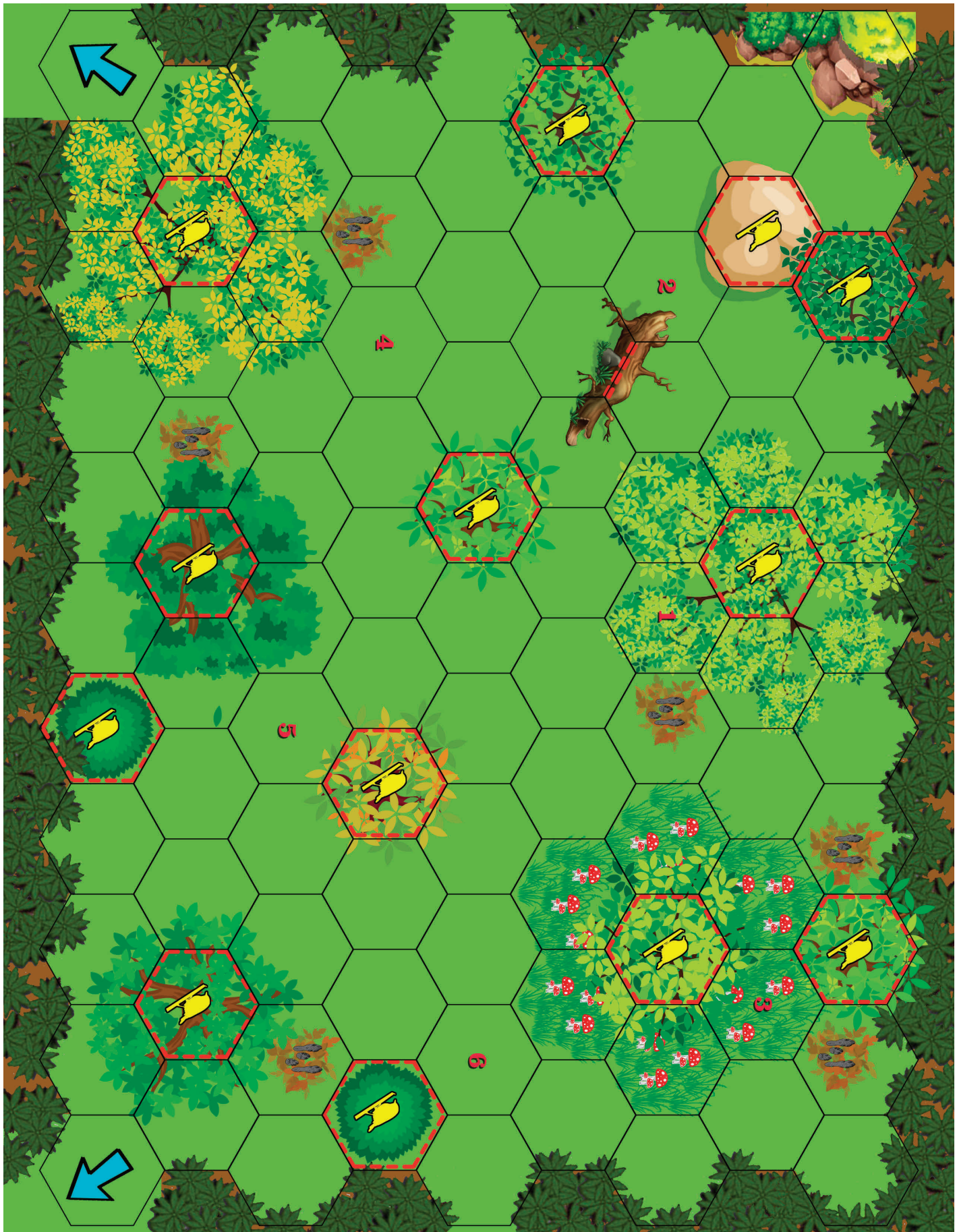
Battleboard – Rocky Hillside



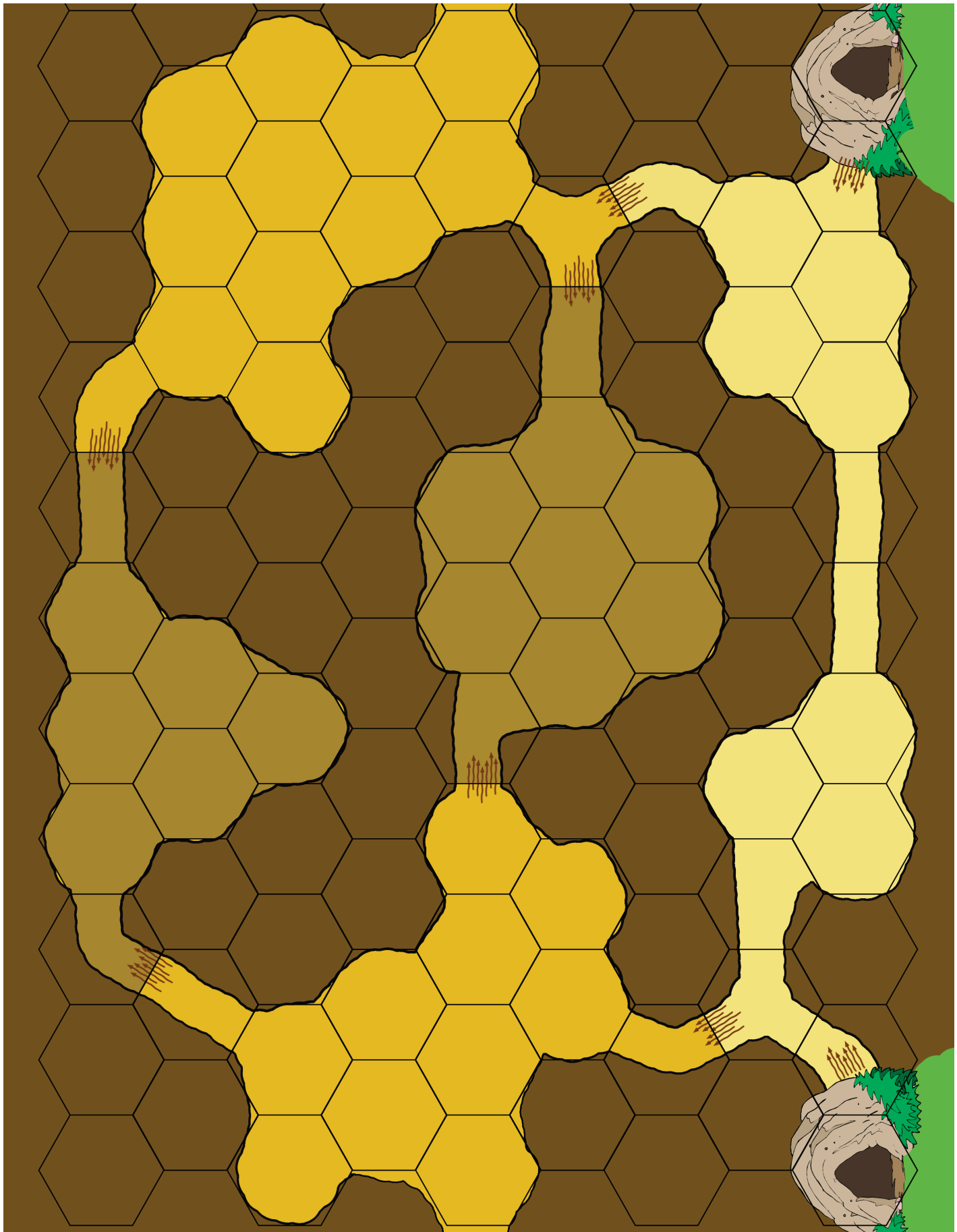
Battleboard – Suburb



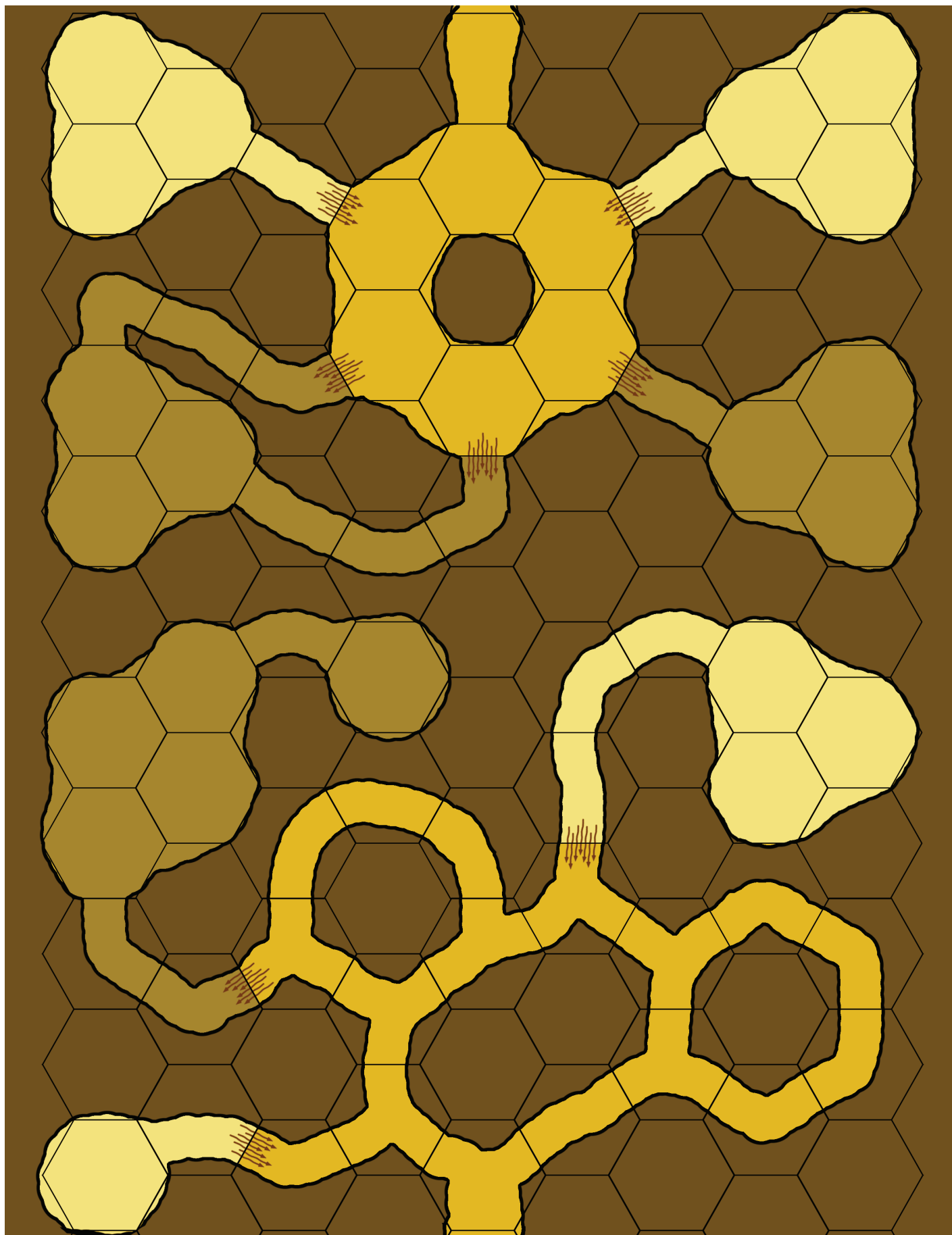
Battleboard – Woodland



Battleboard – Burrow



Battleboard – Burrow (Extension A)



Battleboard – Burrow (Extension B)

