

## HAZARD CHART



### Plain

Movement: No effect.

Striking: No effect.

Rangestriking: No effect.

(Differences in shade serve to distinguish between different elevations, lighter shades being higher.)



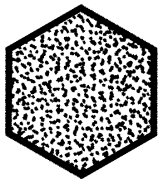
### Tree

Native: Pixie

Movement: Entry forbidden to all non-flying characters, except a Pixie. A flying character cannot end its move on a Tree hex.

Striking: Pixies standing on a Tree hex must strike twice every own Strikephase.

Rangestriking: Pixies standing on a Tree hex can rangestrike twice every own Strikephase. Non-magic rangestrikes may not pass a Tree hex.



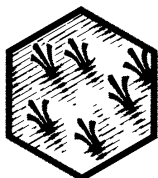
### Sand

Native: Centaur, Lion, Warbear, Griffon, Hydra, Pixie

Movement: A non-flying non-native character is slowed when entering a Sand hex.

Striking: No effect.

Rangestriking: No effect.



### Bog

Native: Ogre, Troll, Warbear, Wyvern, Basilisk, Pixie

Movement: Entry forbidden to non-flying non-native characters. A flying non-native character may not end its move on a Bog hex.

Striking: No effect.

Rangestriking: No effect.



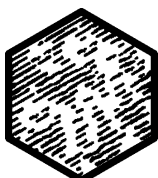
### Bramble

Native: Gargoyle, Cyclops, Warbear, Behemoth, Serpent, Pixie

Movement: A non-flying non-native character is slowed when entering a Bramble hex. A flying non-native character is slowed when it ends its move on a Bramble hex.

Striking: A non-native character striking in a Bramble hex loses one Skillfactor if attacking a native character. A non-native character striking out of a Bramble hex loses one Skillfactor.

Rangestriking: A native character defending in a Bramble hex gains one Skillfactor when it is the target of a non-magic rangestrike from a non-native character. A non-native rangestriker loses one Skillfactor for each intervening Bramble hex. Bramble in the rangestriker's and the defender's hex has no effect.



### Fog

Native: Gargoyle, Unicorn, Gorgon, Pixie

Movement: No effect.

Striking: A non-native character striking in a Fog hex loses one die. A non-native character striking in a Fog hex loses an additional die if attacking a native character.

Rangestriking: A non-magic non-native rangestrike can enter but may not pass a Fog hex.



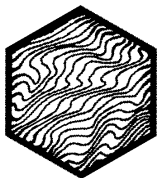
### Hedge

Native: Gargoyle, Troll, Unicorn, Gorgon, Phoenix, Colossus, Pixie

Movement: No effect.

Striking: A non-native character striking in or out of a Hedge hex loses one die. A non-native character striking in or out of a Hedge hex loses an additional die if attacking a native character.

Rangestriking: No effect.



### Drift

Native: Cyclops, Ranger, Giant, Colossus, Pixie

Movement: A non-flying non-native character is slowed when entering a Drift hex. A flying non-native character is slowed when it ends its move on a Drift hex.

Striking: A non-native character suffers one hit of damage at the start of each Strikephase it spends in a Drift hex (if slain by such damage it may still strike).

Rangestriking: No effect.



### Volcano

Native: Dragon

Movement: Entry forbidden to all characters, flying and non-flying, except Dragons.

Striking: Dragons add three dice when striking from a Volcano (the die for the Slope included).

Rangestriking: A Dragon in the Volcano gains one Skillfactor when it is the target of a non-magic rangestrike. A Dragon adds two dice to any rangestrike made from a Volcano.



### Beach

Native: Dolphin, Whale, Newt, Aquarian, Siren

Movement: No effect.

Striking: A native character defending on a Beach hex gains one Skillfactor when it is target of a non-native attack.

Rangestriking: A native character defending on a Beach hex cannot be the target of a non-magic rangestrike.



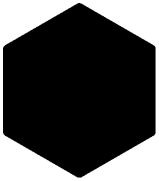
### Water

Native: Dolphin, Whale, Manta, Newt, Seaserpent, Aquarian, Siren

Movement: A non-flying non-native character is slowed when entering a Water hex. A flying non-native character is slowed when it ends its move on a Water hex. Native characters can dive (i.e. fly) between Water hexes.

Striking: A non-native character loses one Skillfactor when standing on a Water hex.

Rangestriking: A native character defending on a Water hex cannot be the target of a non-magic rangestrike.



### Darkness

Native: All characters moved by the Darklord-Player

Movement: Entry forbidden for all non-native characters.

Striking: The damage done by a character is reduced by 1 after stroke in a Darkness hex. A strike made in a Darkness hex can't carry-over.

Rangestriking: A non-magic non-native rangestrike may not pass or enter a Darkness hex.



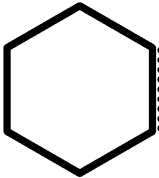
### Cloud

Native: All characters not moved by the Darklord-Player

Movement: Entry forbidden to non-flying non-native characters. A flying non-native character is slowed when entering a Cloud hex and may not end its move here.

Striking: A character standing on a Cloud hex strikes with 50% additional dice (rounded down).

Rangestriking: A character standing on a Cloud hex can begin its rangestrike from another not occupied Cloud hex.



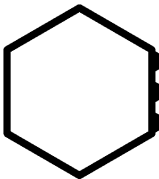
### Dune

Native: Lion, Griffon, Hydra, Pixie

Movement: No effect.

Striking: A native character adds two dice when striking down across a Dune. A non-native character loses one die when striking up across a Dune. A strike made across non-Dune hexsides can't carry-over up across a Dune hexside.

Rangestriking: A non-magic rangestrike may cross a single Dune only if the rangestriker or target occupies the hex to which the Dune is connected. A non-magic rangestrike may cross two Dunes only if the rangestriker and the target occupy those Dune's hexes.

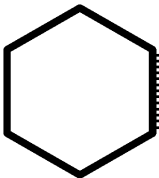


### Cliff

Movement: Non-flying characters may not cross Cliffs.

Striking: Characters cannot strike across a Cliff. Adjacent characters are not in contact with each other.

Rangestriking: A non-magic rangestrike may cross a Cliff only if the rangestriker is atop that Cliff and the target is not at the base of that Cliff (and vice versa). Rangestrikes may cross one Cliff before or after any number of Slopes provided the rangestriker or the target occupies the hex atop the Cliff. A non-magic rangestrike may cross a Cliff/Dune combination only if the rangestriker or the target occupies the Dune's and the other one occupies the Cliff's hex.



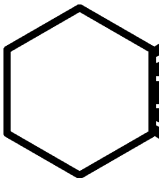
### Slope

Native: Ogre, Lion, Minotaur, Gorgons, Dragons, Colossus, Pixie

Movement: A non-flying non-native character is slowed when moving up across a Slope.

Striking: A native character adds one die when striking down across a Slope. A non-native character loses one Skillfactor when striking up across a Slope.

Rangestriking: A non-magic rangestrike may cross one or two Slopes only if the hex atop at least is occupied by either the rangestriker or the target. A non-magic rangestrike may cross three Slopes if the rangestriker or the target is directly atop the first Slope and the other is atop the third Slope. A non-magic rangestrike may cross Slopes before or after crossing a Cliff if the rangestriker or target occupies.



### Wall

Movement: A non-flying non-native character is slowed when moving up across a Wall.

Striking: A character gains one Skillfactor when striking down across a Wall. A character loses one Skillfactor when striking up across a Wall.

Rangestriking: A non-magic rangestrike loses one Skillfactor for each crossed Wall going up.