

Wilderlands Map Legend

	= Water		= River
	= Woods (25% to 50%)		= Rapids
	= Plains (0% to 25%)		= Waterfall
	= Desert, Hardpacked (0% to 25%)		= Road
	= Jungle (50%+)		= Imperial Highway
	= Forest (50%+)		= Citadel/Keep
	= Desert, Sandy Dunes		= Castle
	= Swamp		= Locale
	= Hill		= Village
	= Mountain		= City State (1,000+)
	= Oasis		= Mountain Peak
	= Escarpment		= Volcano Peak

Triumphant Grand Tactical

The Wilderlands Campaign Maps use 5-mile wide hexes. The charts below give the number of miles that each movement category can move within a 4-hour "watch."

Typical move rates per round are:

30'	Encumbered
60'	Plate Armor
90'	Chainmail
120'	Leather or Unarmored
150'	Heavy Horse
180'	Medium Horse
240'	Light Horse

Season	Daylight Watches
Winter	2
Spring	3
Summer	4
Fall	3

Move per Rd	Road	Plains	Woods	Forest
30' (foot)	5	2.5	1.25	0.5
60' (foot)	10	5	2.5	1
90' (foot)	15	7.5	3	1.25
120' (foot)	20	10	5	2
150' (horse)	25	12.5	6	n/a
180' (horse)	30	15	7.5	n/a
240' (horse)	40	20	10	n/a

Distances are in miles per 4 hour watch.

Move per Rd	Desert Scrub	Desert Dunes	Mountains	Hills
30' (foot)	1.25	0.5	0.5	0.5
60' (foot)	2.5	1	1	1.5
90' (foot)	3	1.5	1.25	2.5
120' (foot)	5	2.5	1.5	3
150' (horse)	6	n/a	n/a	4
180' (horse)	7.5	n/a	n/a	5
240' (horse)	10	n/a	n/a	6

Distances are in miles per 4 hour watch.