# TRAVEL WITH HEX GRIDS

| TERRAIN | TRAVEL METHOD | | |
| --- | --- | --- | --- |
| | ON FOOT | MOUNT/VEHICLE | AIR TRAVEL |
| URBAN/ROADS | 1 | 0.5 | 0.5 |
| GRASSLAND | 2 | 1 | 0.5 |
| FOREST | 2 | 1 | 0.5 |
| WASTELAND | 2 | 1 | 0.5 |
| CAVE | 3 | 6 | 6 |
| MOUNTAIN | 3 | 3 | 1 |
| ARCTIC | 3 | 1.5 | 1 |
| DESERT | 3 | 2 | 1 |
| SWAMP | 3 | 3 | 0.5 |
| COAST | 2 | 1 | 0.5 |
| SEA | / | 2 | 1 |

## SETTING UP THE GRID

**EXAMPLE:**

When setting up your hex grid map for the first time one hex should represent the size of an average fantasy city. One that would take about 8 hours of travel on foot to traverse.

Working off of this city; build the scale of your hexes to match the map in your mind or your current materials.

Clearly denote what terrain type each hex matches. If your players are mapping the area themselves, reveal each hex touching the one they are currently in as you play.

Allow your players to know how long travel across each different hex is expected to be. (They are adventurer's, they would know)
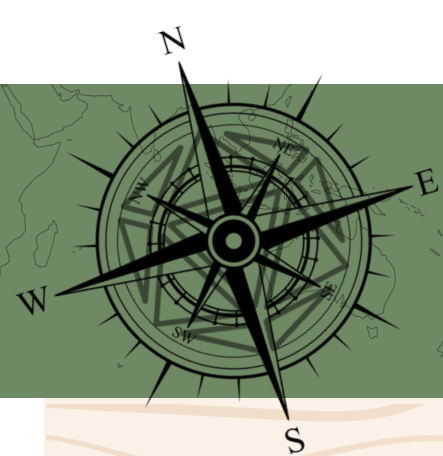
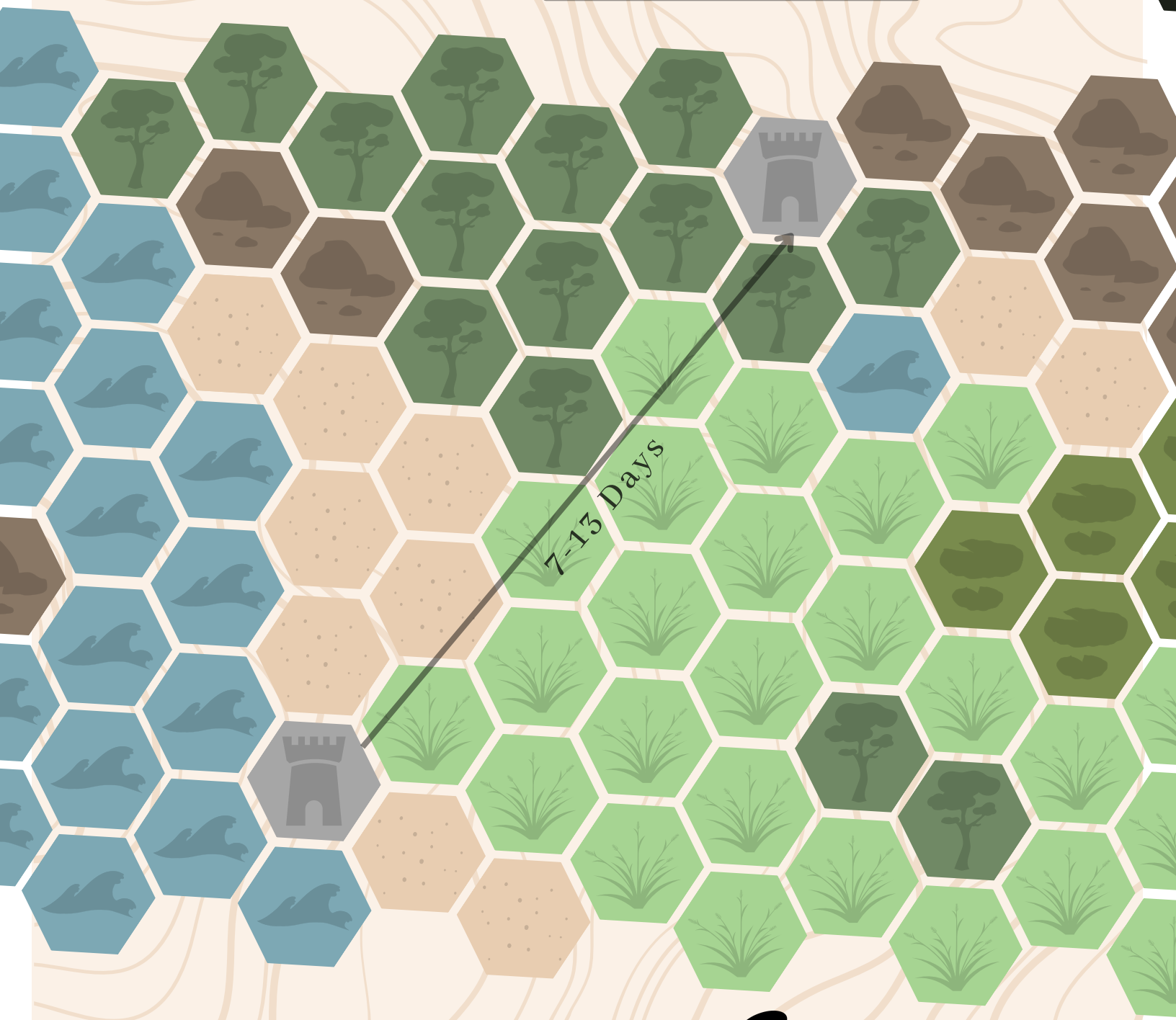# TRAVEL WITH HEX GRIDS

## EXAMPLE GRID:



7-13 Days

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## WEATHER & EQUIPMENT

**CONDITIONS TO CONSIDER:**

EXTREME TEMPERATURES, STORMS, RAIN, SNOW, FOG, AND WIND

Both weather and equipment can also factor into travel time, though they aren't necessary to include and can be cumbersome to add if your game is fairly casual or time is of little consequence.

If adverse weather conditions are factored in, a simple survival check can be made by the player leading the group to see if any time is lost.

| TYPE | ROLL | | |
| --- | --- | --- | --- |
| | 1 - 12 | 13 - 20 | 21+ |
| STORM | TRIPLED | DOUBLED | X 1.5 |
| SNOW | DOUBLED | X 1.5 | NO CHANGE |
| RAIN | DOUBLED | X 1.5 | NO CHANGE |
| HEAT | TRIPLED | DOUBLED | X 1.25 |