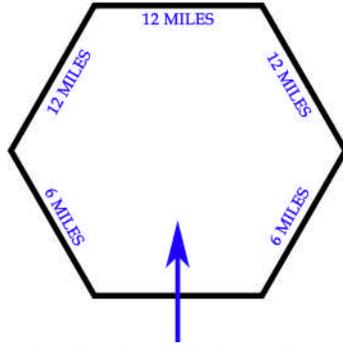


HEXCRAWL - BASIC CHEAT SHEET

OVERLAND TRAVEL CHECKLIST

1. DETERMINE DIRECTION OF TRAVEL
2. ENCOUNTER CHECK
 - 1 in 1d8
 - 50% chance of encountering current hex location
3. HEX PROGRESS



(changing direction inside hex = -2 progress)

1 Hex = 12 miles (center to center / side to side) = 7 miles side = 124 square miles

TIMEKEEPING

WATCH: 4 hours

MARCH: 8 hours

FORCED MARCH: Constitution check (DC 10 + 2 per extra hour). On failure, 1d6 nonlethal damage and fatigued.

MODES OF TRAVEL

NORMAL: No modifiers.

CAUTIOUS:

- Movement at $\frac{3}{4}$.
- 50% of non-exploration encounters don't happen

EXPLORING:

- Movement at $\frac{1}{2}$.
- Chance for encounters doubles.

FINDING LOCATIONS

VISIBLE LOCATIONS: Automatically found.

ON ROAD: Automatically found by any character on the road/river/trail.

FAMILIAR LOCATIONS: Found if character is in the same hex.

UNFAMILIAR LOCATIONS: Found as the result of encounter checks.

SPOTTING DISTANCES

Terrain	Spot Distance	Height	Horizon
Desert	6d6 x 20 feet	Halfling	2 miles
Desert, dunes	6d6 x 10 feet	Human	3 miles
Forest (sparse)	3d6 x 10 feet	10 ft.	4 miles
Forest (medium)	2d8 x 10 feet	25 ft.	6 miles
Forest (dense)	2d6 x 10 feet	50 ft.	9 miles
Hills (gentle)	2d10 x 10 feet	100 ft.	12 miles (1 hex)
Hills (rugged)	2d6 x 10 feet	400 ft.	24 miles (2 hexes)
Jungle	2d6 x 10 feet	1000 ft.	39 miles (3 hexes)
Moor	2d8 x 10 feet	1500 ft.	48 miles (4 hexes)
Mountains	4d10 x 10 feet	2500 ft.	60 miles (5 hexes)
Plains	6d6 x 40 feet		
Swamp	6d6 x 10 feet		
Tundra, frozen	6d6 x 20 feet		

Mountains can be seen at 6 hexes.

DISTANCE TRAVELED

On Foot	10 ft.	15 ft.	20 ft.	30 ft.	40 ft.
1 Hour (Walk)	1 mile	1.5 miles	2 miles	3 miles	4 miles
1 Watch (4 Hours)	4 miles	6 miles	8 miles	12 miles	16 miles
1 March (8 Hours)	8 miles	12 miles	16 miles	24 miles	32 miles

Mounts and Vehicles (load)	Per Hour	Per Watch (4 hours)	Per March (8 hours)
Mule	3 miles	12 miles	24 miles
Mule (3,500-10,500)	2 miles	8 miles	16 miles
Horse, Draft	5 miles	20 miles	40 miles
Horse, Draft (3,000-9,000)	3.5 miles	14 miles	28 miles
Horse, Light	6 miles	24 miles	48 miles
Horse, Light (2,000-6,500)	4 miles	16 miles	32 miles
Warhorse, Medium	5 miles	20 miles	40 miles
Warhorse, Medium (3,000-9,000)	3.5 miles	14 miles	28 miles
Warhorse, Heavy	5 miles	20 miles	40 miles
Warhorse, Heavy (4,500-13,500)	3.5 miles	14 miles	28 miles
Riding Dog	4 miles	16 miles	32 miles
Riding Dog (1,500-4,500)	2 miles	8 miles	16 miles
Cart / Wagon	2 miles	8 miles	16 miles
Raft	0.5 miles	2 miles	4 miles
Small Boat	1 mile	4 miles	8 miles

