

## DESCEND

Unlike climbing, descending costs no movement points for the change in altitude increments. A creature can make turns while descending if it has enough movement points. The number of lost altitude increments cannot be greater than one-half of the creature's forward movement or the movement will (after that point) turn into an uncontrolled dive as the creature stalls in the air. Example: A dragon is going to descend. It has a Movement Rate of 24 (24 points). Thus, the dragon might move one forward and one down (costing only 1 movement point for the forward move, leaving 23). It might continue by moving one forward space, turning (one of the six faces of the hexagon), and also moving down one altitude level. The cost of that move would still only be 1 point (leaving 22), but now the dragon can make only 2 more course adjustments, and must also move at least 5 hexes before it can make any more. The dragon can then continue moving according to the rules, subject to the requirement that the number of altitude levels dropped cannot exceed half of the number of hexes moved forward without falling into an uncontrolled dive. In a straight-line descent, such a dragon could move 12 forward and 12 down, still having 12 points left for forward motion.

## DIVE

In a dive, the creature adds 50% to movement points and drops at a rate of 10 altitude increments for every 1 hex of forward movement. No turns can be made while in a dive. A diving creature, at the beginning of the dive, would spend one forward movement point and drop 10 in altitude. It could either continue diving or level off, and could also continue moving forward — but no turns would be allowed because of the dive movement. In an uncontrolled dive, unlike a normal dive, the creature moves 1 hex forward and drops 10 hexes; and may then make a saving throw to avoid diving another 10 hexes. The process continues until the creature either succeeds at the saving throw or hits the ground. Once a saving throw succeeds, the creature's turn ends.

## Aerial Missile Fire

Attacker's Position Relative to Target	Hit Location (1d10)*
Head-on	1–2: Rider hit, 25% chance of critical hit 3–4: Head, 20% chance of critical hit 5–6: Wing, 20% chance of critical hit 7–10: Body, 10% chance of critical hit
At Side	1: Rider hit, 25% chance of critical hit 2–3: Head, 20% chance of critical hit 4–5: Wing, 20% chance of critical hit 6–9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Overhead	1: Rider hit, 25% chance of critical hit 2–3: Head, 20% chance of critical hit 4–7: Wing, 20% chance of critical hit 8–9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Below	1–2: Head, 20% chance of critical hit 4–7: Wing, 20% chance of critical hit 8–9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Behind	1–2: Rider hit, 25% chance of critical hit 3: Head, 20% chance of critical hit 4–5: Wing, 20% chance of critical hit 6–8: Body, 10% chance of critical hit 9–10: Rear (no critical hit)

\*If there is no rider, treat a hit to the "rider" as a hit to the creature's body. If there is no mount (e.g., person flying a carpet or broom), all hits are to the rider.

## MISSILE COMBAT

In addition to normal to-hit rolls and damage, aerial combat involves the chance of a critical hit, which affects the target's ability to stay airborne. A missile attack against a rider/mount cannot be specifically aimed at one or the other. The Aerial Missile Fire Table is used to determine whether the attack roll is compared to the rider's armor class or that of the mount for purposes of actually scoring a hit. The table also determines the location of a hit, which is then used to determine whether there is a critical hit and what the effect will be.

### Result of Aerial Critical Hits

Die Roll	Rider Critical Hit	Head Critical Hit	Wing Critical Hit	Body Critical Hit
1	Must Retreat	Half Speed	Half Speed	Half Speed
2	Must Retreat	Must Land	Half Speed	Half Speed
3	Must Retreat	Must Land	Half Speed	Half Speed
4	Must Retreat	Must Land	Half Speed	Must Land
5	Must Retreat	Must Retreat	Half Speed	Must Land
6	Must Retreat	Must Retreat	Must Land	Must Land
7	Must Retreat	Must Retreat	Must Land	Must Retreat
8	Must Retreat	Must Retreat	Must Retreat	Must Retreat
9	Must Retreat	Fall and Crash	Must Retreat	Must Retreat
10	Must Retreat	Fall and Crash	Must Retreat	Fall and Crash