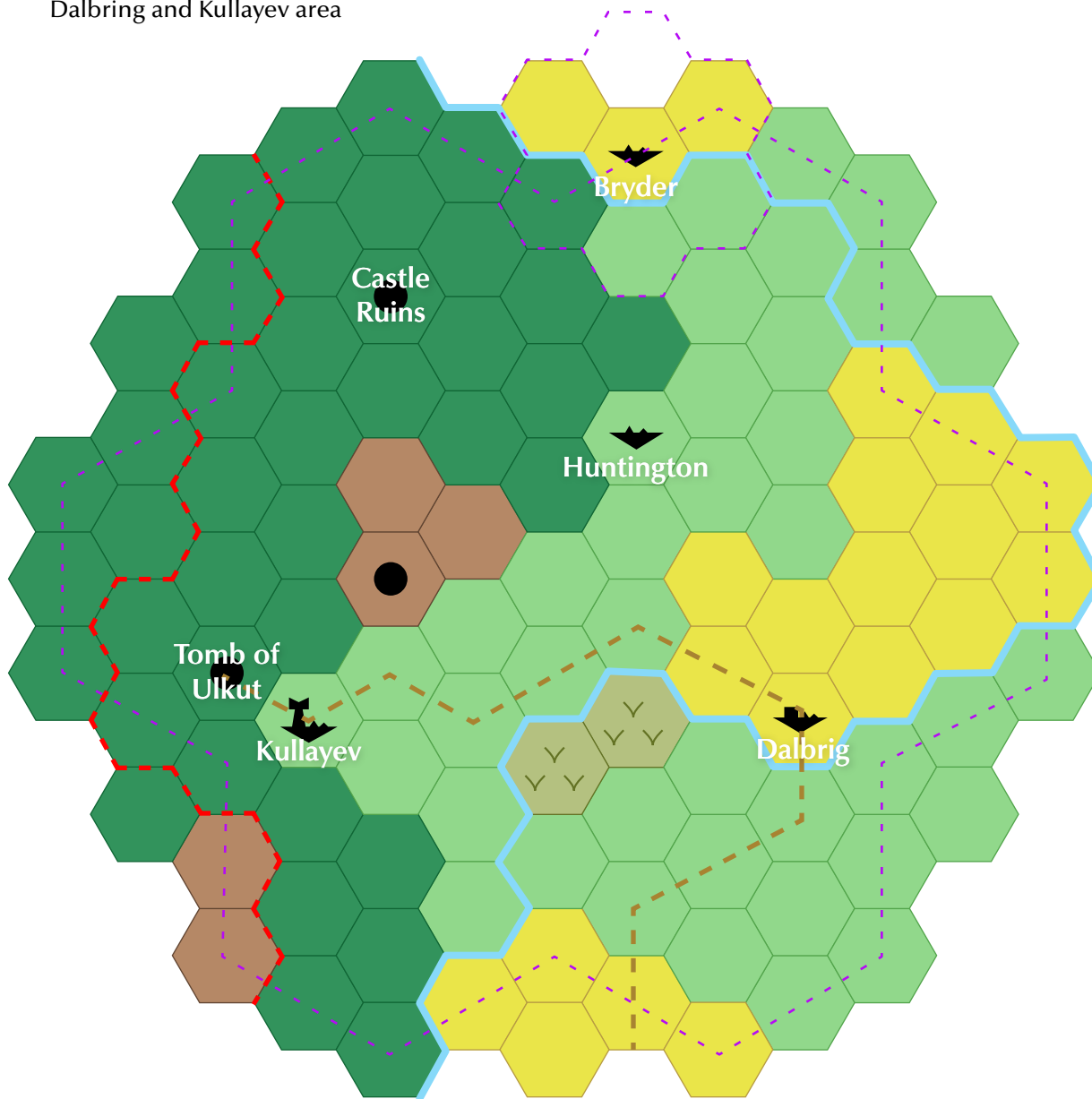


LEONIA

Dalbring and Kullayev area



6 mile hex
(4 hexes per day)
(2 hours per hex)

Rules for Travel

A normal travel day is 8 hours at 3 miles/hour
Travel up to 24 miles per day at this speed.

Different terrain affects travel time.

Roads and Farmland:
travel at normal speed

Light Forest, River crossing:
travel at 1/2 speed

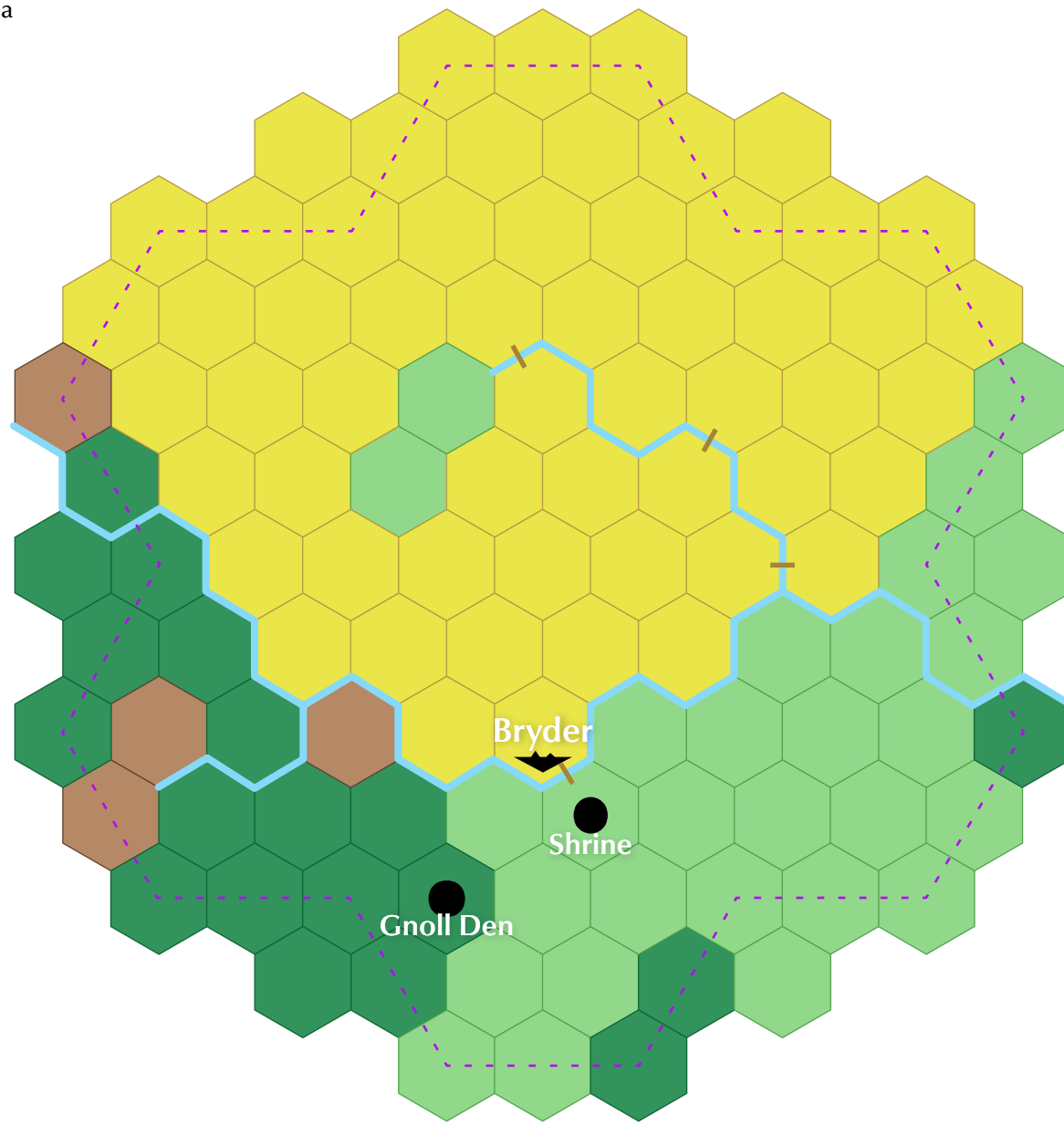
Dense Forest, Swamp, and Rough Hills:
travel at 1/3 speed

Rocky:
travel at 1/4 speed

-  Farmland
-  Light Forest
-  Dense Forest
-  Swamp
-  Rough Hills
-  Rocky
-  Water
-  River
-  Road
-  Political Border

Bryder

And surrounding area



1.5 mile hex
(16 hexes per day)
(30 minutes per hex)