
























# Wilderlands Map Legend

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