### 12.7 HAZARD CHART

Character
Movement: A non-flying character may not enter a hex occupied by another character. A flying character may not end its move on a hex occupied by another character. A character in contact with an enemy character may not move.
Striking: A character in contact with one or more enemy characters must strike at one of those characters.
Rangestriking: A rangestrike may not pass through a hex occupied by a character except under three conditions: (1) it's a magic rangestrike; (2) the character is at the base of a Cliff and the rangestriker or target is directly atop it; or (3) the character is at a lower elevation (see Plain hex below) than both the rangestriker and target. A character in contact with an enemy character may not rangestrike.
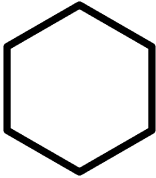
Plain
Movement: No effect.
Striking: No effect.
Rangestriking: No effect.
Hint: Differences in shade serve to distinguish between different elevations, lighter shades being higher.

Tree
Native: Pixie
Movement: Entry forbidden to all non-flying characters, except a Pixie. A flying character cannot end its move on a Tree hex.
Striking: Pixies standing on a Tree hex must strike twice every own Strike Phase (not in their counterstrike).
Rangestriking: Non-magic rangestrikes may not pass a Tree hex. Pixies standing on a Tree hex can rangestrike twice every own Strike Phase.
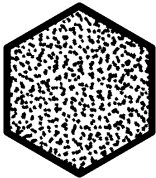
Sand
Native: Centaur, Lion, Warbear, Griffon, Hydra, Pixie
Movement: A non-flying non-native character is slowed when entering a Sand hex.
Striking: No effect.
Rangestriking: No effect.

Bog
Native: Ogre, Troll, Warbear, Wyvern, Basilisk, Pixie
Movement: Entry forbidden to non-flying non-native characters. A flying non-native character may not end its move on a Bog hex.
Striking: No effect.
Rangestriking: No effect.

Bramble
Native: Gargoyle, Cyclops, Warbear, Behemoth, Serpent, Pixie
Movement: A non-flying non-native character is slowed when entering a Bramble hex. A flying non-native character is slowed when it ends its move on a Bramble hex.
Striking: A non-native character striking in a Bramble hex loses one Skill-factor if attacking a native character. A non-native character striking out of a Bramble hex loses one Skill-factor.
Rangestriking: A native character defending in a Bramble hex gains one Skill-factor when it is the target of a non-magic rangestrike from a non-native character. A non-native rangestriker loses one Skill-factor for each intervening Bramble hex. Bramble in the rangestriker's hex has no effect.
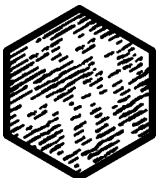
Fog
Native: Gargoyle, Unicorn, Gorgon, Pixie
Movement: The movement of non-flying non-native character ends immediately when entering a Fog hex.
Striking: A non-native character striking in a Fog hex loses one die if attacking a native character. A native character standing in a Fog hex is never in contact with an enemy character.
Rangestriking: A non-magic non-native rangestrike can enter but may not pass a Fog hex.
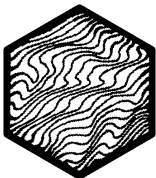
Hedge
Native: Gargoyle, Troll, Unicorn, Gorgon, Phoenix, Colossus, Pixie
Movement: A non-flying non-native character is slowed when entering a Hedge hex.
Striking: A non-native character striking in a Hedge hex loses one die if attacking a native character. A non-native character striking out of a Hedge hex loses one die.
Rangestriking: No effect.

Drift
Native: Cyclops, Ranger, Giant, Colossus, Pixie
Movement: A non-flying non-native character is slowed when entering a Drift hex. A flying non-native character is slowed when it ends its move on a Drift hex.
Striking: A non-native character suffers one hit of damage at the start of each Strike Phase it spends in a Drift hex (if slain by such damage it may still strike).
Rangestriking: No effect.

Volcano
Native: Dragon
Movement: Entry forbidden to all characters, flying and non-flying, except Dragons.
Striking: Dragons add three dice when striking from a Volcano (the die for the Slope included).
Rangestriking: A Dragon in the Volcano gains one Skill-factor when it is the target of a non-magic rangestrike. A Dragon adds two dice to any rangestrike made from a Volcano.

Beach
Native: Dolphin, Whale, Newt, Aquarian, Siren, Pixie
Movement: No effect.
Striking: A native character defending on a Beach hex gains one Skill-factor when it is target of a non-native attack.
Rangestriking: A native character defending on a Beach hex cannot be the target of a non-magic rangestrike.

Water
Native: Dolphin, Whale, Manta, Newt, Seaserpent, Aquarian, Siren, Pixie
Movement: A non-flying non-native character is slowed when entering a Water hex. A flying non-native character is slowed when it ends its move on a Water hex. Native characters can dive (i.e. fly) between Water hexes.
Striking: A native character defending on a Water hex gains one Skill-factor when it is target of a non-native attack.
Rangestriking: A native character defending on a Water hex cannot be the target of a non-magic rangestrike.
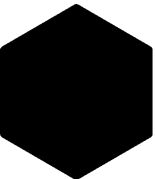
Darkness
Native: All characters moved by the Darklord-Player and the Pixie
Movement: Entry forbidden to all non-native characters.
Striking: The damage done by a character is reduced by 1 after stroke in a Darkness hex. A strike made in a Darkness hex can't carry-over.
Rangestriking: A non-magic non-native rangestrike may not pass or enter a Darkness hex.

Cloud
Native: All characters not moved by the Darklord-Player and the Pixie
Movement: Entry forbidden to non-flying non-native characters. A flying non-native character is slowed when entering a Cloud hex and may not end its move on a Cloud hex.
Striking: A character standing on a Cloud hex strikes with 50% additional dice (rounded down).
Rangestriking: A character standing on a Cloud hex can begin its rangestrike from another not occupied Cloud hex.
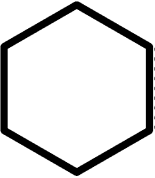
Dune
Native: Lion, Griffon, Hydra, Pixie
Movement: No effect.
Striking: A native character adds two dice when striking down across a Dune. A non-native character loses one die when striking up across a Dune. A strike made across non-Dune hexsides can't carry-over up across a Dune hexside.
Rangestriking: A non-magic rangestrike may cross a single Dune only if the rangestriker or target occupies the hex to which the Dune is connected. A non-magic rangestrike may cross two Dunes only if the rangestriker and the target occupy those Dune's hexes.
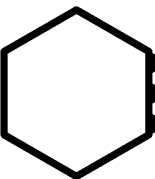
Cliff
Movement: Non-flying characters may not cross Cliffs.
Striking: Characters cannot strike across a Cliff. Adjacent characters are not in contact with each other.
Rangestriking: A non-magic rangestrike may cross a Cliff only if the rangestriker is atop that Cliff and the target is not at the base of that Cliff (and vice versa). Rangestrikes may cross one Cliff before or after any number of Slopes provided the rangestriker or the target occupies the hex atop the Cliff. A non-magic rangestrike may cross a Cliff/Dune combination only if the rangestriker or the target occupies the Dune's and the other one occupies the Cliff's hex.
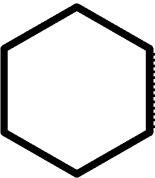
Slope
Native: Ogre, Lion, Minotaur, Gorgons, Dragons, Colossus, Pixie
Movement: A non-flying non-native character is slowed when moving up across a Slope.
Striking: A native character adds one die when striking down across a Slope. A non-native character loses one Skill-factor when striking up across a Slope.
Rangestriking: A non-magic rangestrike may cross one or two Slopes only if the hex atop at least is occupied by either the rangestriker or the target. A non-magic rangestrike may cross three Slopes if the rangestriker or the target is directly atop the first Slope and the other is atop the third Slope. A non-magic rangestrike may cross Slopes before or after crossing a Cliff if the rangestriker or target occupies.
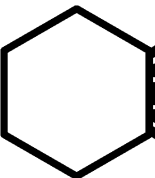
Wall
Movement: A non-flying non-native character is slowed when moving up across a Wall.
Striking: A character gains one Skill-factor when striking down across a Wall. A character loses one Skill-factor when striking up across a Wall.
Rangestriking: A non-magic rangestrike loses one Skill-factor for each crossed Wall going up.