

## Map Data Sheet



Map Title:

Source:

Filename: C:\Program Files\HeavyMetal\Map\Maps\River Valley - Mock Map (HMMap).hmx

Notes:

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Sand			+1		+1 Piloting. +1 MP for vehicles & infantry.	0108, 0109, 0208
	Magma, Crust				+1	+4 Piloting Skill roll required. +5 heat, 2d6 damage. Moving out +2 heat.	0406, 0407, 0408, 0506, 0509, 0605, 0706, 0709, 0711, 0806, 0807, 0808, 0810
	Tundra					-1 piloting skill mod, Bogs down on failed piloting roll.	0415, 0416, 0515, 0517, 0615, 0617, 0716, 0717
	Magma, Liquid			+1		+4 Piloting Skill roll required. +10 heat, 2d6 damage. Moving out +5 heat.	0507, 0508, 0606, 0607, 0608, 0609, 0707, 0708, 0710
	Swamp			+1		+1 PS. Bogs down on failed piloting roll.	0513, 0514
	Deep Snow			+1		-1 piloting skill mod, Bogs down on failed piloting roll.	0516, 0616
	Ice					+4 PS Mod. PS required on change of facing. Ice breaks on 1d6 roll of 6.	0614, 0715, 0815, 0816, 0817
	Mud			+1		+1 PS. Bogs down on failed piloting roll.	0714, 0812, 0912
	Rough			+1			0212, 0313, 0414, 1105, 1204, 1305
	Woods, Light		2	+1	+1	3 Light Woods block LOS	0311, 0312, 0315, 0316, 0402, 0406, 0411, 0412, 0503, 0506, 0510, 0511, 0601, 0610, 0614, 0703, 0804, 0807, 0815, 0816, 0907, 0909, 1002, 1008, 1102, 1106, 1107, 1206, 1302, 1303, 1304, 1402
	Woods, Heavy		2	+2	+2	2 Heavy Woods block LOS	0415, 0502, 0908, 1103
	Jungle, Light		2	+2	+1	+1 PS Mod.	0712, 0713, 0811, 0814, 0911, 0914, 1011, 1014, 1112, 1113, 1114, 1211, 1212

Graphic:	Description:	CF:	Hgt:	MP:	TH:	Rules:	Hex Locations:
	Jungle, Heavy		2	+3	+2	+2 PS Mod.	0714, 0812, 0813, 0912, 1012, 1013
	Jungle, Extra-Heavy		3	+4	+3	+3 PS Mod.	0913