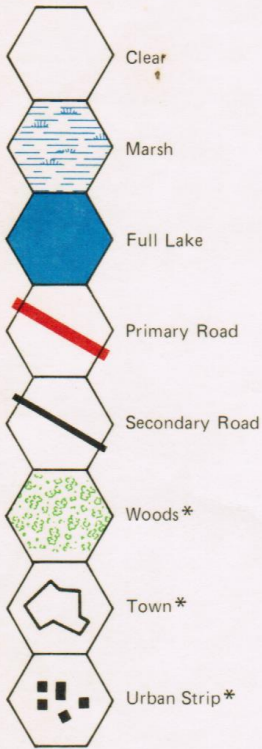


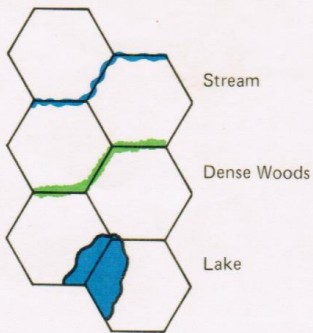
**TERRAIN KEY**

**Hexes**

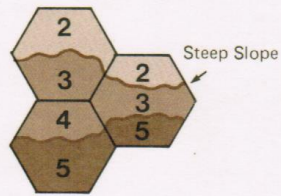
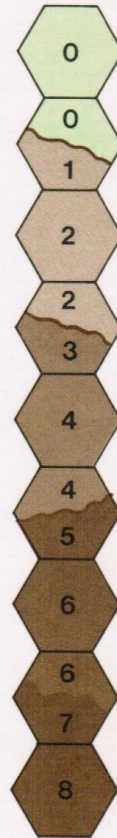


\* +1 Level

**Hexsides**



**Terrain Levels**



**Line of Sight Graph**

