

# Hex Movement



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Demon Idol uses a 6-mile hex-based movement system similar to OD&D's usage of the Outdoor Survival map. This is a [BTB](#) movement system, since the rules suggest some variation in movement rate to suit the campaign.<sup>1)</sup>

## Procedure

Each hex costs a number of MP (Movement Points) to move into. If sufficient MP are not available, the hex cannot be entered, period. There is no partial hex movement in this system.

## Movement Points

Travel	MP/day
Foot (light burden)	5
Foot (avg. burden)	3
Foot (heavy burden)	2
Mount (light)	10
Mount (medium)	7
Mount (heavy)	5
Mount (draft)	5
Cart	4
Wagon	4

## Costs

Costs for entering a hex are as follows:

Terrain	Cost	Vehicles
LIGHT (Plain, scrub, light forest, low hills, desert)	1	Allowed
ROAD through forest or swamp	1	Allowed
ROUGH (med. forest, steep hills, snow, rough ground)	2	Allowed
PASS through mountains	2	Allowed
HARSH (heavy forest, mountains, swamp, deep snow/ice, broken ground)	3 (6 if mounted)	Prohibited
RIVER crossing (any hex w/ river lacking bridge or ford)	3 (6 if mounted)	Prohibited

## Traveling within a hex

## Reasoning

It is much more pleasant at the table to use this system, rather than counting out miles and tracking locations within a hex. As evidenced by OD&D's usage of the Outdoor Survival rules, such precision is not needed for the game.

Another major bonus is that it's much easier for players to picture this system. Using a mile-based system, it is more difficult for the players to picture the same thing the DM is picturing during the travel.

1)

DMG 58: "As the scale of maps will differ from campaign to campaign, general movement rates are given, and you can adapt them to the scale of your campaign maps accordingly. Some variation in movement rate is justifiable, but the distances shown should neither be increased or decreased substantially."

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