



At the start of a season roll 2D6. You start at the corresponding weather hex.

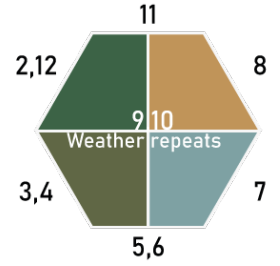
At the beginning of a day you roll on the movement hex to see how the weather changes.

An exclamation mark suggests severe and hindering conditions.

### Movement Hex

Roll 2D6 and move one space into the direction depicted on the movement hex.

If you were to hit a line, the weather repeats.



### Spring



### Summer



### Autumn



### Winter

