

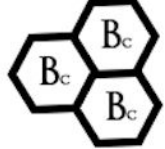




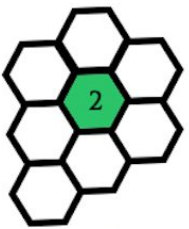
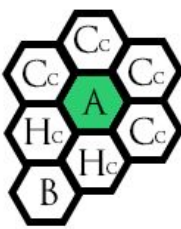

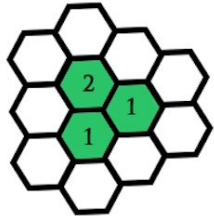





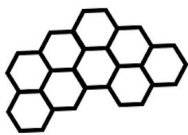
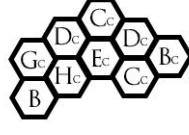

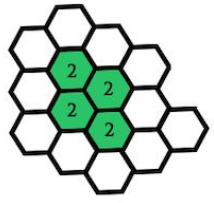
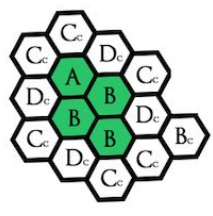

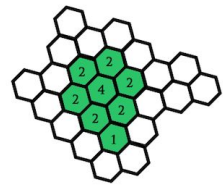
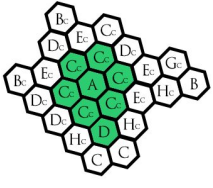


**Sample Hill Configurations (Hinterland and Calamitous Crags Only)**

Hill	Hex diagram	Piece Map	Legend
			(3) Hex Frames (1) Bc - 1 Pt 2 Rise
			(4) Hex Frames (1) B - 1 Pt 1 Rise (1) Bc - 1 Pt 2 Rise (2) Gc* - 1 Pt 2 Rise, 1 Pt 1 Rise
			(8) Hex Frames (2) Hex Rise (1) A - Flats (1) B - 1 Pt. 1 Rise (4) Cc - 2 Pt 2 Rise (2) Hc* - 2 Pt 2 Rise, 1 Pt 1 Rise
			(12) Hex Frames (4) Hex Risers (1) A - Flats (6) C - 2 Pt. 1 Rise (1) D - 3 Pt 1 Rise (2) Cc - 2 Pt 2 Rise (2) Hc* - 2 Pt 2 Rise, 1 Pt 1 Rise
			(10) Hex Frames (3) Hex Risers (1) A - Flats (4) C - 2 Pt 1 Rise (3) Cc - 2 Pt 2 Rise (2) Dc - 3 Pt 2 Rise
			(9) Hex Frames (1) B - 1 Pt 1 Rise (1) Bc - 1 Pt 2 Rise (2) Cc - 2 Pt 2 Rise (2) Dc - 3 Pt 2 Rise (1) Gc* - 1 Pt 2 Rise, 1 Pt 1 Rise (1) Hc* - 2 Pt 2 Rise, 1 Pt 1 Rise
			(15) Hex Frames (8) Hex Rise (1) A - Flats (3) B - 1 Pt 1 Rise (1) Bc - 1 Pt 2 Rise (6) Cc - 2 Pt 2 Rise (4) Dc - 3 Pt 2 Rise
			(26) Hex Frames (17) Hex Risers (1) A - Flats (1) B - 1 Pt 1 Rise (2) C - 2 Pt 1 Rise (1) D - 3 Pt 1 Rise (2) Bc - 1 Pt 2 Rise (7) Cc - 2 Pt 2 Rise (4) Dc - 3 Pt 2 Rise (4) Ec - 4 Pt 2 Rise (1) Gc* - 1 Pt 2 Rise, 1 Pt 1 Rise (3) Hc* - 2 Pt 2 Rise, 1 Pt 1 Rise

\*Components may require mirrored pieces. You will need to select the component or its mirrored print that fits with adjacent hex geometry