

LONG DISTANCE OVERLAND TRAVEL RATES

	TERRAIN TYPES				ROAD TYPES		
	<i>Very Bad</i> • jungle, dense forest • swamp, mud, soft sand • mountains, deep snow	<i>Bad</i> • steep hills • broken terrain • forest	<i>Average</i> • rolling hills • light forest • ice	<i>Good</i> • hard desert • open plain	<i>Very Bad</i> † • a track around obstacles	<i>Bad</i> • cleared, but not mettaled	<i>Average & Good</i> • cleared and metal- led
Encumbrance:							
<i>none</i>	10—0,4*	25—1	50—2	62—2,5	17—0,67	50—2	55—2,2
<i>light</i>	8—0,2*	20—0,5	40—1	50—1,2	13—0,34*	40—1	44—1,1
<i>medium</i>	6—0,14**	15—0,4*	30—0,67	37—0,8	10—0,2*	30—0,67	33—0,8
<i>heavy</i>	4—0,1***	10—0,3*	20—0,5	25—0,6	7—0,16**	20—0,5	22—0,6
<i>extra-heavy</i>	2—n/a	5—0,2**	10—0,4*	12—0,5	3—0,12***	10—0,4*	11—0,5
Rain effects:	50%	50%	50%	50%	50%	<i>mud</i> ‡	100%
Night travel:	n/a	10%	25%	50%	20%	75%	90%

Left number: Number of miles covered in a single day of marching (10 hours). To get the average speed in mph, divide the number with 10. During a season with shorter days reduce the distances accordingly (for instance: during winter on Earth's northern hemisphere reduce the rates to 60%).

Right number: Speed in mph for long distance running equals the right number multiplied with (Basic Speed + Running Skill Bonus + 1). For fatigue loss see below.

Notes: † Very Bad roads have the same rates as the surrounding terrain, except on Very Bad terrain, where the table is used.

When running/galloping: Skill roll required once per 2 hours; ** Skill roll required once per hour; *** Skill roll required hourly at -4.

‡ *Mud* turns a Bad Road into a Very Bad *terrain*— travel must go beside the road or stop completely.

Forced march: Marching without rest can increase the travel rate: average HT of the party: up to 6 7-10 11-15 16+
travel rate modifier: n/a x1,2 x1,5 x1,7

FATIGUE LOSS

Encumbrance:	Fatigue loss per hour	After a day's march
<i>none</i>	1	2
<i>light</i>	2	2
<i>medium</i>	3	3
<i>heavy</i>	4	3
<i>extra-heavy</i>	5	4
Hot day	1	1
Hot day + plate or coat	2	2

HT of runner/mount:	up to 5	6	7	8	9	10	11	12	13	14	15	16+
Fatigue loss per mile:												
<i>regular</i>	10	9	8	7	6	5	4	3	2	1		1/5
<i>Fit</i>	9	8	7	6	5	4	3	2	1		1/5	1/10
<i>Very Fit</i>	4	4	3	3	2	2	1			1/10	1/20	1/50
<i>Unfit</i>	22	20	18	16	14	12	10	8	6	4	2	1
<i>Very Unfit</i>	24	22	20	18	16	14	12	10	8	6	4	2

Most riding/racing animals should be considered Fit.

Fatigue effects: Fatigue/3 Move/2; Fatigue 1 cannot run.