

# Appendix C: Overland Movement

When characters journey overland, the Gamemaster charts the passage of time in days or weeks, narratively or by pointing to landmarks on the map. Sometimes the journey is the adventure, as in a long pilgrimage, where every day may bring a new scenario.

The usual manner of getting around in strange places is to have a general idea of direction and to ask for more specifics when meeting someone along the way. Since most people one meets are local to the area, they have a pretty good idea of the surrounding world, which, in the case of peasants, is only the five-mile or so radius around their village, or for knights, the extent of their lord's domain. People possess only vague and often incorrect information about areas outside their home territory. People do not usually provide directions in miles but rather in vague travel times, like "a long time," or "until noon," or "a little while." Using landmarks is more accurate and may be specific, like "the ford with the standing stone," but can be confusing too; i.e., "the big tree," or "where the rocks fell down," or "the ruin." People may not really know but give bad directions anyway, out of fear or mischief. Information about dangerous areas is particularly incomplete. Vast areas of woodland in Britain are unknown to any mortal.

Even moderately-settled areas may be lost to the knowledge of nearby folk should a group of enemies cut off the roads and trails to the settlement. A modest quest for a group of young knights might be to travel into an area that has become lost in this way and return with an accurate description of landmarks and so forth. It is common to get lost and backtrack to the last known place.

Player-knights have a good knowledge of their own county and have traveled around most of it while serving as squires. They will have visited nearby major sites as well and have a rough idea of more distant places.

When covering long distances on royal roads, both horsed and unhorsed characters travel about twenty miles a day.

Castles and market towns are thus usually about twenty miles apart. This assumes that the travelers know the way or have a guide, they carry sufficient food or receive it along the way, the weather is suitable, reasonable road maintenance, and nothing unusual occurs. The different Movement Rates of horses and people are not relevant for leisurely travel since a party moves at the rate of the slowest member.

Mounted characters can certainly travel faster but only at the risk of losing a good horse due to overexertion. Once a horse has blown its wind, it never recovers. The usual pace to quickly travel a long distance is to trot, trot again, and then canter at 15-minute intervals. See below for how the rules of Forced March work.

*Table C.1: Overland Daily Riding Rate* provides information on rates of travel broken down by type of weather, road, and conveyance. All distances are given in miles per day, traveling with a guide or foreknowledge, and assume the party has no wheeled vehicles. If traveling with wheeled vehicles, the rate can never be faster than Leisurely.

## TYPES OF WEATHER

- ✦ **Good:** Warm, either sunny or overcast, but with nothing more than light rain.
- ✦ **Bad:** Moderate to heavy rainfall, muddy roads, strong winds, flooded fords.
- ✦ **Terrible:** Snow accumulation, icy roads, strong winds, frozen roads of indeterminate ice thickness.

## TYPES OF ROAD

- ✦ **Roman:** An ancient, paved road the Romans built centuries ago. Though generally unmaintained, it is still very serviceable.
- ✦ **Trade:** A raised dirt or gravel road, repaired regularly.
- ✦ **Local:** A common, undrained, ill-repaired dirt road.
- ✦ **Path:** A narrow, marked trail through woods or fields.

TABLE C.1: OVERLAND DAILY RIDING RATE\*

WEATHER AND ROAD CONDITIONS	EXPLORING	LEISURELY	NORMAL	HURRIED OR FORCED MARCH
Good, Bad, or Terrible Weather on a Roman Road	5	15	20	30
Good Weather on a Local or Trade road	4	10	15	25
Good Weather on a Path	2	5	8	12
Bad Weather on a Trade Road	4	10	15	25
Bad Weather on a Local Road	3	7½	10	15
Bad Weather on a Path	1	2	3	5
Terrible Weather on a Trade Road	3	7½	10	15
Terrible Weather on a Local Road	1	4	5	7½
Terrible Weather on a Path	½	1	1½	2

\* All measurements in miles

## Sir Asterius Rides!

Sir Asterius must ride hard to rescue his true love. He decides to make a forced march. His best riding horse, a charger named Zephyrus, is available. He takes another horse, an unusually hardy rouncy, as a backup. The trip will go entirely along a trade road known well to Sir Asterius, and the weather is fine, so he will make good time.

Sir Asterius and his squire (leading his master's special rouncy and mounted on his own rouncy) depart at dawn. Sir Asterius's lady is imprisoned in a castle about 25 miles away; a single day's forced march should do it.

Zephyrus has a Movement Rate of 16 and a CON of 13. The Player successfully makes a CON roll for Zephyrus, so the trip is made without incident. The Gamemaster rolls for the other two horses as well. The special rouncy makes its roll, but the squire's mount fails. Gradually, over the course of the day, the squire falls behind Sir Asterius, who chooses to ride on ahead.

Sir Asterius covers the 25 miles in one day and arrives alone at the castle before sunset. Luckily, he defeats the ogre that lives there and rescues his lady before the ogre's evening meal can take place, gaining a check to his Adoration Passion from the Gamemaster for his timely and single-handed rescue.

The next day, the squire arrives at the castle with his exhausted horse, having only covered 15 miles on the first day.

### TYPES OF TRAVEL

- ✦ **Exploring:** Intentionally slow walk; tense, minimizing noise, on the lookout for danger or surprises.
- ✦ **Leisurely:** Intentionally slow walk; taking it easy, strumming a lute, looking at the scenery, singing. Common for ladies, siege trains, merchants, monks on donkeys, and especially injured characters needing Chirurgery.
- ✦ **Normal:** Intervals of trotting, walking, and cantering, with the intention of getting somewhere in a reasonable amount of time. Usual travel rate for knights.
- ✦ **Hurried or Forced March:** Fast pace; dangerous for horses. All mounts make CON rolls to cover the distance, with a failure indicating they may only move at Normal pace. A fumble kills the poor beast!

### A Note on Maps

Maps are exceedingly rare. Those that do exist are poor copies of Roman tabulae, which show major roads and river crossings, but with nowhere near the accuracy of modern maps. The common replacement for a map is a written list of stops along the way and, if of superior quality, an indication if the stop is a manor, castle, monastery, city, or other landmarks. Lacking literacy, a coat of arms of the landholder might designate important sites.

### Wheeled Vehicles & Cargo

The roads and trails of Britain are crisscrossed by a variety of wheeled vehicles bearing valuable cargo from one market to the next.

A cart is two-wheeled and drawn by one or two horses, oxen, or mules. It is used for carrying goods and is common among peasants. It can carry one Cargo Load (see below).

A wagon has four wheels and is used as a general-purpose vehicle to carry crops and other goods over distances. It, too, may be pulled by oxen, mules, or donkeys. It can carry two Cargo Loads.

A carriage is a horse-drawn vehicle used especially by nobles, particularly those who are unable or unwilling to ride. It is typically four-wheeled with a pivoting fore-axle and with an enclosed top to protect its passengers. Two or more horses pull it, with more horses being seen as more prestigious. The interior is made to be as comfortable as possible with backed chairs with cushions, facilities to store food and water, and blankets for freezing weather. The earliest models have no suspension, making for a rocky and uncomfortable ride over the typical dirt roads. By the late in Arthur's reign, rocking carriages become widespread, noted for having a crude suspension system using chains.

### THE CARGO LOAD

The cargo load is an abstract measure of goods which can be anything that is being moved, from sacks of grain to barrels of treasure. A load is measured by its value in libra and according to the type of item moved.

1 load = £2 crops = £15 common goods = £50 Bulky Treasure (furniture, tapestries, etc.) = £100 Treasure (gold, coinage)