

## **TIME & TRAVEL MOVEMENT**

### **TIME**

When playing, real time is condensed or expanded to fit the needs of the moment. To condense the time during the course of travelling or any long period of relative inactivity for the PCs, the Game Turn (GT) is used. It represents 10 minutes of real time. When the situation requires fast movement or actions, a Combat Round (CR) is used to measure time. It represent 5 seconds of real time.

### **TRAVEL MOVEMENT**

The amount of distance covered is dependent on the moving object's speed and length of time it travels. The rate of travel varies depending on the terrain being covered. In the case of vehicular travel, tracked vehicles must cruise at a slower rate than wheeled vehicles, to prevent excessive wear on the tracks.

The following tables are used in determining the distance a PC can travel in a given situation. The first tables refer to foot travel. These tables are broken into the following categories;

Normal: This is a walk with only normal alertness and care in travelling.

Double Time: A quick march, almost a jog but not quite.

Searching: Taking time to look carefully through the surrounding area.

Movement Under Cover: Taking advantage of all possible cover while moving and trying not to be seen.

Running: A dead run.

The other sets of tables refer to vehicular travel. There is no maximum rated listed as these are determined by the specific vehicle type. The listings run much the same as for foot travel with the following different movements rates;

Blackout: Driving at night using vision devices and having all visible light turned off.

Cover and Movement: This is moving from one covered position to another keeping a close watch on all activity in an area.

The tables list two numbers for most categories. These refer to movement by Day/ Night.

# **FOOT MOVEMENT RATES IN METERS PER GAME TURN**

	Roads	Cross Country	Swamps or Mountains	Water
Normal	800/534	400/267	200/134	270
Double Time	1600/1068	800/534	400/267	405
Searching	400/267	200/134	100/67	n/a
Movement				
Under Cover	200/134	100/67	50/34	n/a
Running	2400/1602	1600/1068	n/a	n/a

# **VEHICULAR MOVEMENT RATES IN METERS PER GAME TURN**

## Wheeled

	Roads	Trails	Cross Country	Swamps or Mountains	Water
Normal	4000/4000	3000/3000	1200/800	600/400	500
Blackout	1600	1200	800	400	n/a
Searching	2000/2000	1500/750	1000/1000	500/500	n/a
Cover and Movement	1000/1000	750/750	500/500	250/250	n/a

## Tracked

Normal	2400/2400	1800/1800	1600/800	800/400	500
Blackout	1600	1200	800	400	n/a
Searching	1600/1600	1200/1200	800/800	400/400	n/a
Cover and Movement	1000/1000	750/750	500/500	250/250	n/a

# **FOOT MOVEMENT RATES IN METERS PER COMBAT ROUND**

ACTION	TERRAIN	DISTANCE COVERED
Run	Open, Road	20 meters
	Light Woods	15 meters
	Sand	10 meters
Slow Run (Trot, Jog)	Open, Road, Light Woods, Sand Tall Grass, Crops Ploughed Field	10 meters
	Snow (to 25 cm),	

	Rubble, Confined Area	5 meters
ACTION	TERRAIN	DISTANCE COVERED
Walk	Open, Road, Light Woods, Sand Tall Grass, Crops Ploughed Field	5 meters
	Dense Woods, Mud Rubble, Snow (to 25cm), Confined Area, Water (upto 50cm)	3 meters
Slow Walk (Cautious)	Open, Road, Light Woods, Sand Tall Grass, Crops Ploughed Field	4 meters
	Dense Woods, Mud Rubble, Snow (to 25cm), Confined Area, Water (upto 50cm), Thick Underbrush	3 meters
	Snow (upto 50cm)	2 meters
Crawl	Open, Road, Light Woods	4 meters
	Sand, Tall Grass Crops, Ploughed Fields Dense Woods, Mud, Rubble, Confined Area	3 meters
	Snow (upto 25 cm), Thick Underbrush	2 meters
Slow Crawl (Creeping)	Open, Road, Light Woods	2 meters
	Sand, Tall Grass, Crops, Ploughed Field, Dense Woods, Mud, Rubble, Confined Area Snow (upto 25cm), Thick Underbrush	1 meter

PCs may move up to the distance stated or move a shorter distance if so desired.

Certain conditions may slow a PC who is Walking or in a Slow Run. The distances given above are modified by the following conditions.

CONDITION	DISTANCE MULTIPLIER
Light smoke or Fog, Moonlit Darkness, Heavy Rain, Snow	.75
Heavy smoke or Fog, Moonless Darkness, Downpour, Blizzard	.5

In each case, distance is rounded up to the nearest meter, even if this results in no reduction in distance at all.

These modifiers are not cumulative.

#### **ADDITIONAL TYPES OF COMBAT ROUND MOVEMENT**

ACTION	TERRAIN	DISTANCE COVERED
Evasion	Open, Road, Light Woods, Tall Grass, Crops, Ploughed Field	4 meters
Diving	Any terrain	2 meters
Running Dive	Open to Any Terrain	3 meters
Run up Stairs		15 steps
Walk up Stairs		6 steps
Climb Ladder		3 meters up 4 meters down
Climb Rope		2 meters up 4 meters down
Rappel	Wall, Cliff	Skill x 10 meters down
Paddle	Raft, Kayak, Canoe	5 meters
Wade	Water from 50 cm to 1 m deep	1 meter
Swim	Water over 1 meter	Skill x 1.5 meters

Swim

Underwater      Water over 1.5 meters      Skill x 1 meter

Swim

Underwater      SCUBA or Skin Diving      Skill x 2 meters

Swimming underwater using SCUBA or Skin Diving Skill assumes the use of swim fins. PCs can with Skin Diving Skill dive to a depth of Skill x 15 m.

#### **NOTES ON BURDENS**

Evasion, Running, Walking up Stairs, Climbing Ladders and wading may be performed while burdened or with a light wound. If so, the distance for each is halved.

Rappelling while burdened is only possible if the entire burden is secured in a backpack or slung. Rappelling is not possible while wounded.

Swimming is possible while lightly wounded or burdened, but the PC will cross only halve the distance. Heavily burdened PCs can not swim.

The additional actions not listed above, can not be performed while burdened or wounded.