

MONEY

Ready Cash

costs/wk
 Wages
 Supplies
 Fuel

logo

UVG CARAVAN SHEET

COMPANY NAME _____
 This Caravan _____
 Financier _____
 Debt (due) _____ (_____)

patron

TIME

Day Tally
 (M T W T F S S)

Weeks
 1 2 3 4
 5 6 7 8 9
 10 11 12 13

Season
 Spring Summer
 Winter Fall

Year of the _____

years elapsed

Assets
 Routes & Investments | Capital(€) | Risk

SIZE

avoiding notice

Agility Test
 1 Trivial (3)
 2-5 Easy (7)
 6-20 Moderate (11)
 21-100 Difficult (15)
 101+ Extreme (19)

Mouths
 + Mouths
 + Motors
 + Magicals

SPEED

tallies/week

POWER REMAINING

Sum of warrior levels

Slow Tags @tallies
 Fast Tags @tallies

HEROES

Name	Level	Role

RAIDER AUTOCOMBAT

Leader tests Charisma or Thought

(1-3) Disaster, total loss
 (4-7) Defeat, loss
 (8-11) Stalemate, partial loss
 (12-15) Costly Win, gain and loss
 (16-19) Victory, gain
 (20+) Triumph, great gain

Weak enemy; test with advantage.
 Powerful enemy; with disadvantage.

Mount or Motor or Porter: _____ Level: _____
 Tags: _____ Total Cost/wk: _____ Value(€): _____
 No. of transports: _____ Total Capacity (sacks): _____
 Cargo: _____

HELPERS

Name	Level / Bonus	Skill

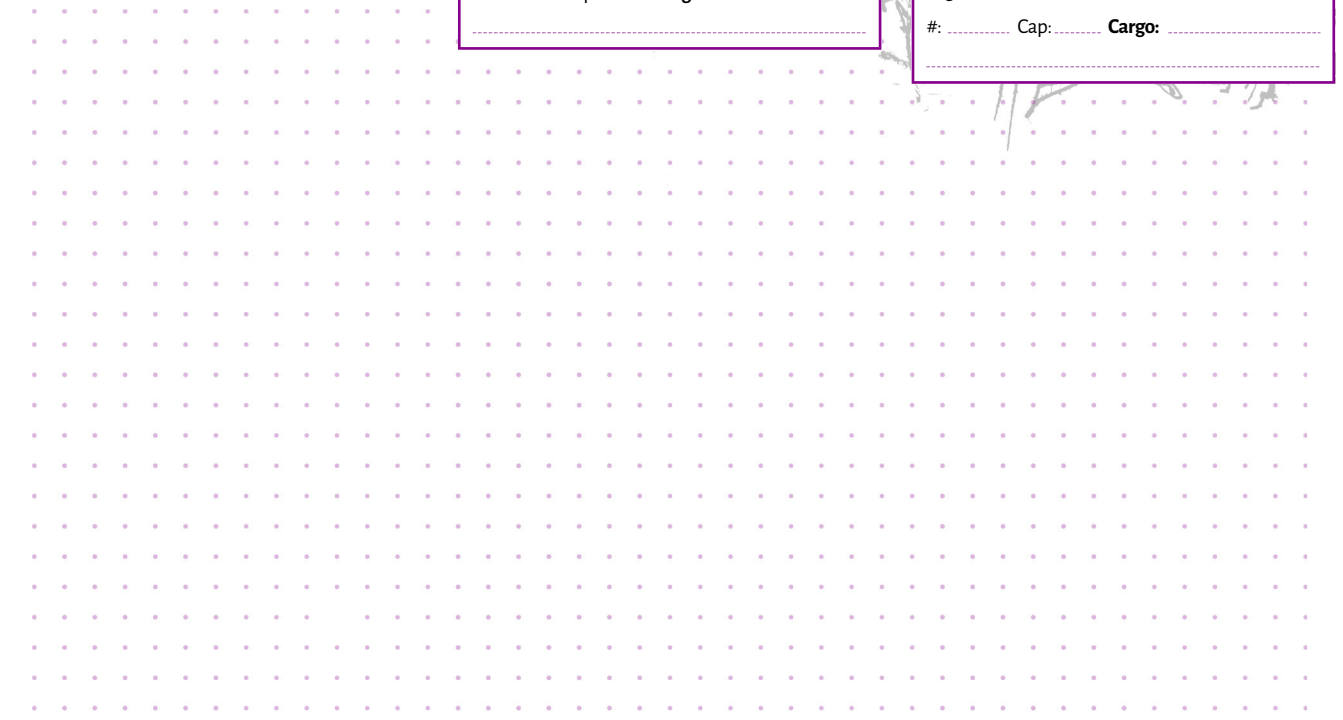
Name: _____ L: _____
 Tags: _____ Cost: _____ Val.(€): _____
 #: _____ Cap: _____ Cargo: _____

Name: _____ L: _____
 Tags: _____ Cost: _____ Val.(€): _____
 #: _____ Cap: _____ Cargo: _____

Name: _____ L: _____
 Tags: _____ Cost: _____ Val.(€): _____
 #: _____ Cap: _____ Cargo: _____

Name: _____ L: _____
 Tags: _____ Cost: _____ Val.(€): _____
 #: _____ Cap: _____ Cargo: _____

Name: _____ L: _____
 Tags: _____ Cost: _____ Val.(€): _____
 #: _____ Cap: _____ Cargo: _____



Sample Motor and Mount Capacities: Humans, dogs, and skeletons: 1; porters, ponies, and camels: 2; handcarts, chariots, and dune buggies: 3; burdenbeasts 4; light coaches and biomechs 6; wagons, walkers, and vechs: 12; hoverwagons: 20; autogolems and wagon rigs: 24.