

## **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<br>Country | Swamps or<br>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<br>Country | Swamps or<br>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<br>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<br>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<br>(Trot, Jog) | Open, Road,<br>Light Woods, Sand<br>Tall Grass, Crops<br>Ploughed Field | 10 meters |
|                         | Snow (to 25 cm),                                                        |           |

|                          |                                                                                                                                    |                  |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------|------------------|
|                          | Rubble, Confined Area                                                                                                              | 5 meters         |
| ACTION                   | TERRAIN                                                                                                                            | DISTANCE COVERED |
| Walk                     | Open, Road,<br>Light Woods, Sand<br>Tall Grass, Crops<br>Ploughed Field                                                            | 5 meters         |
|                          | Dense Woods, Mud<br>Rubble, Snow (to 25cm),<br>Confined Area,<br>Water (upto 50cm)                                                 | 3 meters         |
| Slow Walk<br>(Cautious)  | Open, Road,<br>Light Woods, Sand<br>Tall Grass, Crops<br>Ploughed Field                                                            | 4 meters         |
|                          | Dense Woods, Mud<br>Rubble, Snow (to 25cm),<br>Confined Area,<br>Water (upto 50cm),<br>Thick Underbrush                            | 3 meters         |
|                          | Snow (upto 50cm)                                                                                                                   | 2 meters         |
| Crawl                    | Open, Road,<br>Light Woods                                                                                                         | 4 meters         |
|                          | Sand, Tall Grass<br>Crops, Ploughed Fields<br>Dense Woods, Mud,<br>Rubble, Confined Area                                           | 3 meters         |
|                          | Snow (upto 25 cm),<br>Thick Underbrush                                                                                             | 2 meters         |
| Slow Crawl<br>(Creeping) | Open, Road,<br>Light Woods                                                                                                         | 2 meters         |
|                          | Sand, Tall Grass,<br>Crops, Ploughed Field,<br>Dense Woods, Mud,<br>Rubble, Confined Area<br>Snow (upto 25cm),<br>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,<br>Heavy Rain, Snow    | .75                 |
| Heavy smoke or Fog, Moonless Darkness,<br>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,<br>Light Woods,<br>Tall Grass, Crops,<br>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<br>4 meters down |
| Climb Rope     |                                                                     | 2 meters up<br>4 meters down |
| Rappel         | Wall, Cliff                                                         | Skill x 10 meters down       |
| Paddle         | Raft, Kayak, Canoe                                                  | 5 meters                     |
| Wade           | Water from 50 cm to<br>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.