

# UVG CARAVAN SHEET

Company: \_\_\_\_\_

Financier: \_\_\_\_\_

WEEKS 

DAYS    

CASH 

MOUTHS TO FEED 

#

# Heroes: .....

# Helpers: .....

# Other: .....

VISIBILITY 

#Transports +  
#Mouths (95 max)

Slow factors

SPEED

Fast factors





















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+/- day  
tally

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## HELPERS

HD	Name	Skill	+X
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## TRANSPORT

HD	Type	Carry	Cargo
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FIGHTERS # 

AC 

HD 

Count all combat ready helpers. Treat as pool.  
Use avg AC of fighters: light + shield, AC 13, 20 cash/ft; med + shield, AC 15, 60 cash/ft; heavy + shield, AC 18, slow, 85 cash/ft.  
Weapons: 1d8 melee, 10 cash/ft; 1d8 ranged + 100 ammo, 30 cash/ft.

## WEEKLY ACTIONS

o. Extra action *only when stopped*: a) forage; b) care for other hero; c) prepare ambush or defenses; d) study artifacts; e) hide camp to reduce visibility. When stopped at settlement also: f) explore for additional discoveries; g) buy and sell; h) pay expenses instead of consuming supplies.

1. Consume one sack of supplies per human.
2. One hero checks Cha for Misfortune.
3. Referee checks visibility and encounters. Resolve them.
4. Heroes that did not fight or flee receive long rest.
5. Check if caravan arrived at destination. If not, repeat 1–5.
6. At destination, one hero checks Int for discoveries.

Remember to tally days & weeks. Strict records must be kept! Hrrumph!

#beasts and vehicles 

Inventory sacks of: (S)upplies, (G)oods, (E)quipment, (C)ash (2,500), (T)reasure, (R)ider, (P)ulling, (X)other.

Transport: (M)ule, 2HD, carries 2 sacks, costs 50 cash; (K)amel, 4HD, 3 sacks, 300 cash; (B)urdenbeast, 6HD, 4 sacks, 600 cash; (W1)agon, small, 4HD, 6 sacks, 150 cash, req: 1 animal; (W2)agon, large, 8HD, 12 sacks, 600 cash, req: 2 animals.