

### SET JOURNEY PATH

Set a journey path connecting the point of departure to the destination, and record it on the Journey Log (counting the hex containing the destination but not the departure).

### MAKE MARCHING TESTS

The Guide of the Company makes a Marching Test rolling TRAVEL, to determine where journey events take place along the journey path.

- ◆ If the TRAVEL roll succeeds, an event takes place 3 hexes away, plus 1 for each Success icon.
- ◆ If the TRAVEL roll fails, an event occurs 2 hexes away in Summer and Spring, and 1 hex away in Winter or Autumn.

Follow the Event Resolution rules (page 112) to determine the precise nature of the event.

Once an event has been resolved, the Guide makes a new Marching Test to determine where another event will take place.

- ◆ The journey ends when a Marching Test result matches or exceeds the number of hexes left between the Company's current position and their point of arrival — the Company has reached its destination.

### END OF THE JOURNEY

A journey lasts a number of days equal to the number of hexes in the journey path, plus 1 day for each hard terrain hex (hills, woods, marshes, etc.). If the entire Company is travelling on horseback, halve the resulting total (rounding fractions up).

- ◆ On a forced march, count 1 day for each 2 hexes in the journey path instead of 1, but each Player-hero accumulates 1 additional point of Fatigue each day.

### CALCULATE TRAVEL FATIGUE

Fatigue is recorded on the journey log sheet, and cannot be shaken off while the journey lasts.

- ◆ At the end of the journey, Player-heroes with a mount reduce their total Fatigue by their mount's Vigour rating (see page 50).

All Player-heroes can further reduce their accumulated Fatigue with a roll of TRAVEL.

- ◆ A success reduces the total Fatigue by 1, plus 1 point for each Success icon (S).

Any remaining Fatigue is removed at the rate of 1 point of Fatigue for each Prolonged Rest taken in a sheltered and safe refuge.

-  Border Lands
-  Wild Lands
-  Dark Lands
-  Impassable Terrain
-  Perilous Area

