



Tactical Movement Rate Table (feet per round)

Base Rate	Normal	Half	Charge
48"	160	80	320
45"	150	75	300
42"	140	70	280
39"	130	65	260
36"	120	60	240
33"	110	55	220
30"	100	50	200
27"	90	45	180
24"	80	40	160
21"	70	35	140
18"	60	30	120
15"	50	25	100
12"	40	20	80
9"	30	15	60
6"	20	10	40
3"	10	5	20

Movement Rates of PC Races

Race	Light leather	Heavy chain	Armored plate
Human	12"	9"	6"
Elf	15"	12"	6"
Dwarf	9"	6"	3"
Hobbit	9"	6"	3"
