

# Town, Road and Camp Routine

## Town Routine

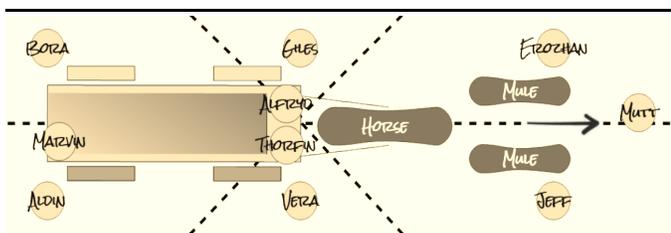
When in town, the **Quartermaster** will secure room and board for the company at an inn of reasonable quality. Companions shall be responsible for unloading any carts and wagons to the company's quarters. After all cargo has been stowed and secured, one companion shall remain in quarters to safeguard the company's property. This duty is assigned according to the day of the week.

While staying over in town, companions are on their own recognizance but also expected to gather at sundown at quarters for a shared meal so that they may keep abreast of developments. Companions who intend to miss the evening meal will inform the captain, as failure to attend will otherwise be considered a sign of disturbance or distress and we will come looking for you.

Day of the Week	Sentry Duty
Ardensday	Aldin
Muirsdays	Erozhan
Thursdays	Giles
Vionirsdays	Jeff
Siggundsdays	Marvin
Kelsdays	Thorfin
Dominion	Vera

## Road Routine

When the company is on the road, the battle order is as illustrated below.



**Mutt** is responsible for forward observation, scouting and trailblazing.

**Aldin, Erozan, Giles, Jeff, Vera,** and **Bora** are responsible for observing their immediate hextant (forward left, forward right, middle left, etc.)

When the company is approached by potentially friendly forces, **Erozhan's** will speak for the company and make introductions.

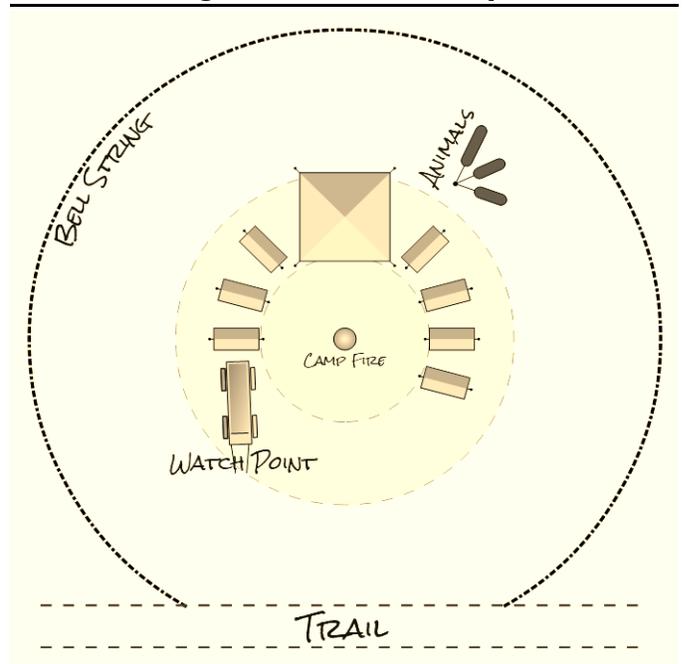
**Marvin** will ride in the rear of the cart and shall be responsible for spotting stalkers and shadowers.

**Thorfin** shall ride point and be responsible for defending Alfyrd and the cart. Additionally he shall use the time to learn to drive the horses in expectation that we shall add more carts and/or wagons at a later date. Thorfin is forbidden from talking to potentially hostile forces without Erozhan's permission.

**Alfyrd** shall drive the cart.

## Camp Routine

When the company makes camp, the camp will be laid out as illustrated below, facing towards the trail (or most obvious approach). A string of bells will be run around the perimeter at a distance of 60 paces from the campfire, which will be maintained at torchlight levels through the night. Whomever is on watch will observe the trail facing from the watch point on the buckboard of the company cart, taking advantage of the illumination of the campfire and the elevation of the cart to maximize their approach. The animals shall be placed opposite of the watch point to take advantage of their nervous temperament.



# Watch

There shall be two watch shifts of four hours. Watch duty shall be assigned according to the day of the week and whether the week is even or odd.

Day of the Week	Even Week		Odd Week	
	First	Second	First	Second
Ardensday	Thorfin	Marvin	Aldin	Jeff
Muirsdlay	Aldin	Jeff	Marvin	Mutt
Thyrsday	Marvin	Mutt	Thorfin	Aldin
Vionirsday	Jeff	Aldin	Jeff	Marvin
Siggundsdlay	Thorfin	Marvin	Aldin	Thorfin
Kelsday	Aldin	Jeff	Marvin	Jeff
Dominion	Mutt	Thorfin	Mutt	Aldin

Due to the company's spellcasters need for restful sleep, **Erozhan, Giles, Vera** and **Bora** shall be excused from watch duties.

## Adventuring Schedule

Daily schedule when on campaign. 06:00 is sunrise.

Time of Day	Activity
<b>04:01 - 06:00</b>	Breakfast, Break Camp
<b>06:01 - 08:00</b>	
<b>08:01 - 10:00</b>	
<b>10:01 - 12:00</b>	Adventuring/Traveling
<b>12:01 - 14:00</b>	
<b>14:01 - 16:00</b>	
<b>16:01 - 18:00</b>	Make Camp, Dinner
<b>18:01 - 20:00</b>	Recover, Rest and Relax
<b>20:01 - 22:00</b>	
<b>22:01 - 24:00</b>	First Watch
<b>00:01 - 02:00</b>	
<b>02:01 - 04:00</b>	Second Watch