

	Number	Start Time (GMT)-NOW()	Start Time (EST)	Road	Field	Hill	Forest	Tundra	Mountain	Swamp	Desert	Ocean	Total Tile Cost	Army Speed	End Time (GMT)	End Time (EST)	Time Cost (hours)
Levies		11/5/24 5:15	11/5/24 0:15	15									15	24	11/5/24 20:15	11/5/24 15:15	15.0
Men-at-Arms		11/5/24 5:15	11/5/24 0:15		2	0	0		0				4	36	11/5/24 7:55	11/5/24 2:55	2.7
Small Party (20 or less MaA)	2	11/5/24 0:15	11/5/24 0:15	21					0				21	60	11/5/24 8:39	11/5/24 8:39	8.4
Small Party (20 or less Levies)	0	11/5/24 5:15	11/5/24 0:15										0	36	11/5/24 5:15	11/5/24 0:15	0.0
Galley	1	11/5/24 0:15	11/5/24 0:15									43	43	84	11/5/24 12:32	11/5/24 12:32	12.3
Carrack	2	11/5/24 5:15	11/5/24 0:15										0	60	11/5/24 5:15	11/5/24 0:15	0.0
Dromond	1	11/5/24 5:15	11/5/24 0:15									230	230	60	11/9/24 1:15	11/8/24 20:15	92.0
Longship	1	11/5/24 5:15	11/5/24 0:15									230	230	108	11/7/24 8:22	11/7/24 3:22	51.1

Can either punch in the start time manually, or jut put =NOW() to get the current time in EST

Terrain Type	Cost	Note: Any fleet or army moves as fast as its slowest unit, so put the entire size of the force into the left box, depending on what the slowest unit is
Roads (on road thru any tile)	1	When an army size reaches 5,000 troops, it will have its speed reduced by 1; speed will be further reduced by 1 for every further 1,000 men in the army, to a minimum of 12.) <b>IF THE HOST IS OVER 5000, THE MOVEMENT CALCULATOR DOES NOT TAKE THEIR SLOWER MOVEMENT INTO ACCOUNT!!!</b>
Fields (Light Green)	2	
Hills (Light Brown)	3	
Forests (Green)	3	
Tundra (White)	3	
Mountains (Brown)	4	
Swamps (Dark Green)	4	
Desert (Yellow)	4	
High Mountain (Dark Brown)	Impossible	

Army Composition	Cost/Day	Ship Types	Cost/Day
Levies	24	Galley	84
Men-at-Arms	36	Carrack	60
Small Party w/ MaA (<20)	60	Dromond	
Small Party w/ Levies (<20)	36	Longship	108

**Terrain Bonuses**  
Dornish troops treat desert like fields.  
Northern troops and beyond the wall treat ice/snow/tundra like fields.  
Mountain Clansmen treat mountains as fields.  
Crannogmen and clawmen treat swamps like fields