

Supplemental Packing rules;

These rules are only used when packing containers.

The Enc value of goods remains unchanged when working out movement (and Ag) penalties. These rules are only used when working out if items will fit inside a container.

Bulky goods take up more room than compact heavy goods so the base Enc value is multiplied by the goods 'packing type' to work out it's Packing Enc (P).

Packing Type

Compact: Enc x 1 when packing

Compact solid metal items: coins, shot, bag of arrow heads

Average: Enc x 3 when packing

Compact non-metal items: Provisions, flasks, torch,

Non-compact metal items: Weapons, arrows, chain-mail shirt,

Bulky: Enc x 10 when packing

Non-compact non-metallic items: Clothing, tents, rope

Notes on Quality

All containers have two values for capacity, one for Enc and one for P. The best quality container's Enc and P values will be near equal, but a shoddy or poorly made container may have a Enc value much lower than it's P value. When looking at containers it is the P value that is quoted, the true Enc value can only be guessed at.

Example of capacity;

Bauman & Schluter premium waxed Leather Pack: Enc: 250 P:250

A shoddy & stained burlap pack from flea market: Enc: 50 P:250

On first inspection by a prospective buyer both packs seem to hold the same amount (250), but the Bauman & Schluter pack is far stronger and will hold 250 Enc of coin, whereas the shoddy pack may well split when loaded with a mere 51 Enc of coin.

100 coins = 1 Enc. So;

250 Enc of coin is 25,000 coins (if a coin weigh 5g that's 125Kg!)

50 Enc of coin is 5,000 coins (each tenth over gives 10% chance of splitting)