

# Actions Table

## Cavalry units

| RISK FACTOR ▼ | D6: 1   | 2   | 3   | 4   | 5   | 6  |
|---------------|---|---|---|---|---|--|
| Up to RF0     | Continue current actions, unless at halt, and a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. |   |   |   |   |  |
| RF1           | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i>                               | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Halt in position facing the nearest enemy</i>  | <i>Continue current actions facing the nearest enemy (Charge?)</i>                                  | <i>Continue current actions facing the nearest enemy (Charge?)</i>                                  | <i>Advance towards nearest enemy at gallop (Charge?)</i>           |
| RF2-5         | Canter further from the nearest enemy   | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Halt in position facing the nearest enemy</i>  | <i>Continue current actions facing the nearest enemy (Charge?)</i>                                  | <i>Advance towards nearest enemy at gallop (Charge?)</i>           |
| RF6-8         | Flee at Gallop from nearest enemy   | Canter further from the nearest enemy   | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Halt in position facing the nearest enemy</i>  | <i>Continue current actions facing the nearest enemy (Charge?)</i> |
| RF9+          | Flee at Gallop from nearest enemy   | Flee at Gallop from nearest enemy   | Canter further from the nearest enemy   | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Walk to take cover in the nearest accessible terrain within 1 move, or away from all enemies</i> | <i>Halt in position facing the nearest enemy</i>                   |

## Cavalry supplement

Horsed figures are of three sorts: Shock Cavalry, Shooting Cavalry and Mounted Infantry.

They may move at different speeds to infantry;

Walk: 1-30cms. Canter: 30-40cms. Gallop: 41-50cms

Gallop is only allowed for 2 turns in a row, after which the unit may only walk for a turn.

Cavalry may turn 45° per ¼ of their movement, or per ½ move at Gallop.

Moving Cavalry may only shoot to the figures front and left 45°arc.

They always shoot as 1 range band more distant than their dismounted counterparts.

Mounted infantry may never move at gallop or shoot mounted. They count -1 to their melee die rolls.

Charging shock cavalry count a +1 to their melee die rolls

Hits on Mounted figures are on the horse (1-4), or rider (5,6) on a D6.

### Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-1: Hero with unit.

: Unit entirely in cover-- or moving at Canter/Gallop.

1: Enemy in clear sight and within their weapons range of the unit

: Raw unit in range of any enemy unit in sight.

: Per 10% of group wounded or killed

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating as a result of melee.

And throw a D6: