

Actions Table

For Formed infantry lines and columns in the Pike and Shotte era.

| RISK FACTOR ▼ | D6: | 1 | 2 | 3 | 4 | 5 | 6 |
|---------------|--|--|--|--|--|---|--|
| Up to RF0 | <p>Formed infantry operate in platoon sized units and will march in 4 wide columns until in the open with enough room to deploy – if within shooting distance of the enemy.</p> <p>When in shooting distance of the enemy, platoons will deploy into a 2 deep line if Shot - or 4+ deep lines if Pike, facing the nearest formed enemy infantry, or the nearest enemy otherwise.</p> | | | | | | |
| RF1-3 | <i>Halt in position facing the nearest enemy</i> | | | | | | <i>Advance towards nearest enemy (Charge?)</i> |
| RF4-6 | Move half move further from enemy | <i>Halt in position facing the nearest enemy</i> | | | | | <i>Advance towards nearest enemy (Charge?)</i> |
| RF7-8 | Run from nearest enemy | Move half move further from enemy | <i>Halt in position facing the nearest enemy</i> | | | | <i>Advance towards nearest enemy (Charge?)</i> |
| RF9+ | Run from nearest enemy | Run from nearest enemy | Move half move further from enemy | <i>Move half move further from enemy</i> | <i>Move half move further from enemy</i> | | <i>Halt in position facing the nearest enemy</i> |

Risk Factors:

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

-4: No enemy, or friends retreating, in sight.

-1: Hero with unit.

: Unit entirely in cover or advancing.

1: Enemy in 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

: Per NCO Killed.

2: Enemy to flank or rear and in sight.

3: If running from enemy last turn, or retreating from melee.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

(1) What the unit will try to do.

(2) What Morale effect the situation has on them.

Note that Player Characters and commanded troops are using the same system, but ignore shooting and movement instructions written in *Italics*.

Uncommanded Formed troops will always stay in company with the first group in their platoon to move if their commands are written in *Italics* and all units of the platoon are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the platoon.