

A Game of High Adventure: Quick Reference Sheet

Turn sequence:

1	Dice for Arrivals on the 'Enemy Force generation chart'. THEN Figures and groups are given an order, either Attack, March, Stand, Withdraw and Flee. Consult the solo chart for non-player characters.
2	Figures with the lowest Leadership move first, in accordance with their orders. Other figures move in ascending order of Leadership, though if wanted, figures with higher leadership may always move before figures with a lower Leadership.
3	Figures able to shoot do so, simultaneously, then all figures in base contact with an enemy figure may fight a turn of melee. Magic is performed at this stage too.

Orders:

Attack	Unit will close with the nearest enemy unit and charge them if in reach. (Chargers get a +D3" to movement. D2" for Halfling/Dwarf)
March	Move towards the nearest enemy or objective, follow paths/roads etc.
Stand	Unit must halt in its current position, and will only move up to 2" or to turn to face a threat.
Withdraw	Unit must move away from the nearest known enemy position, or towards the nearest cover further from all enemy units. If in cover already, unit may stay in position if it has at least 50% of its original unit strength.
Flee	Unit will run at move (+D3"to movement. D2" for Halfling/Dwarf) away from the nearest enemy unit(s), it may neither fight nor shoot. If surrounded, they surrender.

Melee procedure:

After movement, any figures in contact with enemy figures are in Melee Combat.

Each side throws a D6 per Strength point left, modified by:

Figures with Weapon Skill 0 throw a D6 unmodified

Figures with Weapon Skill 1 throw D6 + 1.

Figures with Weapon Skill 2 throw D6 + 2.

Figures with Weapon Skill 3 throw D6 + 3.

-1 to these dice scores if fighting with an unfamiliar weapon.

Combat results:

Die Difference	Unarmd	Padded	Mail	Plate		
1	-	-	-	-	+1 to difference if hit by Polearm	-1 to difference if hit by Improvised Weapon.
2	PB	-	-	-		
3	LW	PB	-	-		
4	W+ PB	LW	PB		+1 to difference if hit by Strength 3	NB: PB = Push back 1 base depth, they may be followed up. Mounted thrown from mount.
5	W	W+ PB	LW	PB		
6	W	W	W+ PB	LW		
7	K	W	W	W+ PB		
8	K	K	W	W		
9	K	K	K	W		
10+	K	K	K	K		

Shooting:

To shoot, a figure must have clear line of sight to the target, though this can be past a single stationary friendly figure within 1", who can in addition shield the shooter. The Target throws a defence die (in the Ranges Chart) + 1D6 if Shielded and the missile is coming from their front or left side.

Ranges: These may act as guides for other weapons too.

Ranges	Short (D6)	Medium (D8)	Long (D10)
Bows	8"	24"	48"
Longbow	10"	25"	50"
Crossbows*	12"	30"	48"
Slings	8"	20"	30"
Hand hurled	8"	15"	24"

* Crossbows need 1 Stationary turn to load... Bows, Longbows and Slings ½ a turn stationary to load.

Method:

Shooter, with a loaded weapon, declares his intended target.

Throw one of the shooters WSk die, per Strength point he has, as in melee, Adding / Subtracting the following:

+1	Elves Shooting bows Shooting at a target below.
-1	Target in wood edge, soft cover, or per wound shooter has.
-1	Using unfamiliar weapon.
-3	Target in Building.

The Target throws a defence die (in the Ranges Chart) + 1D6 if Shielded and the missile is coming from their front or left side. If the shooters die beats the Defence die result, he has hit! Check the result on the table below.

Die roll difference	Target Armour class				
	U	P	ML	PL	
1	LW	-	-	-	-1 to difference if rocks etc. +1 to difference if Crossbow, Longbow +1 to difference if shooter Strength 3
2	W	LW	-	-	
3	W	W	LW	-	
4	W	W	W	LW	
5	K	W	W	W	
6	K	K	W	W	
7	K	K	K	W	
8+	K	K	K	K	

Movement:

Movement (5") – for normal, man sized figures (crossing gaps by jumping takes half a turn and allows a figure to cross 1" per Strength level)

Note it is normally possible to shoot while moving or riding.

Ride... Figures on horses/wolves etc. move up to 8", Animal must move straight but may pivot up to 45 degrees in each half move. If only moving up to 2", the animal may pivot 90-180 degrees in the second half of the move.

Usually all movement is at half rate if in difficult going, or crossing a man size obstacle. Figures may follow winding paths etc at normal rate.

Visibility:

Figures in terrain are seen at D6" range if within 6" of the edge, Visibility is 8" within woods.

Creatures with **stealth** are unseen if pass **Cleverness** test.

Figures otherwise can be seen automatically if they shoot, or are in plain sight.

Magic

Magic users have a variable number of Power points:

To successfully do a magical action, throw a D6 and do not exceed the Magic User's remaining Power Point total, failed castings do not cost any points. NB: a natural thrown '1' is always a fail!
Magic Users may Take 1 off the casting die roll at the cost of 1 extra Power Point.

Minor Abilities (Up to 4 of these may be in the Magic user's panoply)

Spell type	Time to do/ Cost	Range	Effect
Smoke	1 turn 1 point	24"	An area 8" in diameter blocks sight for D6 turns.
Levitate	2 turns 1 point	24"	A thing up to man size may float and move anywhere within 24" of User. It can also be used to lift heavy doors upwards etc.
Open/Lock/Close	1 turn 1 point	8"	Open /Close/ lock a door etc. – Spell reverses on a 6 (D6) in any subsequent turn.
Find	1 turn 1 point	24"	Can be used to locate a hidden Person/thing and picture how it got there.
Light Torch	1 turn 1 point	12"	Can be used to light a fire too! It cannot wound or kill.
Oppose	1 Turn 1 point	8"	Magic user stops another Magic user using an Ability this turn.
Sleep	1 turn 1 point	3"	Figure sleeps until a 6 thrown in any subsequent turn.
Divine	1 turn 1 point	8"	Determines the magical status of an object, and its use.
Knock back	1 turn 1 point	12"	Knocks a figure D6" backwards.

Major Abilities (Up to 1 one of these may be in the Magic User's panoply:

Spell type	Time to do/ Cost	Range	Effect
Wind storm	3 turns 3 points	30"	All enemy figures in range may not move towards caster for D6 turns
Start Fire	1 turn 1 Point	24"	Any combustible item ignites, a fire spreads 3" every turn until an object is engulfed. Fire lasts 2D6 turns.
Healing	3 turns 2 points	1"	1 Wound is returned to a figure.
Teleport	1 turn 1 point	20"	A figure, or self, moves to any point in clear view of Magic user.
Make Invisible	2 turns 2 points	24"	A figure or thing up to twice man size is invisible and can only be hit by missed missiles. It ends on any subsequent turn on a 6 (D6).
Freeze	1 turn 1 point	24"	Water/Lava, etc can be walked over for D6 turns. Figures are killed if Frozen for 4 or more turns (Not undead or Frost giants etc!)
Petrify	1 turn 1 point	24"	Figure unable to move or do anything for 2D6 turns.
Reanimate	3 turns 3 points	8"	Dead figure becomes a Zombie under the control of the Magic User until User does something else. Alternately, stone figures may be returned to life.
Summon	1 turn 3 points	8"	If successful, a Demon appears. 1:Imp 2-5 minor Demon, 6 Major Demon. These are under the control of the Wizard if he passes a Cleverness test. If failed the Demon fights the Wizard for one turn and then Vanishes.
Avatar	1 turn 2 points	6"	A man sized figure is created and will act as Wizard wishes for 2D6 turns.
Transform self	3 turns 3 points	N/A	Figure may transform into a creature up to twice his height and reverts at will or if User killed. Creature may be mythical!
Hypnotic gaze	1 turn 1 point	6"	If successful, a figure facing User may be held entranced an unable to do anything – target escapes any turn if passes Strength test or after 3 turns.
Illusion	4 turns 4 points	36"	A thing (not living) up to house size, may be 'created' for the duration of the game – in the minds of observers.
Control	2 turns 2 points	48"	This allows a Magic User to animate and control (2D6) Skeletons and the like, it ceases and the 'Skeletons' disassemble if the User is killed.

Enemy Force Generation: Temple guards etc. (Based on Conan the Barbarian)

I suggest a party have no more than 12 Strength for this table. If larger than 12 pts, double the number of enemy forces arriving on this chart, though not special characters.

The maximum number of available figures for this chart is 2 per Strength pt of the player's force.

Portal Counters are always placed on corners, in cover covering the approaches to the game objective or the centre of the solo forces table edge.

When a player's figure(s) get within LOS of one or more, throw a D6:

-1: No contact today with the player's forces.

+1: Each counter after the first, in LOS of any figures in the players forces.

Result: (randomise which counter in LOS the enemy appear at)

A natural '1' is always nothing.

1-5		Nothing
6-7	15-16	2 Basic Warriors/ Guards. (Strength 1, WSk 0)
8-9	17	4 Basic Warriors/ Guards. (Strength 1, WSk 0) 1 with Polearm.
10	18	4 Basic Warriors/ Guards and an archer. (Strength 1, WSk 0)
11	19	6 Basic Warriors/ Guards. (Strength 1, WSk 0)
12	20	Strength 2, WSk 2 Warrior and 4 Warriors/Guards. (Strength 1, WSk 1)
13	21+	Strength 3, WSk 2 Warrior and 4 Warriors/Guards. (Strength 1, WSk 1)
14		Wizard (or Tribal Chief (Strength 2 WSk 2) for Picts etc.)

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

If you run out of figures, you cannot deploy any until casualties are recycled!

Solo System:

Risk Factors (RF's) are added as indicated below; Note that uncommanded 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, or unit is at least 50% of Elite quality.
: Unit entirely in cover or advancing.

1: Enemy in clear sight.
: Basic unit in 24" range of any enemy unit in sight.
: Per 10% of group wounded or killed.

2: Enemy to flank or rear and in sight, or friends retreating/routing within 24".
: Man sized creatures within 30" of enemy Dragon, Demon, Giant, Ogre or Troll.

3: If Routing, or suffering more casualties in melee.

And throw a D6:

Morale/Solo Rules:

Actions Table: For Troops armed with Close combat weapons only

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	<i>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible enemy. They will not move however, from fortified positions they are defending.</i>					
	<i>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</i>					
RF1-2	Stand	March	March	Attack	Attack	Attack
RF3-6	Withdraw	Stand	Stand	March	Attack	Attack
RF7-8	Flee	Withdraw	Withdraw	Stand	March	Attack
RF9+	Flee	Flee	Flee	Withdraw	Withdraw	Stand

Attack	Unit will close with the nearest enemy unit and charge them if in reach. Chargers get a +D3" to movement per Action.
March	Move towards the nearest enemy and halt at medium range if missile armed.
Stand	Unit must halt in its current position, and may only move to face the nearest enemy, or enter cover within 10".
Withdraw	Unit must move away from the nearest known enemy position, or towards the nearest cover further from all enemy units. If in cover already, unit may stay in position if it has at least 50% of its original unit strength.
Flee	Unit will run at move (+D3") away from the nearest enemy unit(s), it may neither fight nor shoot. If surrounded, they surrender.