

A game of High Adventure

Fantasy rules for small tabletop battles



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Index:

- 4: Introduction / Character Levels / Turn sequence
- 5: Orders / Groups
- 6: Armour / Close Combat (Melee)
- 7: Melee (cont.) / Shooting.
- 8: Shooting (cont.) / Wounds / Divine Intervention.
- 9: Stealth / Invisibility / Fighting in Dungeons.
- 10: Wizards, Witches and Magic.
- 11: Major Magical Abilities.
- 12: Magical Items / Setting up a game / Visibility / Prisoners / Fire.
- 13: Fire / Shield Use / Enemy Force Generation.
- 14: Portal Markers, and their removal.
- 15: Standard creature stats / Risk to Horses / Woods.
- 16: Standard creature stats (cont.)
- 17: Solo Reaction charts
- 18: Solo Reaction charts (cont.)

Fantasy rules

Introduction:

These rules are designed for players using a few figures – possibly in a Dungeon or investigating an abandoned mine or temple. The possibilities are (probably) endless.

Figure types and basing:

Figures may be on any type of base, so long as it is consistent. It should be clear which is the Front/ Rear/ Side of the figure, especially for melee, where only one enemy figure can engage the figure on each edge.

Characters have attributes at levels 1-5 -These should be diced D4+1
Strength is diced on a D3.

Bravery

Strength

Skill

Cleverness

Leadership

These Characteristics are used to determine success or failure when that attribute is tested.

*Basically, you throw a D6 and do not score above your figures' value to succeed. (EG: a figure looking for a way to open a complex lock would dice against his **Cleverness** – in this case a 3, and rolls a 4, so fails.*

Normally, only one attempt to succeed is allowed +1 per other member in the party (max 3) – as they can encourage and advise!

Weapon Skill: This is per weapon used by character, and depicted on the model.

0 for untrained, or untried warriors.

1 for Basic trained individuals

2 for Well trained individuals

3 for Heroes.

Creatures and non-player characters have predetermined levels.

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:

All Characters and units must have one of these orders at all times, and may only act in accordance with them. If a Player Character is within 6" of a unit, they choose an order if they pass a Leadership test. Player characters and up to 2 other character figures may always act as the Player wishes.

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 can 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.

(Note solo forces have a slightly different interpretation of their orders.)

All foot figures may make 1 free turn up to 180 degrees at any time: In addition:

Actions may be;

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) Figures may run (up to +D3") for up to 2 consecutive turns to cross gaps or another good reason.

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.

Load, shoot or change combat weapon.

Use Magic (See Magic below)

Groups:

Figures may be sorted into groups, for ease of use (they act as one, with the same order)

The only rule is that they must, as far as possible, stay within 2" of each other. For obvious reasons they should consist of the same type of figure (Archers, Melee troops etc, and may have a designated leader. Reaction is calculated as per the majority type of figure in the unit

Armour: (NB: Creatures with scales/ tough hide etc. count as the nearest equivalent armour type)

Unarmoured: Figures wearing no armour other than a helmet.

Padded armour: Figures in fabric armour, with or without helmet.

Mail Armour: Figures in mainly Mail Armour, possibly with a few plated areas.

Plate Armour: Figures with at least the abdomen and chest in Plate armour.

Close Combat/Shooting

When any figure moves within 1" of an enemy figure, both are pinned, and should be moved into base to base contact. Only one figure may engage another from each of front/rear or either flank, making a total of 4 against one.

It follows that no figure may move across the front or flank of an enemy figure without turning to face and engaging in melee if within 1".

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.

If throwing more than 1 Combat Die in melee, against any single opponent, count the highest result only...DON'T add them together!

If a figure has extra figures fighting one opponent, count the supported figure as +1 WSk per additional figure fighting. If the outnumbered figure has multiple Strength Dice (IE Strength 2-3) they can allocate one or more dice to fight each opponent, thus creating 2 or more melees.

EG: a Weapon Skill (WSk) 2 figure fights 2 Weapon Skill 1 figures, either a WSk 1 figure gets +1 WSk for the extra WSk 1 figure helping him, or the WSk 2 figure uses a single Modified die against each opponent, leading to 2 single die combats.

Note that if a third Skill 1 figure was involved in the example above, BOTH other combats against the single figure would add +1 WSk to the Skill 1 sides combats.

Note (2) In all multiple Melee combats, the best Skilled figure will always fight the best Skilled opponent, most heavily armoured or the least wounded.

Combat results:

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

NB: If a figure suffers a PB result, and is blocked from retreating by another object or figure, he stays in place and takes a Light Wound instead.

Breaking off:

Figures engaged frontally may only break off if they beat the enemy's modified die rolls in any melee turn. This is not considered movement, but a combat result. Break offs are up to 1" directly away from the enemy. This can be used to replace a front rank man with one from directly behind him in combat.

Shooting:

Figures may only Shoot if over 5" away from the intended target (2" in woods). This is done by an opposed roll of dice!

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 die, per Strength point he has, Adding his Wsk, 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.

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.

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

Wounds

Figures are able to survive wounds equivalent to their Strength, after which they are Disabled (IE they may not move, fight etc but will survive the battle.)

Each full wound reduces the number Strength die a figure has by 1

Killed is just that. They may be reanimated by Magic only (after 6 turns as a Zombie).

Player Characters count Killed as 'Grievously Wounded' so may survive for the next game!!

Mounted combat rules

Figures mounted on horses count +1 WSk, after a round of combat they continue on D6" veering off only from immovable terrain/precipices if they used a charge move.

Push Back combat results are counted as Dismounted, replace the mounted figure with a dismounted figure.

Divine Intervention

In certain scenarios, Players may call on their deity for assistance.

Once per game, a catastrophic event may be averted on a 5,6 (D6).

Stealth

Thieves, Assassins and Halflings have Stealth, which means they can count harder to see in the Visibility rules.

Invisibility

Figures made invisible may move and fight as normal, but may not be targeted by missiles. If a figure within 1" of him is missed, roll a D6, and on a 1 roll a range die for the invisible figure as the shot might hit him!

In melee, count all invisible figures as in Plate Armour and +1 WSk.

Fighting in 'Dungeons'

In caves, buildings, Dungeons and the like, several modifications to the Portal Marker solo rules (below) is probably needed.

Portal Markers may be used, but they only move if a Player Character side figure comes within 5" (Rather than the standard 8")

In addition to Portal Markers, you should use Area Markers of value 1.

These should be placed in large chambers/rooms, or primary linking corridors.

Area Markers are not able to be destroyed, and will produce enemy figures at the nearest doorway/corner to the Area Marker. If a party is so huge there is no available obscured approach for the enemy to attack from, place the arrivals at a random place in the area, it being assumed they arrive from above / via secret door etc!



Wizards, Witches and Magic

Magic users have a variable number of Power points:

Apprentices have 4-5 points.

Wizards have 6-8 points.

Mages have 7-10 points.

Magic users:

These have Magical abilities and can have a Major ability, plus up to 2 secondary ones.

Alternatively, a Magic User may just have up to 4 secondary abilities.

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!

Note that Magic users must remain stationary to prepare and execute a magical action.

Magic Users may Take 1 off the casting die roll at the cost of 1 extra Power Point.

Spell type	Time to conjure/ 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.

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

A Magic user may have one of these Major abilities: *(Note: Major Wizards may have more, but these cannot normally be used by players)*

Spell type	Time to conjure/ 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 for 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. 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"	A 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.

Magical Artifacts: These are just some of the things available!

Scroll of Power: These are very rare, and very expensive to buy. Basically, once the seal is broken, and the scroll read aloud (By a Magic user), a predetermined Magical effect will happen. The Magic user may direct it as a normal Ability. They never fail. Single use only, as the writing disappears when read aloud.

Magical object: These can be of any type, a ring, statue etc, or even a living thing. They have a special effect which any figure can activate under specific conditions, as for a Magic User, but with no chance of failure.

Some objects have a specific magical value, which is always active. Some examples are;

Ring of Protection: These, typically, give the user the equivalent of Plate Armour.

Magic Sword: These treat all enemies as being unarmoured.

Belt of protection: Figure wearing this is never targeted by missiles or Magic if another target is available, if he is the only target, missiles on him always count at long range and Magic against him only succeeds on a 6 (D6) no matter the situation.

Talisman: These are intricate ornaments which will normally only display any magical properties if appropriate condition(s) are met. Not all properties are good, most Talismans are inert, with no magical virtue.

Other Artifacts of this type can be made up for specific scenarios / games.

Setting up a game:

Games can be set up as a predetermined adventure, which usually needs a Games Master to work properly.

Battles can be set up on a predetermined battlefield, with known forces on each side. It can be 'fun' to have a deck of random event cards, which are drawn at the start of each turn. Most will be blank, but one or more should trigger an event, like weather change?- with the effects of this on figures – or the arrival of reinforcements at a particular point on the table, if this area has not been cleared by the players already.

Alternately, use of Portal Markers (As in my Star Wars Skirmish rules) can be useful for a pick up game.

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.

Prisoners:

Figures captured in melee may be guarded by 1 figure per 5 prisoners, if abandoned by their captors, the prisoners are removed from play (escaped!). Of course, any prisoners can be dispatched by their captors at a rate of 2 prisoners a turn per figure doing nothing else.

Fire

Fire may be started by any humanoid figure on a 5,6 (D6) any turn when stationary and doing nothing else.

Dragons and Magic may start fires as per their rules.

Fire expands to engulf a small building in 3 turns, a large building in 5 turns.

Other combustable things should be worked out based on these.

Water may extinguish it on a 6 (D6) in the first 2 turns of a fire only-- or Magic (Freeze/Wind Storm) will extinguish it.

Shield use

Shields are not considered in close combat, but may be used to rationalise an unarmoured character as in Padded armour.

Shields are mainly used to deflect missiles, and are only useable if shot at from the front 90° - and the shielded side's 90° arcs. A figure may be shielded by another if he is in base contact with the shielded figure.

Shields may not be used if using a 2 handed weapon.

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 more forces used double the resultant forces appearing (though not special characters)

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 0)
13	21+	Strength 3, WSk 2 Warrior and 4 Warriors/Guards. (Strength 1, WSk 0)
14		Wizard (or Tribal Chief (Strength 2 WSk 2) for Picts etc.)

Picts and the like are probably STR 1 WSk 1

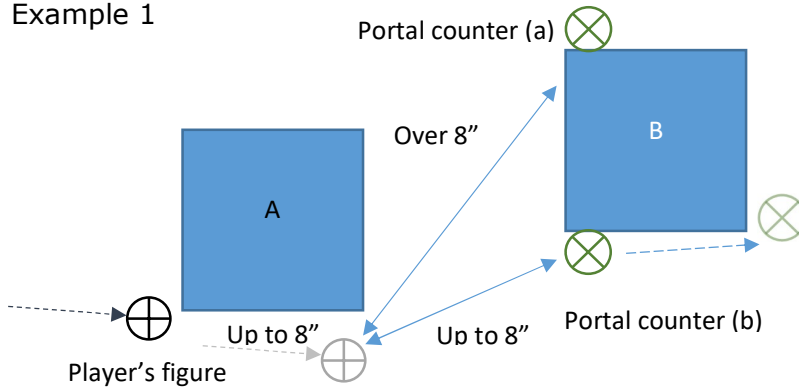
If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

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

Portal Markers : Eliminating Portals:

If approached, when a figure moves within 8" of any portal in cover, and visible, (or one that is in the open, after the 'Enemy Force Generation' phase), a portal counter will move to the next corner/cover** within 12".

Example 1



Player's figure has moved to the corner of building A, It can see 2 Portal counters. PC (a) is over 8" from the observer, so does not fall back behind the building.

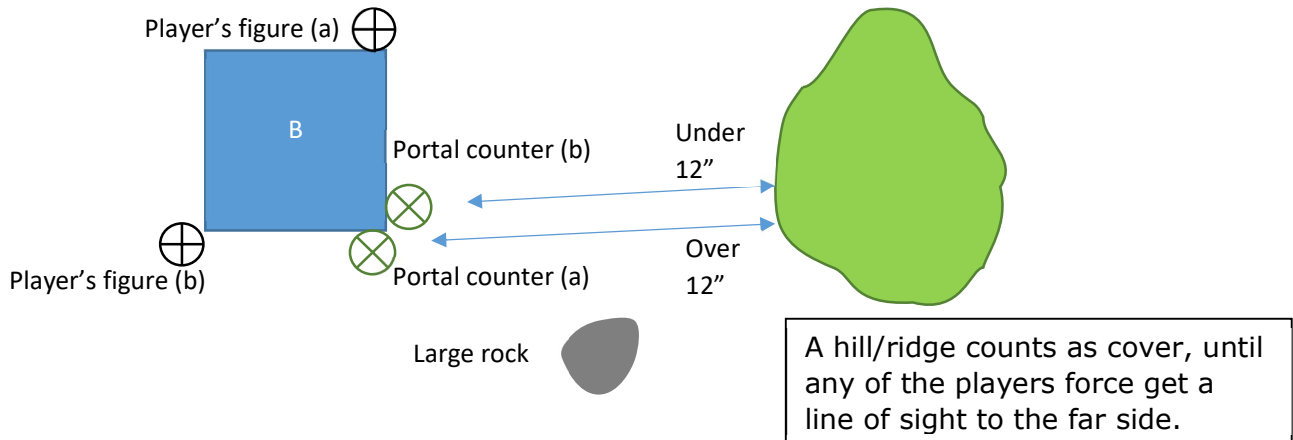
Portal counter (B) is in the open relative to the Player's figure, so will move back to the rear of the building.

Example 2

Following from the last example, the 2 portal counters have been driven back to one corner of building (B), PF (a) has followed round to look round the corner at the two portals, If PF (b) wasn't there, the 2 portals would have gone to PF (b)s position, but they are bracketed by the enemy! Portal (b) is within 12" of the wood, so goes there, but poor portal (a) has nowhere to go, and is eliminated!

The Large rock cannot be used as there is no real 'Dead Ground' behind it for figures to reach it unobserved.

The large rock may not start a game with a portal marker behind it, except in a special scenario where it can only produce figures once (They were hiding behind the rock!) -- then the portal is removed from play.



Woods and other cover

Up to 2 ranks of troops can fight or shoot from the edge of a wood.

Within buildings etc visibility is limited to 3" from outside or 6" if inside and unlit.

Risk to Horses:

Although in real war horses are often targeted or accidentally casualties, in these rules only the riders are valid targets – it can be assumed if you wish that when a Rider is a casualty, maybe the Horse was hit and the rider crushed or killed/disabled by the fall!

Standard Creature types and characteristics

Humans: Move 8"- These are the standard, with no special characteristics.

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
2	1	1	0	3	3

Elves: Move 8"- ignore rough terrain.

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
2	1	1	0	4	2

Dwarves: Move 8"- Charge and flee at reduced rate.

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
3	1	1	0	3	2

Halflings: Move 8"- These are rarely Basic trained, but have Stealth.

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
2	1	3	0	3	1

Orcs: Move 8" - Leaders and very powerful Orcs may be Strength 2, Weapon Skill 2.

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
2	1	1	1	3	2

Goblins: Move 8".

Bravery	Strength	Skill	Weapon Skill	Cleverness	Leadership
2	1	1	1	4	1

Trolls/ Ogres/Giant Apes: Move 8", They count as Mailed Armoured.

Bravery 4	Strength 3	Skill 1	Weapon Skill 0	Cleverness 1	Leadership 1
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Giants: Move 10", They count as Mailed Armoured.

Bravery 3	Strength 4	Skill 1	Weapon Skill 0	Cleverness 1	Leadership 1
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Dragons: They walk at 8", and fly at 15", making up to 1x 45 degree turn per move (at the half way point in the move)

Small Dragons are all I allow. A big one would wipe out the players! they are Plate armoured. Fire is allowed on a 5+ D6 any turn. This is calculated as 'Hand Hurlled', against a single figure and any others within 2" of him. Any wounding hit kills the target or sets a building etc alight.

Bravery 5	Strength 4	Skill 1	Weapon Skill 3	Cleverness 3	Leadership 5
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Demons: They move at 8" They will follow the instructions of the Magic user who summons them for D6 turns.

Large Demons:

Bravery 5	Strength 2	Skill 3	Weapon Skill 1	Cleverness 3	Leadership 5
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Small Demons:

Bravery 3	Strength 1	Skill 4	Weapon Skill 0	Cleverness 3	Leadership 4
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Zombies: They move at 5", These are Normal figures, and can only be destroyed by Magic, Fire, or by killing the Magic-user controlling them. They are Normal figures. They count as Padded Armoured

Bravery 6	Strength 1	Skill 1	Weapon Skill 0	Cleverness 1	Leadership 1
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Skeletons/Golem: They move 8", They can only be 'Killed' by Smashing weapons, Magic, or by killing the Magic-user controlling them.

They can be disabled by other weapons by accumulating 2 Wounds.

Bravery 6	Strength 1	Skill 1	Weapon Skill 0	Cleverness 1	Leadership 1
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Creatures will follow the solo rules below when moving and fighting.

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.

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.

The effect is immediate and simultaneous for all uncommanded units.

Player characters and their hench-beings (up to 2) always act as the player wishes.

Note that Player Characters can also command troops they are with, or within 6" of, if He/She has a higher **Leadership** value than the unit they joined, and He/She can then move the unit where the chart instruction is written in **Green** if the Player Character (PC) passes a Leadership test.

Units without a player character in charge, can also act as the nearest PC wishes, if the unit passes a **Leadership** test against the majority type of figure in the unit.

And throw a D6:

Morale/Solo Rules:

Actions Table : For Troops armed with Ranged weapons, Bows, Slings and similar

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	Stand	March	March	March	March	Attack
RF2-5	Withdraw	Stand	Stand	March	March	March
RF6-8	Flee	Withdraw	Halt	Stand	Stand	March
RF9+	Flee	Flee	Flee	Withdraw	Withdraw	Stand

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.