

Unit Maneuver and Results

Does not include: Out of Combat (36), Sprint (34), Flee Fighting (35), Stop (32), Rally (40), Opportunity (38), Surprise (39)

Remember: **Recoil** = **Move back 1 AND Disordered**

Maneuver (page #)	Prerequisite	Opponent	UNIT RESULTS			
			Triumph	Win	Loss	Crush
Assault (vs. a position) (25)	Enemy in fixed position	Enemy in fixed position	-2 Intensity; move forward 1 zone; special	Enemy holds! Normal	Enemy holds! Recoil 1 zone	+2 Intensity; recoil 1 zone
Attack (25)		3 random foes, player choose 1	-2 Intensity	Normal	Normal	+2 Intensity
Attack vs. Two (25)		3 random foes, player choose 1, GM choose 1	-3 Intensity	Normal	Recoil 1 zone	+2 Intensity; recoil 1 zone
Attack with Another (26)		3 random foes, player choose 1; enemy $\times\frac{1}{2}$	-1 Intensity	Normal	Normal	+2 Intensity; recoil 1 zone
Charge (26)	Disengaged	One random foe	-2 Intensity; move forward 2 zones	-1 Intensity; move forward 1 zone	Move forward 1 zone	+2 Intensity; forward 1 zone; Disordered
Chase (as Individuals, Hunting) (32)	Enemy Army Routing; unit must Break	1d6 separate foes, each $\times\frac{1}{2}$; Rearguard 20	Not applicable. All knights are Alone	Not applicable; knights are Alone		
Follow (32)	Enemy withdrawing	1 random foe, +10 bonus	-2 Intensity, Move forward 2 zones	Move forward 1 zone	Move forward 1 zone	+2 Intensity, No movement, disengaged
Move on a Flank (26)		1d6-2 foes	-1 Intensity; On Flank or Charge next	Normal; on shielded flank	Normal	+2 Intensity; Disordered
Pursue (32)	Enemy Army Retreating	2 foes, each $\times\frac{1}{2}$; Rearguard 18-20	-2 Intensity; Forward 2; disordered	Move Forward 2; Broken	Move Forward 1, Disengaged	+2 Intensity; Recoil 1, disengaged
Push Deeper (27)		3 random foes, GM choose 1	-2 Intensity; Move forward 1 zone	Move forward 1 Zone	Normal; Disordered	+2 Intensity; Disordered
Run Away (Horsemanship) (34)		3 random foes, player choose 1	Move back 1 or 2 zones; disengaged	Move back 1 zone, disordered & disengaged	Recoil 1 zone, disordered engaged	+2 Intensity; broken
Run Down a Sprinter (27)	Unit is sprinting	The sprinting unit	Move forward 2 zones, disordered; check Reckless	Move forward 1 zone	Move forward 1 zone, disordered	+4 Intensity, Recoil 1 zone; check Cowardly
Stand Fast (29)	Unit was attacked	3 random foes, Gamemaster choose 1	-2 Intensity	Normal	Recoil 1 zone	+2 Intensity; recoil 1 zone
Stand vs. Charge (29)	Unit was charged (i.e. unit commander Fumble)	3 random mounted foes, Gamemaster choose 1	-3 Intensity	Normal, -1 Intensity	Recoil 1 zone	+2 Intensity; recoil 2 zones, broken
Stand vs. Two (29)	Unit was attacked by multiple foes (i.e. GM critical)	3 random foes, Gamemaster choose 2	-2 Intensity	Normal	Recoil 1 zone	+2 Intensity; recoil 1 zone
Stand with Another (30)	Intensity greater than 15	3 random foes, Gamemaster choose 1; enemy $\times\frac{1}{2}$	-1 Intensity	Normal	Recoil 1	+2 Intensity; Recoil 1
Withdraw (+10 bonus) (35)		3 random foes, gamemaster choose 1	Move back 1 zone; disengaged; -	Move Back 1 zone back; disengaged	Move back 1 zone	+2 Intensity; recoil 1 zone

			2 Intensity			
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