

## 5L non minis test

### Initiative actions

Each turn you will roll for initiative at the beginning of the turn but will roll one die less than you normally would. Your avatar plus any character assigned a die equal or below their Agility score may attempt an Initiative Action: These represent moments to try and improve your situation in a decisive way, position yourself in the battle space or otherwise achieve a particular end. Characters assigned a die result higher than their Agility score are assumed to be engaged in the general fight and do not take specific actions of their own. The eligible characters may attempt one Initiative Action each, These may be done in any order and you may carry out one action before deciding on the next. Many actions will require a Proficiency Test. This is done by rolling 2D6 and rolling equal or above the indicated target number. A failed action has no particular effect, you simply do not succeed in carrying it out.

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### Applicable bonuses

Characters may have all manner of abilities, items and features that are not accounted for in these rules. If a character has one or more things that feels like it logically would assist in performing a specific type of action, they may claim a single +1 bonus to the roll. Many items, rules and abilities will not provide a bonus in this combat system.

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### Scout for locations

Scouting 7+ roll required. Select a suspected location that becomes known to the warband. This action is not possible in the first battle round.

### Move up

No roll required. The character moves to any known location that does not already have a character present. If a character is at a location currently, they may opt to move to the general battle space instead.

### Carry out task

This is typically used for achieving objectives. The character must be at the correct location to do so. If the scenario requires a die roll to be made for an action, the warband member may carry it out now. The character may still fight normally if engaged in combat this battle round.

### Charge

Battlewise 7+ roll required. Add +1 for Movement speed of 5" or above. Select a random Enemy. After selecting them, you may choose to engage them in Melee.

### Optimal shot

Wits 8+ roll required. Missile weapon required. Select a random Enemy. You

may engage them in a Fight as described below. You may select any range up to the maximum for your weapon. Both characters will shoot at the selected range with the warband member firing first. A character unable to shoot at the selected range (or at all) does not shoot and remains available in the Fight step. If the Enemy figure shoots as part of this combat, they cannot be selected as an attacker in the Fight step later this battle round.

### **Support**

No roll required. Select a crew member. If that crew member is engaged in combat during this round, the Supporting character may opt to be engaged instead. Once this action has been taken, it lasts until the Supporting character is engaged in combat for any reason. A character could potentially Support multiple allies at the same time, but all Supports are removed when they are engaged for any reason.

### **Take cover**

Wits 7+ roll required. -1 penalty if at a Location. The character takes cover. This affects Fights as explained below. The character retains the status until they take a Move up action or has engaged in Melee combat.

### **Keep distance**

Pathwise 7+ roll required. Add +1 for Movement speed of 5" or above. The character cannot be selected as a target this turn by an Enemy with no ranged attack. If attacked by an Enemy otherwise, resolve as normal but neither character may opt for Melee combat and weapons with a range of 12" or below cannot be used.

### **Anticipate**

No roll required. If the character is engaged in Melee by the Enemy during the Fight, they will be Attacker in the First Exchange.

### **Spellcasting**

Roll according to Spell table. Spells with Activation or Full Round duration, last until the end of the next Round.

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## **Locations**

A number of locations may exist on the battle field. Any scenario objectives present as well as any Markers are considered to be locations. All locations begin battle as suspected locations. The warband knows they are there but have not found them yet. They must be uncovered, usually with the Scout for locations action. A known location can be moved to, using the Move to location action. Only one character may occupy a location at any given time. Once at a location, the character remains there until they move away using the Move to location action. Enemies never occupy locations and cannot interact with them in any way.

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## **The Fight**

The main phase of the battle round is the Fight. During this phase, the combatants move around, spot targets and engage in a brief exchange of opinion (and swashbuckling). Randomly select 3 Enemies (4 if there are 7 or more total Enemies on the battlefield). These are the Enemies that will engage in a Fight. Any remaining opponents are assumed to be hiding, trying to get a line of sight or shooting at shadows. The Fight is resolved one Enemy at a time. The player may choose the order in which the Enemies are resolved. When selected to be resolved, the Enemy will target a random warband figure and engage them in combat as explained below. It is possible for more than one Enemy to target the same warband member.

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## **Support**

If the targeted character is being Supported, the Supporting character may opt to take their place in the engagement. This does not affect locations

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## **Both characters carry ranged weapons**

The character with the longer weapons range will fire first. If their target survives, they will then return fire. If ranges are identical, the warband figure fires first. Each shooter is assumed to be stationary and at the maximum range for their weapon. Both characters are assumed to be in cover.

## **Melee only combatants**

If one of the two characters involved can attack only by Melee, their opponent may shoot first at 6" range, counting the target as being in Cover. If the target survives, they will then engage in Melee combat. If the target fired in defense, they can only use a Light Weapon or Improvised Weapon. If they did not fire in defense, they may use any weapon to Melee.

## **Combatants with Melee and Missile weapons**

If an Enemy carries a Missile weapon they will always use it even if outranged, unless out of ammunition. Warband figures may choose to engage in Melee if desired (as detailed above).

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## **Taking Cover**

If a character is Taking Cover, all shots made by and against them will hit only on a natural 6. If an Enemy with any Melee weapon engages the character, the two will conduct Melee combat and no shooting can be performed by the

character Taking Cover. They may use any weapon carried in the ensuing Melee, and are eligible to Counterattack.

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### **Multiple attacks**

It is possible the same character would be attacked multiple times. A character may never shoot more than once per game turn. When engaged, warband members may opt not to shoot if desired while Enemies will always shoot if able.

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### **Morale**

The enemies will take Morale tests as normal at the end of the turn. Morale failures will remove missile foes first, then melee, and last leaders.

### **Retreating**

At the end of each game turn you may attempt to retreat up to 2 of your crew. Roll 2D6 for each figure selected: A roll equal or below their movement+dash speed allows them to leave the battle (as if they had escaped over the edge of the table).

The retreating figures may be eligible to roll in the Flight in the Dark table depending on the Scenario rules as described in the core rule book.

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### **Will Points**

You may spend a Will Point to attempt an Initiative Action even if the character was assigned a die above their Agility score.

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## **Enemy Traits**

### **Awareness**

The warband gets one less die to roll in the Initiative actions (minimum one).

### **Hang Back**

Is never eligible to Fight unless 3 or less enemies remain.

### **Outflank**

Outflanking enemies are all eligible to Fight in the battle round that they arrive.

### **Skirmisher**

The enemy makes ranged attacks at the range of 6", but cannot add their Combat Skill to the roll.

**Slippery**

Proficiency tests to Charge or take an Optimal Shot against them are at -1 penalty.

**Unknown Enemies**

Not applicable.

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**Limitations**

Any battlefield limitations on Range or Move apply here as well.

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**Spells**

Most spells work as-is. The following spells need to be modified as follows:

**Barrier**

All ranged attacks are considered to be against Cover.

**Bind**

1D3 Enemy figures cannot join in the Fight step unless ranged.

**Distract**

The Enemy cannot join in the Fight step.

**Fog**

No shooting may be performed while active.

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**Scenarios****Meeting Engagement**

On the first round, Roll Battlewise 9+. If successful, you can perform any Initiative Actions as normal, but the Fight step isn't performed until the next round.

**Defensive Battle**

On the first round, Roll Battlewise 9+. Unless successful, you cannot perform any Initiative Actions.

**Camp Raid**

On the first round, Roll Expertise 8+. If successful, any Initiative Actions for this round don't require rolls.

**Hideout Raid**

On the first round, Roll Expertise 8+. If successful, any Initiative Actions for this round don't require rolls.

### **Site Battle**

All Enemies begin the game Unaware.

Unaware Enemies cannot engage in the Fight step, and cannot be chosen as part of any Initiative Actions.

In order to Explore the Markers you will need first to Scout the Locations and then Move to the Locations.

Whenever you Move to a Location there's a chance you will face an Unaware Enemy patrolling. Roll 1D6 for each Unaware Enemy. Any 6 rolled, means the Enemy is now Aware and will engage the warband in the Fight step normally from now on.

At the end of each round roll 1D6 for each Marker that has been Explored. Any 6 rolled means that one random Enemy is now Aware.

### **Monster Lair**

If the Scout Location roll is a 2 or a 3 the Monster has been alerted.

You will need to Move to a Curious Location before rolling on the Curious Location table.

The battle set up has no effect, except for the Surprise rules which apply normally according to the situation.

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Note: This is meant to be an overlay on top of the core rules. If the core rule can be applied, then do so. Use common sense if something applies, even if not explicitly stated here.

It is highly suggested that you use a roster sheet to track the enemy status, health, spell effects, awareness and such.

*An edit by giorgis on the 5P non minis test rules to make them 5L compatible.*