

CAUTIOUS

- *Will attempt to stay in cover whenever possible
- *Will not enter Brawling combat willingly

ENEMY IN SIGHT?

NO Advance in or behind terrain trying to establish line of sight.

YES ENEMY WITHIN RANGE?

NO Advance in or behind terrain trying to engage targets at as close to maximum range as possible without advancing within 12" of an enemy voluntarily.

YES Remain in cover and take aimed shots.

DEPLOYMENT:

Set up in 2 "groups," 6" apart.
Members of each group should be 1.5-2" apart.



AGGRESSIVE

- *Will not enter a Brawl with an opponent that has a higher Combat Skill
- *Heavy Weapon figures will not move if they have a Line of Sight to a target.

ENEMY IN SIGHT?

NO Advance as fast as possible towards the nearest opponent, attempting to enter into a Brawl.

YES ENEMY WITHIN RANGE?

NO Advance at least half a move towards enemy attempting to remain in Cover if possible.

YES ENEMY WITHIN 12"?

NO Advance at least half a move towards enemy attempting to remain in Cover if possible.

YES Advance as fast as possible towards the nearest opponent, attempting to enter into a Brawl.

DEPLOYMENT:

Set up in one "cluster" with 1" between each figure.



TACTICAL

- *Will attempt to stay within 3" of a friendly figure whenever possible.

ENEMY IN SIGHT?

NO Advance at least 1/2 speed, always retaining cover where possible. Will cross open ground at full speed.

YES ENEMY WITHIN RANGE?

NO Advance at least 1/2 speed, always retaining cover where possible. Will cross open ground at full speed.

YES If they have a clear shot and are in Cover, they will remain in place and Aim.

YES ENEMY WITHIN 12"?

NO Close to within 12" of opponent, then move to outflank and get clear Line of Sight.

YES If within 1 move and with higher Combat Skill, they will enter a brawl, otherwise they will fire.

DEPLOYMENT:

Set up evenly among 3 "teams," 8" apart.
Members of each group should be 1-2" apart.



RAMPAGING

- *Will always try to enter Brawling combat

ENEMY IN SIGHT?

NO Move as fast as possible towards the closest opponent

YES POSSESSING A HEAVY WEAPON?

NO Move as fast as possible towards the closest opponent trying to enter Brawling Combat.

YES Stand still and fire.

DEPLOYMENT:

Set up in one "cluster" with 1" between each figure.



DEFENSIVE

- *If a terrain feature with friendlies has been entered by an enemy's forces, those within adjacent features will move to reinforce.

ESTABLISHED DEFENSIVE POSITION?

NO Advance in or behind terrain and within cover on the character's initial half of the table, not breaking cover or crossing out of their half.

YES ENEMY WITHIN THEIR TERRAIN FEATURE?

NO Remain in position, standing still to Aim at opponents not in their terrain feature.

YES Move to Brawl opponents within their terrain feature that they have an equal or better Combat Skill as.

DEPLOYMENT:

Set up evenly among 3 "teams," 8" apart.
Members of each group should be 1-2" apart.



BEAST

- *When possible, Beasts will attempt to remain within 2" of a friendly figure, attacking the same target.

ENEMY IN SIGHT?

NO Move as far as possible towards the nearest opponent, while remaining in cover.

YES CAN THEY ENTER A BRAWL WITHIN 2 MOVES?

NO Move to break Line of Sight and maneuver closer without breaking cover.

YES Break cover moving as fast as possible towards the nearest opponent.

DEPLOYMENT:

Beasts are set up in pairs. Divide the table into 3 roughly equal parts, and place one pair in each, evenly spaced. Each pair should have 2" between figures. Any odd figure left over is set up on its own.

