

## KAP: Book Of Battle Unit Commander's Battle Roll Results

*\*Bold face maneuvers indicate ordinary maneuver. Normal face indicates a prerequisite exists.*

### Unit Commander Success

<i>Assault vs Position (25)</i>	<b>Attack (25)</b>	<b>Attack vs. Two (25)</b>
<b>Attack w/ Another (26)</b>	<i>Charge (26)</i>	<i>Chase (32)</i>
<i>Follow (32)</i>	<b>Move on Flank (26)</b>	<i>Pursue (32)</i>
<b>Push Deeper (27)</b>	<i>Remain Disengaged (37)</i>	<i>Remove (37)</i>
<b>Stand Fast (29)</b>	<b>Stand w/ Another (30)</b>	<b>Withdraw (35)</b>

*Commander Critical Success: Unit gains an Opportunity (pg. 38)*

*Intensity Fumble: Enemy is Disordered (pg. 23) by friendly archers*

### Unit Commander Partial Success

<b>Attack vs. Two (25)</b>	<i>Chase (32)</i>	<i>Follow (32)</i>	<i>Stand Fast (29)</i>
<i>Stand vs. Charge (29)</i>	<i>Stand vs. Two (25)</i>	<b>Run Away! (34)</b>	<b>Withdraw (35)</b>

*Intensity Critical Success: Unit is Double Attacked (Stand vs. Two, pg 25)*

### Unit Commander Tie

<i>Assault vs. Position (25)</i>	<b>Attack (25)</b>	<b>Attack vs. Two (25)</b>	<b>Attack w/ Another (26)</b>
<i>Charge (26)</i>	<i>Chase (32)</i>	<i>Follow (32)</i>	<i>Pursue (32)</i>
<i>Remove (37)</i>	<i>Stand Fast (29)</i>	<b>Run Away! (34)</b>	<b>Stand w/ Another (30)</b>
<b>Withdraw (35)</b>			

*\*Both Critical: Both are Surprised (pg 39)*

*\*Both Fail: No zone change possible*

*\*Both Fumble: Both are Surprised (pg 39)*

### Unit Commander Failure

<b>Stand Fast (29)</b>	<i>Stand vs. Charge (29)</i>	<i>Stand vs. Two (29)</i>	<b>Run Away! (34)</b>
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*Commander Fumble: Unit is Charged!! (Stand vs. Charge)*

*Intensity Critical Success: Unit is Double Attacked (Stand vs. Two, pg 25)*

*Commander Fumble & Intensity Critical Success: Unit is Double Charged!! (Stand vs. Charge)*

*Other Options: Rally Battalion! (pg 40)*