Retreating from an encounter

If you have made contact, or are already in combat with an opponent, you must roll initiate with each enemy that is directly attacking or facing you. If the initiative is won, you may slip away from your foe without being automatically attacked.

You may move away at full movement if you turn and run.
You may move away at half movement if you back away

While attempting escape, if you make contact with any attacker, you must win an initiative against each one in order NOT to be attacked once by each. Any time you flee an enemy, you must break away and run from the space which connects you and that enemy.

If you lose the initiative, your enemy will have one single attack on you, even if it is not its turn (but only if your attacker is within range to attack, and then only if the attacker is facing you.

If you manage to beat all your opponents on the initiative, whoever moves more spaces will determine who will escape, and who will not. Obviously, if a creature moves faster than you, the chances of escape will be cut down (this is up to the interpretation of the G.M. vs. what is happening at the moment, and what you are doing to escape.