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| Name: | Flee |
| ID: | UC-5 |
| Description: | Player attempts to escape from combat encounter |
| Actors: | Player |
| Triggers: | Player chooses flee option in combat menu (refer to UC-2 Combat Encounter) |
| Pre-conditions: | Refer to UC-2 Combat Encounter |
| Main Course: | 1. Player chooses flee 2. System executes command    1. Player Flees from combat    2. Player fails to flee |
| Post-conditions: | 1. Player stays in current encounter 2. Player end encounter |
| Alternate Courses: |  |
| Exceptions: |  |