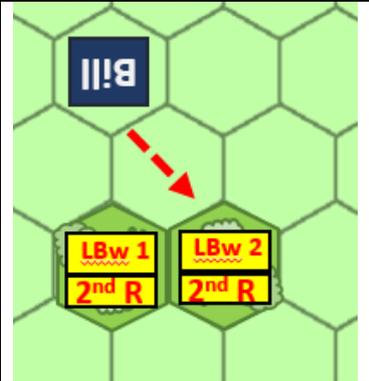
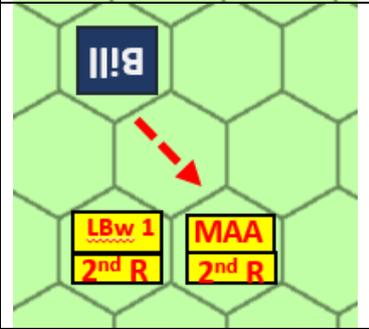


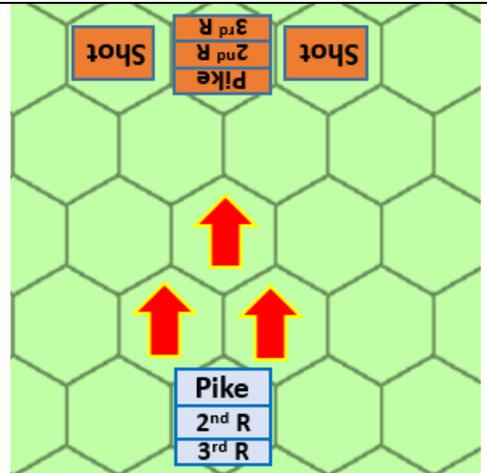
EXAMPLES OF PLAY – CHARLES THE BOLD

| | |
|---|--|
| <p><u>Examples of two rank Longbow Defensive and Supporting Fire.</u></p> <p>The Blue stand of Bills attacks Longbow 2. Only the front rank of LBw2 can fire Defensive Fire. LBw1 can only fire its front rank at half effect as Supporting Fire as it is in the open and supporting a support stand [SS].</p> <p>If instead of bills the attacker was MC or HC neither stand would get to fire.</p> |  |
| <p>Same situation but LBw1 is in woods which removes the impetus of the Bill stand so counts as cover. LBw2 can still only fire its front rank as DF. But LBw1 can fire both ranks into the Bills as supporting fire. [The second rank loses 1D6 for firing overhead].</p> <p>If the attacker was MC or HC LBw2 would not get to fire but LBw1 could fire both ranks into the cavalry as above.</p> |  |
| <p>This time both bow stands are in cover. They can both fire two ranks into the attacking Bill stand.</p> <p>Both stands could fire both ranks against attacking HC and MC.</p> |  |
| <p>This time the longbows are supporting a double Combat Stand of Men at Arms. The Bill stand is required to attack a CS where there is a choice between a Combat Stand and a Support Stand.</p> <p>LBw1 can fire its front rank at full effect in support of the MAA stand.</p> |  |
| <p>The longbows are in cover this time in the woods. They can fire both ranks at full effect against the Bills.</p> |  |

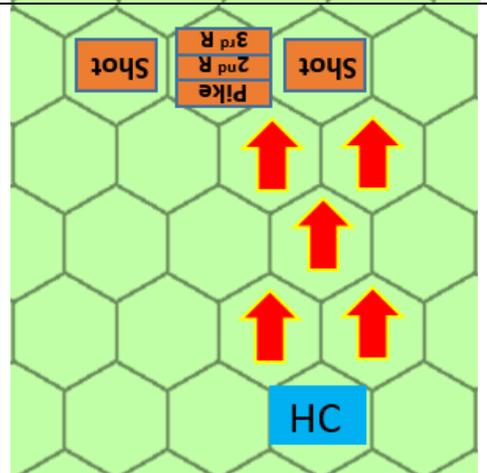
Impetuous Direct Advance Examples

Impetuous stands must move straight ahead a full move towards the enemy if they start the turn in the impetuous movement zone. If they enter the zone facing on an angle relative to the nearest enemy they must turn towards the nearest enemy stand as soon as possible and advance accordingly.

An impetuous Swiss Pike block starts its turn within 4 hexes of some enemy Pike and Shot stands. Swiss Pikes move 2 hexes so must advance to the hex directly 2 hexes in front of it. The pikes have a choice as to whether to go via the left or right hex directly to their front.

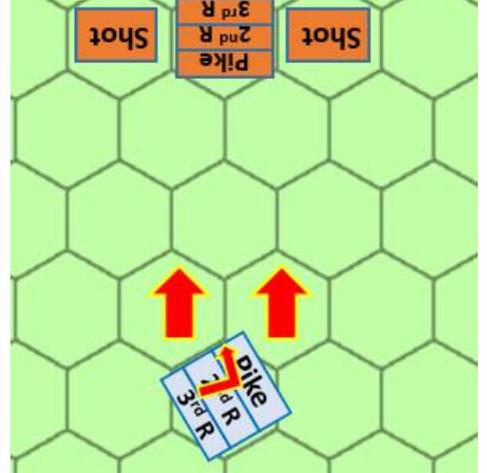


A stand of impetuous Knights commences its turn within 4 hexes of some enemy Pike and Shot stands. It can move 3 hexes so must follow one of the routes indicated by the red arrows. It has a choice of where it completes its turn. In the left hand hex fighting the Pike stands supported by the Shot, or in the right hand hex fighting the shot alone.



If at full strength [4SP] the Shot will get to fire Defensive Fire, at full effect, point blank, with 7D6 if the Knights go right. If they go left the shot will fire Supporting Fire at half effect with 4D6 [rounded up].

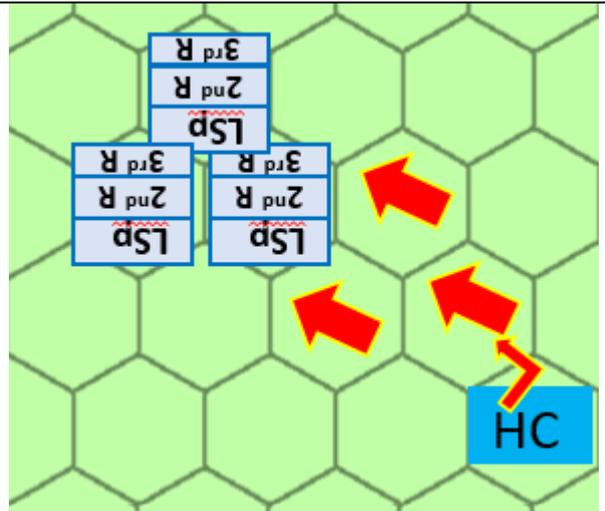
The impetuous Swiss Pike block commences its turn within 4 hexes of the enemy Pike and Shot. It must use its first movement point to turn and face them and then move forward into one of the hexes indicated.



EXAMPLES OF PLAY – CHARLES THE BOLD

Impetuous example II.

If the English knights commenced the turn as shown they would turn to face the schiltrons. Turning like this is a full turn for the knights. They could make a second move and charge if they wished, as they automatically disorder on contacting the schiltron they would not need to test for disorder as a result of moving twice. They could also choose to wait until next turn when they would have to charge.

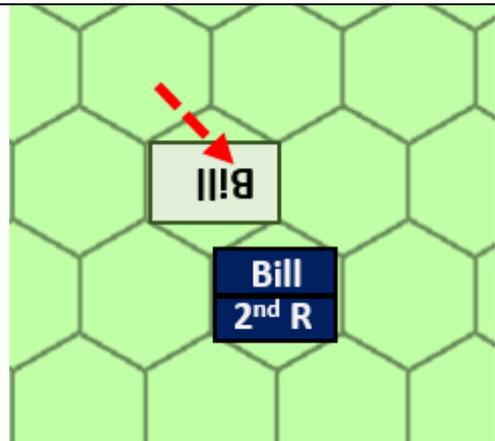


EXAMPLES OF PLAY – CHARLES THE BOLD

Example of One Rank vs Two Rank Combat

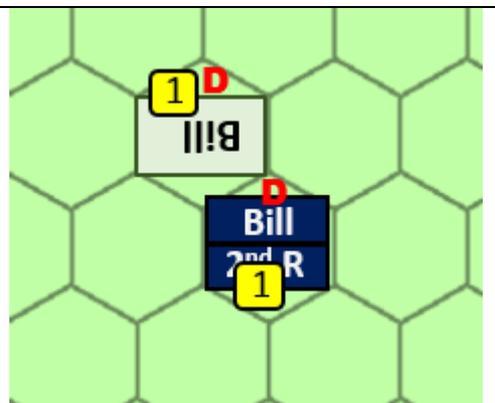
The pale single Bill stand has 5 Strength Points and has just moved to contact. It is fighting the dark blue double Bill stand which has 5SP in its front rank and 4SP in the supporting rank. The pale stand has Impact of 1 added to its 5SP so will throw 6D6. The dark stationary stand will throw 5D6. Both sides will cause hits on a throw of 6 or double 5.

We will assume that they both get one hit. They both have to take a Morale Test. Starting on 5 minus 1 for the single hit they will take permanent losses if they throw more than 4 on a single D6.



Both sides are unlucky and throw 6. Because neither side is beaten [their morale loss was identical] they lose 1SP each and become disordered. They are now engaged in an ongoing melee.

The pale Bill stand has now had its SP permanently reduced from 5SP to 4SP. The dark double Bill stands has had its rear rank stand reduced to 3SP permanently, but as the losses came off of the rear rank the front rank is still at full strength, 5SP.



In the next round when they fight again the pale Bill will lose 1D6 for being disordered and 1D6 for the SP loss being reduced to 3D6. The dark Bill stand will only lose 1D6 for being disordered and will fight with 4D6.

Battle Stand example

Diagram 1 - Two Bill stands have charged into a Pike block supported by a Crossbow stand. As far as possible every stand that is contacted has to be individually assaulted. Once all stands are accounted for by individual attack supporting attacks can be allocated. In this circumstance Bill1 fights the Pike block and Bill2 has to fight the XBow stand even though it is a support stand. These 4 stands are all Battle Stands in the melee



Diagram 2 - If three Bill stands had charged in Bill1 would still have to fight the Pike. But the attacker would have the choice of what to do with Bill2 and 3. Bill2 could attack the XBow supported by Bill3 or Bill3 could attack the XBow leaving Bill2 the choice of which attack to support. The attacker decides to use Bill3 against the the XBow and use Bill2 to support the attack on the Pike block. Bills1 and 3 are the Blue Battle Stands. Both Brown stands are Battle Stands.



Diagram 3 - Assume that the fights are indecisive and all the stands are left locked in ongoing melee. The brown command gets the initiative and charges into Bill1 with one of its Bill stands. The Bill stand joining the melee becomes another support stand in the melee between the 2 Battle Stands Bill1 and the Pike block. This will immediately reignite this conflict adding half of the D6s that the Brown Bill gets for charging in.

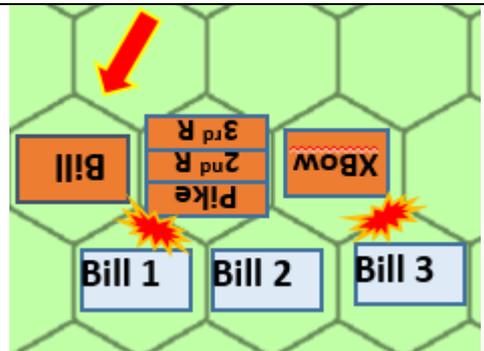


Diagram 4 - Let us assume that in Diagram 2 the Blue player decided to use Bill2 as the battle stand attacking the Pike block supported by Bill1. Meaning that Bill2 would be the Battle Stand. In that circumstance the Brown Bill stand charging in would have started a whole new melee pulling Bill1 out of the supporting stand role and into a Battle Stand role fighting the Brown Bill.

