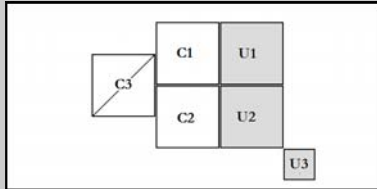


# Combat Example

## Example 1—Rebel Yell

### Advance to contact.

Two Confederate infantry bases, C1 and C2, advance to contact with two Union infantry bases, U1 and U2. The Confederates are supported by a base of cavalry C3, the Union by a Field artillery base U3. All units are on the flat and in the open. Both the Confederate infantry units have a Skirmish Capability of SK1, both of the Union infantry units are SK2.



In the initial advance to Contact, the Confederate player decides to Support C2 with the cavalry, leaving C1 to fend for itself.

C1 throws 3 on the dice, +1 for attacking, +1 for SK value of 1 = +5.

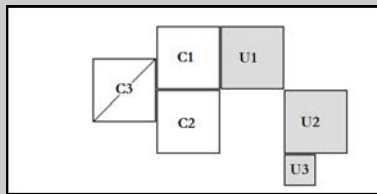
U1 throws 3 on the dice, +2 for SK value of 2 = +5

The scores being equal, there is no effect and both units remain in position and go to ground.

C2 throws 4, +1 for support from the cavalry, +1 attacking, +1 for SK value of 1 = +7.

U2 throws 1, +1 for artillery support, +1 for the Supporting Field artillery, +2 for SK value of 2 = +5.

The Confederate Base wins by 2, the Union infantry recoils 1BW. C2 tests to follow up the now recoiling U2, but throws a 4, so stop to get their breath back.



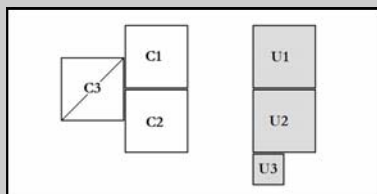
### Defender responds.

Only U1 is now in contact, with C1. A new round of combat is fought here.

U1 throws 1, +1 Attacking, +2 for SK value of 2 = +4

C1 throws 5, +1 for Infantry Support (C2), +1 for SK value of 1 = +7

This is 3 points difference; the Confederate base wins by 3, the Union infantry recoils 1BW. C1 tests to Follow Up the now Recoiling U1, but ends up with a 3, so also stop to get their breath back.



### Outcome phase.

The Confederates have forced two Union units to recoil = 2 points.

Both sides throw the same score on a D6, so the difference remains at 2.

The Union force falls back 2 x 1BW. If the retreat had been 3 or more BWs, they would also have been tired.

Both sides will remain in their present positions for one full game turn to re-order their ranks, distribute ammunition, make scribbled notes for future memoirs, etc.

