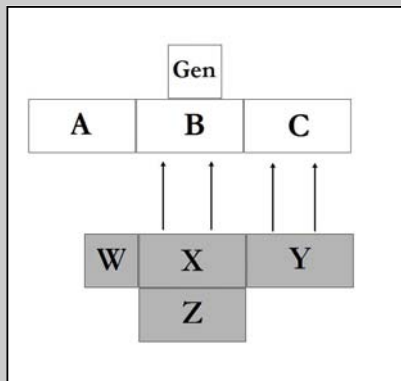


# Combat Example

## Example



The Prussian elite Infantry battalions **X** and **Y** launch an attack on French Battalions **B** and **C**. **X** is supported by her sister battalion **Z** and also by a battery of artillery, **W**. French infantry battalion **B** is, in turn, supported by the other French battalions, **A** and **C**.

### Testing to Attack

The Prussian player declares his intention to attack. As this is an Infantry vs. Infantry situation his French counterpart decides to stand and fire at close range. (p.18)

### Base X

The Prussian player throws a 4 on his D6 plus:  
 +2 Supported Units (up to +2, (Bases Z and Y))  
 +1 One or both secure flank s(Bases W and Y)  
 +1 Prussian Unit  
 +1 Elite  
 +1 Supported by Unlimbered or Mitrailleuse (Base W)  
*Total 10*

### Base B

The French player throws a 6 on his D6 plus:  
 +2 Supporting units (up to +2, Bases A and C)  
 +1 One or Both Secure Flanks (Bases A & C)  
 +1 General in base contact with the unit  
 -1 Defender intends to fire at close range.  
*Total 9*

### Result for X vs. B

Attacker wins by 1 – Defender may act as ordered.

### Base Y

The Prussian player throws a 5 on his D6 plus:  
 +1 Supporting Units (up to +2, Base X)  
 +1 One or Both Secure Flanks (Base X)  
 +1 Prussian Units  
 +1 Elite  
*Total 9*

### Base C

The French player throws a 4 on his D6 plus:  
 +1 Supporting Units (up to +2, Base B)  
 +1 One or Both Secure Flanks (Base B)  
 -1 Defender intends to fire at close range.  
*Total 5*

### Result for Y vs. C

Attacker wins by 4 – Defender takes one shaken level and may fire at reduced effect using new shaken level, but may not counter-charge.

In **X vs. B** the Prussian narrowly won the contest by 1 factor, but according to the results table the French may still act as ordered. The order is therefore given to fire. A volley rings out from the French battalion (p16).

### Base B throws a 4

+1 first time firing  
*Total 5*

### Base X throws a 5

No modifiers  
*Total 5.*

The French fire equals the Prussian defence, so the *Outcome from Firing* table reveals that the fire has no effect.

The *Outcome of Attacks* table states that with neither side taking any shaken results 'both sides will remain 1BW apart and continue the combat next round.'

The French player must now decide whether to attack his unshaken enemy during his own attack phase.

In **Y vs. C** the Prussians won the contest by 4, and according to the results table the French are shaken but may still fire at reduced effect. The order is therefore given to fire. A less effective volley rings out from the French battalion (p.16).

### Battalion C throws a 5

+1 first time firing  
 -1 one shaken level  
*Total 5*

### Battalion X throws a 2

No modifiers  
*Total 2*

The French fire exceeds the Prussian defence by 3 points. The *Outcome of Firing* table reveals that the firing has the following effect: The Prussian target falls back 1BW and goes to ground. The *Outcome of Attacks* table shows us that the French base has one shaken level and the Prussian has none. The French has the highest number of shaken levels but the difference is not two, so the French must fall back 1BW. The French battalion has also picked up a Fall Back result which adds another Shaken level, leaving them with 2 levels of shaken.

The French player must now decided whether to attack his unshaken enemy during his own attack phase or try to rally some shaken levels.

