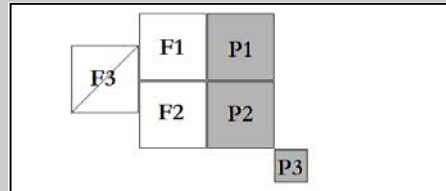


# Combat Example

## Example 1—C'est La Guerre

### Advance to contact.

Two French infantry bases, F1 and F2, advance to contact with two Prussian infantry bases, P1 and P2. The French are supported by a base of light cavalry F3, the Prussians by an artillery base P3. All units are on the flat and in the open. French infantry has a skirmish capability of 1 the Prussians 2.



In the initial advance to contact, the French player decides to support F2 with the light cavalry, leaving F1 to fend for itself.

F1 throws 3 on the dice, +1 for attacking = 4.

P1 throws 3 on the dice, +1 for better skirmishers = 4.

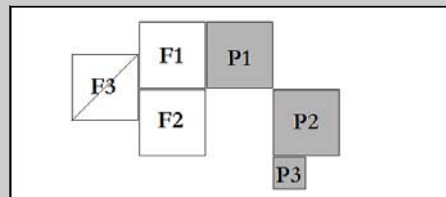
The scores being equal, there is no effect and both units remain in position.

F2 throws 4, +1 for support from the cavalry, +1 attacking = 6.

P2 throws 2, +1 for artillery support, +1 for better skirmishers = 4.

The French base F2 wins by 2, the Prussian infantry P2 recoils by 1BW.

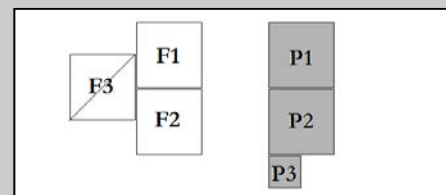
Both F2 and F3 test to follow up the now recoiling P2, but throw 4 and 1 respectively, so stop to get their breath back.



### Defender responds.

Only P1 is now in contact, with F1. A new round of combat is fought here.

F1 throws 5, P1 throws 2. This is 3 points difference; the French base wins by 3, the Prussian infantry recoils 1BW and F1 fails to follow up.



### Outcome phase.

The French have forced two Prussian units to recoil = 2 points.

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

The Prussian 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.

