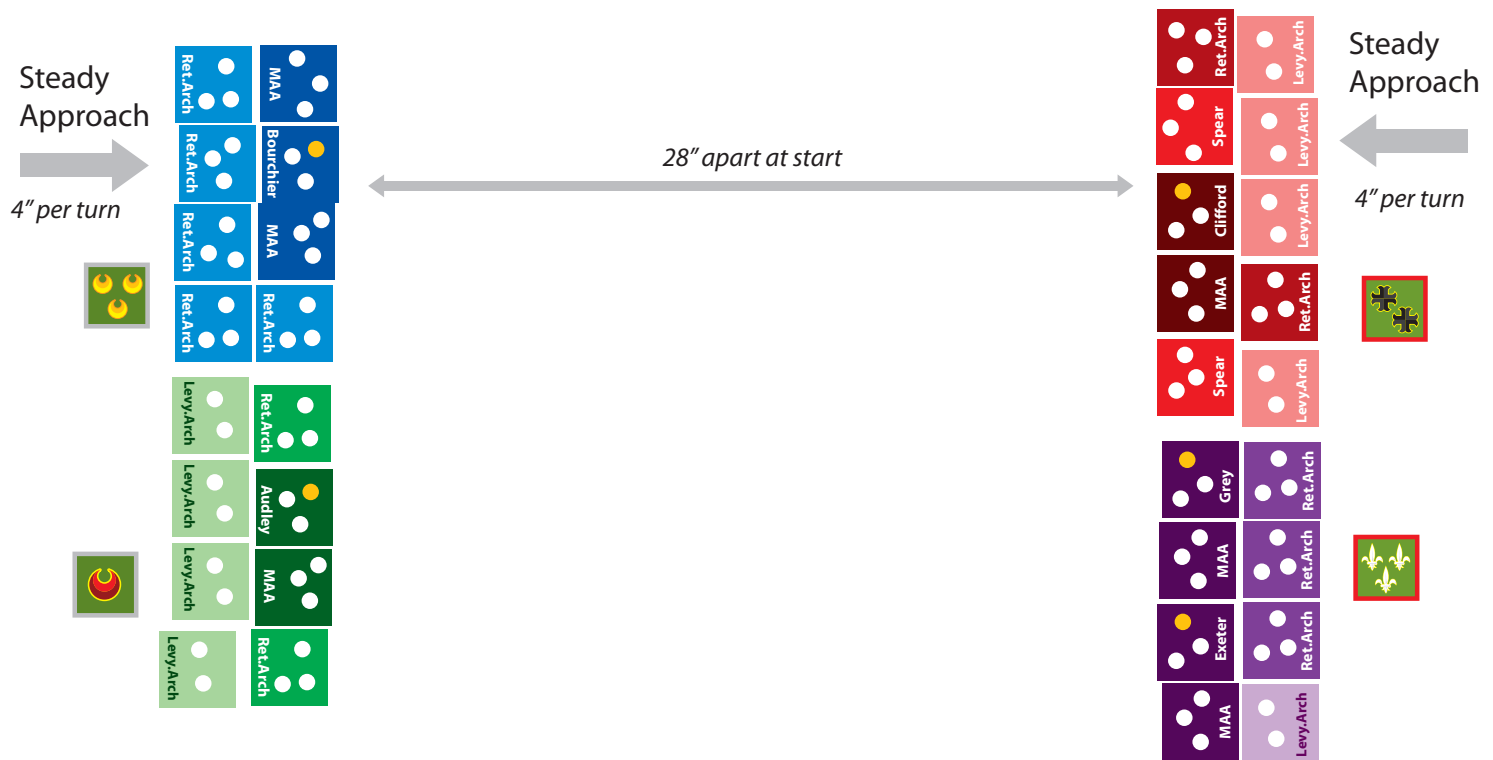


Combat Example- Part 1: Approaches



A. A fairly large battle is in its early stages. On one flank of the battle, slightly removed from the rest of the action, two opposing wards are closing in on each other. The Yorkist ward is comprised of two companies under John Bouchier, 1st Baron Berners and John Touchet, Lord Audley, with Bouchier as the Ward Commander. Opposite them is a Lancastrian ward under the Duke of Exeter and John Lord Clifford, with Exeter as the ward commander. Exeter also has Lord Grey of Groby in his own company. They must deploy at least 24" apart- in this case, they start about 28" apart. The ground before them is open- with seemingly no hinderance visible. It's a calm, sunny summer day, with the light wind moving accross the battlefield, giving no one any advantage.

Exeter wants to close fairly quickly with his enemy, due to his worries about the rest of the battle going to the Yorkists. He therefore has chosen *A Hasty Assault*. He could have gone with *A Headlong Rush*, but his Rapid Approach/Quick attack could have left his men tired before contact if Bouchier remains stationary. Exeter will have a few shooting attacks in reserve, in case of trouble.

Bouchier has time to close with the Lancastrians, and wants to see if he can break up their assault before he grapples with them. He chooses *Grim Advance*. If he knew about Exeter's worries, he might have chosen *Defend Position*, and awaited their attack while using the maximum amount of arrowplay against them.

On turn 1, Bouchier's ward is activated first, and he begins his Steady Approach at a Steady Gait. Exeter is activated afterwards and starts with his Steady Approach, also moving at a Steady Gait. Bouchier doesn't know that Exeter is rushing him. They end the turn about 20" apart.

On the next turn, Bouchier would have to make a choice- he's not yet within Flight range, but he does want to shoot. If he halts his approach, and orders a volley of flight arrows (Flight Tactic), but moves first, he will not get a chance to fire that turn- Exeter, who is still not in range, would move after him. This would give Exeter a chance to cover more ground. But if Bouchier continues his approach, Exeter only gets closer without being shot at.

Exeter's chit is drawn first- he will move his ward another 4" inches, continuing his Steady Approach which puts his units within Bouchier's longbow's 18" range. Bouchier decides to shoot when his ward is activated.

When he is activated, Bouchier discards his Approach tactic (leaving him one other), chooses to halt and prepare a Flight volley. Exeter of course will end his steady approach this turn- if he's halted by fire this turn, it won't yet mess up his coming Quick Attack, (which would make him use a tired attack- reflecting the decrease in elan amongst his troops, after having the adrenaline rush of the charge).