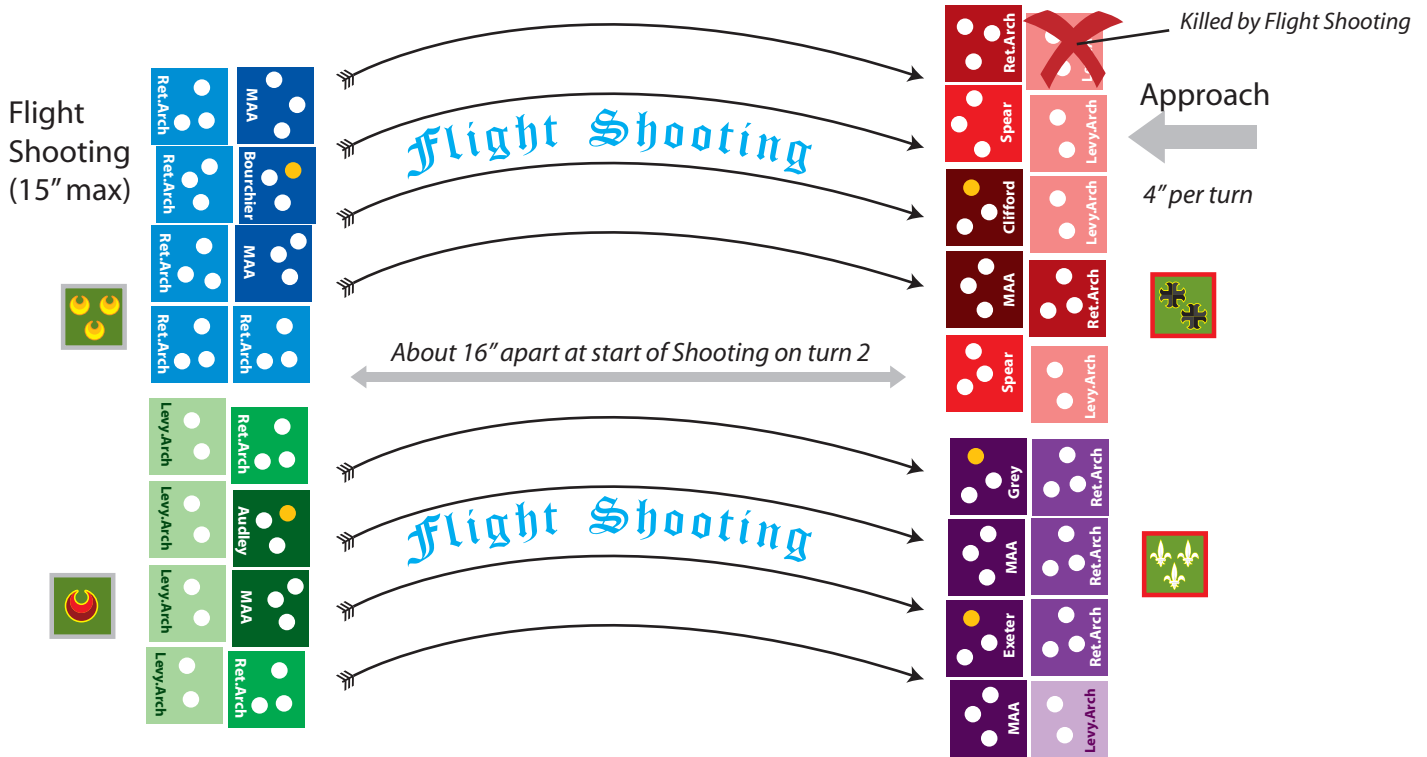


Combat Example- Part 2: Shooting I



A. The Lancastrian Ward has just come into flight range of the Yorkist ward. Both companies in the Yorkist ward are within range and have a clear target (for flight shooting, they may shoot at a target company that has most of its bands within a 22° radius from the shooter’s frontage). Bouchier’s company will shoot at Clifford’s company, and Audley’s at Exeter’s company. (Note that if one of the Yorkist companies had been out of range or angle, but one was able to shoot, the shooting order will have been expended regardless- the out-of-range company’s shooting is considered ineffectual.)

B. It is up to the Ward commander what the order of shooting is- so Audley shoots first. As he is shooting Flight, bands in both ranks may fire- so he has 2 Retinue Archers and 4 Levy Archers firing. Checking the Shooting Strength Table, the retinue fire at 3 strength for each band and the levies at 2, giving a total of 14 strength (3+3+2+2+2+2). Compared to the size of Exeter’s unit of 8 bands on the Shooting Intensity Table, 14 by 8 gives an intensity of 2 (Note that the firer’s have less than 15 strength, but more than 10, so it is rounded down to 10). This intensity is also modified by -1 for the target having started at 3 Courage (which means either more retinue is present, and therefore better armour, or a greater eagerness to endure due to the commitment of the men). That means the total intensity for the fire is 0, which means the fire is almost ineffectual. If Bouchier had been an old Soldier, he might have used a Sharp Archery order, giving his ward a plus one (for his better sense of timing). A Resolution card is drawn, but the card give a “1>: F/Short” (one or less Falls Short) so the shooting is harmless.

C. Now it is Bouchier’s chance to shoot. His strength is 15 (3+3+3+3+3), against Clifford’s 10 band company, for an intensity of 2. He does not have any detrimental modifier (as Clifford started with 2 Courage, he doesn’t get the same modifier that Exeter got). So Bouchier’s intensity is at 2. He draws his Resolution card, checks the upper right hand quarter of the card under “Flight” and gets a “1-3: Scattered” result. This means that for anyone with an Intensity of 1, 2 or 3, their fire only has a Scattered effect. Scattered fire only causes a Courage Check, so Clifford’s player immediately draws another card and checks the lower left quarter of it, under “Courage”. He is a Committed Lancastrian, so he checks the top green “C” line, which says “Fight On”- Clifford passes the check (shows unflinching courage as the arrows fall around him, strengthening his men’s resolve) so it has no effect. Had he failed the check, his company would have lost a Courage point.

		Target Size					
		6	8	10	12	14	16
Total Shooting Strength	15	4	3	2	2	1	1
	10	2	2	1	1	1	1
	5	1	1	1	1	1	1

(only part of tables shown)

He then draws again for a potential Casualty; he needs to get higher than the intensity number to survive intact- a “1” or “2” will lose him a band. He draws a “4”-no Casualty.

This ends the activity for these wards this turn. The Flight order that Bouchier used this turn is discarded. In the next turn, Exeter’s men will get closer.

Shreat	Flight
3+: Disconf. 1,2: Gallig 0>:Scattered	4+: Gallig 1-3:Scattered 0>: F/Short
Courage (Company)	Faltering (Commander)
C: Fight On W: Fight On U: -1C	C: Fight On W: Halt U: -1C

Resolution Card (shooting result)