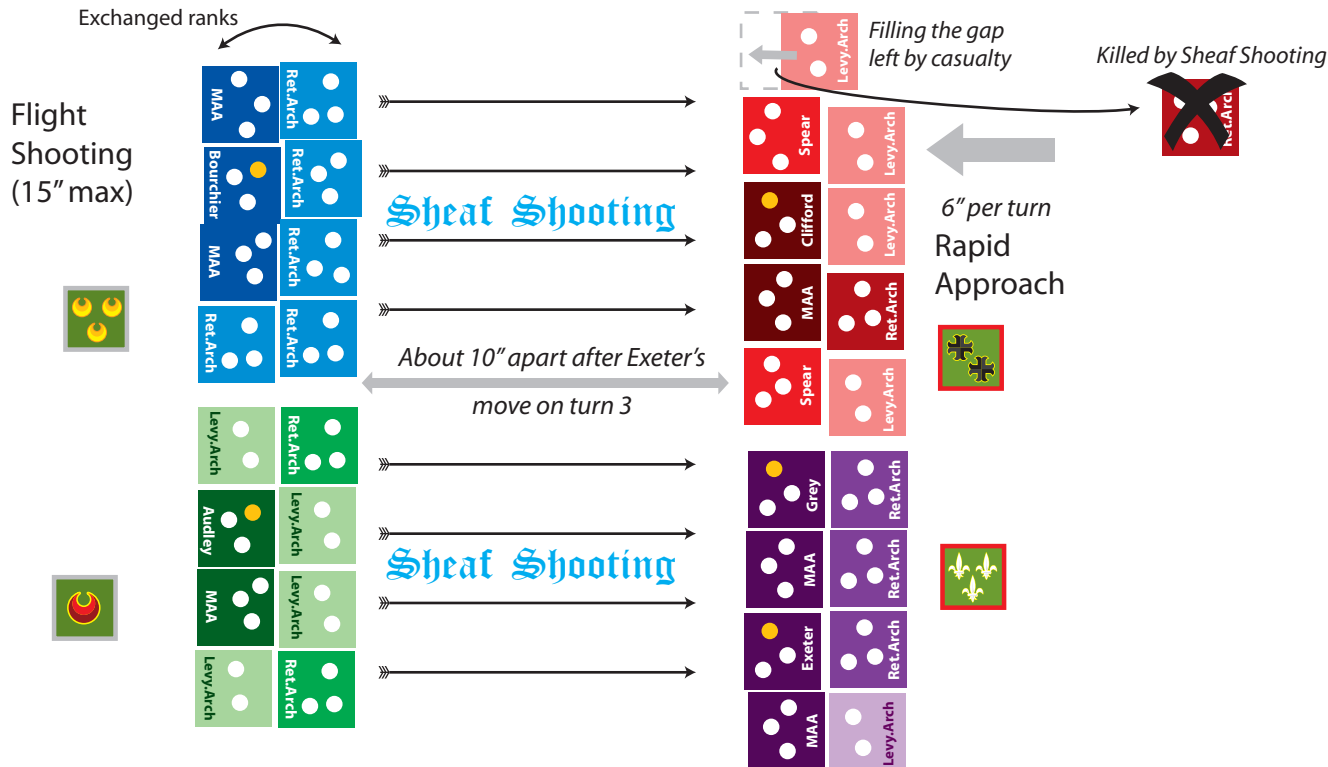


Combat Example- Part 3: Shooting II



A. On Turn 3, The Ward cup gives Exeter the first move, so he discards the Approach tactic he was using, and moves his Rapid Approach tactic up.. He's now about 10" from Bourchier .

B. If Bourchier tries to fire at Exeter's ward from 10" away, it would have be a Flight attack (Sheaf range is 8")- but Bourchier had no Flight tactics left- only Sheaf. This would have given him a -1 intensity across the board; added to this, there would be a further -1 to Flight shooting as Exeter is now in Rapid Approach. This would render the Yorkist fire almost useless, so Bourchier decides to hold his shooting this turn, to allow the Lancastrians to get closer. The turn ends with no further activity.

C. Next turn, however, his opponents again move first, closing the range to 4" - within range for Sheaf. Bourchier selects the Sheaf tactic, and takes the time to exchange ranks (or at least, some bands) so that the front ranks of his units are bowmen- he is allowed to change them at immediately once activated, but not change them back at the end of the phase. He does so because only the front rank may fire Sheaf.

D. Time to resolve the fire. Bourchier fires first this time- his strength is now 16 (4+4+4+4), not much change, but Sheaf results tend to hurt more. Against Clifford's 10 band company, his intensity is 2 again, but now he loses nothing for Clifford's Quick Gait (only applies to Flight Shooting). He draws his Resolution card, but is surprised to get a Happenstance card that applies to shooting: "Devilish Bowmen" that adds 1 to his intensity for a 3! He draws again for the result, and nets a "Galling" result. Clifford's company must now take a Courage Check (he passes this easily) and must draw 2 more cards for Casualties- if either is equal to or less to Bourchier's intensity number, they cost him a band. Clifford pulls a 2 and a 5, losing a band. From Sheaf fire like this, he must lose one from the front rank (filling the gap with a rear ranker). The Galling result also means that Exeter's ward must test for Faltering at the end of the phase.

With a Casualty drawn, Clifford himself must now check to see if he's a casualty- he must get an 10 or higher on two Res. card draws for this to happen. He draws them and adds them together for a "6" (2 +4). He lives to fight on.

E. Audley shoots, but his 10 strength at 1 intensity (2-1 for Exeter's 3 courage at start) get's him nothing again as he pulls a Falls Short Result.

Shooting Strength per Band

	Flight	Sheaf
Retinue Bows	3	4
Levy Bows	2	3

Finally Exeter tests for Faltering for receiving the Galling fire. He is Committed, and pulls a "Fight On!" result. Had he pulled either "Falter" or "Miscarry", that would have halted him, losing the Quick attack, and possibly forcing him to shoot back. He could still volunteer to do these things in the next turn through his remaining tactics, but Faltering would have played his hand. Besides, he is within reach of the enemy now.

This ends the activity for these wards for turn 4.



Sheaf	Flight
5+: Discomf.	3+: Galling
3,4: Galling	1,2: Scattered
2>: Scattered	0>: F/Short
Courage	Faltering
C: -1C	C: Miscarry
W: -1C	W: Falter
U: -1C	U: Miscarry

Resolution Card (Happenstance shooting result from Bourchier's Sheaf fire)

Total Shooting Strength

	Target Size					
	6	8	10	12	14	16
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)