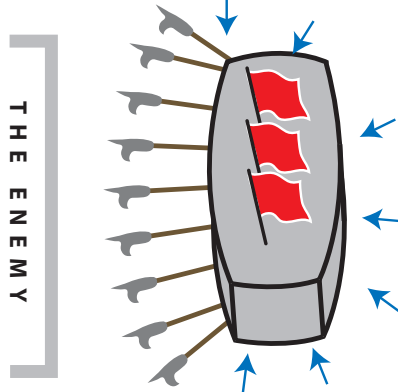


# What do the Handstrokes Stances Represent?

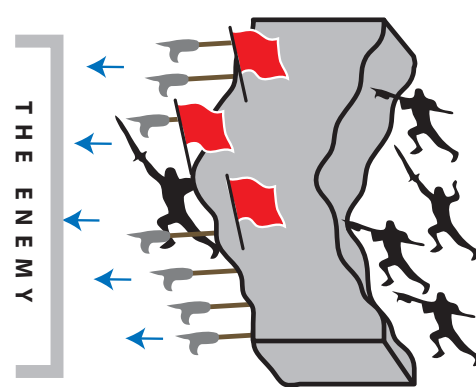
Note: These descriptions are general- they embody what the company commander's hopes are in choosing them. Remember that enemy choices and qualities may nullify them, and even cause the opposite to happen.

## Gather to the Standards



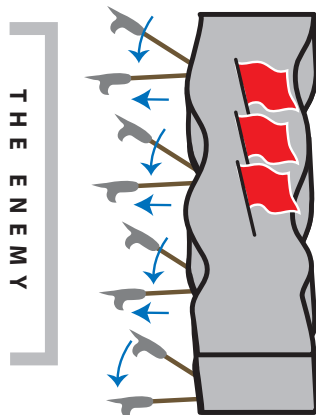
The company forms a tight, bristling knot of men, trying to prevent attackers from breaking in, hopefully reducing your own casualties in the process. Unfortunately, this could reduce his also.

## I'll not Shrink Back



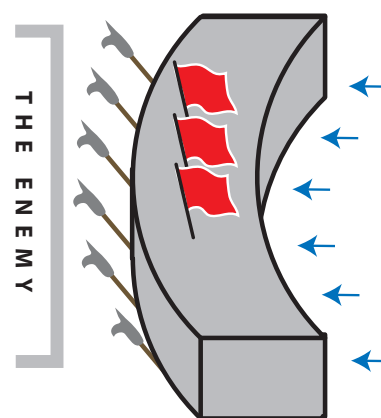
The commanders manfully fight in an exposed position, surging the troops to break into the enemy formation, and belabour them. The commander's influence is fully used, but at risk to him, and with emphasis on the front ranks rather than the whole.

## Thrust home, Lads!



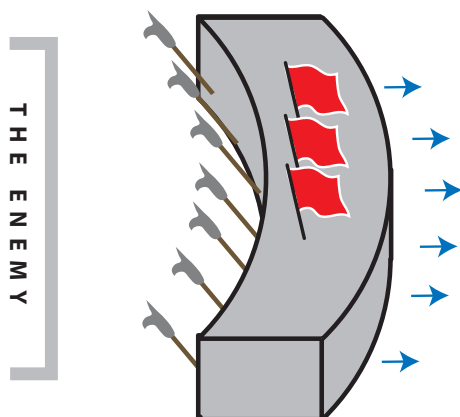
The company stands fast, with pole arms hacking and thrusting at the enemy. The hope is of warding off enemy attacks, while causing heavier casualties. Good for killing the enemy's front rank, and when you have good melee troops..

## Pluck up your Courage



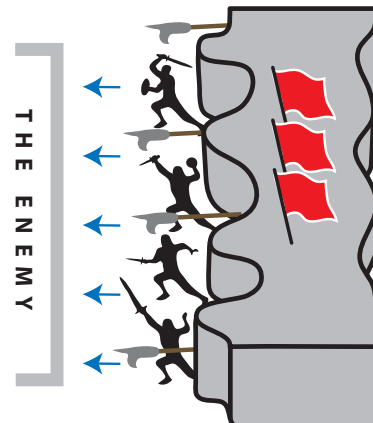
The company surges forward, the commander calling on his men to summon up the effort to use their mass to bowl the enemy over, driving them back.

## Stand Off, Apace



The company breaks contact, while warding off enemy- hoping to either gain a respite or a delay, or to actually retire from the combat. (May not be used in the first turn of combat)

## Daggers Drawn



The company grapples closely with the enemy, resorting to sidearms to skewer them and cause high casualties. It allows more effective use of lighter non-melee troops. (May not be used in the first turn of combat)