

DIAGRAM 1

Unit A



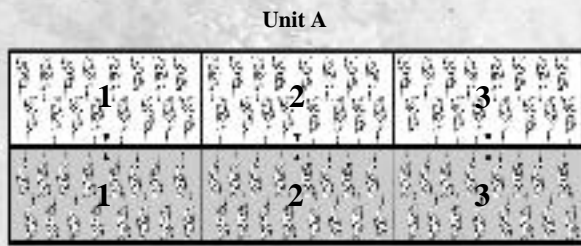
Here we have three infantry units – on one side unit A and opposing it units B and C aligned and facing as shown. In practice units rarely line up quite this exactly, but for the sake of argument we'll assume the situation is really marginal with units A and B aligned exactly parallel. For convenience I've assumed units are under orders when moving – but the same comments would hold true for units charging on their initiative.

Unit B

Unit C



DIAGRAM 2



Unit B



Charge!



Taking the most straightforward case first, it is BC's turn and unit B is in receipt of an order. The player moves unit B into contact – a regular 'charge' move. As B1, B2 and B3 are each closest to A1, A2 and A3 respectively it doesn't matter which stand moves first so it's easy to move them all together. Whichever B stand moves first it can only go straight ahead whilst the remaining stands are obliged to cover the front. This would be equally true were units A and B aligned less precisely – slightly to the left, to the right, or at a shallow angle.

DIAGRAM 3

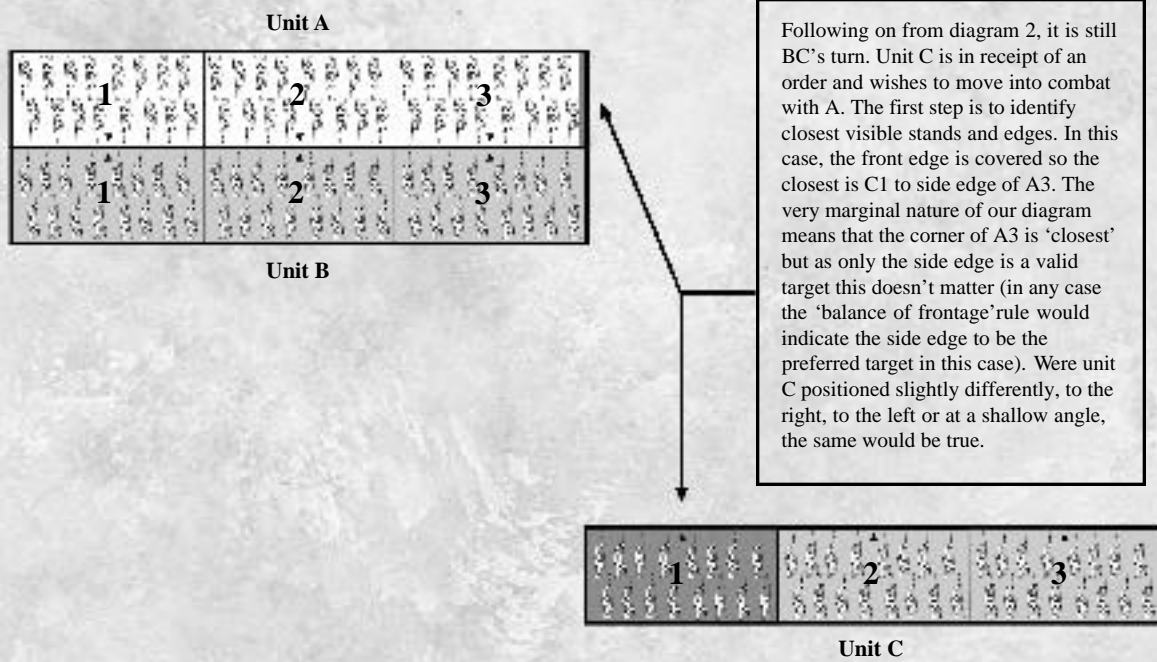
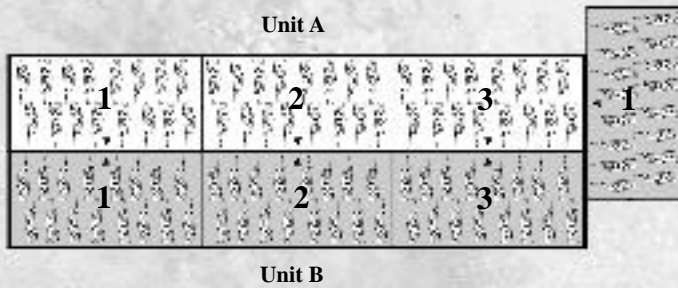


DIAGRAM 4



Following on from diagram 3, C1 is moved into contact with the side edge of A3 – moving centre to centre in the regular way.

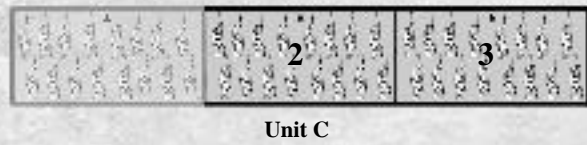


DIAGRAM 5

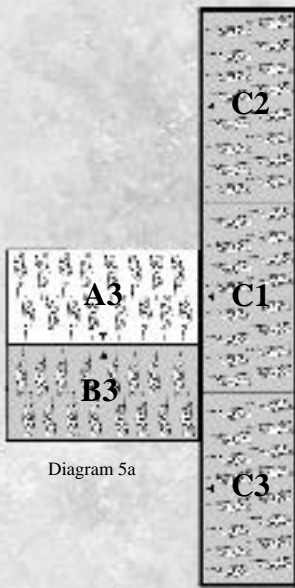


Diagram 5a

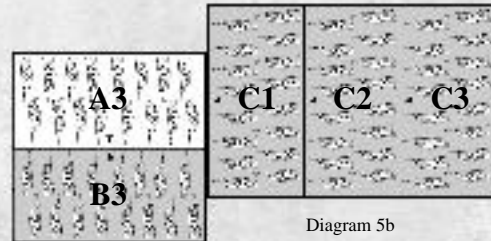


Diagram 5b

Following on from diagram 4, C2 and C3 can't be moved into combat against the same unit and edge because C1 has covered the entire flank. C2 and C3 must be placed flush with the contacted edge of unit A – for example as in 5a above. C2 and C3 could equally well be placed both to the left or right of C1 in this case (See Warmaster, p33-34). In our example it is impossible to contact unit A with C2 or C3 – normally there is an obligation to contact where possible (see diagrams 33.4 and 33.5 in the rulebook).

If C2 and C3 are unable to reach positions flush with C1 – if they have insufficient move distance for example – they can be placed behind, as in 5b, or staggered as shown in diagram 34.3 in the rulebook.

DIAGRAM 6

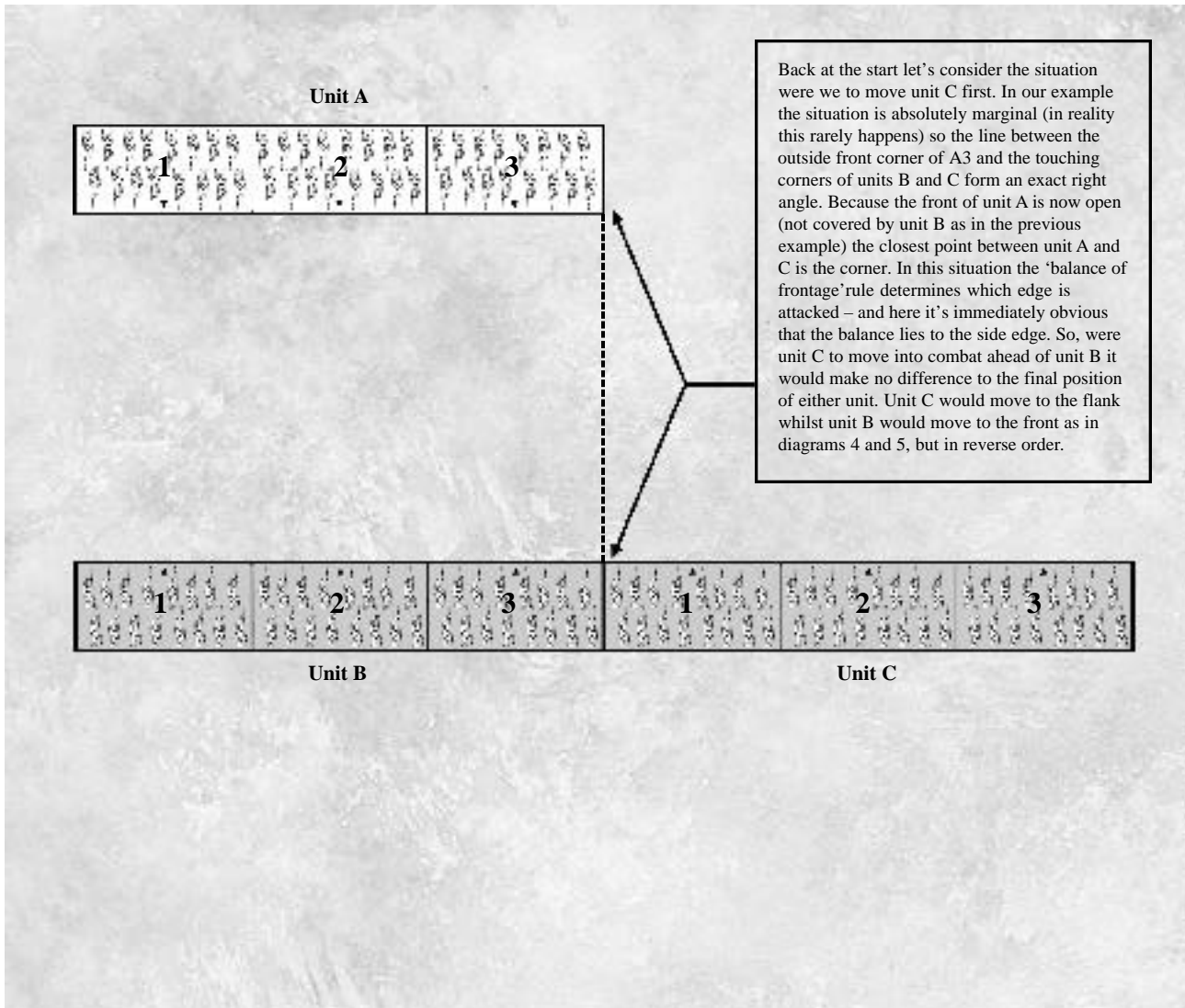
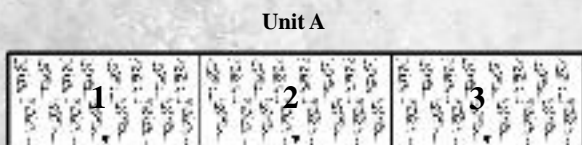
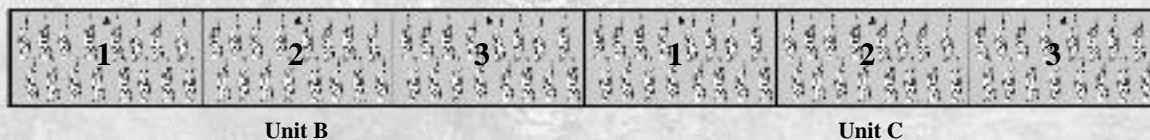


DIAGRAM 7



A more likely position than diagram 6 is where units B and C are aligned slightly to the left or right of unit A, something like the example shown here. This situation is actually more interesting because it offers some genuine choice to the attacker! Both units B and C are closest to the front of unit A, so whichever goes first will cover the front.



In practice the units are more likely to be slightly angled. Imagine unit C were positioned like the hands of a clock at five past seven. In this situation the closest point from A to C would be C1 to the corner of A3 and the 'balance of frontage' rule would indicate a charge to the flank.

A flank charge would also be the only option if unit C were positioned slightly further to the right, so the closest enemy stand edge would be the side of A3.

Because these differences in orientation and position are significant most players will carefully position units in such a way that opportunities to charge the flank are set up or such opportunities are denied to the enemy. A player would have to deliberately and carefully create the exact position shown in diagrams 1-6, so in reality this rarely, if ever, happens.

DIAGRAM 8

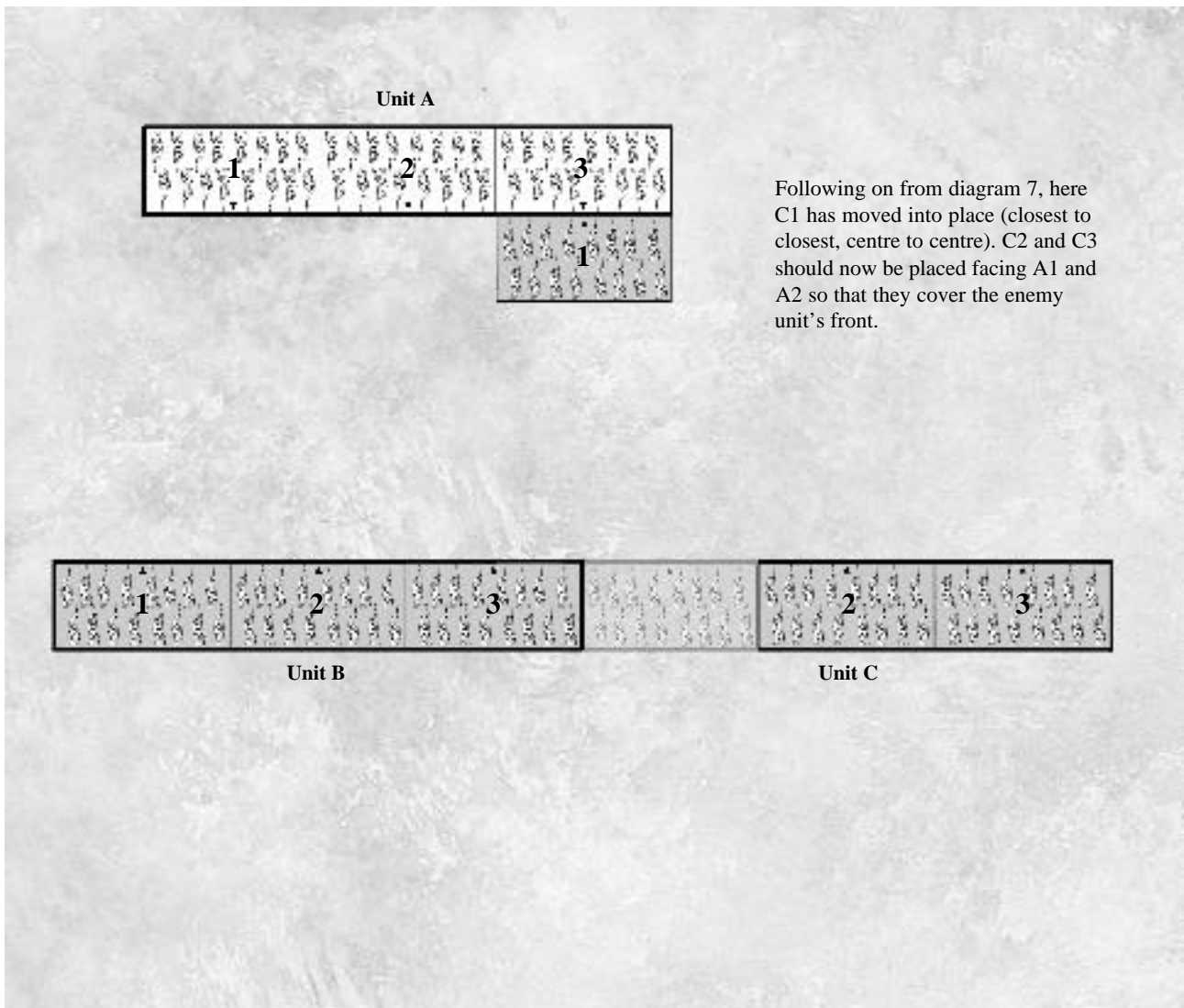


DIAGRAM 9

