

Examples of Fighting Distance & Fisticuffs

Mounted figures have a $\frac{1}{2}$ " *Fighting Distance* measured from the front of the base. In order for a mounted figure to commence Fisticuffs in a 'head on fight' the mounted figure must have its *Fighting Distance* within an enemy model's *Fighting Distance* (or vice versa).



In the example above the mounted dragoon (B) has galloped forward between the two buildings with a view to commencing *fisticuffs* with the cavalryman (A). The dragoon did not have sufficient *manoeuvre* distance to get within the required $\frac{1}{2}$ " *Fighting Distance* of the cavalryman so the dragoon was unable to commence *fisticuffs* during that *command*. In the example above the white arrow representing the dragoon's front *Fighting Distance* would have had to 'make contact' with the white arrow representing the cavalryman's *Fighting Distance* and touch his front base in order for 'head on' *Fisticuffs* to have occurred.

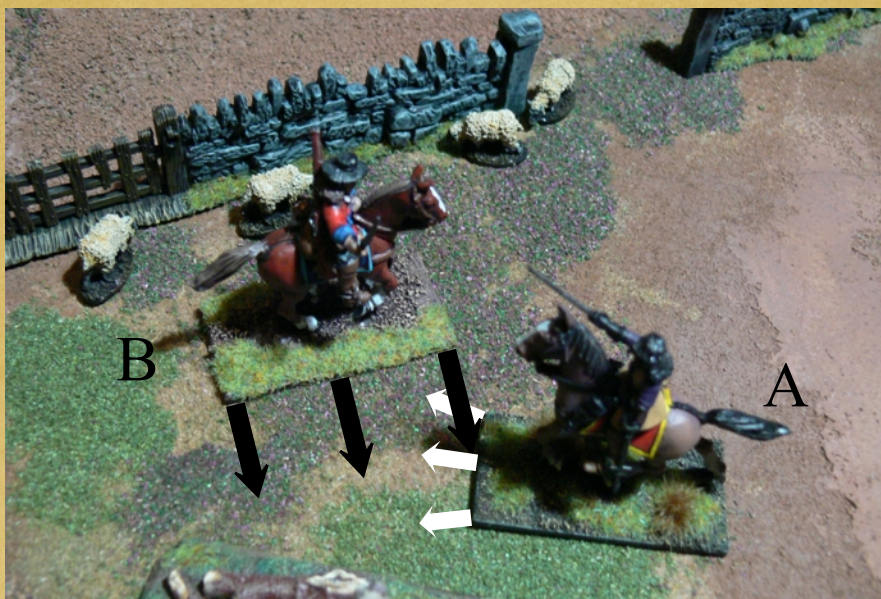


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Examples of Fighting Distance & Fisticuffs

Mounted figures have a $\frac{1}{2}$ " *Fighting Distance* measured from the front of the base and a 1" *Fighting Distance* from the sides of the base. In order for a mounted figure to commence *Fisticuffs* in an attack that is **almost** 'head on', the mounted figure must have its *Fighting Distance* within an enemy model's *Fighting Distance* (or vice versa).

In this example the cavalryman (A) has managed to *manoeuvre* into the *Fighting Distance* of the dragoon. The white arrow, representing the cavalryman's front $\frac{1}{2}$ " *Fighting Distance*, has made contact with the black arrow representing the dragoon's 1" *Fighting Distance* from the side and the black arrow, showing the dragoon's fighting distance, is touching the base of the cavalryman.



To show the two figures are *Engaged in Fisticuffs* the cavalryman is accordingly placed in base-to-base contact with the dragoon and *Fisticuffs* can commence. The cavalryman's act of getting within *fighting distance* of the dragoon was the catalyst that initiated a vicious fight between the determined opponents that our two inanimate model figures represent.



On this occasion the cavalryman has wounded the dragoon. The cavalryman had some *manoeuvre* distance remaining and decided to use *Slash and Gallop* to ride onwards out of *Fisticuffs*. The sheep appear to be remarkably undisturbed by the fight that occurred near them.



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