

Pikemen in Fisticuffs

1. The dragoon is about to manoeuvre into the *Fighting Distance* of the Blinders. The Blinder pikeman has a larger fighting distance than the musketeer in front of him so he can offer his comrade protection.



2. To show the the figures are *Engaged in Fisticuffs* the attacking dragoon is placed in base-to-base contact with the nearest enemy foe. The first round of *fisticuffs* will be between the pikeman (because of his larger fighting distance) and the dragoon.



3. On this occasion the dragoon killed the pikeman during the *fisticuffs*. The pikeman has been removed from play. In the next round of *fisticuffs* the Blinder musketeer will have the advantages of second defender (see page 36). This is because the dragoon has successfully moved into the *fighting distance* of two enemies.



4. Despite the odds being against him the brave dragoon manages to dispatch the Blinder musketeer during the second round of *fisticuffs*. The dragoon *takes ground* from his defeated enemies (page 33).



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3. The pikeman *strikes first* and has injured the dragoon. The pikeman chooses **HOLD BACK WITH PIKE** (page 39) and the dragoon is moved back out of the Pikeman's *fighting distance*. It can be assumed the dragoon did not get past the pike during the *fisticuffs*.



4. On this occasion it now happens to be the Blinder players go. The Blinder player issues a *take aim and fire* command to the Blinder musketeer. The unfortunate dragoon is shot dead and will be removed from play.

