

TUTORIAL: CHARGES AND COUNTERCHARGES

draft version August 23 2012

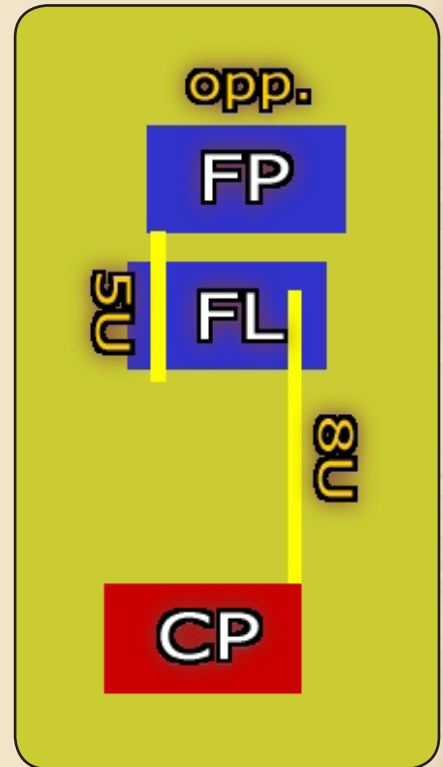
The aim of this tutorial is to clear some parts of the rules related to the charges, countercharges and charges by opportunity.

When can I charge by opportunity?

Let's start with a clarification on the text. **Par. 5.8.2** states that "The opportunity charge is not allowed as a reply to a Charge Declaration. In this case you must react with a countercharge". The text is to be intended that a Unit cannot charge by opportunity if it has been declared the target of that charge. All other friendly Unit in Opportunity can make any Opportunity Charge with no restriction.

DIAGRAM 1

In the diagram on the right, a CP Unit declares a charge over a FL Unit. Behind the FL Units stands a FP Unit on Opportunity. Neither FL and FP can declare a Countercharge. This is for more than a reason. Both are Foot and Foot cannot countercharge Mounted. Then only FL has been targetted. If it was a Mounted Unit (or if the Red Unit was Foot) it could have been allowed to countercharge but only after a successful Discipline Test as not on Opportunity. FP is not the target of the charge. So also if it was a Mounted Unit could not be eligible to Countercharge. But FP is on Opportunity and nothing prevents it to charge by Opportunity. Doing so FP can interpenetrate FL (pushing it back) and clash with CP.



Who has the Impetus Bonus?

In the above example FP has not the Impetus bonus as Foot never have this bonus VS Mounted. Was a Mounted Unit then it could have this bonus. CP still keeps its Impetus bonus as it declared a charge. Going further a Unit charged by opportunity has the Impetus Bonus (if not cancelled by other reasons) if both conditions apply:

- 1) It declared a Charge
- 2) It is charged on front. This is to be intended that at least a part of the frontage of the Unit is touched by the enemy. In different words the Opportunity charging Unit must enter its "frontal corridor".

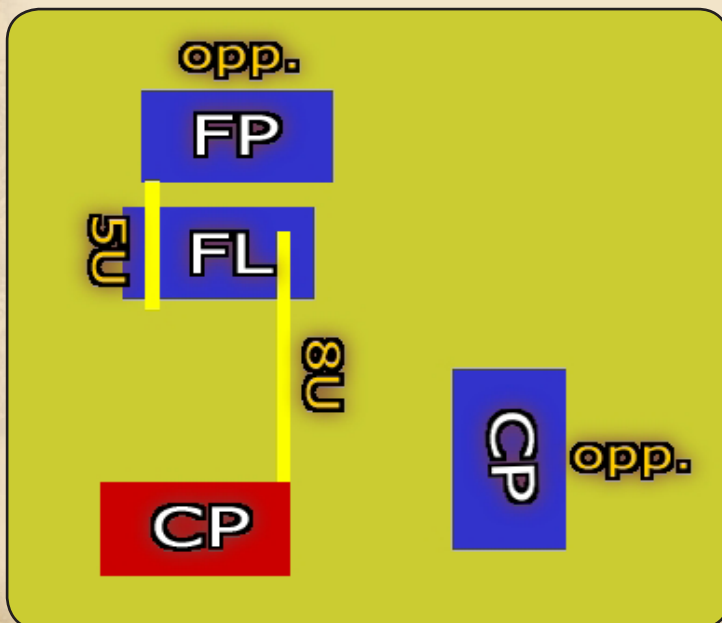


DIAGRAM 2

Starting from the previous example we give now to the Blues Player another Unit on opportunity, a CP Unit placed on the right of the red CP. If the Red CP charges, the Blue player can choose to react and charge by Opportunity with FP and/or CP. If it uses only the CP he will hit on the flank the Red CP cancelling its Impetus Bonus. If he charges with both, the Red CP will use its Impetus Bonus VS FP, that will become also the Main Unit of the melee.

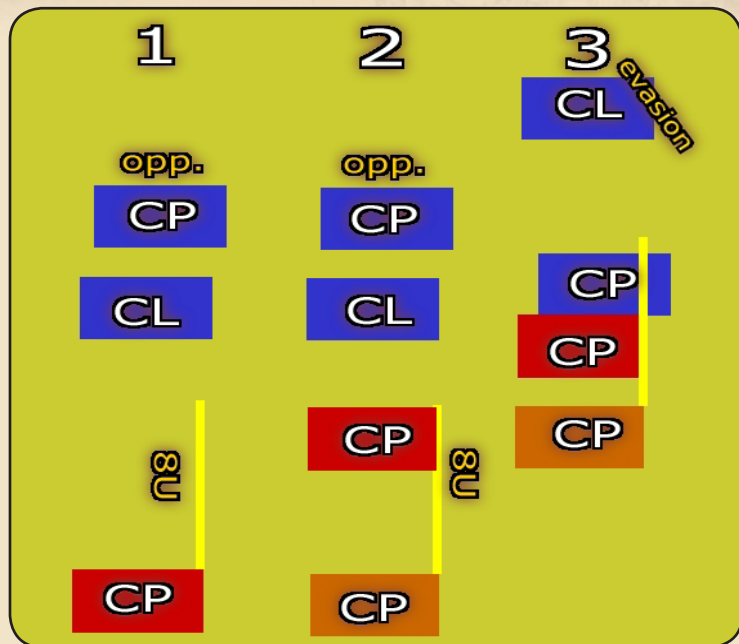
DIAGRAM 3

Let's see one more example on Opportunity Charge.

Red CP is at 2 Move phases from Blue CP and out of reach of CL. It takes its first move reaching the position showed in phase 2. Now Red CP can declare its charge on CL. Unfortunately for the Red Player CL evades and Blue CP declares its Opportunity Charge. Both Red and Blue CPs use their Impetus bonus as both had declared a Charge. Anyway Red CP has to make a Discipline Test for its second move and may start its melee in Disorder.

Note that the Blue Player could have decided to declare its Opportunity charge during or just after the first move of Red CP. In this case Red CP would have not

used its Impetus bonus as not still on charge. On the other end it had not to test for the second movement phase, so not necessary a worst situation for the Red Player.



Charge and Melee as the last actions of the activation

Usually a charge leads to a Melee and the Melee is the last action a Unit can do during its activation. The Charge itself is the last action of the activation if it is failed, for example if the Opponent evaded or if the Charge Movement Bonus (5.8.1) was not enough to contact the enemy.

As the Charge is the last "voluntary" action you **cannot** take further moves or shoot after a charge declaration. An exception is the Potential Charge (see below).

Please note that also the Dispersion of Skirmishers or Artillery is to be considered a Melee at all effects. So if a Unit disperse a Unit of Skirmishers it can complete its full move, that can also be a Charge VS another Unit behind, but cannot take other movement phases or shoot.

Charging troops that can evade: the Potential Charge

When a Player wants to charge a Unit that can evade he can declare a **Potential Charge**.

A Potential charge is a charge declaration at all effects if any contact is made at the end of the movement, so a Unit declaring a Potential Charge can benefit the Impetus bonus if charged by opportunity according to what said before. On the other end if the contact is not made because the target evaded and no other enemy charged by opportunity, it is considered as a normal move.

On the diagram on the right CP can charge CL. CL can evade, so CP may choose to declare a Potential Charge. To do so the Player simply declares that he will move his Unit up to 8U or even up to 7U, enough for the contact.

If CL will evade then CP will have to reach the distance declared but this is not considered a charge. CP can so perform a second move or if it was a Unit with shooting capabilities it could shoot.

If CL doesn't evade, then we have a normal charge followed by a melee.

