

Order of Battle

One of the major decisions you have to make is how to use your band in combat. The smart thing to do is to make a basic Order of Battle (OB) and stick to that, making only minor changes as dictated by the opponent, the terrain and the scenario.

I like to have a OB consisting of a combined arms force inspired from infantry squad tactic as developed from world war II and later:

Assault troops AKA brawlers.

Close support troops.

Long range missile troops AKA snipers.

Assault troops (brawlers)

Primary function Engage the enemy in closecombat.

Secondary function Screen any close support troops from being charged by blocking any possible charge path.

Deployment In cover on ground level. Preferably with a covered way to move forward toward the enemys softer models.

Battle orders Move forward and take anyone OOA

Example Possessed, flaggelants, warhounds.

Close support troops

Primary function Stay close to the brawlers and shoot anyone that can charge one of your buddies.

Secondary function Join melee when 'safe': choose opponets that are in combat with a brawler and only join if nobody can charge you back.

Deployment Just behind a group of brawlers.

Battle orders Folow the brawlers.

Example Markman with blunderbuss and bow, elven ranger, a knifefighter with eagle eyes and perhaps trickshooter, a pistolero with a brace of pistols, pistoliere skill and perhaps eagle eyes/trickshooter.

Long range missile troops (snipers)

Primary function Shoot enemy models that are a treat. Priority goes to anyone that treatens heroes, then those treatening snipers, then best target.

Secondary function Get into places from where important parts of the board can be targeted. Making sure the enemy can't move freely without getting shot at.

Deployment In cover high up with a clear view to important areas: Roads that offer long firing lanes; the objective if any such exist; places the enemy want to place models.

Battle orders Don't move as long as there are anything to shoot at.

Don't get into firefigts where you are the underdog. Better to take cover

or find somewhere else to shoot from.

Stay out of closecombat.

Example

Elven ranger, markman with hunting rifle/handgun/crossbow/bow.