Flank attack on flanking unit

Question

In the example below

- In turn #1, A and X are in Melee, and Y attacks A in the flank. A survives the combat phase of this turn, it is in disorder (lost a cohesion point)
- In turn #2, B charges Y in the movement phase. B is not light troops
- During the combat phase of turn #2, what are the combat factors that apply to the different units?
  - In particular does unit Y still count as fighting A in the flank?
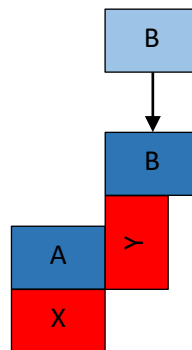
Answer

1. Reminder of points in the rules
   a. The moment it is attacked in the flank, Y is already engaged in melee (melee paragraph, page 50), so it immediately loses a cohesion point on conformation. (Page 59, multiple opponents, 2nd paragraph).

      Note: according to the same paragraph, it is not necessary for B to charge, it can contact Y by a simple movement, but it must be able to conform corner to corner (pages 52 and 53) otherwise the contact is illegal.

   b. The effects of attacking the side / rear remain valid as long as the unit has an enemy on its flank or rear (page 57), so the specific penalty of a flank or rear attack still applies against A. This position will stop as soon as Y conforms to B, that is to say at the end of the melee phase of turn 2. So during the combat phase of turn 3, A will no longer have a penalty for being attacked on its flank.

   c. Y will have to fight B in turn 2, it therefore cannot provide support for X against A.

2. Resultant factors for the combat phase of the turn 2, excluding terrain modifiers (resolution of the melee pages 55 and 56):

a. X = normal base modifier
b. A =
    i. base modifier reduced to 0 due to the flank attack,
    ii. disorder modifier (- 1),
    iii. total = (- 1)
c. Y =
    i. base modifier reduced to 0 due to the flank attack,
    ii. disorder modifier (-1)
    iii. total = (-1)
d. B =
    i. base modifier + position modifier (+1) for attacking the flank

3. Example:
    a. A and B are Heavy Swordsmen Impact, X is a Heavy Spearman, Y is Javelinmen.
    b. A versus X
        i. X = 1 (basic factor)
        ii. A = 0 (base factor) - 1 (disorder) = (-1)
        iii. Balance = (+2) to X
    c. B against Y
        i. B = +2 (HI against LMI in clear terrain) +1 (impact) +1 (flank attack) = (+4)
        ii. Y = 0 (base factor) -1 (disorder) = (-1)
        iii. Balance = (+5) to B