

Valiantly Assist (or Mercilessly Crush)

1. The Witchfinder used his second command to manoeuvre towards the 'Red Witch' and engage her in *fisticuffs*. The ensuing fight was a draw and both combatants remained *engaged in fisticuffs*.

A green marker was placed near the Witchfinder to indicate he has had his *go* during the *turn*.

The 'Red Witch' has not yet had her *go*.



2. The player in control of the Witches *manoeuvres* two more Witches to come to the aid of their wicked accomplice.

As per the *Valiantly Assist* rules on page 37 the initial Witch that was attacked can then be issued with a *resume fisticuffs command* and the Witchfinder will be *outnumbered* as per the rules on page 36.



Alternatively

On most occasions that arise during an encounter players will want to use the ability to *Valiantly Assist* as described in 2 above. The mechanics of the game will *also* allow an alternative way to use *Valiantly Assist* that may be of use during a particularly nail biting and crucial part of the game.

The arrival of either of the two additional Witches to the fray in picture 2 above could also initiate a bout of *fisticuffs*. If the player in control of the Witches still had one extra figure available on the gaming table that could be issued with commands that *go* (as per the core rules on page 11) the 'Red Witch' would not have to be 'activated'. It can be imagined the two Witches that have come to assist the 'Red Witch' attempt to not only kill the Witchfinder but also drag him from the 'Red Witch' during the fight too.

If this was possible the 'Red Witch' *would not* take part in the combat and the Witchfinder would only fight the other two Witches in the ensuing 'outnumbered in *fisticuffs*'. If the player in control of the Witches did not have another figure available (they were all either dead or already had their *go*) then the 'Red Witch' would **have** to be issued with a *resume fisticuffs command* and join the fray.

If the two new Witches to the fray manage to dispatch the Witchfinder, the 'Red Witch' would be free to be issued with commands in the next *go* - unless another Witchfinder can stop her first!