## Artillery in CONTACT WITH ENEMY

Artillery bases **never** take part in close combat.

Limbered artillery are automatically destroyed and **immediately** removed from play if the artillery or their limber markers are contacted by any part of any non-broken enemy battle group.

When any base of an unlimbered artillery battle group is contacted by an enemy base in a way that would normally result in close combat, the whole artillery battle group is automatically **captured** unless **all** contacted bases have **rear support** (see below). If the artillery loses its rear support (e.g. if the supporting troops rout or break off) while the enemy are still in such contact, it is **captured**.

A battle group in contact with captured artillery conforms to them in the **Movement Phase**. Whilst in contact with captured artillery a battle group counts as in combat.

Rear support:

When an unlimbered artillery base has the front edge of a base of unbroken friendly foot battle troops lined up in edge to edge and corner to corner contact with its rear edge, it has rear support.

Artillery base depths vastly over-represent their actual historical depth. Hence a battle group in a position to give rear support to artillery is treated for **all** **purposes** as if its front edge was in the position of the front edge of the artillery, except that the files actually providing rear support cannot shoot.

When an artillery base with rear support is in contact with enemy in the impact or melee phase, close combat takes place between the supporting troops and the enemy in contact with the artillery base. (The artillery crews are assumed to have withdrawn behind their friends, but the artillery base is left in place and takes **no** part in close combat. If the enemy cease to be in contact with the artillery battle group and it has not been captured, the crews are assumed to return, and the artillery then functions normally again.)

If troops providing **Rear Support** to artillery break, enemy troops in contact with the artillery, other than only as an overlap, **do not** make a pursuit move but remain in contact with the artillery.

A **captured** artillery battle group counts as 2 attrition points towards its original side’s break point. ~~These attrition points are recovered if the artillery is recaptured (even if by troops other than pike and/or shot), lost again if the enemy captures it again, and so on.~~

~~Once captured, artillery cannot be recaptured until either:~~

~~A battle group belonging to the previous owner, and already in contact, routs (all) the capturing enemy battle group(s).~~

~~A battle group belonging to the previous owner~~ **~~moves~~** ~~into contact (in a way that would normally result in close combat) with an artillery base that does not have rear support from the current owner’s troops.~~

~~If captured or recaptured by pike and/or shot, captured or recaptured artillery is subsequently controlled by the capturer or recapturer. If so, it is treated as a normal battle group of the army controlling it. (It is not necessary for the pike and/or shot battle group to remain in contact.) While under the control of the original enemy, it does not affect their break point, nor does its subsequent recapture or destruction cause them any attrition points.~~

~~If captured or recaptured by any troops other than pike and/or shot, artillery remains uncontrolled (out of action) until a battle group of pike and/or shot of the same side moves into contact with it, or it is recaptured by a battle group of pike and/or shot of the opposing side. (It is not necessary for the pike and/or shot battle group to remain in contact.) While it is uncontrolled it cannot move, shoot or suffer drops in cohesion. Uncontrolled artillery does not count as enemy to either side.~~

~~When control of a battle group of artillery switches, it becomes steady immediately, but it is treated as Poor and shoots at reduced effect. It can subsequently move as normal, with the additional option of turning 180 degrees if it passes a CMT.~~

Captured Artillery that is in contact with the front edge of enemy troops in the JAP is removed (see Full Turn Sequence).

If in the JAP the Captured Artillery are not in contact with the front edge of enemy troops, it ceases to be Captured and the 2 attrition points no longer apply. NB in this case the artillery has the same quality as it had initially and suffers no shooting penalty.

The need to take a Cohesion Test for seeing friendly artillery captured (P146) is changed as follows:

* Test a battle group if a friendly battle group within 3 MU’s breaks or friendly artillery within 3 MU’s is captured ~~for the first time~~:

Also:

~~Note – no cohesion test is required when artillery that has been captured earlier in the game is recaptured, broken or destroyed.~~