

THE TREE OF BATTLES

Sequence of Play

Command Phase. Take command actions and control tests

Approach Phase. Move contingents remaining beyond 6 SF of enemy

Shooting Phase. Artillery and Missile Troops may shoot. Take control tests for contingents which take 1 DP per stand

Tactical Movement Phase. All troops may move if normally allowed. Must halt at 1 SF from enemy to their front. Skirmishers may shoot at any point in their move.

Combat Phase. In the following order:

- declare and execute charges and responses;
- work out any shooting against charging contingents
- resolve all hand to hand combat;
- conduct any moves resulting from combat

Rally Phase. Re-order contingents by removing DPs if eligible

Remove DPs:

A/B Grade: 1 if stationary and not in combat

C Grade: 1 if stationary, not in combat and no shooting DPs

D Grade: 1 if stationary*, not in combat and not shot at.

Cause of DPs

1 DP – Non chivalrous and higher grade retires in 3 SF

2 DPs – Non-chivalrous and equal/higher grade routs or destroyed within 3 SF. 1 DP if chivalrous

1 DP – Non-skirmish array moving in difficult terrain.

2 DPs – Baggage train looted

2 DPs – Noble killed/routed in 6 SF

2 DPs – Foot who charged contacted by mounted.

2 DPs – Charged from behind the flank or rear

Risk to Leader. Roll one D6: 1= Hit. If 'Hit' roll again:

1 = Killed 4/5 = -1 CP

2/3 = -2 CPs 6 = No effect

Move Distances:

March Move: Foot 4 SF, mounted 6 SF. Must begin and end beyond 6 SF of enemy

Normal Move: 1 or 2 AvD x ½ SF. Mounted + 1 optional D6

Skirmish array: Optional +½ SF for each die rolled

Fast Move: Evade, rout, retire and pursuit – use max dice and all optional additions.

Detached Commanders/Heralds: up to 6 SF

Rough Terrain: - ½ SF for each die. Mounted may not enter dense woods. 1 DP unless in column, skirmish, or disarray. +1 DP if move die = '4' for foot in FH

Roads: up to 5 SF if in column and begins and ends on a road. Negates effect of rough terrain.

Command Actions

Move (1 CP) up to 6 SF to join or influence another contingent.

Steady (2 CPs). Remove 2 DPs from a contingent within 1 SF.

Control (2 CPs). Influence a contingent within 1 SF which has to take a control test.

Issue or listen to new orders (2 CPs)

Control Test. Take if:

- beyond 1 SF of captain or 2 SF of marshal unless part of a continuous line connected to the leader's stand
- in pursuit or looting and wishing to stop.
- 1 DP per stand in the front rank or C/D Grade shot at by artillery or handguns
- chivalrous within 6 SF of enemy wishing to do other than advance at full speed

Roll 1 D6: +1 Chivalrous, -1 D Grade or Mercenary,

+/-1 if non-chivalrous A Grade

+/-1 leader exerting control in 1 SF

+/-1 friendly troops to the rear if testing for shooting

Results: Continue pursuit/looting on all results except 3-4

1- = Retire if testing for shooting. Otherwise halt. Non mercenaries test for treachery if in a civil war.

2 = D grade retire if shot at by artillery; otherwise halt

3-4 = Act as player wishes

5 = Chivalrous advance to and charge nearest A grade. D grade advance to nearest enemy; otherwise repeat last move.

6+ = Chivalrous advance at max speed and charge nearest A grade. D grade, and if testing for shooting, advance to nearest enemy; otherwise repeat last move.

Manoeuvre

Wheel: 1 DP in 6 SF of enemy. No penalty if column, skirmish or disarray.

Rally from disarray: ½ move, once cause ceased.

Change of array: ½ move & 1 DP in 6 SF of enemy.

Exchange ranks: ½ move & 1 DP in 1 SF of enemy.

Cross minor obstacle 1 DP unless skirmish or disarray.

Defensive obstacles +1 DP to all mounted troops.

Cross major obstacle 1 DP, or 2 DPs if in full harness.

About face: ½ move. C & D Grade 1 DP in 6 SF of enemy.

Change frontage: ½ move and 1 DP for C or D Grade..

Mount/Dismount: 1 DP for all troops.

Passage of Lines: No penalty if one stationary, and one skirmish. Otherwise 1 DP each, +1 DP if interpenetrated by mounted.

Pass a gap: 1 DP and reduces foot move by ½.

Shooting

	Maximum Range	Effective Range	Close Range
Artillery	42 SF	6 SF	3 SF
Archers	6 SF	-	2 SF
Crossbowmen	6 SF	-	3 SF
Hand gunners	2 SF	-	1 SF
Skirmishers	1 SF	-	-

Missile Troops and Skirmishers: 1 D6 per stand shooting.

Halve dice if 1 DP per stand; in disarray; or understrength.

D6 roll 5-6 = 1 DP. Modify as follows:

- 1 archer/skirmisher shooting at armoured or full harness foot,
- 1 shooting at foot skirmishers, or at a target in cover
- +1 close range, except archers shooting at targets in full harness.
- +1 archers shooting at non-skirmishing mounted troops

Charge Restrictions. May not charge if column, square, skirmish, artillery, hand gunners, crossbowmen or halt reaction

Unless in pursuit; archers, light infantry and light horse may only charge enemy in skirmish array, disarray, or an exposed flank or rear.

Charge Responses

Foot skirmishers and artillery gunners may stand if in, or separated by difficult terrain or obstacle; or charged by other skirmishers only. Otherwise, must evade if charged.

Light horse and mounted skirmishers may counter-charge skirmishers or mounted troops, otherwise evade.

Men at Arms may counter-charge.

Others must stand to receive. Troops in mêlée from a previous turn must also stand to receive.

Contingents in disarray: skirmishers, light horse and D grade break. Others respond normally.

Combat Results

5+ Victory. 0 DPs. Non-chivalrous A and B Grade foot who did not charge or c-charge may halt. Otherwise pursue.

+2/4 Success. 1 DP

- Foot who stood to face a mounted charge must halt.
- Mounted retire if frontally charged good array foot
- Others follow-up or pursue except non-chivalrous A and B Grade foot, who did not charge, may halt.

+1/-1 Inconclusive. 2 DPs if mounted charged archers, 1 DP otherwise.

- Foot choose to halt or fall-back;
- Mounted retire if frontally charged good array foot or fought a round of mêlée. Other mounted may halt, follow-up or retire.

-2/-4 Set-Back. 2 DPs. Troops in disarray break, otherwise:

- Foot who were charged by mounted only, must halt.
- Troops in skirmish array retire; Others fall-back.

-5/-6 Defeat. 1 casualty. Troops in skirmish array or disarray break; others fall into disarray and retire.

-7 or less Rout. 1 casualty and break.

Artillery. Roll 1 D6 per gun. Modified as follows:

Same target and range +1 New target -1
Column or enfilade +1 Each DP -1
Beyond effective range -1 Target in fortification -1

Effective Range and beyond: 4-5 = 1DP, 6 = 2 DPs

Close Range: 1-3 = 1 DP, 4+ = 2 DPs

Control Test after shooting: A contingent which suffered 1 DP per stand in front rank in the shooting phase must take a control test.

Combat

Roll 1 AvD for non-chivalrous A Grade; D6 for others

- + Combat Factor
- +1 A or B Grade
- 1 D Grade
- +1 Advantage of Ground
- +1 Defending Fortification
- +1 Deeper formation
- +1 Pursuing, +2 if mounted pursuing
- +1 Mêlée reinforced this turn
- +1 Heavier armour in mêlée only
- +1 Noble fighting, +2 if 4 CPs or more.
- 1 If outnumbered
- 2 Outnumbered at least 2:1
- 3 Outnumbered 3:1+
- 2 in column, skirmish order or disarray
- 1 each DP (max -5)*
- 1 each casualty
- +1 Mounted chivalrous charges
- +3 Pikemen facing in good array*, +4 if facing mounted*

* These apply in charge combats only, not in mêlée.

Movement after Combat

Halt. Remain in place. May exchange ranks.

Fall-back. Move back base depth facing the enemy. If unable to, 1 DP and remain in place. Front rank can fall back through the rear.

Follow-up. Move forward to remain in combat with opponent. May exchange ranks.

Retire. Move back a full fast move in disarray. May stop short if separated from the chargers by friendly troops or terrain. If unable to retire, remain in place and receive 1 DP. Break if caught by pursuers and the pursuers get a free hack

Break. Full fast rout move, in disarray, until destroyed or off table. If unable to move, remain in place and receive 1 casualty. Take one casualty for each turn of rout after the first.

Pursue. Full fast move, in disarray, in an attempt to remain in contact with opponent. Pursuers encountering new enemy automatically come into combat with them. This is worked out immediately as a new charge.