

THE TREE OF BATTLES

SCENARIO I — ATHERSTONE 1485

Background

This is a fictional scenario based on an actual skirmish between the advance guards of Henry Tudor and King Richard III, 2 days before Bosworth. It assumes that this skirmish, at Atherstone, developed into a more significant engagement.

It allows players to use armies raised for the Battle of Bosworth in a plausible setting other than a re-fight of the famous battle. It also places Percy and the Stanleys in the forefront, giving a chance to use troops that were relatively inactive at Bosworth.

Scenario

It is 20 August 1485.

Henry Tudor is advancing down Watling Street to link up with the Stanleys who are encamped at the village of Atherstone.

Richard III is on the move from Leicester to intercept Henry's army. There has been a skirmish between the scouts of the two armies near Atherstone.

The Stanleys have deployed for battle awaiting Henry's main body to join them.

Percy, Earl of Northumberland, has advanced on a separate route from Richard. He has already arrived near Atherstone and has started to deploy in front of the Stanleys.

Richard has ordered Norfolk to advance quickly to reinforce Percy — sending mounted men ahead — hoping to overwhelm the Stanleys before Henry can reinforce them. He will follow up with rest of his army and the artillery train, riding ahead with his Knights of the Body.



Thomas Lord Stanley's Scouts.

Tudor Order of Battle

Thomas Lord Stanley, *deployed on table, dice for CPs*

Thomas Stanley's retinue	1 dismounted men at arms, A Grade, Full Harness
Thomas Stanley's retainers	1 archers & 1 heavy infantry, B Grade
Cheshire levy	4 heavy infantry, C Grade
Scourers	2 light cavalry, C Grade

Sir William Stanley, *deployed on table, dice for CPs*

William Stanley's retinue	1 mounted men at arms, B Grade.
William's Stanley's retainers	2 archers & 1 heavy infantry, B Grade

Philbert de Chandée, *dice to arrive from 3rd turn, 3 CPs.*

French	4 pike, B Grade, Mercenaries
Scots	2 pike, B Grade, Mercenaries
Handgunners & crossbows	2 skirmishers, B Grade, Mercenaries

Earl of Oxford's cavalry, *dice to arrive from 5th turn*

Thomas de Vere	3 mounted men at arms, B Grade
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Note: *This contingent will be permanently out of command as the Earl of Oxford not present*

Royalist Order of Battle

On table

Howard's Scourers 2 light cavalry, C Grade.

Note: They are under Norfolk's command.

Henry Percy, Earl of Northumberland, deploy on turn 1 beyond 400 paces (2 feet) of enemy, Dice for CPs, -1 to minimum 2.

Percy's retinue 1 dismounted Men at Arms, A Grade, full harness

Percy's retainers 2 archers, B Grade

Northumberland levy 4 heavy infantry, C Grade

Northumberland levy 3 archers, C Grade

Northumberland levy 3 heavy infantry, C Grade

John Howard, Duke of Norfolk. Dice for CPs, +1 to maximum 4.

Norfolk's mounted retainers 2 mounted men at arms, B Grade.

Arriving on turn 1, no dice required.

Norfolk's retinue 1 dismounted Men at Arms, A Grade, full harness

Royal retainers 2 heavy infantry & 3 archers, B Grade

Dice to arrive from 2nd turn

King Richard III, dice to arrive from 5th turn. 4 CPs

Knights of the Body 2 mounted men at arms, A Grade, Chivalrous, full harness



King Richard III and his Knights of the Body

Tabletop set-up



Troop deployment on an 8x6 foot table for 28mm miniatures.

This shows the table layout gridded in 1 foot (200 paces) segments. The terrain detail has been reported back by the Scourers of each army. Being illiterate cavalymen, led by men of non-noble birth, the detail may not be 100% accurate but is near enough to what you can expect.

All reinforcements will arrive along Watling St, the Tudors from Atherstone, the Yorkists from the South East.

Reinforcements dice to arrive in command phase of turns indicated in the order of battle.

1-3 dice again

4 arrive following turn

5-6 arrive immediately

When they arrive they will be in column along Watling St. They may move immediately if they choose to remain in column.

Alternatively they may deploy into battle formation up to 100 paces (6") in from their table edge as long as one end of their line is within 100 paces of the road. If they choose the latter option they may not move that turn but may move as they wish the following turn.

Same options apply to Norfolk's mounted men at arms who do not need to dice to arrive.