

THE TREE OF BATTLES

Sequence of Play

1. **Command.** Command actions and control tests
2. **Approach.** Move contingents beyond 240 paces. Halt at 240 paces from enemy.
3. **Long Range Shooting.** Non-skirmishers shoot at targets beyond 80 paces. Artillery may reserve shot.
4. **Tactical Move.** All troops may move if normally allowed. Halt at 40 paces from enemy to front.
5. **Close Range Shooting** Skirmishers and artillery that reserved shot may shoot. Archers shoot at targets within 80 paces. Longbowmen that did not move may also shoot at long range.
6. **Combat.** In the following order:
 - declare and execute charges and responses;
 - resolve hand to hand combat;
 - conduct any moves resulting from combat
7. **Rally.** Remove DPs from eligible contingents.

Scale: 10 paces = 1cm (15mm) 1.5cm (28mm)

Morale DPs

- 1 DP – Non chivalrous if higher grade retires in 120
- 2 DPs – Non-chivalrous if equal/higher grade routs or destroyed within 120.
- 1 DP – non-foot skirmishers move in difficult terrain.
- 2 DPs – Baggage train looted in 240.
- 2 DPs – Noble killed/routed in 240
- 2 DPs – Foot who charged contacted by mounted.
- 2 DPs – Charged from behind the flank or rear.

Removing DPs in the Rally Phase

If stationary in tactical move and no combat:

- A Grade:** 1 DP plus an additional DP if not shot at.
- B Grade:** 1 DP. **C/D Grade:** 1 DP if not shot at.

Move Distances

- March Move.** Foot up to 160 paces, mounted 240. Must begin and end beyond 240 of enemy.
- Non-march Move:** 1 or 2 AvD x 20 paces.
- Skirmish array:** Optional +20 paces for each die rolled.
- Fast Move:** Evade, rout, retire and pursuit – use maximum dice and add all optional additions. +20 paces for each die rolled on initial rout or retire move.
- Roads** Move up to 200 paces if in column and the move begins and ends on a road. No dice required.
- Detached leaders/heralds** move up to 240 paces.
- Fatigue:** 1 DP for each 5-6 on move dice unless column, skirmish array or disarray.

Disarray

- If pursuing, routing or retiring;
- If non-skirmishers evading;
- By failing to contact an opponent in a charge;
- Having reached the maximum 5 or 6 DPs
- D Grade that move for any reason.

Command Actions

- Move (1 CP)** up to 240 paces to join or influence another contingent.
- Steady (2 CPs).** Remove 2 DPs from a contingent within 40 paces.
- Control (2 CPs).** Influence a contingent within 40 paces which has to take a control test.
- Issue new orders (2 CPs)**
- Listen to new orders (1 CP)**

Control Test.

Take if:

- beyond 40 of captain or 80 of marshal unless part of a continuous line connected to the leader's stand
- in pursuit or looting and wishing to stop.
- chivalrous within 240 of enemy wishing to do other than advance at full speed.
- C/D Grade take a DP from artillery (taken immediately this happens).

Roll 1 D6

- +1 if Chivalrous
- 1 if D Grade or mercenary
- +/-1 (optional) if leader exerting control
- +/-1 if A Grade non-chivalrous contingent

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

1- = D Grade Retire if testing for artillery. Otherwise halt. Non-mercenaries test for treachery in civil war.

2 = 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 to and charge nearest A grade. Otherwise repeat last move.

Manoeuvre

- Wheel:** 1 DP in 240 of enemy if in line.
- Rally from disarray:** 1 move, once cause ceased.
- Change of array:** ½ move & 1 DP if in 240 of enemy.
- Exchange ranks:** ½ move & 1 DP if in 40 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 240 of enemy.
- Change frontage:** ½ move. 1 DP for C or D Grade..
- Mount/Dismount:** 1 DP.
- Passage of Lines:** No penalty if one stationary, and one skirmishers. Otherwise 1 DP each, +1 DP if passed through by mounted.
- Pass a gap:** 1 DP and reduce foot move by ½.

Shooting

Ranges	Maximum	Effective	Close
Artillery	480 paces	240 paces	120 paces
Longbows	240 paces	-	80 paces
Crossbows	240 paces	-	80 paces
Handguns	80 paces	-	40 paces
Other	40 paces	-	-

Artillery fire. 2 D6 per gun

Same target and range	+1	Each DP	-1
Target column or enfilade	+1	New target	-1
Beyond effective range	-1	Vs fortification	-2

Beyond Close Range	At Close Range
4+ = 1 DP	2+ = 1DP

Archery and Skirmish shooting

2 D6 per longbow stand unless low on ammunition.
1 D6 per stand otherwise. -1 die for each DP

Result: 5-6 = 1 DP on target.

- 1 non handguns shooting at a target in full harness
- 1 non-skirmishers shooting at foot skirmishers or target in cover
- +1 if longbow at mounted not in skirmish array
- +1 handguns at close range unless vs skirmish.

Shooting Test. B-C Grade with 5 DPs taking another potential DP from shooting. 1 D6:

1-2 = Retire	+/- 1 if B Grade
3-4 = Halt	-2 if testing again
5-6 = Advance	

Risk to Leader

Roll D6: 1= Hit. If 'Hit' roll again: 1 = Killed
2-3 = Wounded. -2 CPs. Captured if in 40 of enemy
4-5 = Light wound. -1 CP
6 = No effect. 0 CPs = Killed

After Combat Movement

Halt. Remain in place. May exchange ranks.

Fall-back. Move back base depth facing the enemy. Front rank can fall back through the rear.

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

Retire. Fast move away from opponent in disarray. May stop short if separated from the chargers by friends or terrain. Break if caught by pursuers.

Break. Fast rout move, in disarray, until destroyed or off table.

Pursue. 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. Pursuers catching routing or retiring opponent get a

Free hack. 1D6 per stand inflicting a casualty on 4+

Charges

Foot must be within 40 paces. Mounted within 240.

Column, square or skirmish may not charge

Artillery and crossbowmen may not charge.

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

Combat

3 D6 per Men at Arms stand on foot

2 D6 per Heavy Infantry and mounted M-at-A

2 D6 per Pike stand facing and did not fall back

3 D6 per Pike stand facing mounted charge*

1 D6 for all others, including overlapping stands, second rank pike, and stands not facing opponent.

Add or subtract dice by contingent

+2 A Grade; +1 B Grade; -1 D Grade

+1 Advantage of Ground

+1 Defending fortification

+1 If supported.

+1 for every 2 CPs of leader fighting in front rank

+1 if following up opponent that fell-back

-1 each DP (max -5)*

+1 Light infantry charge*

+2 If pursuing*, +3 if mounted pursuing*

+2 Mounted charge*, +3 if chivalrous charge*

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

Combat Results. A Hit is scored for each:

6 if in column, skirmish order or disarray

5-6 in other circumstances.

Compare the difference of Hits scored on each side

5+ Victory. 0 DPs. Non-chivalrous A/B Grade foot that did not charge may halt. Otherwise pursue.

+2/4 Success. 1 DP

• Foot that fought mounted halt.

• Non-chivalrous A/B Grade foot that did not charge, may halt.

• Others follow-up a fall-back, pursue a retire or rout, or remain in combat with halted opponent.

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

• Foot choose to halt or fall-back;

• Mounted that charged foot or that fought a round of mêlée, must retire. Others choose to halt, follow-up or retire.

-2/-4 Set-Back. 2 DPs.

• Troops in disarray break

• Foot charged by mounted only, must halt.

• Troops in skirmish array must retire;

• Others must fall-back.

-5/-6 Defeat. 3 DPs. Skirmish array & disarray break; others fall into disarray and retire.

-7 or less Rout. 4 DPs and break.