



THE TREE OF BATTLES

Medieval Warfare 1300-1500

Game Scenario

Atherstone

20 August 1485

Historical Background

This is a fictional scenario based on an actual skirmish between the advance guards of Henry Tudor and King Richard III, two 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.

Players' Briefing

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 light cavalry scourers.

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. May dismount
- William's Stanley's retainers 2 archers & 1 heavy infantry, B Grade

Philbert de Chandée, dice to arrive from 2nd turn, dice for 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 3rd turn

- Thomas de Vere 3 mounted men at arms, B Grade

Note: This contingent will be out of command as the Earl of Oxford not present, unless they are within Henry Tudor's command radius.

Henry Tudor, dice to arrive from 4th turn, 3 CPs

- Henry's retinue 1 mounted men at arms, A Grade, full harness. May dismount
- Rys Ap Thomas 2 Welsh heavy infantry, B Grade

Royalist Order of Battle

Henry Percy, Earl of Northumberland (2 CPs). Deploy on turn 1 beyond 2 feet of enemy.

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

Howard's Scourers	2 light cavalry, C Grade (on table at start)
Norfolk's mounted retainers	2 mounted men at arms, B Grade. (arrive turn 1, no dice required).

Dice to arrive from 1st turn:

Norfolk's retinue	1 dismounted Men at Arms, A Grade, full harness
Royal retainers	2 heavy infantry & 3 archers, B Grade
Constable of the Tower	2 heavy infantry, B Grade, full harness

King Richard III, (4 CPs). Dice to arrive from 4th turn.

Knights of the Body	2 mounted men at arms, A Grade, Chivalrous, full harness
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King Richard III and his Knights of the Body

Tabletop Set Up



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

This shows the table layout gridded in 1 foot 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 Royalists 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.

