

THE TREE OF BATTLES

Sequence of Play

1. **Command.** Command actions and control tests.
2. **Approach.** Move contingents beyond 12". Halt at 12" from enemy.
3. **Long Range Shooting.** Non-skirmishers shoot at targets beyond 4". Artillery may reserve shot.
4. **Tactical Move.** All troops may move if normally allowed. Halt at 2" from enemy to front.
5. **Close Range Shooting** Skirmishers, and artillery that reserved shot, may shoot. Archers shoot at targets within 4". Longbowmen that did not move may also shoot at targets beyond 4".
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.

Morale DPs

1 DP – if higher grade foot retires within 6"

2 DPs – if equal/higher grade routs or is destroyed within 6".

2 DPs – Baggage train or camp looted in 12".

2 DPs – Leader killed/routed in 12".

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 8", mounted 12". Must begin and end beyond 12' of enemy.

Non-march Move: 1 or 2 AvD x1".

Skirmish array: Optional +1" for each die rolled.

Fast Move: Evade, rout, retire and pursuit – use maximum dice and add all optional additions. +1" for each die rolled on initial rout or retire move.

Roads Move up to 10" if in column and the move begins and ends on a road. No dice required.

Detached leaders/heralds move up to 12".

Fatigue: 1 DP for each 5 rolled 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 12" to join or influence another contingent.

Steady (2 CPs). Remove 1 DP from a contingent within 2". It must then remain halted.

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

Issue new orders (2 CPs)

Listen to new orders (1 CP)

Control Test.

Take if:

- beyond 2" of captain or 4" of marshal unless part of a continuous line connected to the leader's stand.
- in pursuit or looting and wishing to stop.
- chivalrous within 12" of enemy men at arms 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 fire. Otherwise halt.

2 = Chivalrous advance to and charge nearest A grade within 12". Otherwise halt .

3-4 = Act as player wishes

5 = D grade advance to nearest enemy within 12". Otherwise repeat last move.

6+ = Chivalrous advance to and charge nearest A grade within 12". Otherwise repeat last move.

Manoeuvre

Wheel: 1 DP in 12" of enemy if in line.

Rally from disarray: 1 move, once cause ceased.

Change of array: 1/2 move & 1 DP if in 12" of enemy.

Exchange ranks: 1/2 move & 1 DP if in 2" of enemy.

Minor obstacle: 1 DP unless skirmish or disarray.

Defensive obstacles: +1 DP on all mounted troops.

Major obstacle: 1 DP, or 2 DPs if in full harness.

About face: 1/2 move. C/D Grade 1 DP in 12" of enemy.

Change frontage: 1/2 move. 1 DP for C or D Grade.

Mount/Dismount: 1 move & 1 DP.

Passage of Lines: No penalty if one stationary, and one skirmishers or archers. Otherwise 1 DP each, +1 DP if passed through by mounted.

Pass a gap: 1 DP and reduce foot move by 1/2.

Shooting

Ranges	Maximum	Effective	Close
Artillery	36"	24"	9"
Longbows	12"	-	4"
Crossbows	12"	-	4"
Handguns	4"	-	2"
Other	2"	-	-

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
At close range	+1		

Result: 5+ = 1 DP

Archery and Skirmish shooting

2 D6 per longbow stand unless low on ammunition.
1 D6 per stand otherwise. -1 die for each DP.
½ dice if understrength (round up).

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 2" 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 a rear rank.
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 2", mounted within 9".

Column, skirmish array, artillery, pavisiens, crossbows may not charge. Halt reaction or rallied in tactical phase may not initiate a charge but may countercharge if normally allowed.

Charge Responses:

Light Horse may evade or countercharge.
Mounted Infantry may evade.
Men at Arms may countercharge.
Archers and skirmishers may evade/exchange ranks.
Otherwise stand to receive.

Combat

3 D6 per Men at Arms stand on foot.
2 D6 per Heavy Infantry and mounted M-at-A.
3 D6 per Pike stand facing mounted charge.*
2 D6 per Pike facing in good array in other charges.*
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 if supported.
+1 for every 2 CPs of leader(s) charging.*
+1 following up fall-back, +2 if mounted following up.
-1 each DP (max -5).*
+2 pursuing, +3 if mounted pursuing.
+2 mounted charge*, +3 if chivalrous charge.*

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

Combat Results. Compare **Hits** scored for each:

6 if in column, skirmish or disarray or v fortifications
5-6 in other circumstances.

Automatic Hit for each leader fighting in front rank.

4+ Victory. 0 DPs. A/B that did not charge, & troops fighting skirmishers only, may halt. Otherwise pursue.

+1/3 Success. 1 DP. 2 DPs if mounted vs pikes.
• A/B that did not charge, & foot that fought only mounted or skirmishers; may halt.
• Others follow-up a fall-back, pursue a retire or rout, or remain in combat with halted opponent.

Equal. 2 DPs each. 3 DPs if mounted vs pikes.

- Mounted that charged foot or that fought a round of mêlée, must retire.
- Skirmish array retire if facing non-skirmishers.
- Others must halt.

-1/-2 Set-Back. 3 DPs. Disarray break, otherwise:

- Foot charged by mounted only, halt.
- Skirmish array and mounted that charged foot, retire.
- Others must fall-back.

-3/-5 Defeat. 4 DPs. Skirmish array & disarray break; others fall into disarray and retire.

-6 or more Rout. 5 DPs and break.