

Battlefield & Tactical situation

<input type="radio"/> TERRAIN
<input type="radio"/> WEATHER
<input type="radio"/> TIME OF DAY
<input type="radio"/> LINE OF SIGHT
<input type="radio"/> OUT-NUMBERED
<input type="radio"/> OPEN FLANK/ REAR
<input type="radio"/> <small>Battle Formation</small> FORMATION <small>March Column</small>
<input type="radio"/> CHARGING
<input type="radio"/> SKIRMISHING

Unit Quality & Condition

<input type="radio"/> MORALE
<input type="radio"/> <small>Ready Disturbed</small> COHESION <small>Disordered Panic Stricken</small>
<input type="radio"/> FATIGUE
<input type="radio"/> LOSSES
<input type="radio"/> SURPRISED
<input type="radio"/> MERCENARY
<input type="radio"/> EXPERIENCE
<input type="radio"/> CLOSE ORDER
<input type="radio"/> WEAPON
<input type="radio"/> ARMOUR
<input type="radio"/> UNIT SIZE

Leadership & Other keywords

<input type="radio"/> COMMANDER INSTRUCTED
<input type="radio"/> LEADER ENCOURAGED
<input type="radio"/> OPPORTUNITY THREAT
<input type="radio"/> PREVIOUS ACTION
<input type="radio"/> LEADER PERSONALITY
<input type="radio"/> LEADER PRESENCE
<input type="radio"/> DURATION (MIN)
<input type="radio"/> DISTANCE (paces)
<input type="radio"/> STRATEGY
<input type="radio"/> WILDCARD

Il condottieri

<input type="radio"/> PRUDENT	<input type="radio"/> DETERMINED <small>French Only</small>
<input type="radio"/> ELMETI	<input type="radio"/> GEWALTHUT <small>Swiss Only</small>
<input type="radio"/> LANZE SPEZATTE	<input type="radio"/> LE ROI EST MORT <small>Swiss Only</small> <small>French Only</small>
<input type="radio"/> CASA	
<input type="radio"/> PROVISONATI	
<input type="radio"/> MILITIA	
<input type="radio"/> STRADIOTS	
<input type="radio"/> CARROCCIO	
<input type="radio"/> FEUDAL <small>Naples only</small>	
<input type="radio"/> PAVISE	
<input type="radio"/> <small>White Company Only</small> LONGBOW	

ARGUMENTS

ARGUMENT = EVENT (ACTION & RESULT) + 3 REASONS

Arguing	Counter-arguing	RESULT induced
commander's INTENT	HOWEVER	COMBAT resolution

SCOUTING for FACTS

RALLY

PoS estimate

3D6 Score

Dead certain	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly impossible	NI	16+
Desperate attempt	DA	18+