

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"/> FORMATION <small>Battle Formation March Column</small>
<input type="radio"/> CHARGING
<input type="radio"/> SKIRMISHING

Unit Quality & Condition

<input type="radio"/> MORALE
<input type="radio"/> COHESION <small>Ready Disturbed 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 ORDERED
<input type="radio"/> LEADER INSPIRED
<input type="radio"/> OPPORTUNITY THREAT
<input type="radio"/> PREVIOUS ACTION
<input type="radio"/> DURATION (MIN)
<input type="radio"/> DISTANCE (paces)
<input type="radio"/> STRATEGY
<input type="radio"/> WILDCARD

Battle of Noordhorn

<input type="radio"/> CABALLOS LIGEROS	<input type="radio"/> LANDSKNECHT
<input type="radio"/> HERGULETIERS	<input type="radio"/> WALLONIAN
<input type="radio"/> REITERS	<input type="radio"/> ENGLISH
<input type="radio"/> DEMI-LANCES	
<input type="radio"/> SHOTTE	
<input type="radio"/> PIKES	
<input type="radio"/> CUADRO DE GENTE	
<input type="radio"/> FIELD ARTILLERY	
<input type="radio"/> CARACOLE	
<input type="radio"/> US HEIT	

ARGUMENTS

ARGUMENT = EVENT (ACTION & RESULT) + 3 REASONS

SCOPE = place + time + units involved

Arguing

Counter-arguing

Induced

commander's **INTENT**

HOWEVER

COMBAT resolution

SCOUTING for FACTS

Post- COMBAT

RALLY

Branched EVENT

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+