

DAY OF BATTLE III

THE DOMAIN A MODEL OF FEUDALISM

The feudal military structure was based on men swearing to uphold their lord in return for land he granted to them. When a Warlord needed soldiers, he called up his personal retinue, and summoned his vassals and their men. This system wasn't always reliable, and depended largely on the men involved responding in good faith.

The feudal period in Western Europe that Day of Battle covers though short as compared to many rules sets is still over 250 years. Players are encouraged to play with historically correct armies in their proper periods.

This system for building is quick and requires little preparation. The stands that make up an army are first organized into units of 2 to 4 like stands with 3 being the average, and then into battle lines, which are the rough equivalent to a modern day battalion. One or more such battle lines are then organized into an army.

UNIT SIZE

TEMPORARY UNITS

A single stand unit that will be filled out with Fractional Lance army points (**New Rule**).

PARTIAL UNITS

A partial unit is one that is made up 2 stands. This comes about when there are stands that do not divide by 3 and result is 2 stands left over of the same Troop Type.

Ex: An army contains 8 mounted Cv. This creates 2 unit of 3 stands and 1 partial unit of 2 stands.

AVERAGE UNITS

An average unit is one that is made up 3 stands. This comes about when there are stands that divide by 3.

OVERSIZED UNITS

An oversized unit is one that is made up 4 stands. This comes about when there are stands that do not divide by 3 and the result is 1 stand left over of the same Troop Type.

*Ex: An army contains 12 mounted stands, 8 Kn and 4 Cv. The units are as follows.
2 x 3 stand units of kn and 1 x 2 stand unit of kn.
1 x 4 stand unit of Cv.*

THE LANCE

To determine how many stands and their generic type divide the number of army points generated above by 6. This gives the number of Lances that arrive for the summons of the warlord. Remainder stands are called a Fractional Lance.

The average Lance consists of the following stands:

1 Mounted Stand
1 Missile Stand
3 Foot Stands

Note: Historical Domains may modify the above.

All stand types represent a generic type, which is dictated by historical Domain.

FRACTIONAL LANCE ARMY POINTS

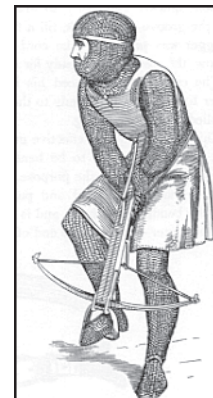
In the event there are army points left over (Fractional Lance) the player may discard any or all of them or use them to buy additional stands to fill out Temporary units, Partial Units or build up Overstrength Units.

Mounted Stands = 2 points

Foot Stands = 1 point

Missile Stands = 1 point

Ex: In the above example Count Jartin, social rank 5 has raised an army of 40 army points. This translates into 6 Lances with 4 army points left over. The 6 Lances generate him 6 stands of mounted, 6 stands of missiles and 18 stands of foot. He spends the remaining points on 2 additional foot and 2 additional missile stands.



ARMY CREATION GUIDE

CREATING AN ARMY FROM A DOMAIN

First off a general statement.

“The Lance/Domain system of Day of Battle is not perfect. Unlike point systems there will be places where players will need to make a decision about fractions and not be able to apply a hard rule from the rules.

In these situations it is urged that players try to do what feels right and to be flexible with one another and their armies. It is doubtful that a single fudged stand here or there will impact a game to such a degree that it will throw the balance.”

HOW MANY LANCES

Army Points are determined through the "Summon Your Army" portion of the Day of Battle III rule book but for newbies the Warlord draws playing cards from a deck of playing cards equal to his Social Rank and adds them to his House Hold. This final amount is the Army Points he has for this battle.

Once the Warlord determines the number of Army Points he has he divides them by 6 to determine how many lances show up for his summons. The number of Lances when compared to the Warlords Domain will determine the overall makeup of his army for this campaign.

NORMAN DOMAIN (EARLY)

Lance= 3 Mounted, 1 Missile, 2 Foot - rev 01

TROOP TYPE	MV	OR	AC	MG	STANDS
Mounted - Kn	10	Cl	H	A	2/3
Mounted - Cv	10	Cl	M	P	1/3
Missile - Bw	15	Sk	L	A	Any
Missile - Xb	15	Sk	L	A	0-1/3
Foot - Sp	5	Cl	M	P	All

SPECIAL RULES

Knights may dismount
 One unit of Knights starts as Veteran as a free Promotion.
 Knights of Average Morale may use Wedge.
 Knights move at Close Order Cavalry rate.
Terrain Features x 2, Geographical Area: Mixed

ARMY CREATION EXAMPLE

An Early Norman Warlord assembles an army of 27 Army Points. When divided by 6 this nets him 4 Lances and a Fractional Lance of 3 Army Points. The numbers are as follows. 12 Mounted stands, 4 missile stands, 8 foot stands with 3 Army Points left over.

Next the Warlord compares each Troop Type (mounted, missile or foot) to the number of stands and the Domain list.

MOUNTED TROOPS

In the Early Norman example 1/3 of the mounted are Cv and the other 2/3 are Kn. This gives him 8 Kn and 4 Cv stands. The knights are organized into 2 units of 3 stands and 1 unit of 2 stands. The Cv are organized into 1 unit of 4 stands.

MISSILE TROOPS

He has 4 missile stands which forms 1 Temporary unit of 1 Xb stand, and 1 unit of 3 stands of Bw.

Note the Temporary unit will need to be filled out with Fractional Lance Army Points later.

FOOT TROOPS

He has 8 stands of foot which forms into 2 Sp units of 3 stands each and 1 unit of 2 stands.

FRACTIONAL LANCE ARMY POINTS

His Fractional Lance has 3 points which can now be used to round out existing units but may not be used to buy new ones. First off the Warlord must address the single stand unit of Xb. He can either disband it and send it home or beef it up. He chooses to use 2 of these points to buy 2 additional Xb stands to make it a 3 stand unit.

The third point is used to buy a Sp stand to make the 2 stand unit to 3 stands. This does bring the Xb up to 1/2 instead of the original 1/3rd which is allowed in a situation such as this.

FINISHED ARMY

The final look of his army is as follows.

Mounted: 2 units of 3 Kn, 1 unit of 2 Kn, 1 unit of 4 Cv.
 Missile: 1 Unit of 3 Bw, 1 unit of 3 Xb.
 Foot: 3 units of 3 Sp.

DAY OF BATTLE III

DOMAIN TABLE INFORMATION

1. **TROOPTYPE:** Kn-knight, Cv-cavalry, Ha-horse archer, Pk-pike, Sp-spear, In-infantry, Lb-longbow, Xb-crossbow, Bw-bow, Sw-skirmish weapons, Lv-levy, Tr-trained, Cb-Composite bow.
2. **LANCE:** Stands found in this Domain.
3. **DOMAIN NAME:**
4. **MOVE:** Basic Movement rate.
5. **ORDER:** Cl-Close, Ls-Loose, Sk-Skirmish.
6. **ARMOR:** H-Heavy, M-Medium, L-Light.
7. **MORALE:** E-Elite, V-Veteran, A-Average, P-Poor.
8. **STANDS:** All - All stands are this type, Any - Multiple types listed of which this one may be any amount, 0-3 - Up to 3 of these stands may be used and if used the stands are deducted from the total stands of its type BEFORE minimums and maximums are applied, 1/3 etc. - Percentage of the total stands for this type.
9. **SPECIAL RULES:** Any listed on a here will precede over any rules in the rule book.
10. **TERRAIN FEATURES:** Number of terrain picks allowed to this Domain.
11. **Geographical Area:** Determines which column is used on the Terrain Chart.

Note: It is highly suggested that Domains only fight against those in their own time period.

	1.	2.	3.	4.	5.	6.	7.	8.
FRENCH DOMAIN <i>Lance= 3 Mounted, 1 Missile, 2 Foot - rev 01</i>								
TROOP TYPE	MV	OR	AC	MG	STANDS			
Mounted - Kn	8"	Cl	H	A	2/3			
Mounted - Cv	8"	Cl	M	P	1/3			
Missile - Xb	6"	Ls	M	A	Any			
Missile - Sw	15"	Sk	L	P	0-1/3			
Foot - Sp	5"	Cl	M	P	All			
Foot - Lv	5"	Cl	L	P	Free			
SPECIAL RULES								
Knights may dismount 9 .								
One unit of Knights starts as Veteran as a free Promotion.								
Missiles promoted to Veteran are considered Trained.								
Each Lance provides one free Levy stand.								
<i>Terrain Features</i> 10 , <i>s x 2</i> , <i>Geographical Area</i> 11 : <i>Mixed</i>								

FRENCH DOMAIN <i>Lance= 3 Mounted, 1 Missile, 2 Foot - rev 01</i>					
TROOP TYPE	MV	OR	AC	MG	STANDS
Mounted - Kn	8"	Cl	H	A	2/3
Mounted - Cv	8"	Cl	M	P	1/3
Missile - Xb	6"	Ls	M	A	Any
Missile - Sw	15"	Sk	L	P	0-1/3
Foot - Sp	5"	Cl	M	P	All
Foot - Lv	5"	Cl	L	P	Free
SPECIAL RULES					
Knights may dismount.					
One unit of Knights starts as Veteran as a free Promotion.					
Missiles promoted to Veteran are considered Trained.					
Each Lance provides one free Levy stand.					
<i>Terrain Features x 2, Geographical Area: Mixed</i>					

Ex: 41 Point French Army = 6 Lances + 5AP
 Mounted = 18 Stands
 4 units of 3 Kn, Average, 1 free promotion to Veteran.
 2 units of 3 Cv, Poor.

Missile = 6 stands
 1 unit of 4 Xb, Average.
 1 unit of 2 Sw, Poor.

Foot = 12 stands
 4 units of 3 Sp, Poor.

Levy = 6 stands (1 free stand per Lance)
 2 units of 3 Lv, Poor.

Left Over Army Points

Two points could buy 2 Sw stands to increase the 2 stand unit to a 4 stand oversized unit. Two points could buy 1 Veteran Kn stand to increase the unit to oversized. One point could buy 1 Sp stand to make an oversized unit.