

Trial by Battle - Rules Changes

2nd May 2026

This document details some rules changes that have been made to Trial by Battle during the development of a fantasy version of the game (working title Trial by Magic). These changes could be applied to Trial by Battle historical games as well, so I am collating them here in case anyone wants to try them out in their games.

Charge Move

When charging during the move phase the Unit may only turn or wheel at the start of the move. The charge distance is the standard move distance plus 1d6. If the Unit fails to contact the enemy then they still move this distance and there are no other effects but no melee will take place this Round.

Terrain Effects:

Units can move through woods but for most units movement is reduced by half. Those Units that previously could move through woods - light infantry and light cavalry - do so without penalty.

Trial by Battle Rules for Buildings

(Rules for buildings have previously been mentioned, but adding here for completeness).

Building terrain on battlefield

Represent on tabletop most easily by one or more buildings enclosed by a wall, fence or hedge with enough space to place the unit - approx 6" by 4" should be sufficient. For each building terrain item can include one foot and one artillery unit. Cavalry can't defend buildings.

Movement

Moving into buildings - takes one turn once contact building to enter it.

Shooting

If in building get 360 arc of fire no matter unit type - can only target one enemy unit

Shooting into the building - +1 save (is this too much), can't be better than 2+ save.

Melee

Can be attacked by charging into contact with perimeter of building terrain.

Knights lose their +1 hits when charging a unit in a building.

No push back.

Can be attacked in flanks and rear in usual way and unit in building will have to share out hits in the usual way. Attackers need only come into contact with the building perimeter to enter melee.

Units in building get modifier of +1 save to a maximum of 2+ save.

If defeated then winner can enter the building straight away.

Changes to Melee combat

Melee Hit Modifiers

- +1 if charged enemy
- +1 if uphill of enemy
- +1 if enemy recoiled last Round
- +1 if General is with Unit
- +1 if attacking enemy in Flank
- +1 if attacking enemy in Rear

Flanking and Rear Attacks

Apply a +1 modifier Hits for Flank attack and +2 for Rear. If unit attacked by more than one unit can only direct Hits against one enemy unit.

Generals

The General's rallying ability to remove 3 hits from a Unit can be applied to a Unit within 12" as long as the General has either not joined a Unit or the Unit they have joined is not engaged in melee. The rallying ability can still only be used once per battle.