BATTLE BOOK

Blood & Roses

Battles in the Wars of the Roses
England, 1455-1487

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Men of Iron

PREFACE

The historical irony of the Wars of the Roses is that, while they were a major turning point in the life of England (and considered as the end of The Middle Ages), the battles therein are, for the most part, so poorly covered that we know very little definitively about most of them. The wars were fought by Men of Iron, literally. But how many, and, sometimes even where, is a matter of guesstimation. One thing we do know is that the battlefields were quite small.

The Wars of the Roses were, at their heart, a conflict between two branches of the Plantagenet family which had ruled England for three hundred years. Local nobles used the conflict to gain power over their rivals. Families like the Nevilles decided to support the Yorkist side to strike out against their local rivals, such as the Duke of Somerset and the Earl of Northumberland. These rivalries and the very nature of civil war made the conflict particularly brutal. There were many instances of a side calling 'No Quarter' and slaughtering their fleeing foes, as well as executions of captured nobles.

In this conflict, the soldiers on both sides wore heavier armor than in the past, as defensive technologies had evolved from the Hundred Years Wars. Consequently, heavier hand-to-hand weapons were used to defeat the heavier armor. Pikes and spears were replaced by bills, halberds, and other pole-arms among the common foot soldiers. Men-at-Arms discarded their shield to use two-handed swords, axes, and maces to batter their opponents into submission, even if their armor could not reliably be penetrated. Men-at-Arms tended to dismount in combat to fight on foot, rather risk their prized, and expensive, warhorses to longbow fire and other loss in combat. The longbow was still a fearsome weapon, but due to the heavier armor, not as feared as in the Hundred Years War where it helped the English win stunning victories when properly employed. Gunpowder weapons began appearing in greater numbers on the battlefield during this time period and the ease of training soldiers in their use would eventually spell the end of the longbow, though this would not occur for some time. These factors meant that most battles were fought largely on foot by tightly packed, slowly moving groups of heavily armored men, which had to beat on each other for quite some time before reaching a resolution. There are few sweeping cavalry charges in the battles. The tactics of the time seem to consist of lining up and going at each other until one side has had enough and quits the battlefield. Many of the casualties were inflicted while the losing side was fleeing from the battle.

Militarily, both sides of the conflict were often evenly matched as far as troop quality and tactics, since the vast majority of the combatants were English and sometimes recruited within miles of each other. This meant that leadership, both on the battlefield and leading up to the battle, often proved crucial. Many Yorkist commanders, such as Edward IV and Richard, Duke of Gloucester, were talented military leaders who won numerous victories. Many of the Lancastrian commanders seemed less talented, though they too won victories when their better leaders were involved.

Designer Note: *For those who care about these things—and there are many who do—I am a pro-Ricardian; I do not believe Richard III was the villain as portrayed in Shakespeare's marvelous play (based mostly on Sir Thomas More's Tudor-driven tripe); I do not believe he had anything to do with the so-called Princes in the Tower. There is scant evidence that the Princes were even murdered there. If you want to know my sources for this position, email me. I can give you plenty.*

Notes on Setup and Selecting Units

After selecting a battle to play, lay out the map and setup the units called for in the Deployment section of the chosen battle. Some units appear in more than one battle. They are made identifiable for scenario purposes by their Command Stripe color. In Blood and Roses all units of the same type have the same Shock DRM. This means that players do not need to choose specific numbered units; they can use any unit of the appropriate Command Stripe color and type called for in the battle Deployment.

At the start of the game, each player places his 8 possible seizure counters in a cup and blindly/randomly draws the number of seizure counters the scenario specifies. He does not show these to his opponent until they are played (6.3).

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1st St. Albans

Hertfordshire, 22 May, 1455

Historical Background

The first Battle of St Albans, fought on 22 May 1455 at the market town of St Albans, traditionally marks the beginning of the Wars of the Roses. Richard Plantagenet, Duke of York and his ally, Richard Neville, Earl of Warwick, fought the Lancastrians under Humphrey Stafford, Duke of Buckingham, and Edmund Beaufort, Duke of Somerset (killed in action), with King Henry VI looking on.

The Lancastrian army of about 2,000 marched the 22 miles north from London and arrived at St Albans just ahead of the Yorkists, taking positions along the Tonman Ditch and at the gates on Sopwell Lane and Shropshire Lane. The Yorkist army of about 3000 men arrived and formed up in Key Field to the east. Futile negotiations ensued and after an hour or so, Richard decided to attack. King Henry's forces seemed surprised by the speed of York's attack; most of the army was expecting a peaceful resolution, as had occurred at Blackheath in 1452. However, frontal assaults down the two narrow streets against hastily erected barricades made no headway and resulted in heavy casualties for the Yorkists.

Warwick took his reserve troops through an unguarded part of the town's defenses, through gardens behind Market Square. The Earl suddenly appeared in the Market Square where the Lancastrian troops around the King were beset by Warwick and his men. Warwick's archers shot at them, killing several and injuring both the King and the Duke of Buckingham. Warwick's attack was such a surprise that not all of the men surrounding the King had time to put on their helmets! With Warwick behind the Lancastrian troops fighting at the gates, many of these men fled. Fighting continued for another half hour or so, with pockets of Lancastrians trying to fight their way out of town.

This Battle of St Albans was not a large affair militarily, but had outsized consequences politically. York had captured the King and restored himself to power, while his chief rival Somerset was slain in the battle, along with Warwick's enemies Northumberland and Clifford.

Note of American Interest: *The American Civil War sports its own "St. Albans", the northernmost engagement of the war. It was actually a raid cum bank robbery rather neatly unleashed by 21 Confederate cavalrymen from Canada upon a small town in northern Vermont. Made a pretty good movie, "The Raid" (1954).*

PLAYING TIME

Playing Time averaged about 1 hour for the playtesters.

Note: Given the small numbers involved, this will most likely be a very fast-playing game.

INITIAL DEPLOYMENT

Both armies (well, they weren't so much armies as "divisions", given the small numbers) arrived at St. Albans about the same time mid-morning. The Lancastrians occupied the town, while the Yorkists stood south of the town while both sides tried to parlay. This came to naught when Henry VI showed some unusual spirit, refusing to surrender the Duke of Somerset, saying that he would hang, draw, and quarter every mother's son.

The word "Battle" is perhaps an over-description of the small brigades of men under a leader. A total of maybe 5,000 men fought this battle. While the Yorkists outnumbered the Lancastrians (who did have a marvelous defensive position), the Lancastrians had virtually no longbowmen, of which the Yorkists had significant numbers, a telling difference.

The Lancastrian Army sets up first.

Lancastrian Army

Leaders: Humphrey Stafford, 1st Duke of Buckingham (OC) **[a]**, Edmund Beaufort, 2nd Duke of Somerset, Henry Percy, 2nd Earl of Northumberland, Thomas Clifford, 8th Baron de Clifford.

Seizure Counters: 2

Standards: King; the Lancastrian Standard may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced southeast.

Battle Flight map edge: Northwest map edge (xx23 hex row).

Deployment:

Hexes:	Units:
King Henry's Battle (Battle Flight 1)	
1836	*Buckingham*, *Henry VI* **[b]**
1936	1 Dismounted Men-at-Arms
Somerset's Battle (Battle Flight 2)	
2437, 2536	2 Infantry, *Somerset*
Northumberland's Battle (Battle Flight 2)	
2238, 2337	2 Infantry, *Northumberland*
Clifford's Battle (Battle Flight 2)	
1939, 2039, 2138	3 Infantry, *Clifford*

a: Originally, command of this small army was with the Duke of Somerset. But for political reasons that are somewhat murky, and partly with Buckingham's urging, Henry replaced Somerset with Buckingham

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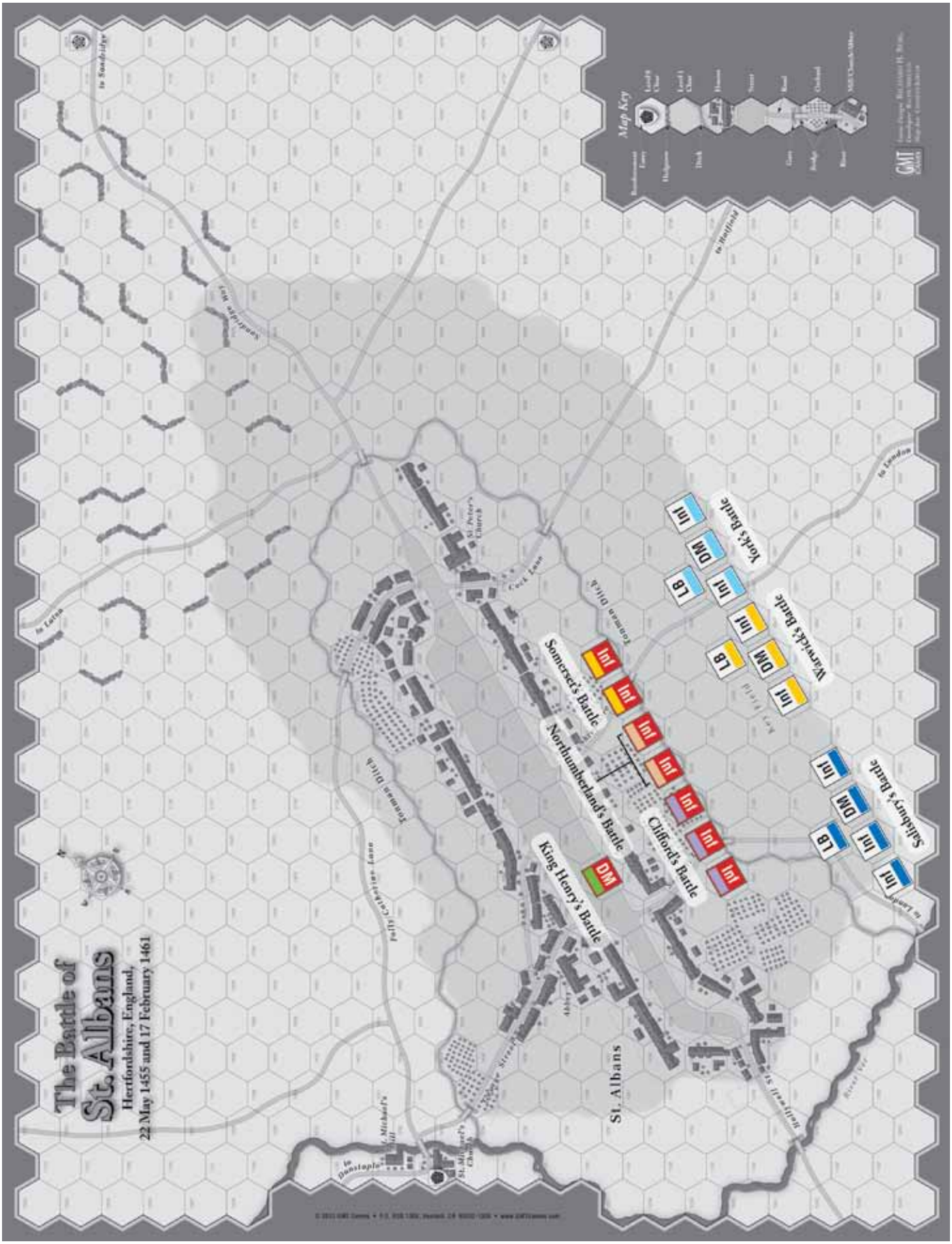

Unit placement map for 1st St. Albans scenario

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before the army prepared to march towards St Albans. Buckingham was actually related to the Duke of York.

b: While King Henry VI was present, he did not have any control or command militarily. He truly thought there would not be any battle. He sat under a tree until wounded by an arrow at the battle's end.

Yorkist Army

Leaders: Richard Plantagenet, 3rd Duke of York (OC), Richard Neville, 16th Earl of Warwick, and Richard Neville, 5th Earl Salisbury.

Seizure Counters: 3

Standards: York; the Yorkists have one standard which may be placed anywhere the Yorkist player wishes.

Facing: All units are faced northwest.

Battle Flight map edge: Southeast map edge (xx44-xx43 hex row).

Deployment:

Hexes:	Units:
York's Battle (Battle Flight 3)	
2739, 2938	2 Infantry
2839	1 Dismounted Men-at-Arms, *York*
2738	1 Longbow
Warwick's Battle (Battle Flight 3)	
2441, 2640	2 Infantry
2540	1 Dismounted Men-at-Arms, *Warwick*
2539	1 Longbow
Salisbury's Battle (Battle Flight 3)	
1943, 2043, 2242	3 Infantry
2142	1 Dismounted Men-at-Arms, *Salisbury*
2042	1 Longbow

Note: *Why no one was deployed to the NE, across Cock Lane is interesting. Perhaps it had much to do with York's army arriving and initially deploying in Key Field, to the SE.*

WHO GOES FIRST

The Yorkists have the first Activation to start the game.

TERRAIN

The Tonman Ditch

St Albans was surrounded by a dry ditch, the depth and breadth of which is unknown. It seems to have been relatively uncrossable, at least by large numbers of men in formation. The local roads did cross it—and make it easy for such movement—but these were all "guarded" by gates that did create a good defensive position against melee, if not fire.

St Albans Houses

Virtually all of the houses fronting the main street of St Albans were tightly packed together, many with no space at all between them. However, it is noted that Warwick's men, after crossing Tonman Ditch at Cock Lane, did manage (according to the few vaguely period sources) to infiltrate through these houses into the center of the town—the market area. So, we have allowed for such passage… with much difficulty.

Note: *The area to the NE—Barnards Heath—will not come into play so that is not covered here; it will be for 2nd St Albans.*

KING HENRY VI AND BUCKINGHAM

The King cannot move for any reason, including a unit in his hex being subject to a Retreat, Retire, or Eliminated result. The King is unaffected by combat results. If a Yorkist unit enters his hex, he is captured, but counts as eliminated for Flight Point purposes. Buckingham may add one (+1) to the Activation Rating of any leader with whom he is stacked with or adjacent to.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.2). Initially, set the time marker in the 8 space on the General Track. The Yorkists are the timed side in this battle.

GAME BALANCE

Thin Red Line (favors Lancastrians)

This deployment a-historically spreads the Lancastrian army to cover all roads across the Tonman Ditch. Use the original deployment for the Yorkist army.

Lancastrian Army

Deployment:

Hexes:	Units:
King Henry's Battle (Battle Flight 1)	
1836	*Buckingham, Henry VI* **[b]**
1936	1 Dismounted Men-at-Arms
Somerset's Battle (Battle Flight 2)	
2636, 2835	2 Infantry, *Somerset*
Northumberland's Battle (Battle Flight 2)	
2337, 2437	2 Infantry, *Northumberland*
Clifford's Battle (Battle Flight 2)	
1939, 2039, 2138	3 Infantry, *Clifford*

Too Few Longbows (favors Lancastrians)

This option explores the possibility that the Yorkist side didn't have a significant number of Longbow armed troops.

To make the game much more challenging for the Yorkist player, use the *Thin Red Line* deployment above for the Lancastrians and remove the Longbow unit from each of the Yorkist Battles.

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Small World (favors Lancastrians)

This option notes that in some accounts neither side tried a flank attack and shrinks the play area to remove that option. Use the original deployment for the Lancastrian Army and the one below for the Yorkist Army.

Only hexes between 18xx and 26xx are in play.

Yorkist Army

Deployment:

Hexes:	Units:
York's Battle (Battle Flight 3)	
2539-2540	2 Infantry
2639	1 Longbow
2640	1 Dismounted Men-at-Arms, *York*
Warwick's Battle (Battle Flight 3)	
2340-2341	2 Infantry
2440	1 Longbow
2441	1 Dismounted Men-at-Arms, *Warwick*
Salisbury's Battle (Battle Flight 3)	
2241-2242, 2043	3 Infantry
2141	1 Longbow
2142	1 Dismounted Men-at-Arms, *Salisbury*

Tonman Embankment (favors Lancastrians)

The Tonman Ditch may have had an earthen embankment on its inner side, to reflect this all missile fire at units on the St. Albans side of the Ditch receives a –1 DRM if the unit is adjacent to a Ditch hexside and the missile fire crosses a Ditch hexside (including Gate hexsides) or Ditch hexspine.

FLIGHT LEVELS

Balance: This battle greatly favors the Yorkists. Even the optional deployments and rules will not likely swing the balance fully to the Lancastrian side, but they will make it more of a contest.

Essentially if the Yorkists "capture" King Henry, before they take Flight, they win (since he is worth ten (10) Flight Points as King).

Players do not roll a die when making a Loss Check, they only compare their Flight Points to the Flight Level below!!

Lancastrian Flight Point Level is 6.

Yorkist Flight Point Level is 10.

BLORE HEATH

Staffordshire, 23 September, 1459

Historical Background

In 1459 The Duke of York planned to meet the Earl of Salisbury with an army of his northern retainers and Warwick with the Calais contingent at his castle of Ludlow. At the same time King Henry VI was raising an army in the Midlands. Lord Audley and the Queen had gathered over ten thousand men at Market Drayton in Shropshire. Marching south with an army of three to six thousand men, Salisbury managed to successfully avoid Henry's army, but was confronted by Audley at Blore Heath.

When Salisbury's scouts spotted enemy banners appearing on the other side of a hedge, Salisbury positioned his men above Wemberton/Hemphill Brook, a shallow stream but with steep, difficult banks, with wagons formed into a laager on his right flank, and the Burnt Wood sheltering his left. As Lord Audley advanced, Salisbury realized they were heavily outnumbered and had his men dig trenches and lay caltrops around their positions. Salisbury's center is supposed to have feigned retreat, drawing Lord Audley's cavalry into the battle. As the enemy advanced Salisbury quickly circled round and intercepted them as they forced a crossing over the brook, inflicting heavy losses with his archers. The Lancastrians stubbornly attacked again (Lord Audley had been given strict orders to capture Salisbury) but Audley was killed and his men pushed back.

Lord Dudley then took command and ordered his remaining men to attack on foot resulting in fierce hand-to-hand combat unsupported by the remaining cavalry, who, believing the battle to be going in the enemy's favor, fled the field. The rest of the Lancastrians followed shortly.

PLAYING TIME

Playing Time averaged between 2 and 2½ hours for the playtesters.

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INITIAL DEPLOYMENT

There is no indication in any of the sources as to what defined the "Battles" of each army. We have made semi-educated guesses. Neither side appears to have had any artillery or handgunners.

The Yorkist Army sets up first.

Lancastrian Army

Leaders: James Tuchet, 5th Baron Audley (OC), John Sutton 1st Baron Dudley, and Hugh Venables, Baron of Kinderton **[a]**.

Seizure Counters: 2

Standards: Audley, Dudley, and Kinderton; the Lancastrian Standards may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced east.

Battle Flight map edge: West map edge (36xx hex row).

Deployment:

Hexes:	Units:
Audley's Battle (Battle Flight 5)	
4204-4212	9 Mounted Men-at-Arms, *Audley*
Dudley's Battle (Battle Flight 10)	
4104-4112	9 Dismounted Men-at-Arms, *Dudley*
4003-4012	10 Infantry
Kinderton's Battle (Battle Flight 3)	
4214, 4216, 4317, 4318, 4420	5 Longbow, *Kinderton*

a: One of several members of the nobility that fell that day fighting for the Lancastrians. Only Audley and Dudley are mentioned as Lancastrians commanders, so we have elevated Kinderton to represent all of the other notables.

Yorkist Army

Note: *The commanders in this army appear to have been all Nevilles: father and sons. The Nevilles were major players in these wars… on both sides.*

Leaders: Richard Neville, 5th Earl Salisbury **[a]** (OC), and Sir Thomas Neville.

Seizure Counters: 4

Standards: Salisbury, Neville; the Yorkist Standards may be placed anywhere the Yorkist player wishes.

Facing: All units are faced west.

Battle Flight map edge: East map edge (60xx hex row).

Defensive Counters: 12 Caltrops (8 Real and 4 Dummy).

Deployment:

Hexes:	Units:
Thomas Neville's Battle (Battle Flight 4)	
5508, 5510, 5512, 5514, 5516, 5518	6 Longbow, *Thomas Neville*
Salisbury's Battle (Battle Flight 8)	
5608, 5610-5612, 5619-5622	8 Infantry
5613-5618	6 Dismounted Men-at-Arms, *Salisbury*

a: Father of Warwick the Kingmaker

WHO GOES FIRST

The Lancastrians have the first Activation to start the game.

YORKIST COMMAND

The Yorkists do not appear to have fought in the usual three individual Battles at Blore Heath, but rather in Battles defined by weaponry type. While Sir John Neville was at the battle, we have slighted him by not assigning him a command of his own.

PURSUIT

Due to the Yorkist defensive posture and battlefield preparations, it is suggested that only the Lancastrians be allowed to use the Pursuit optional rule.

LANCASTRIAN ARMY ACTIVATION

The Lancastrians may not use Army Activation.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.2). Initially, set the time marker in the 12 space on the General Track. The Lancastrians are the timed side in this battle.

TERRAIN

Blore Heath was a clear field. There was a stretch of hedgerows, behind which Audley deployed some of his army (probably the archers). The brook that ran between the two armies was not deep, but it had steep, difficult banks, making it difficult to cross militarily. The trench to the rear of the Yorkist lines was dug that morning; the caltrops were also placed at that time.

Wemberton (Hemphill) Brook

Mounted units crossing the brook (whether during movement, Retreat, or Advance/Continued Attack) must immediately roll to see if they are Disordered. Roll one die. If the DR is 4 *or more*, that unit is Disordered. If 3 *or less*, there is no effect.

Geographical Note: *Some source maps say the brook is Wemberton, some say Hemphill.*

The 4 hexsides of the brook graphic leading into the woods, beginning at 5524 and ending at 5726, are stream, not brook, hexsides.

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The Trench

It is not quite clear exactly what sort of trench was dug here. It was to provide defense against an attack from the rear, but in what manner is left unsaid. We have treated it therefore as a significant trench several feet deep dug to keep the more mobile Lancastrian Men-at-Arms at bay; foot troops are capable of moving along the trench and it will provide them some defensive benefit. It played no part in the actual battle. These sorts of trenches were generally dug while conducting sieges.

Foot units can enter the trench at either end or move from a trench hex to another adjacent trench hex at the cost of 1 MP.

Foot units in a trench hex may not Shock attack units outside the trench, but may Shock attack enemy units in adjacent trench hexes. Longbow may fire out but with a –2 DRM.

The Wagon Laager

Salisbury formed his extensive wagon train into a laager to protect his right flank, allowing some space for troops within.

Mounted units may not enter or Charge a Wagon hex. Foot units may enter a Wagon hex at a cost of 2 MP. If they cannot move further and end in the Wagon hex, the moving unit is automatically Disordered. A Foot unit may Retreat into a Wagon hex, but is Disordered.

Caltrops

Caltrops were a fairly old method of reducing the effectiveness of enemy cavalry (and infantry, but to a lesser extent). Sources indicate they were placed by the Yorkists, as they were mostly on the defensive here. They are not as formidable a barrier to mounted units as, say, the extensive wall of stakes and pikes at Agincourt, but they could not be seen from a distance. They did hamper horses' mobility, often restricting avenues of attack.

The Yorkist Player gets Caltrop counters. He must place all of these, Dummy/Real side down, anywhere on the East side of the brook, within 5 hexes of a Yorkist combat unit. He chooses which hex in which to place Dummy markers as opposed to Caltrop markers; Dummy placement is not random. The Yorkist player may examine the non-flipped markers at any time and may remove a Dummy counter at any time.

Whenever any Lancastrian combat unit enters a hex, whether during movement, Retreat, or Advance/Continued Attack, with an unrevealed Caltrop marker, the marker is immediately turned over to reveal the Dummy/Real side.

- If it is a Dummy marker, discard the marker and, if the unit entered during movement, continue normal movement.
- If it is a Real marker and the unit entered during movement it must pay the +1MP to enter a hex with a Caltrops counter. The marker stays in place and has its effects on all units for the remainder of the game.

A unit or leader must have enough movement points remaining, including the +1MP for Caltrops, to enter a Caltrops hex in case the Caltrops are real.

Whenever a mounted unit enters a Real Caltrop hex, whether during movement, Retreat, or Advance/Continued Attack, it must also make a Disorder DR.

- If the DR is 4 *or more*, that unit is Disordered.
- If 3 *or less*, there is no effect.

If a Yorkist foot unit or a leader (of either side) moving alone, Retreating, or Advancing after combat enters a hex with an unrevealed Caltrop counter the marker is not turned over, but it must pay the +1MP if it enters during movement.

Mounted Men-at-Arms of either side may not Charge out of or through a hex with a Caltrop marker (revealed or unrevealed), nor may they Charge a unit in a hex with such a marker. They may Shock normally from and into a Caltrops hex. Caltrops have no other effect on combat, including Retreat or Advance after combat.

GAME BALANCE

Over the Top (favors Yorkists)

This optional "Historical" deployment forces the Lancastrians into their historical frontal assault across Wemberton Brook. Use the original deployment for the Yorkist Army and the one below for the Lancastrian Army.

Only hexes XX07-XX23 are in play. Audley's Battle must be the first Lancastrian Battle Activated and all units must cross Wemberton Brook during their first Activation. No Lancastrian Mounted Men-at-Arms may dismount (7.4), but they can be Unhorsed by missile fire.

Lancastrian Army

Deployment:

Hexes:	Units:
Audley's Battle (Battle Flight 5)	
4610-4614, 4510-4513	9 Mounted Men-at-Arms, *Audley*
Dudley's Battle (Battle Flight 10)	
4208-4212, 4108-4111	9 Dismounted Men-at-Arms, *Dudley*
4008-4012, 3908-3912	10 Infantry
Kinderton's Battle (Battle Flight 3)	
4214, 4216, 4317, 4318, 4420	5 Longbow, *Kinderton*

FLIGHT LEVELS

Balance: The Lancastrians have decided numerical superiority, especially in Men-at-Arms. However, the Yorkists have a defensive position and better leadership. The Yorkists are favored, but not greatly.

The Lancastrians have a specific purpose: to destroy Salisbury's army before Warwick's army can join with it. Therefore the burden for victory is on the Lancastrians, see the Timed Engagement rule above.

Lancastrian Flight Level is 27.

Yorkist Flight Level is 22.

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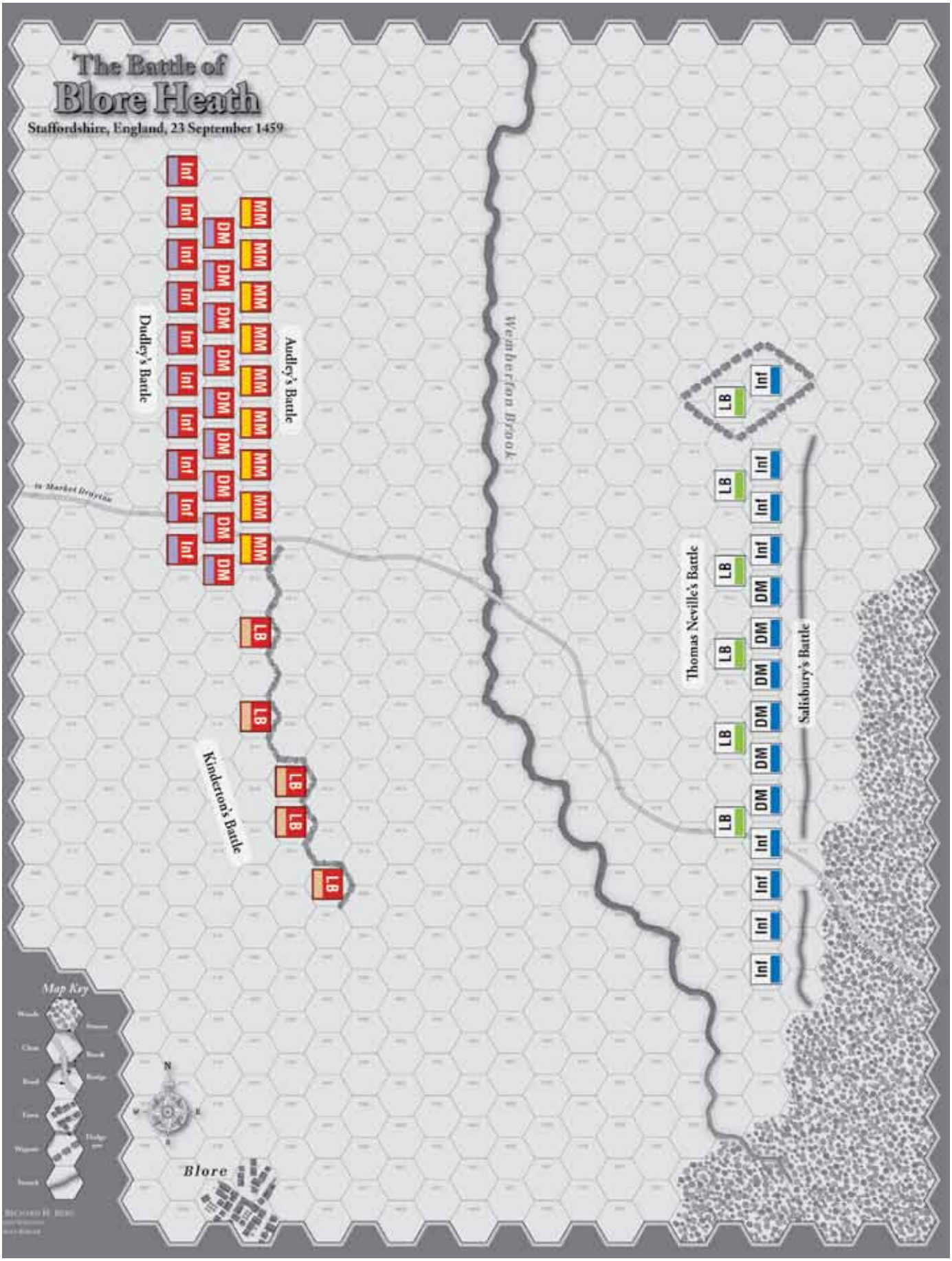

Unit placement map for Blore Heath scenario

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2nd St. Albans

Hertfordshire, 17 February 1461

Historical Background

Following the destruction of the Duke of York and Earl of Salisbury at the Battle of Wakefield at the end of 1460, the Lancastrian army began advancing south towards London. It was led by young nobles such as the Duke of Somerset, the Earl of Northumberland and Lord Clifford, whose fathers had all been killed by the Yorkists at the first Battle of St Albans. The army contained many men from the Scottish Borders or Scotland, who subsisted largely on plunder in their march south.

The death of Richard of York left his eighteen-year old son Edward, Earl of March, as the Yorkist claimant for the throne. He led one Yorkist army in the Welsh Marches, while Warwick led another in London area. They intended to combine their armies, but Edward was delayed by his confrontation with a Lancastrian army from Wales led by Jasper Tudor. On 2 February 1461, Edward defeated this Lancastrian army at the Battle of Mortimer's Cross.

Warwick moved to block the Lancastrian army's route to London, while keeping King Henry close at hand. He arrived at St Albans on 13 February and took up a position north of the town astride the main roads, the most direct approach to London from the north and the most likely axis of Lancastrian attack. He spent the next several days setting up fixed defenses and obstacles such as caltrops and netting studded with spikes. New weaponry was deployed for the first time: Burgundian mercenaries equipped with handguns. Warwick's forces, reportedly about 25,000 men, were divided into three Battles. He led the Main Battle, deployed some distance to the north of the town (off the game map). The Duke of Norfolk led the vanguard on the right, deployed several miles away to the north (way, way off the game map), and Warwick's brother Sir John Neville commanded the rear Battle on the left, the only forces that were present to face the Lancastrians. This meant that while Warwick may have had an army of 25,000, only some 10,000 were engaged at Second St. Albans. Neville had deployed most of his Longbowmen inside the town, with the rest of his Battle along Sandridge Way leading north, facing westward.

The Lancastrian forces, led by the Duke of Somerset, moved southeast at night, towards St Albans, arriving just west of St Michael's Church on the River Ver early on the morning of 17 February. A vanguard, commanded by Andrew Trollope, was sent down George Street, while the rest of the large army of about 20,000 men waited. Trollope's forces stormed up the hill, past the Abbey into the Market Square. There they were confronted by the Yorkist archers, who though surprised, managed to bloodily repulse their first attack. Forced back down George Street, Trollope regrouped at the ford across the River Ver while the Lancastrian commanders sought another route into the town. Scouts reported that Catherine Lane was unguarded, since the Yorkist archers in town were grouped towards the western end of Market Street. A second attack was launched along down George Street and Catherine Lane that resulted in the Yorkist archers in the town outflanked and destroyed after a hard fought battle.

Having secured the town, the Lancastrians turned north towards Sir John's Battle, positioned on Barnards Heath. Sir John's Battle, attempting to reinforce the defenders in the town, was engaged and eventually dispersed. In the damp conditions many of the Yorkists' handguns failed to fire as their powder was dampened. Moreover, a Kentish contingent in the Yorkist army under the traitor Lovelace defected, causing further confusion in the Yorkist ranks. It is not known how many of Warwick's main battle, which had to maneuver south to the town through the narrow lanes and hedgerows, became engaged. Some sources state that he did attack with his cavalry. Norfolk with even further to travel apparently did not engage in the battle at all.

As dusk set in (which would have been in the very early evening at this time of year and in the poor weather), Warwick realized that his men were outnumbered and increasingly demoralized, and withdrew with his remaining forces. Most of the Yorkist army got away in good order amid the confusion. Warwick marched west to link up the approaching victorious army commanded by the Earl of March, leaving London to defend itself. When the Lancastrian army arrived outside the city walls the Londoners, hearing of the depredations committed by the army, refused to open the gates. Without sufficient artillery to siege the city, the Lancastrians had to return north, but they had recaptured King Henry.

AS A GAME

This one was a tough one, design-wise, as given the situation most of the units that both sides had never got involved. (Together, on paper, the armies totaled maybe 50,000 men… of which perhaps one-fourth actually engaged in combat… or were even around). This is certainly not your usual face-to-face linear battle, and I think it is relatively safe to say that no game-player would consider doing what the historical commanders—on both sides—did initially.

Add to that that while we do know where Warwick deployed his three Yorkist battles, there is no specific information as to which of the Lancastrian battles did what, where and when… even "if" they even participated (other than the fact that their initial attack was a section of a battle led by Andrew Trollope, who was a Yorkist hero at Blore Heath!!… then again, several of the leaders in this game worked both sides of the plate.)

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THE MAP

St. Albans was/is a town situated atop a lengthy hill. The town—with some impressive buildings, often packed together—stood athwart a large market square and was surrounded by a defensive ditch, which was crossed at several locations guarded by gates. The surrounding area was almost entirely heath, and the River Ver, to the west, was militarily un-crossable except at bridges.

Much of the heath area to the north—Barnards/Bernards Heath—was crisscrossed with hedgerows, although exactly where and how many is almost impossible to tell, as this area has changed greatly since then. The narrow lanes that ran along the hedgerows were useful solely for individual locals, not military maneuver or even hard-riding messengers.

PLAYING TIME

This is can be one of the longest playing battles in the game, due to the bulk of the units beginning the battle off the map and the constricted terrain. Playing Time averaged around 2½ hours for the playtesters, with some battles going for more than 5 hours. Removing the early Yorkist victories, the average is 3 to 3½ hours. The game can end in 30 minutes due to the early Yorkist victory conditions, though that is unlikely.

INITIAL DEPLOYMENT

The only portions of the Yorkist army that start the game on the game map are the Battle of Sir John Neville and an independent contingent of longbowmen. Sir John was Warwick's brother and, under Edward IV, Earl of Northumberland (of which there were several in these wars) and later Marquess of Montagu.

The Lancastrian setup is something of a toughie, in terms of who/what/when. The entire Lancastrian army was encamped in the fields to the west of St Michael's Church (1132). Rather than lump them all in the few hexes there, let's leave them off-map, right at that side… and bring them in as reinforcements. What we do read is that much of the Lancastrian army was, in source terms, "rabble", including some very unruly Scots, and probably a large number of local levies. The one exception to the off map setup is Sir Andrew Trollope's initial attack force. Given that the battle of Towton took place only one month later, with the Lancastrians having the same "battles" therein, we have decided to use pretty much the same forces that were there at that time, with some minor rearrangements to concur with what info we *do* have.

There does not appear to have been any artillery involved at St. Albans, although one source mentions the damp weather affecting their fire. It is our belief that the situation did not allow for their presence/usage.

The Yorkist Army sets up first.

Lancastrian Army

Leaders: Henry Beaufort, 3nd Duke of Somerset (OC) **[a]**, Henry Holland, 3rd Duke of Exeter, John Talbot, 3rd Earl of Shrewsbury **[b]**, Henry Percy, 3nd Earl of Northumberland, and Sir Andrew Trollope.

Seizure Counters: 4

Standards: Trollope; the Lancastrians begin with one standard which can be placed anywhere the Lancastrian player wishes.

Facing: All units are faced southeast.

Battle Flight map edge: Southwest map edge (10xx hex row).

Deployment:

Hexes:	Units:
Andrew Trollope's Battle (Battle Flight 4)	
1232, 1233-1635	1 Dismounted Men-at-Arms, 2 Infantry, 2 Levy Infantry, 1 Longbow, *Andrew Trollope*

a: Son of the previous Duke of Somerset, who got "shafted" at 1st St Albans. Margaret of Anjou, King Henry's wife, considered herself "in overall command" and was present along with her young son, Edward, Prince of Wales. She did not affect any military command. King Henry was being held by Warwick, back with the Yorkists.

b: Nephew of Gilbert Talbot, present at Bosworth (and also an Earl of Shrewsbury at some point… "can't tell the players without a scorecard" really applies to these wars).

LANCASTRIAN REINFORCEMENTS

The Lancastrians may not bring in any other Battles until:

(a) They have Eliminated at least one of the Yorkist Independent Longbow contingent units that begin in St.Albans or an Activation ends with none of the Yorkist Independent Longbow contingent units occupying one of their starting hexes in Market Street; and, after that,

(b) Trollope (or his replacement) ends an Activation in the St. Michael's Church hex (1132)… essentially informing Somerset what is going on… and probably telling him about the existence of Folly Lane.

Once that happens, the Lancastrian player may use a Free Activation, a Continuation, or Seizure attempt by the entering leader to enter one of the Lancastrian Battles below as reinforcements (7.5). The Battles must be entered in order: Exeter, Shrewsbury, and then Northumberland. An additional Battle may not be Activated as a reinforcement until the previous Battle's units have all entered the map. Somerset may enter with any Battle. Once Somerset enters, he can move on every Lancastrian Activation. If Somerset becomes a leader casualty (5.5), he is not replaced but counts for Lancastrian Flight Points. Somerset can be used for Army Activation and to modify Shock/Charge attacks by combat units he is stacked with. The Lancastrian player may mount any number of his Men-at-Arms, if he wishes. Lancastrian reinforcements enter the map at hex 1132 at the cost of 1MP (they used the road).

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1) Exeter's Battle (Battle Flight 16): *Exeter*, 8 Dismounted Men-at-Arms, 12 Infantry, 8 Levy Infantry, 2 Longbow, and Exeter's Standard (which can be placed anywhere the Lancastrian player wishes).

2) Shrewsbury's Battle (Battle Flight 16): *Shrewsbury*, 8 Dismounted Men-at-Arms, 12 Infantry, 8 Levy Infantry, 2 Longbow, and Shrewsbury's Standard (which can be placed anywhere the Lancastrian player wishes).

3) Northumberland's Battle (Battle Flight 12): *Northumberland*, 4 Dismounted Men-at-Arms, 8 Infantry, 6 Levy Infantry, 5 Longbow, and Northumberland's Standard (which can be placed anywhere the Lancastrian player wishes).

Yorkist Army

Leaders: Richard Neville, 16th Earl of Warwick (OC) and Sir John Neville.

Seizure Counters: 3

Standards: Neville; the Yorkists begin with one standard which may be placed anywhere the Yorkist player wishes.

Facing: All units are faced northwest.

Battle Flight map edge: Northeast map edge (42xx hex row).

Defensive Counters: 8 Caltrops (5 Real and 3 Dummy) and 4 Netting.

Deployment:

Hexes:	Units:
The Longbow contingent (Battle Flight 3)	
1737-2135	5 Longbow, 3 Pavise
John Neville's Battle (Battle Flight 9)	
3129-4025, 3528-4125	4 Dismounted Men-at-Arms, 2 Handguns [Burgundian] w/Pavise, 9 Infantry, 2 Longbow, *John Neville*

All units of Neville's Battle begin the game Disordered.

Note: *They were still in camp, rather loosely, when the battle began to the south.*

YORKIST REINFORCEMENTS

The Earl of Warwick's battle is about a mile to the north, further along Sandridge Way. (Norfolk's battle was even further away; Warwick may have been a political mastermind, but a military genius with even a modicum of insight he was not).

At the end of the first Yorkist Activation after any unit in Neville's Battle is attacked by missile fire (Active, Return, or Reaction) or Shock/Charge combat or any unit in Neville's Battle initiates Shock combat, Neville sends messengers to Warwick to bring reinforcements. Once this occurs he rolls a die (a DR of 0 is considered 10 in this case) and divides the result by two (2), rounding any fraction up, to see how many Yorkist Activations (of any type) must occur before reinforcements arrive.

Play Note: Use the General Track and Warwick's counter to count down to his arrival.

Once the rolled number of Activations has occurred, the Yorkist player may use a Free Activation, a Continuation, or Seizure attempt by Warwick to enter Warwick as reinforcements (7.5). Warwick enters through either hex 4224 or 4235. These units represent those troops that he is able to get moving quickly enough to bring to the battle.

Warwick's Battle (Battle Flight 7): *Warwick*, 7 Mounted Men-at-Arms, 6 Infantry, and Warwick's Standard (which can be placed anywhere the Yorkist player wishes).

WHO GOES FIRST

The Lancastrians have the first Activation to start the game.

TERRAIN

The Tonman Ditch

St. Albans was surrounded by a dry ditch, the depth and breadth of which is unknown. It seems to have been relatively uncrossable, at least by large numbers of men in formation. The local roads did cross it—and make it easy for such movement—but these were all "guarded" by gates that did create a good defensive position against melee, if not fire.

St Albans Houses

Virtually all of the houses fronting the main street of St Albans were tightly packed together, many with no space at all between them. However, it is noted that at 1st St Albans, Warwick's men, after crossing Tonman Ditch at Cock Lane, did manage (according to the few vaguely period sources) to infiltrate through these houses into the center of the town—the market area . So, we have allowed for such passage… with much difficulty.

Roads and Market Street

To use the road/street movement rate, a unit or leader must move from one hex to another via a connecting road/street.

Caltrops

Caltrops were a fairly old method of reducing the effectiveness of enemy cavalry (and infantry, but to a lesser extent). Sources indicate they were placed by the Yorkists, as they were mostly on the defensive here. They are not as formidable a barrier to mounted units as, say, the extensive wall of stakes and pikes at Agincourt, but they could not be seen from a distance. They did hamper horses' mobility, often restricting avenues of attack.

The Yorkist Player gets Caltrop counters. He must place all of these, Dummy/Real side down, anywhere on the western side of Sandridge Way, but within 5 hexes of the nearest Yorkist combat unit in Neville's Battle (not on or inside the Tonman ditch that surrounds St. Albans). He chooses which hex in which to place Dummy markers as opposed to Caltrop markers; Dummy placement is not random. The Yorkist player may examine the non-flipped markers at any time and may remove a Dummy counter at any time.

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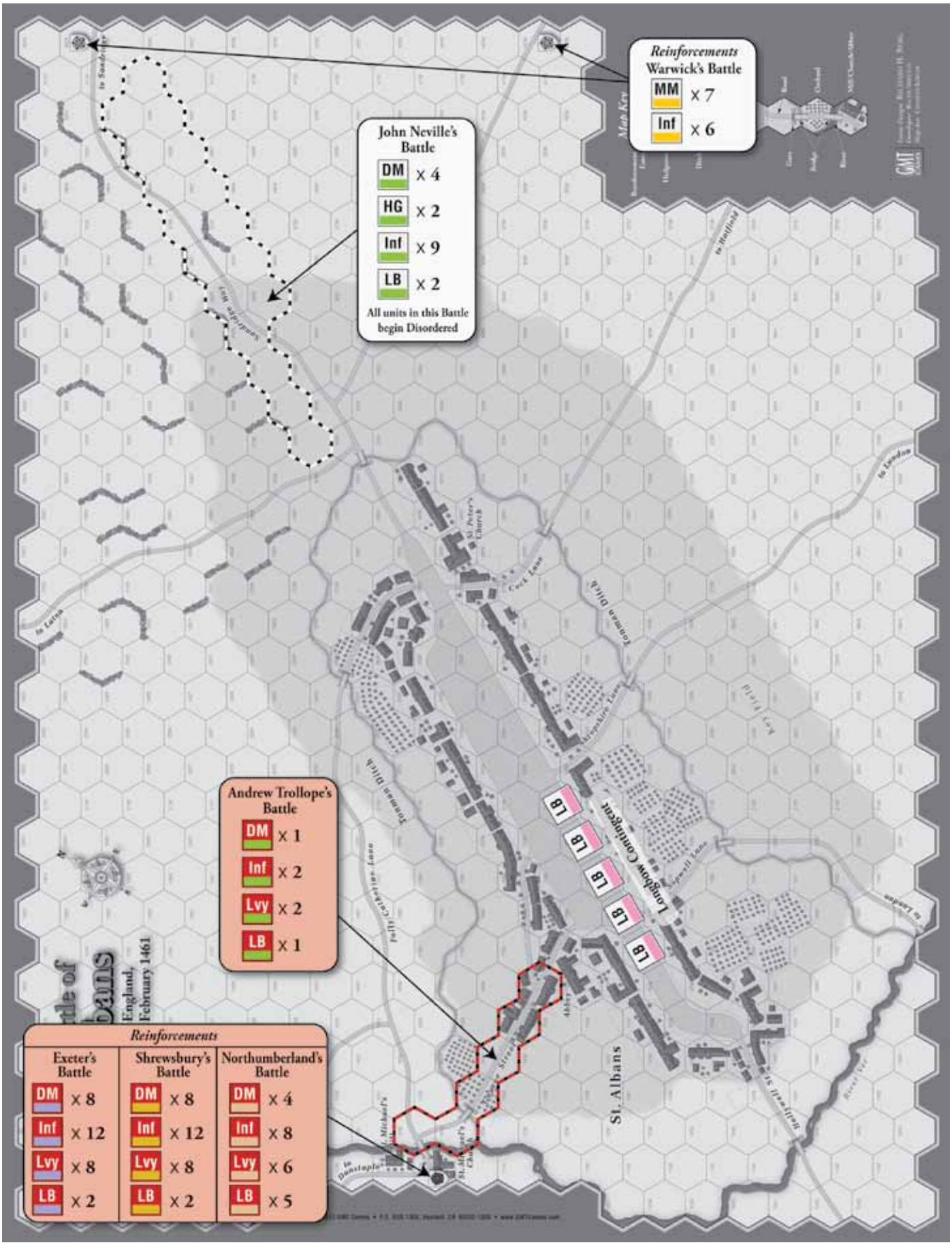

Unit placement map for 2nd St. Albans scenario

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Whenever any Lancastrian combat unit or Yorkist Mounted Men-at-Arms enters a hex, whether during movement, Retreat, or Advance/Continued Attack, with an unrevealed Caltrop marker, the marker is immediately turned over to reveal the Dummy/Real side.

- if it is a Dummy marker, discard the marker and, if the unit entered during movement, continue normal movement
- if it is a Real marker and the unit entered during movement it must pay the +1MP to enter a hex with a Caltrops counter. The marker stays in place and has its effects on all units for the remainder of the game.

A unit or leader must have enough movement points remaining, including the +1MP for Caltrops, to enter a Caltrops hex in case the Caltrops are real.

Whenever a mounted unit enters a Real Caltrop hex, whether during movement, Retreat, or Advance/Continued Attack, it must also make a Disorder DR.

- If the DR is 4 *or more*, that unit is Disordered.
- If 3 *or less*, there is no effect.

If a Yorkist foot unit or a leader (of either side) moving alone, Retreating, or Advancing after combat enters a hex with an unrevealed Caltrop counter the marker is not turned over, but it must pay the +1MP if it enters during movement.

Mounted Men-at-Arms of either side may not Charge out of or through a hex with a Caltrop marker (revealed or unrevealed), nor may they Charge a unit in a hex with such a marker. They may Shock normally from and into a Caltrops hex. Caltrops have no other effect on combat, including Retreat or Advance after combat.

Pavises

Pavises are very large shields used by longbowmen, handgunners, et al., to stand behind and fire. They were carried and held by a second man. A HG or LB unit may "carry" a pavise marker with the following effects:

- Its Movement Allowance is reduced by two (2).
- –2 to any Fire DR against a Pavise protected unit through its frontal hexsides.
- –1 to any Shock DR against a Pavise protected unit through its frontal hexsides.
- –1 to any Fire DR by a Pavise protected unit through its frontal hexsides (they usually shoot through an aperture at the top of the pavise, limiting their effectiveness somewhat).

Either the defensive pavise modifiers to Missile Fire and Shock/Charge combat, or the non-hexside terrain modifiers apply, never both. If a unit with a pavise marker Retires or Retreats, the pavise marker is removed. A unit may also voluntarily remove a pavise marker at the beginning of any of its Activations. Once removed, a pavise marker can never be placed again.

Netting

One of the interesting defensive mechanics used by Neville's Yorkies was to string/erect heavy netting, studded with spikes, in spaces between hedgerows. How they did this is not clear, and how many of these existed is even less clear. But their specific effect is noted in some sources, even if it did not apply during the actual battle, because of the change in direction of the units deployed.

Before the game starts, the Yorkist may place his Netting counters in a hex between any two, separated hedgerow hexsides. The arrow on the counter represents the direction the spikes are facing and should be placed pointing to the hexside that the spikes on the netting are facing. All Shock combat effects (noted on the terrain effects chart) apply to Shock and Charge attacks into the hex with the netting marker that cross the hexside the arrow is pointing toward. The netting has no effect on Missile fire. These may not be moved and once crossed by a combat unit, for any reason, they are removed.

YORKIST INDEPENDENT LONGBOW CONTINGENT

One or more units of this Battle must end each Activation in one of the Battle's starting hexes (1737-2135) to continue to block Trollope from alerting the Lancastrian reinforcements. Once Trollope is eligible to alert the Lancastrian reinforcements this no longer matters. They have no Battle Leader, so they are always considered Out of Command. All surviving units may be Activated as a single Battle using a Free Activation. They have no Standard, so they are Eliminated if forced to Retire. They do not count towards the Yorkist Flight Point total (see Flight Levels below).

THE KENTISH CONTINGENT: LOVELACE'S TURNCOATS

A contingent of Kents with the Yorkists was commanded by one Captain Lovelace, who, unbeknownst to the Yorkies, was a turncoat, a bargain he had made when captured by the Lancastrians at Wakefield and released if he did so. In the heat of the battle, Lovelace defected (from Neville's line) with his entire contingent. Didn't help Yorkist morale much, to be sure.

To reflect this unfortunate reality, at the beginning of any Activation, the Lancastrian player may designate one Yorkist Men-at-Arms unit from Neville's Battle anywhere on the map and simply remove it from the game. This counts towards Yorkist Flight Points.

YORKIST WITHDRAWAL

When an Activation ends with the Lancastrian Flight Point total at twenty or more, even if it subsequently falls below twenty, and Warwick has entered the map, the Yorkist player may begin to withdraw units of Neville's Battle through hexes 4224 or 4235. A unit pays 1 MP to leave the map from one of these hexes. Each unit withdrawn causes the Lancastrian Flight Level to increase by the Flight Point value of the withdrawn unit. Neville does not increase the Lancastrian Flight Level if he exits the map, though he may be withdrawn. Units that are withdrawn do not

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count towards the Yorkist Flight Level or reaching Neville's Battle Flight level.

In the event Warwick fails a Battle Flight DR and his Battle flees, the Lancastrian player wins the instant that no unit of Neville's Battle is on the map, whether through withdrawal or Elimination.

Design Note: *If the Yorkists win by this method, it represents the Yorkists counter-attacking sufficiently to slow the Lancastrian advance and then retreating to regroup their Army and fight again.*

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.2). Initially, set the time marker in the 12 space on the General Track. The Lancastrians are the timed side in this battle.

OPTIONAL RULES

Optional Weather Rule: Sources indicate that the air was quite damp. The only effect, apparently, was that the Burgundian handgunners had some trouble firing. Minor stuff, to be sure… unless you're a handgunner. As an optional rule—it is an extra DR—every time a Yorkist HG unit wishes to fire, roll the die. If the DR is a 7 *or more*, the HG unit does not fire.

GAME BALANCE

Fear and Disorder in St. Albans (Favors Lancastrians)

The longbowmen stationed in St. Albans might have been more surprised by the Lancastrian attack than we have presented in the setup above. To reflect this and almost assuredly allow the Lancastrians to bring on their reinforcements, begin all of the Independent Longbow Contingent Disordered, rather than in a normal state.

FLIGHT LEVELS

Balance: In total troops possibly available, the Lancastrians greatly outnumber the Yorkist… by more than 3 to 1! However, most of those Lancastrians will probably never see any fighting, so Flight Point levels reflect what may happen in the game. Given all of that, this is a situation that heavily favors the Lancastrians, who are trying to destroy Warwick's army before he can link up with Edward's army coming from Wales (which he did and which eventually led to the immense battle of Towton). The battle as presented favors the Lancastrians, but not as heavily as historically.

Lancastrian Flight Point Level is 40.

Yorkist Flight Point Level is 25.

The Independent Longbow Contingent units do not count towards the Yorkist Flight Point total.

TOWTON

Yorkshire, 29 March, 1461

This is the biggest battle in the box, and the biggest in the entire series. It uses over 200 combat units and, much like the actual battle, will probably take a long time to play. It is mostly crash and bash, with little room for maneuver. Much like the actual battle, one hopes. Time to exercise your wrists.

Historical Background

Towton is the largest, longest, and bloodiest battle ever fought in Britain. It is thought that more than 50,000 fought, including twenty-eight Lords (almost half the peerage, mainly on the Lancastrian side). The numbers often given are 42,000 for the Lancastrians and 36,000 for the Yorkists. This is one of the few battles in English history, perhaps the only, where the fighting was so violent that the front lines were frequently forced to stop and remove the bodies to be able to get at each other.

The two armies were both divided into three Battles (divisions), although they did not deploy in adjacent Battles, but lined up one behind the other. King Edward also held back a Reserve. Four hours were spent as the huge masses of men lined up in the blizzard conditions and awaited the final stragglers. Finally Lord Fauconberg took the initiative as the wind changed direction and blew the snow into the Lancastrians' faces. He led his archers forth and sent a rain of arrows into the massed Lancastrian ranks. Visibility was bad and with the wind blowing in their faces the returning volley of Lancastrian arrows fell way short of their targets. As casualties mounted the Lancastrian army knew the only way to stop the slaughter was to engage the enemy (one author calculates that Fauconberg would have been sending about 120,000 arrows a minute into the enemy ranks). In a last clever move, Fauconberg ordered his men (who had loosed all their own arrows by now) to retrieve some of the enemy shafts in the turf before them, while leaving thousands as obstacles for the oncoming Lancastrians.

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Weight of numbers pushed the Yorkists back initially, but the Earl of Warwick and Edward both fought in the front ranks to encourage their men. As the hours passed the Yorkists found themselves giving more and more ground until they came close to Castle Wood. From here two hundred mounted spearmen launched a surprise attack on the Yorkist left flank. Hundreds of men fled and Edward was forced to use his whole reserve to stop the army from breaking up.

In the middle of the afternoon the Earl of Norfolk arrived with several thousand fresh men. The Yorkists fought on with new determination for about an hour, when very suddenly the Lancastrian line broke and thousands of men fled the field. Most of the casualties were incurred in the flight, many of them drowning in the river.

Historical Note: *At the time, many Yorkists (seriously) attributed the nasty weather to the positive effects of sorcery by one Friar Bungay (Barnet, too). Sorcery, necromancy and "witchcraft" were taken quite seriously in this era, especially as the infamous Malleus Maleficarum (Witches' Hammer) had not yet had the scourging effect that it did during the Tudor era. Given the literal religious beliefs of the time, this is not surprising.*

PLAYING TIME

Playing Time averaged around 3½ hours for the playtesters, due to the sheer size of the battle.

INITIAL DEPLOYMENT

The Battles of both armies did not deploy in the usual right-center-left adjacency, most likely because the frontage allowed by the battlefield did not permit this. Given the size of the armies and the restricted frontage, this may account for the length and destructiveness of the battle. There were also orders for "no quarter" on both sides.

The Lancastrian Army sets up first.

Lancastrian Army

Leaders: Henry Beaufort, 3rd Duke of Somerset **[a]** (OC), Henry Percy, 2nd Earl of Northumberland, and Henry Holland, 3rd Duke of Exeter.

Seizure Counters: 4

Standards: Somerset, Northumberland, and Exeter; the Lancastrian Standards may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced towards the southwest.

Battle Flight map edge: Northeast map edge (10xx hex row).

Deployment:

Hexes:	Units:
Northumberland's Battle (Battle Flight 5)	
2011-2019	9 Longbow, *Northumberland*
Somerset's Battle (Battle Flight 22)	
1802-1822, 1702-1721	15 Dismounted Men-at-Arms, 26 Infantry, *Somerset*
Exeter's Battle (Battle Flight 26)	
1502-1522, 1402-1422, 1310-1318	9 Dismounted Men-at-Arms, 42 Infantry, *Exeter*

a: Most of the initial planning and deployment decisions were made by Sir Andrew Trollope, who had just been raised to the nobility by dint of his military acumen at such battles as Wakefield. Trollope was also partially in command of the Lancastrian archers. (Trollope had defected from the Yorkists… making him something of a trollop. The Punne in Splendour.)

Yorkist Army

Leaders: King Edward IV (OC), William Neville, (1st Earl of Kent) Lord Fauconberg **[a]**, Richard Neville, 16th Earl of Warwick **[b]**, John Wenlock, Lord Wenlock **[c]**, and Sir John Howard.

Seizure Counters: 4

Standards: Edward IV, Fauconberg, Warwick, and Wenlock; the Yorkist Standards may be placed anywhere the Yorkist player wishes.

Facing: All units are faced towards the northeast.

Battle Flight map edge: Southwest map edge (34xx hex row).

Deployment:

Hexes:	Units:
Fauconberg's Battle (Battle Flight 6)	
2510-2519	10 Longbow, *Fauconberg*
Warwick's Battle (Battle Flight 19)	
2607-2624, 2707-2724	15 Dismounted Men-at-Arms, 21 Infantry, *Warwick*
Wenlock's Battle (Battle Flight 20)	
2907-2925, 3007-3025	6 Dismounted Men-at-Arms, 32 Infantry, *Wenlock*
King Edward's Reserve (Battle Flight 3)	
3207, 3211	2 Cavalry
3208-3210	3 Mounted Men-at-Arms, *Edward IV*

a: Considered by several sources to be the finest military mind on the Yorkist side. He did start out with the Lancastrians.

b: The Kingmaker, great politician but not a great soldier. Not bad, just not great.

c: Lord John Dinham is also noted as partially in command here; we chose not to include him as he receives little notice anywhere else in the wars.

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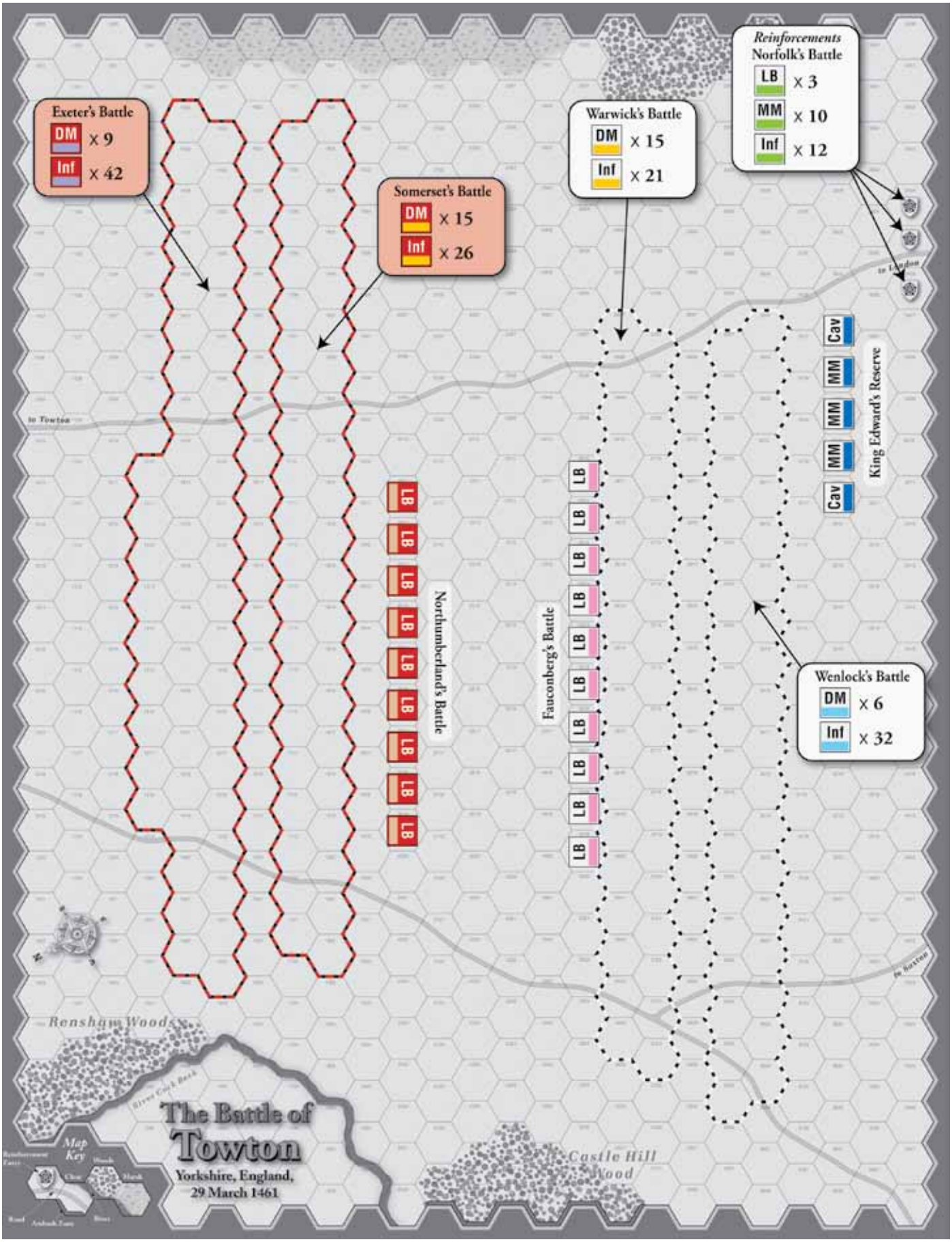

Unit placement map for Towton scenario

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YORKIST REINFORCEMENTS

The Duke of Norfolk's Battle—John Mowbray, 3rd Duke of Norfolk—8000 strong, arrived late in the day and pretty much turned the tide. The Duke himself, old and ill—probably the reasons for his Battle's late arrival as the troops had to move slowly to keep pace with their leader—had stayed behind at Pontefract Castle and his Battle was led by Sir John Howard, later the 1st Howard Duke of Norfolk.

The following, somewhat quirky, mechanic reflects the lack of surety as to when—even if—Norfolk's Battle would arrive… keeping the players in the dark, too.

At the start of the game place the Norfolk Entry DRM counter in the zero (0) space of the General Track. On any Yorkist Continuation attempt the Yorkist Player may decide to see if Norfolk's Battle will arrive. To do this, he must attempt Continuity using Howard's Activation Rating; this Continuity roll may not be Seized by the Lancastrian player. If the die roll fails, it is treated as a failed Continuity attempt (6.2).

If the Continuation DR succeeds, the Yorkist player makes an entry DR, adding a DRM equal to the space the Norfolk Entry DRM counter occupies.

If the adjusted entry DR is 8 *or more*, Norfolk's Battle immediately enters through hexes 3404-3406 (7.5). Afterward they are subject to normal activation rules.

If the adjusted entry DR is 7 *or less*, Norfolk's Battle has not yet arrived, but they have progressed on their journey to the battlefield. Advance the Norfolk Entry DRM counter one space.

Norfolk's Battle (Battle Flight 13): Sir John Howard (the *Norfolk* counter), 3 Longbow, 10 Mounted Men-at-Arms, 12 Infantry, and Norfolk's Standard (which can be placed anywhere the Yorkist player wishes).

LANCASTRIAN AMBUSH

Just like Tewkesbury, another 200 men hidden in the flanking woods. Given the similarity of numbers and locations for these folk, makes you wonder about its authenticity. Oh well, does make things interesting.

Entry hexes: 2127-2628. The unit joins Somerset's Battle after the ambush (16.1).

WHO GOES FIRST

The Yorkists have the first Activation to start the game.

TERRAIN

The Towton battlefield was virtually devoid of any inhibiting features (other than the woods on each flank). Both armies were deployed on a slight plateau, with a small dip (valley) in the middle which did not have any effect on the fighting. To the east—the Yorkist right—the ground dropped off somewhat into a marsh that defined that flank. The Crook Beck was, as were many small rivers in this area, steep-banked and not militarily crossable (rains and snows had turned it into a "raging torrent")… as many of the fleeing Lancastrians found out.

Marshes and the Richard the Third rule

The marshes made maneuvering difficult for foot troops and were nearly impossible for mounted troops or artillery. Whenever a mounted unit enters a marsh hex, whether during movement, Retreat, or Advance/Continued Attack, it must also make a Disorder DR.

- If the DR is 4 *or more*, that unit is Disordered.
- If 3 *or less*, there is no effect.

Mounted Men-at-Arms may not Charge into or from a marsh hex, but they (and Cavalry units) may Shock attack into or out of a marsh hex. If a Mounted Men-at-Arms unit Shock attacks into or out of a marsh hex it is Unhorsed on an unmodified combat DR of 0 or 1, along with any other combat result. Artillery may only enter and exit a marsh hex using a road hexside.

THE SNOW

The battle took place in an ongoing snowstorm, which together with some piercing winds blew out of the south directly into the faces of the Lancastrians. It was a major factor in the early portion of the battle.

Longbows firing at a target to the south (SE, S, SW, or along a hex spine E or W)

- reduce their maximum range to 4
- subtract two (–2) from any fire DR.

Longbows firing at a target to the north (NE, N, or NW)

- may fire at a range of 7 hexes (as if it were 6 hexes)

PURSUIT

Due to the unusual deployment of both sides in depth, rather than linearly, in this battle, it is suggested that the Pursuit optional rule not be used.

FLIGHT LEVELS

Balance: The Lancastrians outnumber the Yorkists significantly at the start of combat, although the Yorkists are strong in Men-at-Arms. Then there is the weather and the superior Yorkist leadership. The Yorkists are favored to win the battle.

Lancastrian Flight Level is 65.

Yorkist Flight Level is 68.

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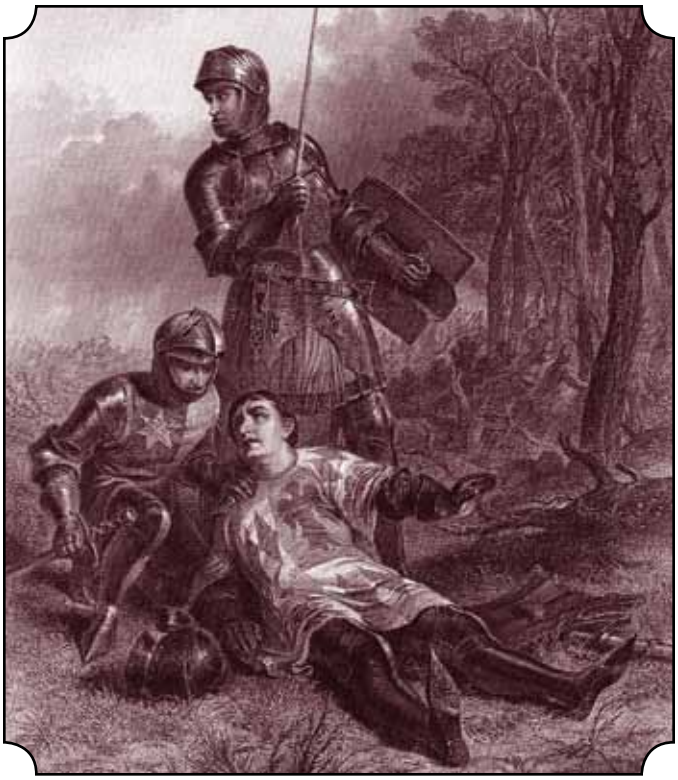

BARNET

Greater London Area, 14 April, 1471

Historical Background

In March 1471 Edward returned to England. Landing in Yorkshire Edward assembled troops and equipment and headed south, gathering more troops as he went. Edward reached London unopposed on 12 April. Aware of Edward's movements, the Earl of Warwick, who had been in the Midlands raising troops, marched towards London to confront him. With a Lancastrian army of some 15,000 troops he took up position about a mile north of Barnet on 13 April. Edward arrived that evening with a force of between 10,000-12,000 troops and took up position to the south of the Lancastrians. In spite of the dark Edward chose to deploy his troops on arrival rather than wait for the morning. Whether by accident or design he deployed very close to Warwick's lines, instructing his men to light no fires and keep silent. The Yorkist proximity to the Lancastrians proved fortuitous as the artillery bombardment that Warwick now launched passed over the heads of Edward's troops.

On the morning of 14 April, Easter Sunday, the forces arose to deep mist. As the two armies advanced it became apparent that Edward's night-time deployment had miscalculated Warwick's position and the Yorkist left fell short of the Lancastrian right, whilst their right Battle extended past the Lancastrian left flank. The Lancastrians quickly took advantage on their right flank, the troops under the Earl of Oxford pushing back the Yorkist left, and driving them from the field. Unfortunately for Oxford, when his troops returned to the field they were mistaken for Yorkist troops and fired upon by their own side. Suspecting treason Oxford's troops quit the field.

The Yorkists had fared better on their right flank, where they had successfully pushed the Lancastrian left flank back towards the center. The battle was fiercest in the center and the Lancastrians were disconcerted by the cries of treason coming from Oxford's men. As the Lancastrians faltered, Edward launched his reserve. The Lancastrians broke and fled leaving many dead on the field, including the Earl of Warwick, The Kingmaker, himself who tried to escape but couldn't reach his horse in time.

Barnet, these days, is part of greater municipal London.

PLAYING TIME

Playing Time averaged about 3 hours for playtesters, due to the fog rules.

INITIAL DEPLOYMENT

The Yorkist Army sets up first. All Artillery sets up unlimbered.

Lancastrian Army

Leaders: Richard Neville, 16th Earl of Warwick (OC), John de Vere, 13th Earl of Oxford, Sir John Neville, 1st Marquis of Montagu, and Henry Holland, 3rd Duke of Exeter.

Seizure Counters: 3

Standards: Warwick, Oxford, Montagu, and Exeter; the Lancastrian Standards may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced south.

Battle Flight map edge: North map edge (60xx hex row).

Deployment:

Hexes:	Units:
Oxford's Battle (Battle Flight 8)	
4706-4709	2 Artillery, 2 Longbow
4804-4810	3 Dismounted Men-at-Arms, 4 Infantry
4904-4909	2 Infantry, 4 Mounted Men-at-Arms, *Oxford*
Montagu's Battle (Battle Flight 7)	
4713-4716	2 Artillery, 2 Longbow
4812-4817	4 Dismounted Men-at-Arms, 2 Infantry
4912-4916	2 Dismounted Men-at-Arms, 3 Infantry, *Montagu*
Exeter's Battle (Battle Flight 7)	
4720-4723	2 Artillery, 2 Longbow
4819-4824	4 Dismounted Men-at-Arms, 2 Infantry
4919-4923	1 Dismounted Men-at-Arms, 4 Infantry, *Exeter*

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Warwick's Reserve (Battle Flight 3)

5210-5214	1 Cavalry, 4 Mounted Men-at-Arms, *Warwick*

Yorkist Army

Leaders: King Edward IV (OC) **[a]**, William Hastings, 1st Baron Hastings, and Richard Plantagenet, 1st Duke of Gloucester.

Seizure Counters: 4

Standards: Edward IV, Hastings, and Gloucester; the Yorkist Standards may be placed anywhere the Yorkist player wishes.

Facing: All units are faced north.

Battle Flight map edge: South map edge (36xx hex row).

Deployment:

Hexes:	Units:
Hastings' Battle (Battle Flight 7)	
4308-4310	1 Artillery, 2 Longbow
4207-4211, 4107-4110	5 Dismounted Men-at-Arms, 4 Infantry, *Hastings*
King Edward's Battle (Battle Flight 8)	
4314-4317	2 Artillery, 2 Longbow
4213-4218, 4113-4117	7 Dismounted Men-at-Arms **[b]**, 4 Infantry, *Edward IV*
Gloucester's Battle (Battle Flight 8)	
4321-4324	2 Artillery, 2 Longbow
4221-4227, 4122-4126	7 Dismounted Men-at-Arms **[b]**, 5 Infantry, *Gloucester*

a: Edward's duplicitous brother, George, Duke of Clarence, was with Edward, kept close at hand if only because, by this time, George was about as trustworthy as a used Yugo. (And no, Richard didn't have him drowned in a butt of malmsey; Edward had him executed for treason. Chop, chop!)

b: The Yorkist player may deploy any or all of Edward or Gloucester's Dismounted Men-at-Arms as Mounted Men-at-Arms instead.

WHO GOES FIRST

The Lancastrians have the first Activation to start the game.

TERRAIN

Both armies deployed on a plateau just north of Barnet. The only distinguishing feature was a long hedgerow running west from the Great London Road. There may have been more of these, as they were—and still are—fairly common; but there is no mention of such. The plateau sloped gradually down as the map shows, and was not a factor; nor were the small streams.

FOG

As noted in the Historical Background, the main feature of Barnet was the dense fog that overlaid the entire battle, which, like most combat in this era, didn't last too long. Now, unfortunately we cannot create such a moist curtain within the parameters of this simulation, but we can try to reproduce the effect of not being able to see more than 15 or so feet in front of you. Note that the fog does not affect the LOS rules (11.4).

- Subtract three (–3) from all missile fire (Longbow or Artillery).
- There is no Charging or Counter-Charging allowed.

OPTIONAL RULES

No Fog (favors Yorkists)

This rule simulates the Yorkists waiting for the fog to lift before attacking.

Do not play with the Fog rule and lower the MP cost of Clear terrain to 1 MP for all unit types.

Fog Lifting (favors Yorkists)

This rule simulates the possibility that the fog could dissipate during the battle.

Every Yorkist Free Activation after the first, roll one die: on a 9 the fog starts to lift. Each Yorkist Free Activation after the fog begins to lift roll one die: on a 7 *or more* the fog has lifted entirely. Once this occurs, do not play with the Fog rule and lower the MP cost of Clear terrain to 1 MP for all unit types.

Treachery! (neutral)

This rule simulates the possibility of the fog confusing the combatants about the identity of Battles returning from Pursuit and causing friendly fire incidents.

If the fog rule is currently in use and a Battle returns from Pursuit, roll for Battle Flight for both the returning Battle and nearest friendly Battle adding a +2 DRM for each DR. The Battle makes this Battle Flight DR even if it has previously made a Battle Flight DR. This Battle Flight DR does not exempt a Battle from making a Battle Flight DR later due to exceeding its Battle Flight threshold.

FLIGHT LEVELS

Balance: The Yorkists are slightly favored.

Lancastrian Flight Level is 37.

Yorkist Flight Level is 33.

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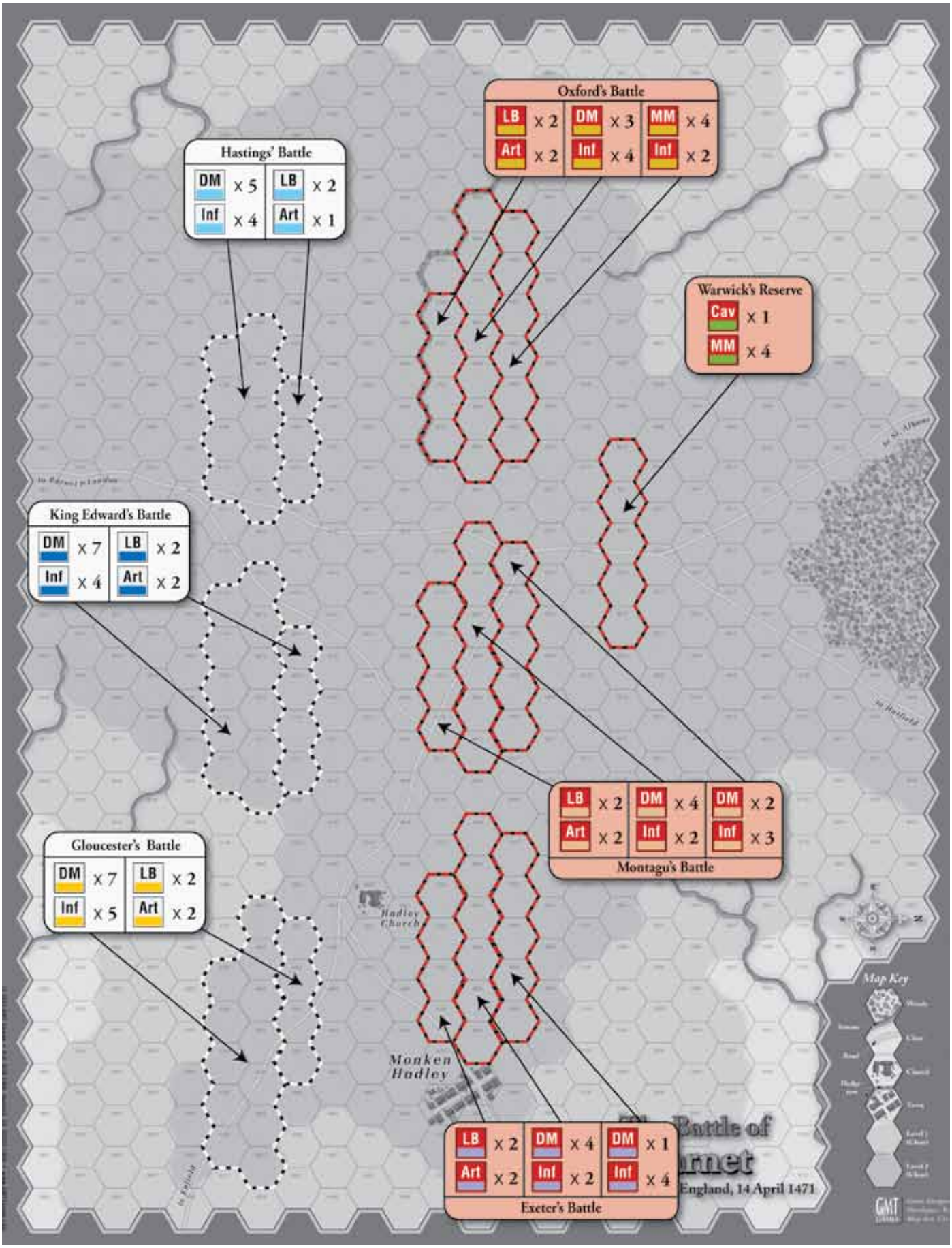

Unit placement map for Barnet scenario

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TEWKESBURY

Gloucestershire, 4 May, 1471

Historical Background

As day broke on 4 May, the Lancastrians took up a defensive position a mile south of the town of Tewkesbury. The main strength of the Lancastrians' position was provided by the ground in front, which was broken up by hedges and thick underbrush.

The Lancastrian army numbered approximately 6,000. The right Battle was commanded by the Duke of Somerset. The Lancastrian center was commanded by Baron Wenlock. Unlike the other principal Lancastrian commanders, Wenlock had deserted the Lancastrian cause after the First Battle of St Albans, only to revert to the Lancastrians when he was deprived by Edward IV of the Lieutenancy of Calais. Prince Edward, son of King Henry VI, was present with the center. At eighteen, Prince Edward was no stranger to battlefields, having been given by his mother the task of condemning to death Yorkist prisoners taken at the Second Battle of St Albans, but he lacked experience of actual command. The left Battle was commanded by the Earl of Devon.

The Yorkists were slightly outnumbered by the Lancastrians. Edward's vanguard was commanded by his youngest brother, Richard, Duke of Gloucester. Although he was only eighteen years old, Richard was already an experienced commander and had led a Battle at Barnet. Edward himself commanded the main Battle. Edward was twenty-eight years old, and at the height of his prowess as a soldier. His lifelong friend and supporter, Lord Hastings, commanded the rear. He too was an experienced commander and like Richard had led a Battle at Barnet.

Edward made one important tactical disposition. To the left of his army was a thickly wooded park. Concerned that hidden Lancastrians might attack from this quarter, he ordered 200 mounted spearmen to occupy part of the woods and prevent the Lancastrians making use of them, or act on their own initiative if they were not themselves attacked.

As they moved towards the Lancastrian position, Edward's army found that the ground was so broken up by hedges, ditches, and embankments that it was difficult to attack in any sort of order. However, the Yorkist archers and artillery showered the Lancastrians with arrows and shot. The Yorkists certainly had more guns than their enemies, and they were apparently better served.

Either to escape the cannonade and volleys of archery or because he saw an opportunity to outflank King Edward's isolated Battle, the Duke of Somerset led at least part of his men via some of the "evil lanes" to attack Edward's left flank. Although taken by surprise, Edward's men resisted stoutly, beating back Somerset's attack among the hedges and banks. At the vital moment, the 200 spearmen Edward had earlier posted in the woods far out on the left attacked Somerset from his own right flank and rear, as Gloucester's Battle also joined in the fighting.

Somerset's Battle was routed, and tried to escape across the Severn. Most were cut down as they fled. Somerset galloped up to Wenlock, commanding the center, and demanded to know why Wenlock had failed to support him. According to legend, he did not wait for an answer but dashed out Wenlock's brains with a battleaxe before seeking sanctuary in the Abbey.

As its morale collapsed, the rest of the Lancastrian army tried to flee, but many drowned or were killed by their pursuers. Some 3,000 Lancastrians died in the battle or the pursuit.

PLAYING TIME

Playing Time averaged about 2 hours for playtesters.

INITIAL DEPLOYMENT

The Lancastrian Army was arrayed on a gradual slope on the other side of the East-West road, which gave them a view of the oncoming army of the King.

The Lancastrian Army sets up first. All Lancastrian Artillery sets up unlimbered, all Yorkist Artillery sets up limbered.

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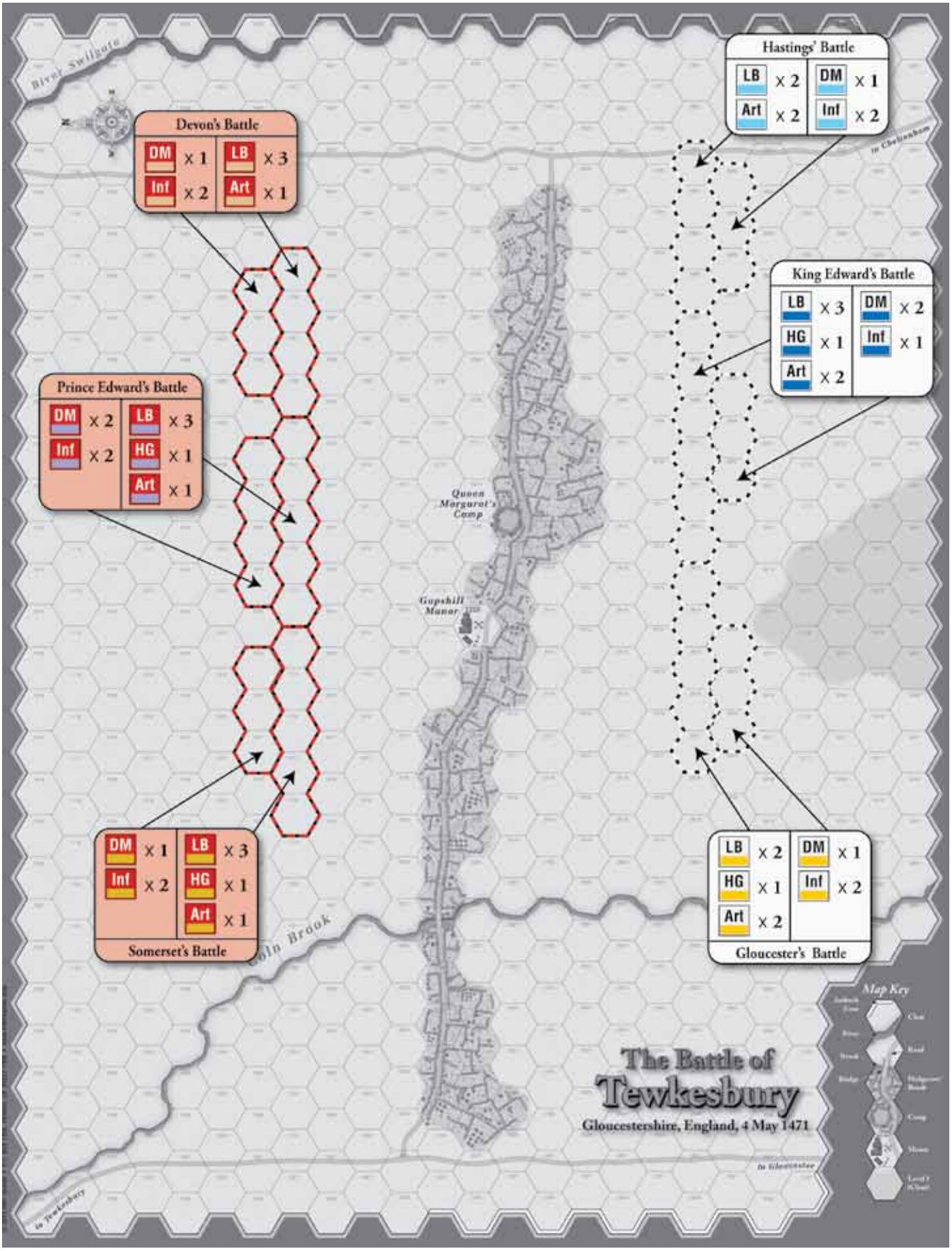

Unit placement map for Blore Heath scenario

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Lancastrian Army

Leaders: Edmund Beaufort, 4th Duke of Somerset (OC) [b], John Wenlock, 1st Baron Wenlock**[a]**, and John Courtenay, 15th Earl of Devon.

Seizure Counters: 3

Standards: Somerset, Prince Edward, and Devon; the Lancastrian Standards may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced south.

Battle Flight map edge: North map edge (10xx hex row).

Deployment:

Hexes:	Units:
Somerset's Battle (Battle Flight 4)	
1714-1718	1 Artillery, 1 Handgun, 3 Longbow
1615-1617	1 Dismounted Men-at-Arms, 2 Infantry, *Somerset*
Prince Edward's Battle [a] (Battle Flight 5)	
1709-1713	1 Artillery, 1 Handgun, 3 Longbow
1610-1613	2 Dismounted Men-at-Arms, 2 Infantry, *Wenlock*
Devon's Battle (Battle Flight 4)	
1705-1708	1 Artillery, 3 Longbow
1606-1608	1 Dismounted Men-at-Arms, 2 Infantry, *Devon*

a: While Prince Edward was certainly Wenlock's superior, he had little combat experience, so Wenlock was in actual command.

b: Queen Margaret was present at the battle. However, the queen was, at the time of the fighting, off to the rear of the Lancastrian lines and did not exert any sort of command.

Yorkist Army

Leaders: King Edward IV (OC), Richard Plantagenet, 1st Duke of Gloucester, and William Hastings, 1st Baron Hastings.

Seizure Counters: 4

Standards: Edward IV, Gloucester, and Hastings; the Yorkist Standards may be placed anywhere the Yorkist player wishes.

Facing: All units are faced north.

Battle Flight map edge: South map edge (34xx hex row).

Deployment

Hexes:	Units:
Gloucester's Battle (Battle Flight 4)	
2813-2817	2 Artillery, 1 Handgun, 2 Longbow
2914-2916	1 Dismounted Men-at-Arms, 2 Infantry, *Gloucester*
King Edward IV's Battle (Battle Flight 4)	
2807-2812	2 Artillery, 1 Handgun, 3 Longbow
2908-2910	2 Dismounted Men-at-Arms, 1 Infantry, *Edward IV*
Hastings' Battle (Battle Flight 3)	
2803-2806	2 Artillery, 2 Longbow
2903-2905	1 Dismounted Men-at-Arms, 2 Infantry, *Hastings*

YORKIST AMBUSH

Kind Edward had ordered a small force—the sources call it a "plump" (archaic English for small cluster)—of 200 mounted spearmen (it is not quite sure exactly what they were) to wait in a stand of woods that are off to the southwest of the battlefield.

Entry hexes: 2127-3127. The unit joins Gloucester's Battle after the ambush (16.1).

WHO GOES FIRST

The Yorkists have the first Activation to start the game.

TERRAIN

The Tewkesbury battlefield is, like most of the battlefields in these wars, an open field, gently sloping in places. The minor river to the east, the Swilgate, was a major barrier and defined the flanks of both sides, while the Coln Brook, while not as much of a barrier, still defined the other flank.

The major feature is the line of hedges and undergrowth that followed the dirt path that connected the two north-south roads. These are not "woods"—there is a large clump of trees off to the southwest in which King Edward placed his contingent of mounted spearmen—but head-high growth that was difficult to maneuver in and through. These hedgerows were—and still are—common throughout the country.

The terrain feature known as Queen Margaret's Camp was actually the ruins of an older medieval fort.

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TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.2). Initially, set the time marker in the 12 space on the General Track. The Yorkists are the timed side in this battle.

FLANK ATTACK

To simulate the flank attack led by Somerset on Edward, once per game (one exception exists, see below) the Lancastrian player may Activate Somerset using a Free Activation and then may continue to roll for Continuation with Somerset, instead of choosing a different Battle to Activate (exception to rule 6.2). The DRM for successive Continuations after the first still applies. The Lancastrian player may attempt Continuation with Somerset until the Yorkist player Activates a Battle (by Somerset failing a Continuation roll, the Lancastrian player Passing, or the Yorkist player successfully Seizing Continuity). If the Yorkist player fails a Seizure roll trying to interrupt Somerset's flank attack, the Lancastrian may use the following Free Activation to once again Activate Somerset for successive Continuations. At any point the Lancastrian player can attempt Continuation with another Battle, but once he does so may not conduct successive Continuations with Somerset again.

This rule only applies to Somerset, not a replacement leader for Somerset.

OPTIONAL DEPLOYMENT

On the Road Again (neutral)

Some sources indicate that the Lancastrians were deployed in a position along the hedge lined path, rather than behind it. Only the deployment locations change, all other information and rules from the historical setup are used. To explore this possibility use this optional deployment. All Lancastrian Artillery sets up unlimbered, all Yorkist Artillery sets up limbered.

Lancastrian Army

Deployment:

Hexes:	Units:
Somerset's Battle (Battle Flight 4)	
2216	1 Handgun
2315, 2217, 2219	3 Longbow
2218	1 Artillery
2119-2121	1 Dismounted Men-at-Arms, 2 Infantry, *Somerset*
Prince Edward's Battle (Battle Flight 5)	
2312	1 Handgun
2509, 2511, 2313	3 Longbow
2314	1 Artillery
2310, 2311, 2212, 2214	2 Dismounted Men-at-Arms, 2 Infantry, *Wenlock*
Devon's Battle (Battle Flight 4)	
2404, 2406, 2408	3 Longbow
2405	1 Artillery
2304, 2306, 2308	1 Dismounted Men-at-Arms, 2 Infantry, *Devon*

Yorkist Army

Deployment:

Hexes:	Units:
Gloucester's Battle (Battle Flight 4)	
3014-3018	2 Longbow, 1 Handgun, 2 Artillery
3115-3117	1 Dismounted Men-at-Arms, 2 Infantry, *Gloucester*
King Edward IV's Battle (Battle Flight 4)	
3008-3013	3 Longbow, 1 Handgun, 2 Artillery
3109-3011	2 Dismounted Men-at-Arms, 1 Infantry, *Edward IV*
Hastings' Battle (Battle Flight 3)	
3004-3007	2 Longbow, 2 Artillery
3104-3106	1 Dismounted Men-at-Arms, 2 Infantry, *Hastings*

FLIGHT LEVELS

Balance: The Lancastrians slightly outnumber the Yorkies, but the latter have somewhat better command. The Yorkist edge in leadership is often telling and this battle favors the Yorkists.

Lancastrian Flight Level is 20.

Yorkist Flight Level is 22.

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BOSWORTH

Leicestershire, 22 August, 1485

Historical Background

Bosworth, one of the more important battles in English history, wherein, Henry, Earl of Richmond, defeated King Richard III—the much maligned (thanks to Shakespeare), but still infamous, supposed (but probably not) killer of those two poor little kids in the Tower (and we note that there is much evidence that the bones found were not those of the missing princes)—and gained the English crown for the House of Tudor (political descendants of the House of Lancaster) as Henry VII.

But more than that, Bosworth is interesting for several reasons:

- It is the only battle on English soil in which an English king was killed (if one starts counting from the reign of William I)
- It is a rather interesting situation, with each side waiting to see which way the political and tactical wind will blow, and two "Battles" of Stanley's sitting athwart the field, like soccer fans, waiting to weigh in for whoever looks good.

The designer notes once again that he is a Ricardian, meaning he is pro-Richard amidst all of the Tudorian propaganda out there, much of it thanks to Shakespeare (doing a spin job for the Tudors). Richard, for one, was a most stalwart and capable battlefield commander and fighter, and was unfairly smeared as a hunchback because of his scoliosis of the spine… and a pretty good king while he ruled.

THE MAP

The area is rolling countryside, with several alluvial marshy areas. There were isolated copses of trees but none that would provide significant, military effect. Fenn Lane was an old Roman road that moved east from Watling Street, just off to the southwest of the map.

PLAYING TIME

Playing Time averaged about 2 hours for playtesters.

INITIAL DEPLOYMENT

The Yorkist Army sets up first. The Lancastrian player also sets up the Stanleys. All Artillery sets up unlimbered.

Note: The specific deployments given below are conjectural, as there is no source with the exact set-ups. However, they do jibe with the general consensus of how the battle unfolded.

Lancastrian Army

Leaders: Henry Tudor, 2nd Earl of Richmond (OC), John de Vere, 13th Earl of Oxford.

Seizure Counters: 4

Standards: Richmond and Oxford; the Lancastrian Standards may be placed anywhere the Lancastrian player wishes.

Facing: All units are faced northeast.

Battle Flight map edge: West map edge (01xx hex row).

Deployment:

Hexes:	Units:
Oxford's Battle (Battle Flight 10)	
0913-1818, 0714-1719	3 Welsh Longbow, 2 Norman Archers, 2 Breton Infantry, 2 French Arty, 6 Welsh Infantry, 6 Levy Infantry, *Oxford*
Richmond's Battle (Battle Flight 3)	
1019-1421	1 Infantry, 4 Mounted Men-at-Arms, *Richmond*

Note: *It is possible that Oxford's Infantry was commanded by Sir John Savage and Sir Gilbert Talbot, but to ease game play, we have sent them to the sidelines.*

Note: *The make-up of Henry's army shows how "foreign" it truly was: mostly French and Welsh troops, little support from England, per se, other than his personal household men.*

Yorkist Army

Leaders: King Richard III (OC), John Howard, 1st Duke of Norfolk, and Henry Percy, 4th Earl of Northumberland.

Seizure Counters: 3

Standards: Richard; the Yorkist Standard may be placed anywhere the Yorkist player wishes.

Facing: All units are faced southwest.

Battle Flight map edge: East map edge (33xx hex row).

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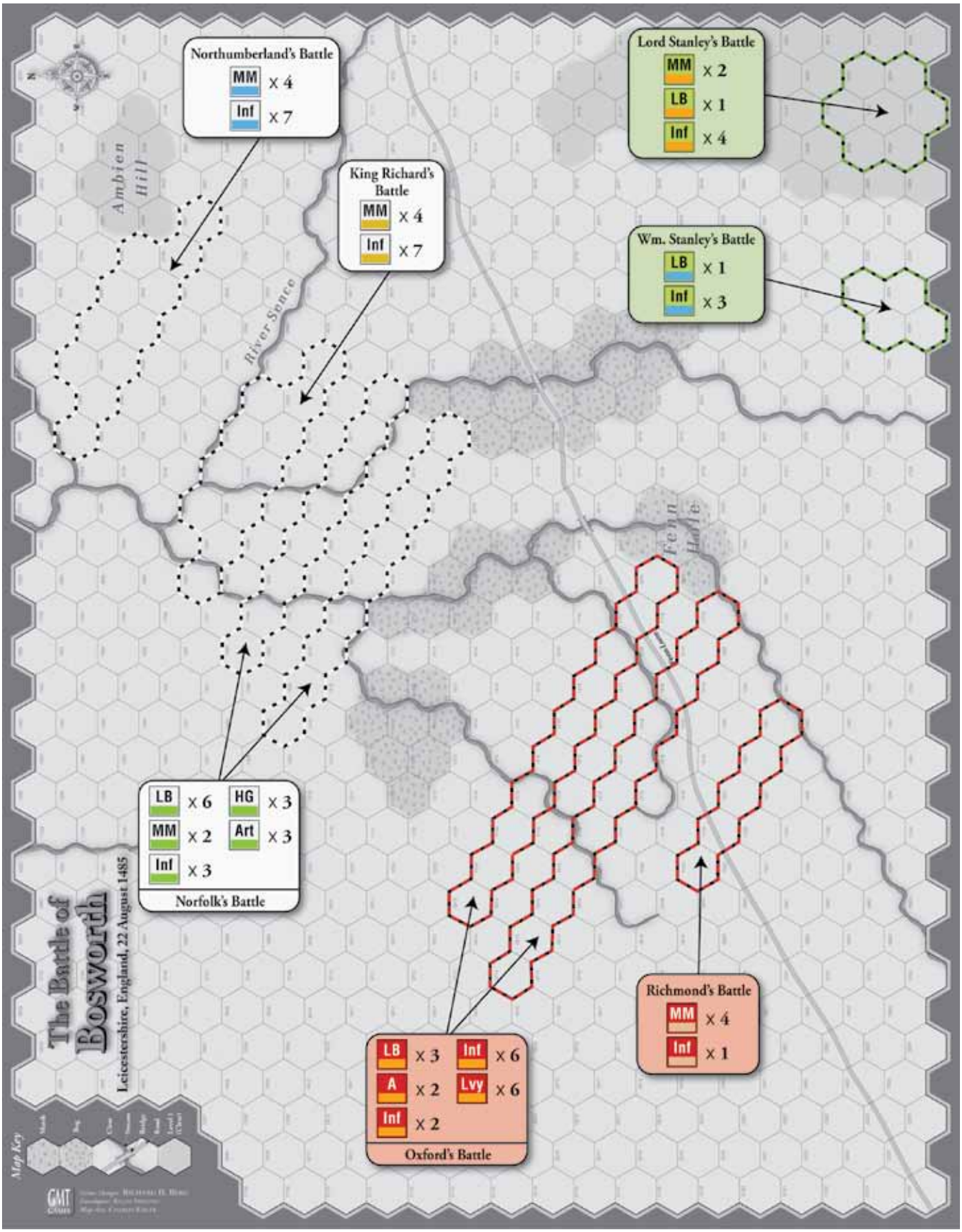

Unit placement map for Bosworth scenario

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Deployment:

Hexes:	Units:
Norfolk's Battle (Battle Flight 8)	
1409-2213, 1608-2311	3 Artillery, 3 Handgun, 3 Infantry, 6 Longbow, 2 Mounted Men-at-Arms, *Norfolk*
King Richard's Battle (Battle Flight 6)	
1807-2410, 2007-2308	7 Infantry, 4 Mounted Men-at-Arms, *Richard III*
Northumberland's Battle (Battle Flight 6)	
2204-2807, 2404-2705	7 Infantry, 4 Mounted Men-at-Arms, *Northumberland*

The Stanleys

Leaders: Lord Thomas Stanley, 2nd Baron Stanley and Sir William Stanley.

Standards: None.

Facing: All units are faced northwest.

Battle Flight map edge: South map edge (xx24 hex row).

Deployment:

Hexes:	Units:
Lord Stanley's Battle (Battle Flight 4)	
3023-3024, 3122-3124, 3223-3224	4 Infantry, 1 Longbow, 2 Mounted Men-at-Arms, *Stanley*
William Stanley's Battle (Battle Flight 3)	
2423-2524, 2623-2624	3 Infantry, 1 Longbow, *William Stanley*

WHO GOES FIRST

Each player rolls a die, with the high roller getting the first Activation to start the game. The Yorkist player adds two (+2) to his DR.

TERRAIN

A number of streams in the area created several areas of soft ground we'll call bogs, but were not particularly deep and do not pose much of an obstacle to military formations. They would have been difficult for riders to charge across, so we have disallowed that.

Marshes and the Richard the Third Rule

The marshes made maneuvering difficult for foot troops and were nearly impossible for mounted troops or artillery. Whenever a mounted unit enters a marsh hex, whether during movement, Retreat, or Advance/Continued Attack, it must also make a Disorder DR.

- If the DR is 4 *or more*, that unit is Disordered.
- If 3 *or less*, there is no effect.

Mounted Men-at-Arms may not Charge into or from a marsh hex, but they (and Cavalry units) may Shock attack into or out of a marsh hex. If a Mounted Men-at-Arms unit Shock attacks into or out of a marsh hex it is Unhorsed on an unmodified combat DR of 0 or 1, along with any other combat result. Artillery may only enter and exit a marsh hex using a road hexside.

TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.2). Initially, set the time marker in the 12 space on the General Track. The Yorkists are the timed side in this battle.

NORTHUMBERLAND'S BATTLE

The Earl of Northumberland commanded Richard's rear Battle. However, it is not quite clear whose side he was actually on. Northumberland and his men never moved, nor were any of them ever engaged. Their lack of involvement was a telling factor in Richard's defeat.

This lack of enthusiasm is reflected in his low Activation rating. The Yorkist player modifies any non-Seizure DR to Activate Northumberland with the modifiers below. He must still roll the die to Activate him if using a Free Activation to do so. If the Activation die roll fails on a Free Activation, the Free Activation is wasted and the Yorkist player may attempt to Continue with a different Battle (per 6.2). There are no modifiers to Seizure rolls by Northumberland. Northumberland cannot be included in any Army Activation. The maximum DRM is minus two (–2). Use the Nrthmbrld Activation DRM counter to track the modifiers below on the General Track.

Northumberland Activation DRMs:

- For every full two Lancastrian units or leaders that have been Eliminated over the number of Eliminated Yorkist units or leaders, subtract one (–1) from Northumberland's Activation DR. Thus, if the Lancastrian player has lost five units and the Yorkist player two, the Yorkist player would subtract one (–1) from his DR.
- For each previous successful Activation of Northumberland subtract one (–1) from the DR.

THE STANLEYS

Lord Stanley and his brother, Sir William, sat like spectators at a match, waiting to see who was going to win. The Stanleys were actually related to Henry by marriage; Thomas, Lord Stanley was Henry's stepfather! They pitched in at last (only Sir William's Battle actually fought), despite heated and constant entreaties from both sides, only when it looked like the Lancastrians would prevail. Sir William's participation sealed Richard's fate, although there is some conjecture as to who actually participated and when.

At the start of the game, place the two Stanley Battles in their respective hexes as a reminder that they are actually sitting and watching the battle, waiting for the right moment to intervene, or not. Units and leaders of either side cannot enter a hex either adjacent to or containing a Stanley combat unit, conduct missile fire at a Stanley combat unit, or Shock/Charge a Stanley combat unit until the Stanleys join the Lancastrians. If the Stanleys never join the Lancastrians, they never participate in the battle, they simply sit and watch.

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The Lancastrian player has five Stanley counters. At the start of the game, the Lancastrian player puts all his Stanley counters in some sort of opaque container (a cup for instance) for random draw. The Lancastrian player then draws one Stanley counter, which he holds for later play without revealing it.

The Lancastrian player may use a Free Activation to take one of the following actions, instead of using the Free Activation to Activate a Battle, Standard, or conduct Army Activation:

- Play a held Stanley counter and attempt to mobilize the Stanleys (see below).
- Return a held Stanley counter to the cup.
- Draw one of the counters from the cup.

The Lancastrian player may not draw another counter if he currently holds one. If he draws a counter from his cup, he may play it immediately and attempt to mobilize the Stanleys or hold it for later play without revealing it.

Stanley Mobilization:

The Lancastrian Stanley counters have Mobilize Stanleys DR ≤ 2, ≤ 3, ≤ 4, ≤ 5, and ≤ 6 printed on them.

The Lancastrian player makes a DR to mobilize the Stanleys, modified by these DRMs:

–1 if Richmond (Henry Tudor) is within 8 hexes of either Stanley leader.

+1 if Richard III is within 12 hexes of either Stanley leader.

- If the (adjusted) DR is the same as or less than the DR number on the counter, then Henry Tudor has successfully persuaded the Stanleys to rally to his cause. The Stanleys are now in play and are treated as units and leaders of the Lancastrian player from this point on. In addition, one Stanley Battle may be immediately Activated as if by a Free Activation and that Battle leader may make a Flank Attack (see below) if using that optional rule.
- If the (adjusted) DR is higher than the DR number on the counter, Henry Tudor has not yet convinced the Stanleys to commit treason and fight the King.

In either case, return the counter to the cup.

The Stanleys may never be included in Army Activation. Since the Stanleys do not have or use a Standard, any Retired Stanley unit is instead Eliminated.

GAME BALANCE

His Kingdom for a Stanley (favors Yorkists)

There was a historical possibility that the Stanleys would join King Richard III against Henry Tudor. The main scenario ignores this possibility as the Stanleys joining the Yorkists doesn't make for a great game for the Lancastrian player. To explore this, four Yorkist Stanley counters are included in the game. At the start of the game, the Yorkist player puts all his Stanley counters in some sort of opaque container (a cup for instance) for random draw.

The Yorkist player may use a Free Activation to take one of the following actions, instead of using the Free Activation to Activate a Battle, Standard, or conduct Army Activation:

- Play a held Stanley counter and attempt to mobilize the Stanleys (see below).
- Return a held Stanley counter to the cup.
- Draw one of the counters from the cup.

The Yorkist player may not draw another counter if he currently holds one. If he draws a counter from his cup, he may play it immediately and attempt to mobilize the Stanleys or hold it for later play without revealing it.

Stanley Mobilization:

The Yorkist Stanley counters have Mobilize Stanleys DR ≤ 1, ≤ 2, ≤ 3, and ≤ 4 printed on them.

The Yorkist player makes a DR to mobilize the Stanleys, modified by these DRMs:

+1 if Richmond (Henry Tudor) is within 12 hexes of either Stanley leader.

–1 if Richard III is within 8 hexes of either Stanley leader.

- If the (adjusted) DR is the same as or less than the DR number on the counter, then Richard III has successfully persuaded the Stanleys to rally to his cause. The Stanleys are now in play and are treated as units and leaders of the Yorkist player from this point on. In addition, one Stanley Battle may be immediately Activated as if by a Free Activation and that Battle leader may make a Flank Attack (see below) if using that optional rule.
- If the (adjusted) DR is higher than the DR number on the counter, Richard III has not yet convinced the Stanleys to join him.

In either case, return the counter to the cup.

The Stanleys may never be included in Army Activation. Since the Stanleys do not have or use a Standard, any Retired Stanley unit is instead Eliminated.

Stanley Steamroller (favors Lancastrians unless His Kingdom for a Stanley is in use)

FLANK ATTACK

This rule simulates the flank attack conducted by Sir William Stanley when he attacked King Richard. When the Stanleys are Mobilized, the Active player may continue to roll for Continuation with the Activated Stanley leader, instead of choosing a different Battle to Activate (exception to rule 6.2). The DRM for successive Continuations after the first still applies. The Active player may attempt Continuation with the chosen Stanley leader until the Non-Active player Activates a Battle (by the Stanley leader failing a Continuation roll, the Active player Passing, or the Non-Active player successfully Seizing Continuity). If the Non-Active player fails a Seizure roll trying to interrupt the Stanley flank attack, the Active player may use the following Free Activation to once again Activate the Stanley

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leader for successive Continuations. At any point the Active player can attempt Continuation with another Battle, but once he does so may not conduct successive Continuations with the Stanley leader again.

OPTIONAL DEPLOYMENTS

Only the deployment locations change, all other information and rules from the historical setup are used. Game Balance options could also be used.

Move to Contact

Here we allow the players a much greater leeway in determining the outcome of Bosworth. We make this a meeting engagement, rather than a set piece battle. All Artillery sets up limbered.

Lancastrian Army

Deployment:

Hexes:	Units:
Oxford's Battle (Battle Flight 10)	
1218-1220, 1118-1120, 1019-1021, 0919-0921, 0820-0822, 0720-0722, 0621-0623	3 Welsh Longbow, 2 Norman Archers, 2 Breton Infantry, 2 French Arty, 6 Welsh Infantry, 6 Levy Infantry, *Oxford*
Richmond's Battle (Battle Flight 3)	
0521-0523, 0422-0423	4 Mounted Men-at-Arms, 1 Infantry, *Richmond*

Yorkist Army

Deployment:

Hexes:	Units:
Norfolk's Battle (Battle Flight 8)	
2104-2707, 2204-2706, 2404-2705	6 Longbow, 2 Mounted Men-at-Arms, 3 Infantry, 3 Handgun, 3 Artillery, *Norfolk*
King Richard's Battle (Battle Flight 6)	
2806-3308, 2905-3307	4 Mounted Men-at-Arms, 7 Infantry, *Richard III*
Northumberland's Battle (Battle Flight 6)	
2903-3308, 3003-3304, 3203-3303	4 Mounted Men-at-Arms, 7 Infantry, *Northumberland*

The Stanleys: As per the historical rules.

Traditional

Here we show a deployment based upon more traditional sources that have now been overturned by the latest Battlefield Trust archaeological studies. All Artillery sets up unlimbered.

Lancastrian Army

Deployment:

Hexes:	Units:
Oxford's Battle (Battle Flight 10)	
2007-2011, 1907-1911, 1807-1811, 1707-1712	3 Welsh Longbow, 2 Norman Archers, 2 Breton Infantry, 2 French Arty, 6 Welsh Infantry, 6 Levy Infantry, *Oxford*
Richmond's Battle (Battle Flight 3)	
1019-1021, 0919-0920	4 Mounted Men-at-Arms, 1 Infantry, *Richmond*

Yorkist Army

Deployment:

Hexes:	Units:
Norfolk's Battle (Battle Flight 8)	
2105, 2708, 2205-2707, 2304-2606	6 Longbow, 2 Mounted Men-at-Arms, 3 Infantry, 3 Handgun, 3 Artillery, *Norfolk*
King Richard's Battle (Battle Flight 6)	
2704, 3106, 2703-3206	4 Mounted Men-at-Arms, 7 Infantry, *Richard III*

YORKIST REINFORCEMENTS

Northumberland begins the game off map. A Free Activation can be used in an attempt to Activate him, although a DR against his modified Activation Rating (see NORTHUMBERLAND'S BATTLE rule above for modifiers) is still required for him to Activate. If the Activation die roll fails, the Free Activation is wasted and the Yorkist player may attempt to Continue with a different Battle (per 6.2). If successfully Activated, he and his Battle enter in hex 3303 (7.5).

Northumberland's Battle (Battle Flight 6): *Northumberland*, 4 Mounted Men-at-Arms, and 7 Infantry.

The Stanleys: As per the historical rules.

FLIGHT LEVELS

If the Stanleys join the Lancastrian side, any Eliminated Stanley unit counts against the Lancastrian Flight Level.

If the Stanleys join the Yorkist side, any Eliminated Stanley unit counts against the Yorkist Flight Level.

Balance: This battle is fairly balanced and can go either way depending on die rolls.

Lancastrian Flight Level is 18.

Yorkist Flight Level is 22.

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Combat Example

This example begins after the move/fire phase of a Lancastrian Activation. Lancastrian MM 2 and MM 3 moved during the Activation to reach their respective hexes.

Shock Phase Step 1: Declaration of Attacks

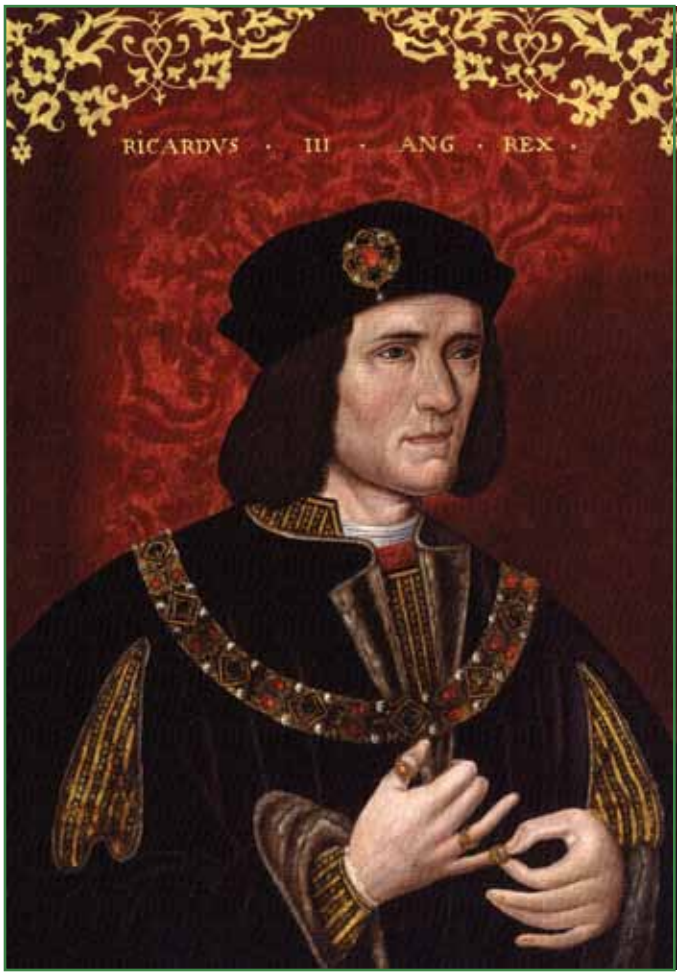
Lancastrian Inf 2 will Shock attack Yorkist MM 1. Lancastrian MM 1 will Charge Yorkist MM 1. Lancastrian DM 5 will Shock attack Yorkist HG 1 and Yorkist Inf 2. Lancastrian MM 2 will Charge Yorkist LB 1. Lancastrian MM 3 will Charge Yorkist MM 2.

Note: Lancastrian MM 1 could have charged Yorkist HG 1, rather than Charging Yorkist MM 1. This would have allowed Lancastrian DM 5 to attack only Yorkist Inf 2, rather than both Yorkist Inf 2 and Yorkist HG 1. Lancastrian MM1 does not have to attack Yorkist Inf 3, as a Charge targets one defender (13.0).

Shock Phase Step 2: Before Resolution

The counter for Lancastrian MM 1 is placed adjacent to Yorkist MM 1 in hex 3016. The counter for Lancastrian MM 2 is placed adjacent to Yorkist LB 1 in hex 3020. Reaction Fire from Yorkist LB 1 is triggered when MM 2 Charges into LB 1's Frontal hex. Consulting the FIRE/RANGE DRM CHART, Longbow fire at a range of 1 hex results with a +1 DRM. Checking the DRM FOR MISSILE FIRE table, there is a +1 DRM for Longbow firing at Mounted Men-at-Arms or Cavalry and a –2 DRM for a Disordered unit firing (also on the counter). Total DRM +1+1–2 = 0. The Yorkist player rolls a 6 with no DRM. The FIRE RESULTS TABLE shows that a Mounted Target in Normal status is Unhorsed by a die roll of 6. The Lancastrian MM is replaced with Lancastrian UH 2 in Disordered status and its CHARGE marker is replaced with a SHOCK marker. The counter for Lancastrian MM 3 is placed adjacent to Yorkist MM 2 in hex 3021.

Yorkist MM 1 declares a Counter-Charge against Shock (13.8) against Lancastrian Inf 2, it could have declared a Counter-Charge against Charge (13.7) against Lancastrian MM 1. Yorkist MM 2 declares a Counter-Charge against Charge (13.7) against Lancastrian MM 3. The Yorkist player decides to resolve MM 1's Counter-Charge first and rolls a 5. Consulting the COUNTER-CHARGE vs SHOCK/FIRE table, the Counter-Charge is suc-



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cessful and a –2 DRM will apply to the attack against Yorkist MM 1. The Yorkist player then resolves MM 2's Counter-Charge, rolling a 3. Consulting the COUNTER-CHARGE vs CHARGE table, Lancastrian MM 3's Charge is negated and its Charge marker replaced with a Shock marker.

Shock Phase Step 3: Attack Resolution

The Lancastrian player decides to resolve his attacks in order from left to right. Since all combat is simultaneous the order of resolution only matters for advance and retreat decisions.

Attack by Lancastrian Inf 2 and MM 1 on Yorkist MM 1

The defender's Shock Defense DRM is 0 (from the counter). The Lancastrians have a 2:1 strength advantage for a +1 DRM. From the Weapons System Matrix, a MM attacking a MM has a 0 DRM. The Yorkist MM succeeded in Counter-Charging the Shock portion of the attack for a -2 DRM. No other DRMs apply. Total DRM 0+1+0–2 = –1. The combat will be resolved on the CHARGE COMBAT RESULTS table, since at least half of the attacking units are Charging after Step 2, using the Defending Unit's Status Normal column. The Lancastrian player rolls a 9 –1 DRM for a total of 8, a result of Defender Disordered, Continue Attack. Yorkist MM 1 is flipped to its Disordered side. Lancastrian MM 1 is marked with a Continued Attack –1 marker (14.7), but there is no advance after combat since hex 3115 is not vacant.

Attack by Lancastrian DM 5 on Yorkist HG 1

This attack and the attack on Yorkist Inf 2 must both be resolved before applying results to the attacker.

The defender's Shock Defense DRM is 0 (from the counter). The attacking DM is at a strength disadvantage of 1:2, so a –1 DRM applies. From the Weapons System Matrix, a DM attacking a HG has a +3 DRM. No other DRMs apply. Total DRM 0–1+3 = +2. The combat will be resolved on the SHOCK COMBAT RESULTS table using the Defending Unit's Status Normal column. The Lancastrian player rolls a 0 +2 DRM for a total of 2, a result of Attacker Disordered or Retreat.

Attack by Lancastrian DM 5 on Yorkist Inf 2

The defender's Shock Defense DRM is +1 (from the counter). The attacking DM is at a strength disadvantage of 1:2, so a –1 DRM applies. From the Weapons System Matrix, a DM attacking an Inf has a +1 DRM. No other DRMs apply. Total DRM +1–1+1 = +1. The combat will be resolved on the SHOCK COMBAT RESULTS table using the Defending Unit's Status Disordered column. The Lancastrian player rolls a 7 +1 DRM for a total of 8, a result of Defender Eliminated, Continue Attack. Yorkist Inf 2 is removed from the map, the Yorkist Flight points are increased by 1 (3.0).

Combat results are now applied to Lancastrian DM 5. From the attack on Yorkist HG 1, the Lancastrian must choose between Disordering DM 5 or retreating DM 5 one hex, he chooses retreat but does not apply it because DM 5 is now marked with a Continued Attack –1 marker and is forced to advance into hex 3118 from its attack on Yorkist Inf 2. Even though it suffered a retreat result, it still must advance due to the Continued Attack result and it cannot change facing. Had Lancastrian DM 5 rolled a 6 instead during the attack on Yorkist Inf 2 and not obtained the Continued Attack result it would have been forced to implement the retreat result. If the attack on Yorkist Inf 2 resulted in an Attacker Disordered or Retreat result, the Lancastrian player could have chosen retreat for both results and retreated his unit 1 hex away from the Yorkist units.

Attack by Lancastrian UH 2 (formerly MM 2) on Yorkist LB 1

The defender's Shock Defense DRM is +1 (from the counter). From the Weapons System Matrix, an UH attacking a LB has a +1 DRM. UH 2 is Disordered causing it a –2 DRM. No other DRMs apply. Total DRM +1+1–2 = 0. The combat will be resolved on the SHOCK COMBAT RESULTS table using the Defending Unit's Status Disordered column. The Lancastrian player rolls a 5 with no DRM, a result of Defender Retired. Yorkist LB 1 is picked up and placed near its Standard (14.5), and the Yorkist Flight points are increased by 1 (3.0). Lancastrian UH 2 does not advance after combat because of its Disordered status.

Attack by Lancastrian MM 3 on Yorkist MM 2

The defender's Shock Defense DRM is 0 (from the counter). From the Weapons System Matrix, a MM attacking a MM has a 0 DRM. No other DRMs apply. Total DRM 0+0 = 0. The combat will be resolved on the SHOCK COMBAT RESULTS table using the Defending Unit's Status Normal column. The Lancastrian player rolls a 1 with no DRM, a result of Attacker Disordered. Lancastrian MM 3 is flipped to its Disordered side.

Shock Phase Step 4: Continued Attack Resolution

All units marked with a Continued Attack marker must now begin again at Shock Phase Step 1, declaring attacks against all enemy units in their Frontal hexes (14.7). In this example, Lancastrian MM 1 has an enemy in its Frontal hexes, as does Lancastrian DM 5. Lancastrian MM 1 must declare a Shock attack targeting Yorkist MM 1 (again) and Yorkist Inf 3. Lancastrian DM 5 declares a Shock attack against Yorkist LB 2. Had Lancastrian UH 2 received a Continued Attack result in its attack on Yorkist LB 1, it would have advanced despite its Disordered status and both it and Lancastrian DM 5 would combine to declare a Shock attack on Yorkist LB 2, since LB 2 would be in both units' frontal hexes.

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Blood & Roses
Sheet 1 - Yorkist - Front
Gloucester
Warwick
Wenlock
Edward IV
Norfolk
Fauconberg
Retired
Seizure
Counter Art by Mike Lemick, Charles Kibler and Rodger B. MacGowan
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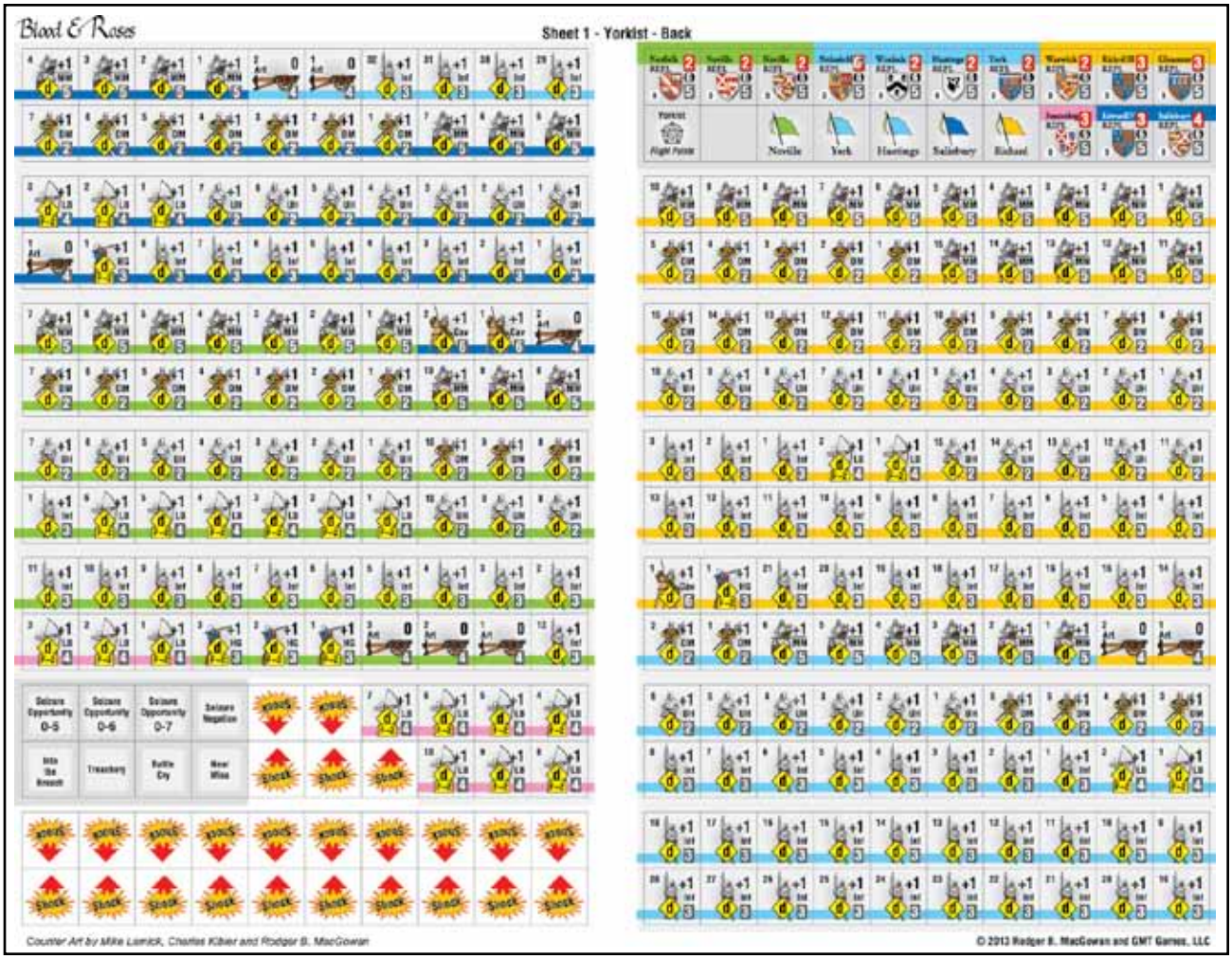
Blood & Roses
Sheet 1 - Yorkist - Back
Neville
York
Hastings
Salisbury
Richard
Seizure Opportunity 0-5
Seizure Opportunity 0-6
Seizure Opportunity 0-7
Seizure Negation
Treachery
Battle Cry
Near Miss
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Blood & Roses
Sheet 2 - Lancastrian - Front
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Sheet 2 - Lancastrian - Back
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Blood & Roses
Sheet 3 - Stanleys & Markers - Front

Blood & Roses
Sheet 3 - Stanleys & Markers - Back

Blood & Roses Extended Sequence of Play

A. Activation Phase: Choose a Battle, Army Activation (6.1), Standard (15.2), or Pass.

- If a Standard is Activated skip to **Phase D** or move the Standard (15.2).
- Place any replacement leaders (5.6) at the end of the Activation Phase.

B. Move/Fire Phase: During Army Activation, Activated units may only Move (7.0). During a Battle Activation any or all units of the Activated Battle may Move (7.0) and/or Fire (11.0).

- Before moving any units check Command status for all Activated units.
- A missile unit may fire only at the end of its move.
- A unit may fire without moving.
- Each unit must finish its movement/firing before another unit may begin to move/fire.
- The Non-Active player's units may qualify for Reaction/Return fire (11.2) or Counter-Charge (13.9) depending on the Active player's actions.
- After movement in an Army Activation skip to **Phase E**.

C. Shock Phase: During a Battle Activation, after all movement/firing for the activated Battle is complete, Shock combat (12.0) and Charges (13.0) may be initiated.

1. The Active player designates which of his units are attacking which defending units, including Charges (13.0).
2. One at a time, the Active player moves each Charging unit adjacent to its target. Any Reaction Fire caused by this move is resolved. Any Retreat Before Combat (12.2) by the defender is then resolved. The defender then attempts any Counter-Charges (13.6) of which he is capable.
3. The Active player resolves all his Shock and Charge attacks, in any order he wishes. The Charge Table is used as long as at least half of the units in an individual attack succeeded in Charging (not Disordered by Reaction Fire or Counter-Charged); otherwise the Shock Table is used. Continued Attack markers (14.7) are placed and Advances (12.4) are taken.

   Exception: *Attacks by a single attacker against multiple defenders are resolved at the same time, and they are considered to be going on simultaneously, with results (which can be cumulative for the attacker) applied after both attacks are resolved.*
4. All Continued Attacks are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must Shock; Charging and Counter-Charging are not allowed.

D. Rally Phase: During Battle Activation, Rally (15.0) any Disordered units that did nothing for the entire Activation and that are currently not adjacent to an enemy unit. If a Standard was Activated, Rally (15.0) any Retired unit within one hex of the Activated Standard.

E. Continuation Phase: Make any Battle Flight rolls, and then any needed Pursuit rolls (14.8 and 14.9). *If the completed Activation was a Free Activation, both players make a Loss Check (3.0).* If the game does not end due to Loss Check, Pass or choose to Continue with a Battle or Army Activation.

- This cannot be the Battle that just Activated, unless the Active player has only one Battle.
- Army Activation can only follow an Army Activation. A Battle Activation can follow Activation of a Battle, Army, or Standard.
- The Non-Active player may attempt to Seize Continuity (6.3). If so, he plays a Seizure Opportunity counter and chooses one of his Battles to Activate. The Active player may play a Seizure Negation counter causing both counters to be discarded and the Continuation attempt is then resolved, otherwise the Non-Active player rolls the die and compares it to the DR on the Seizure Opportunity counter. If successful, he Activates that Battle and proceeds from **Phase B**. If not, the Active player gets a Free Activation, proceed to **Phase A**, this Free Activation may even be used to Activate the Battle that just completed Activation.
- If no Seizure attempt occurs, roll the die adding any modifiers and compare it to the chosen leader's Activation Rating. If successful, Activate that Battle or Army and proceed from **Phase B**. If not, the Non-Active player gets a Free Activation and proceeds to **Phase A**.

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