

Scenario: Wars of the Roses, Blore Heath, 23 September 1459

Historical Context

The First Battle of St. Albans (1455) had left a bloody legacy of Lancastrian frustration and hatred of the Yorkists. In 1459 this finally boiled over into renewed war when a royal council declared the Yorkist cause treasonous. The opposing armies gathered across the kingdom with each side looking to defeat the other before their forces coalesced. It was the Lancastrians that initially caught out the Yorkists. Lord Audley led a quickly gathered force against the outnumbered army of lord Salisbury meeting at Blore Heath. The Yorkist force was more experienced and occupied a strong hill position. Audley's Lancastrian army was larger, less experienced, but also had a strong mounted contingent that he was determined to use aggressively to bring a quick decision.

Armies

Lancastrian

Brigades and Attached Generals: 4 (Audley, Dudley, Stafford, Venables)

Army defeated with the loss of 8 Heavy Units Broken, not including the Scurrors (See Victory Conditions)

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock(?)	Notes
Heavy Foot: Heavy Mixed Unit Longbow/MAA	5	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow and Bill etc. Massed Archery Front Line are LB; rear are MAA and billmen. See Special Rules for English Heavy Mixed Units and scenario notes below.
Heavy Foot: Shire Levy Heavy Mixed Unit Longbow and Bill	6	Medium: 6-12 [3]	Brittle: CCV 3	Massed Order Foot	3	Longbow and Bill etc. Massed Archery Front Line are LB; rear are billmen. See Special Rules for English Heavy Mixed Units.
Heavy Cavalry: Knights	4	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2
Heavy Cavalry: Scurrors	2	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear

Scenario Notes: Lancastrians

The Lancastrians divide their force into four "Battles" (Brigades) each commanded by a noble. Three of the Brigades include all the infantry and must have a minimum of 3 Infantry Units each; they may include up to one Mounted Unit each. One Brigade must include all the Cavalry not already assigned to the other Brigades. There are no Commanders in this scenario. Deploy in the Lancastrian Deployment Zone up to 3 Boxes onto the table (see Map).

Each noble must be attached to a Heavy Unit. For the Brigades with Infantry the Unit must be a Heavy Mixed Longbow/Men-at-Arms Unit if available. If this Unit is not Shire Levy it is assumed to have the best and most numerous men-at arms and when it exchanges ranks with the longbowmen not only does it become a Well Armoured target it also assumes a Combat and Control Value 5 (Tough) for the balance of the game.

Treachery:

As the battle turned against them, Lancastrian Knights changed sides. To simulate this, if or when the Lancastrians lose 5 or more Units there is a potential for this treachery to occur. When a 5th or subsequent Unit Breaks all Units within 2 Boxes of this Unit must take a Catastrophe Test. If a Unit fails this test it changes sides at the end of that Turn. Note that this test might trump the results of a Flight Path or Brigade Losses Catastrophe Test. Only one Unit will change sides – stop taking this Test when a Unit has changed sides. A Unit that changes sides does NOT count as a Unit lost to the Lancastrians. If a noble General is attached to the Unit that changes sides, he is assumed to also have changed sides rendering his remaining Units Out of Command. The Unit that changes sides (with or without a noble) is deemed Out of Command.

Mounted Unit Aggression and crossing the stream:

Audley wanted to win the battle quickly and his mounted knights obliged him with an eagerness to engage. Unfortunately this aggression got them into trouble when crossing the Wemberton Brook (stream). The stream proved to be a significant obstacle. In addition to the normal effects of a stream, a Mounted Unit that becomes Unformed when crossing the feature does not rally off the Unformed marker until it remains stationary for an Active Turn. In the following Active Turn it may Rally off the Unformed marker. Note that Knights are difficult to stop once they are under Momentum.

Yorkist

Brigades and Attached Generals: 3 Heavy Brigades (Salisbury, John Neville, and Thomas Neville)

Army defeated with the loss of 7 Heavy Units Broken (See Victory Conditions)

Unit Type	Number of Units	Size and Hit Triggers: Shaken-Catastrophe [Rupture]	Combat and Control Value	Order Density	Base Combat Dice and Shock(?)	Notes
Heavy Foot: Heavy Mixed Unit Longbow/MAA	9	Medium: 6-12 [3]	Average: CCV 4	Massed Order Foot	4	Longbow and Bill etc. Massed Archery Front Line are LB; rear are MAA and billmen. See Special Rules for English Heavy Mixed Units and scenario notes below.
Heavy Foot: Welsh Spear	1	Medium: 6-12 [3]	Brittle: CCV 3	Warrior Order Foot	3	Spear
Light Foot: Longbowmen	2	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Longbow May not perform Massed Archery Missile Reliant
Artillery: Light Gun	2	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order	3 in Melee; Shooting variable	See Artillery Rules Section 13.8

Scenario Notes: Yorkists

The Yorkists divided their force into three “Battles” (Brigades) each commanded by a noble. John Neville was on the left, Salisbury in the centre, and Thomas Neville was on the right. Each noble Brigade must have a minimum of 3 Heavy Infantry Units. The balance of the Units can be assigned as the player sees fit prior to the start of play. There are no Commanders in this scenario. Deploy in the Yorkist Deployment Zone up to 3 Boxes onto the table respecting the relative position of each noble.

Each noble must be attached to one of the Mixed Unit Longbow/Men-at-Arms in his Brigade at the start of play. This Unit is assumed to have the best and most numerous men-at arms and when it exchanges ranks with the longbowmen not only does it become a Well Armoured target it also assumes a Combat and Control Value 5 (Tough) for the balance of the game.

Wagons:

The Yorkists anchored their right flank on an obstacle made of wagons. These wagons are treated as Linear Obstacle: Fortifications. The Loose Order Longbowman must defend the wagon line. Players may consider the wagons to be Wagon Laagers if that better suits your vision of these features.

Artillery:

Artillery is deployed emplaced and may not be moved during play except to pivot.

Scenario Notes: Both armies

Optional Rule: Mandatory Exchange of Ranks

To control the degree to which archery shapes Wars of the Roses battles, Heavy Mixed Units must exchange ranks in the Active Turn after the Unit becomes Shaken. This might represent casualties to the archers, low ammunition, or just a noble leader itching to close into melee.

Noble Generals:

Each Brigade represents a “battle” and its General is a noble that, as usual, must be attached to one of his Units. These nobles are important and in combat can behave like a Commander:

The attached noble adds a D6 to the dice thrown in Melee for that Unit. However, he is at risk every time that his Unit Loses a Melee only. Immediately roll a single D6 after the Melee is resolved. On a “6” result he is killed, and the Unit immediately takes a Catastrophe Test. Note that this Test might be in addition to other Catastrophe Tests the Unit must perform due to the lost Melee. A noble also dies if the Unit to which he is attached is Broken.

All the Units of a Brigade that loses its noble General in combat becomes “Out of Command.”

Personal Honour Points: Multi-player games

Medieval armies and their commanders were more sophisticated than often believed, but there is no doubt that battle-plans and overall command and control could be compromised by the cultural and social values of the European nobility. The following rules encourage players in multi-player games to gain honour by achieving Personal Honour Points as they lead their “battle” (Brigade) to glory.

Personal Honour Points are accrued during play and totalled at the end of the game. The points are as follows:

- 1 point for each Heavy Unit in your Brigade that charges the enemy before any Units of the rest of the Army.
- 1 point for each enemy Heavy Unit Broken by your Brigade by Shooting.
- 2 points for each enemy Heavy Unit Broken by your Brigade in Melee.
- 4 points for each enemy noble killed by Personal Combat. When two Units with attached nobles are in melee, a player can call for a personal combat; high roll wins (re-roll ties). Personal Combat is done prior to Melee calculations – note the effects of the loss of the noble on his Unit. Exceptionally, a player may reposition their noble figure and attach him to a Unit in his Brigade (i.e., those Units still “In Command”) in Melee contact with an enemy Unit with a noble. He must remain with that Unit for the balance of the game unless again repositioning to fight a Personal Combat. A noble carries the benefit of his presence (and risks) with him as he moves from one Unit to another. See “Noble Generals” above.

A dead noble still totals their accrued Honour Points to support their legacy and family reputation! This includes points earned by their Units after they have been killed.

Terrain

The Yorkists are positioned on a ridge. The entire depth of the ridge is considered sloping to the back of the Yorkist deployment area and provides a Terrain bonus in Melee when the enemy charge up the slope.

The stream is fordable along its entire length; apply the normal effects for passable streams. Note the rules for the Lancastrian Mounted Units. The pond is impassable.

The woods are normal.

Refight Map

Note that the Yorkists deploy around their nobles in the zones noted on the map. The Lancastrians are free to deploy their Brigades as they wish inside their marked deployment area but must still “Occupy the Centre” with a Heavy Foot Unit.

Victory Conditions

Unit losses as noted in the Army Lists can result in defeat, but other circumstances can resolve the battle prior to these accrued losses or affect the nature of the result:

1. If the Lancastrians have 3 Heavy Foot Units on the Yorkist ridge for 5 consecutive turns (Lancastrian and Yorkist Active Turns) they automatically win the game. The Units need not be the same ones.
2. If the Yorkists suffer enough losses to be defeated but the Lancastrians fail to have at least 3 Heavy Foot Units on the ridge at the time the Yorkists are “defeated” through Unit losses, the game is considered a draw. The Yorkists will have successfully withdrawn from the battlefield.

Don't forget the Personal Honour Points – a noble on the losing side can still claim a place of honour by achieving his own victory!

This tactical map illustrates the Battle of Tewkesbury, showing the deployment of Lancastrian and Yorkist forces, terrain features, and the progression of the battle. The map is overlaid on a grid.

Key Features and Labels:

- Lancastrians:** Located in the top-left corner.
- Yorkists:** Located in the top-right corner.
- Pond:** A blue-shaded area at the top center.
- Stream:** A vertical blue line running through the center of the map.
- Wagon:** Two locations marked with small black rectangles near the top center.
- Thomas Neville:** A location marked with a small black rectangle on the right side.
- Salisbury:** A location marked with a small black rectangle on the right side.
- John Neville:** A location marked with a small black rectangle on the right side.
- Ridge:** A label on the right side, near the center.
- Woods:** A green-shaded area at the bottom right.
- Deployment zone:** A label on the left side, indicating the area where forces were initially positioned.

Force Deployment and Movement:

- Lancastrian Forces:** Represented by black lines and arrows, showing their initial deployment and subsequent movement towards the center and right.
- Yorkist Forces:** Represented by black lines and arrows, showing their initial deployment and subsequent movement towards the center and left.

The map shows the tactical positioning and the flow of the battle, with the Lancastrians ultimately achieving a decisive victory over the Yorkists.