

Scenario: Wars of the Roses, Wakefield, 30 December 1460

Historical Context

At a moment when Yorkist fortunes seemed on the rise, the political and military climate turned against them. Although Henry VI was his prisoner, the Duke of York proved unpopular for his treatment of the king and especially his eagerness to replace him. Marching north to face Henry's wife, Queen Marguerite, York found his outnumbered army surrounded by the Lancastrians at his base of Sandal Castle near Wakefield. Calling on reinforcements, York decided to attack either to support a force of foragers or to join what he believed were reinforcements coming to his aid. Historically things went badly for the Yorkists. This scenario randomizes aspects of the battle to make for a potentially more balanced and re-playable game.

Armies

Lancastrian

Brigades and Attached Generals: 5 (Somerset, Northumberland, Clifford, Roos, Wiltshire)

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 Cavalry: Knights	2	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2
Heavy Cavalry: Scurrs	1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear
Heavy Foot: Heavy Mixed Unit Longbow/MAA	6	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 Bow and Bill	3	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.
Galloglass	1	Medium: 6-12 [3]	Average: CCV 4	Warrior Order Foot	4 +2 Shock	Axe and Spear Momentum and Pursuit CT -1
Kern	1	Shallow: 3-6 [2]	Brittle: CCV 3	Loose Order Foot	3	Javelin
Light Foot: French Crossbow	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order Foot	3	Crossbow Missile Reliant

Scenario Notes: Lancastrians

Prior to play the Lancastrians must divide their force into five "Battles" (Brigades) each commanded by a noble. Each Brigade must have a minimum of 2 Units including no more than 1 Mounted Unit. Aside from that the Units may be assigned as a player sees fit. There are no Commanders in this scenario.

Deploy visible Brigades in the Lancastrian Deployment Zones as noted on the map for each noble Brigade General. Units must be aligned with the noble's Unit or behind the front line, not in front of him. Mounted Units may be used as Out of Command Units (e.g., not assigned to a Brigade). Hidden Brigades may be left off-table until activated at which point they must be deployed on-table even if they remain in their hidden position.

Each noble must be attached to one of the Units in his Brigade at the start of play. If this Unit is a Heavy Mixed Unit (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.

Lancastrian Activation:

Only Somerset and Northumberland are active at the start of the game. Starting on Active Turn 2, Brigades under Roos and Wiltshire must roll less than their Active Turn number to activate from their hidden positions in the woods. Clifford also must roll to activate but does so starting on Lancastrian Active Turn 6 rolling 2 D6 needing a result lower than the turn number. Activated Brigades may immediately take action (move, shoot etc.).

Neville:

Heavy Cavalry: Knights	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2
Heavy Foot: Heavy Mixed Unit Longbow/MAA	2	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.

Neville arrives using the same dice rolling mechanic. At the start of the second Lancastrian Active Turn roll a D6: a result under the Active Turn number means that Neville arrives at the location noted on the map equal to the die roll that successfully brought him on. Roll each turn until he arrives. For example, at the start of Active Turn 3 the Lancastrian player rolls a 2 bringing on Neville at location 2 attached to one of his Units. The other Units arrive to either side of his Unit or behind him (arriving when room is available). His Units form a single Brigade although the Knight Unit may exceptionally be used as an independent Out of Command Unit. Arriving on the table is the only action allowed Neville on his first turn.

Yorkist

Brigades and Attached Generals: 3 (York, Salisbury, Rutland)

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 Cavalry: Knights	1	Shallow: 3-6 [2]	Tough: CCV 5	Massed Order Mounted	5 +2 Shock	Lance Momentum and Pursuit CT -2
Heavy Foot: Heavy Mixed Unit Longbow/MAA	7	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 Cavalry: Scurrers	1	Shallow: 3-6 [2]	Average: CCV 4	Massed Order Mounted	4	Spear
Heavy Foot: Shire Levy Heavy Mixed Unit Bow and Bill	2	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.
Light Foot	1	Shallow: 3-6 [2]	Brittle: CCV 3	Open Order	3	Longbow Missile Reliant

Scenario Notes: Yorkists

The Yorkists divide their forces into three “Battles” (Brigades) each commanded by a noble. Rutland and the foraging force must include 1 Unit of Scurrers and up to no more than 2 Heavy Mixed Foot Units. Salisbury and York divide the remaining Units between them each including a minimum of 3 Heavy Units. Mounted Units may be used as Out of Command Units (e.g., not assigned to a Brigade). Units must be aligned with the noble’s Unit or behind his front line when deploying.

Each noble must be attached to one Heavy Unit in his Brigade at the start of play. If this Unit is a Heavy Mixed Unit (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.

York and Rutland’s Brigades are immediately active. Salisbury may begin exciting Sandal Castle starting on Yorkist Active Turn 2 on a two box wide front (see map).

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.

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

Sandal Castle:

Salisbury exits from the castle from the noted edge (e.g., up to 2 Units exiting abreast). Units may not Shoot/fight from the castle.

The Woods and Village are treated normally.

Refight Map

This scenario relies upon the deployment areas and arrival points noted on the map.

Victory Conditions

York immediately wins if he can Break all of the Heavy Units of either Northumberland or Somerset. The Lancastrians win when the Yorkists lose 6 Heavy Units Broken AND York is killed.

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

Umpire Note: Keep this from both players

For whom will Neville fight? At the start of the game Neville is assumed to be on the Lancastrian side and is moved by the Lancastrian player. Once Neville comes to within 4 Boxes of the Yorkists, roll a D6. A result of 1-3 he changes sides and fights for the Yorkists. Inform the Yorkist player at the start of his next Active Turn. Roll only once.

If playing the scenario with players aware of Neville's potential treachery apply the same rules except that when triggered the roll might be applied to Neville, Clifford, Roos, or Wiltshire; roll to see which one might become the traitor. Neville must be moved every turn toward the nearest Yorkist Heavy Unit until the treachery roll is done.

							1
		Northumberland		Somerset			2
							3 Neville
							4
							5
				Rutland			6
							Roos
				York			
Wiltshire							
						Village	Clifford
			Salisbury				
			Sandal Castle				