

# BATTLE BOOK



# Blood & Roses

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



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## 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.

***Design 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. The Late Richard Berg felt he had plenty of sources for this.*

## 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. The name of the Battle’s leader is highlighted in 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.





# 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.

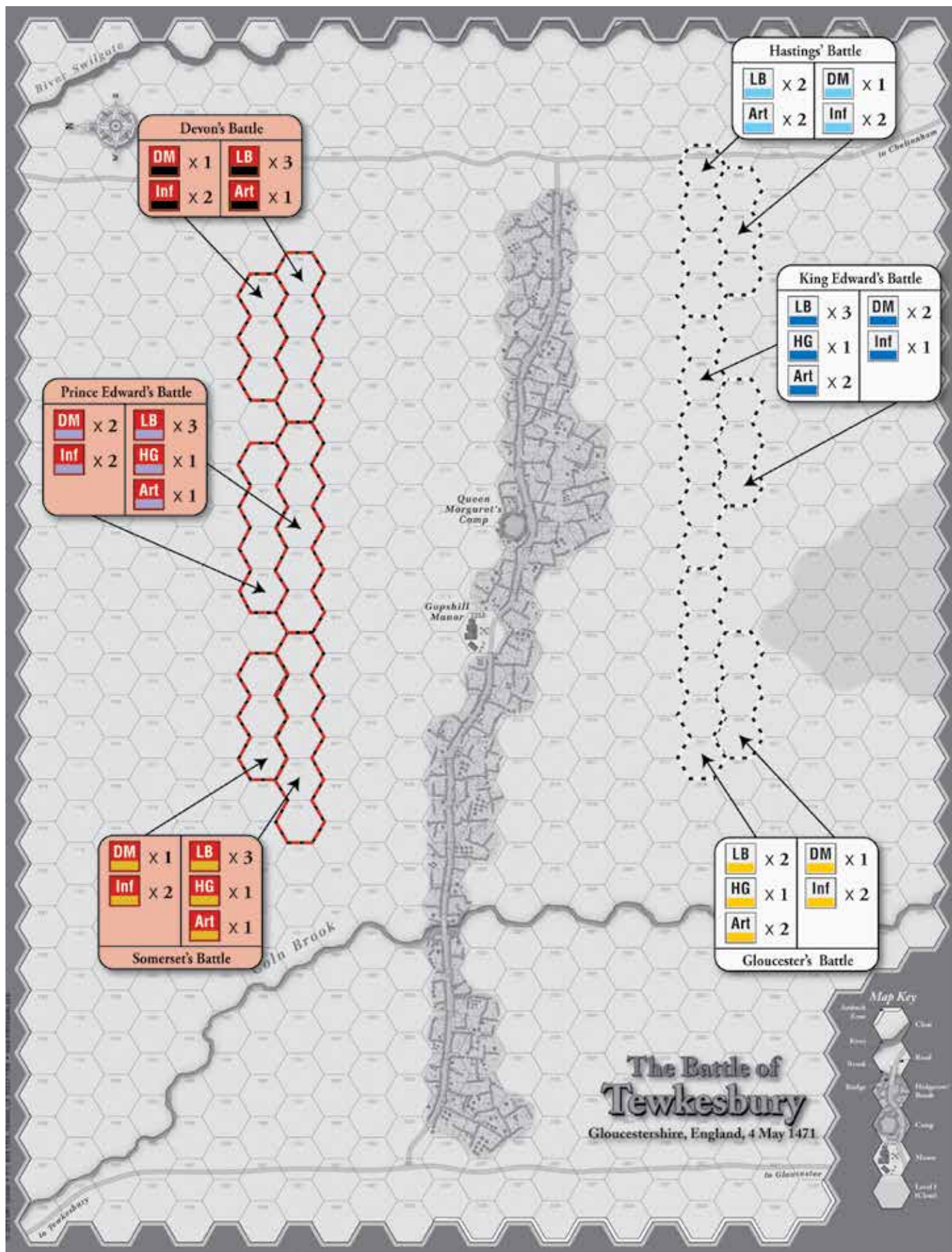
### PLAYING TIME

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.







## Lancastrian Army



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

**Seizure Counters:** 3

**Standards:** Somerset, Wales, 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:
<b>Edmund Beaufort, 4th Duke of Somerset (Battle Flight 4)</b>	
1714-1718	1 Artillery, 1 Handgun, 3 Longbow
1615-1617	1 Dismounted Men-at-Arms, 2 Infantry, Somerset
<b>Edward Plantagenet, Prince of Wales [a] (Battle Flight 5)</b>	
1709-1713	1 Artillery, 1 Handgun, 3 Longbow
1610-1613	2 Dismounted Men-at-Arms, 2 Infantry, Wenlock
<b>John Courtenay, 15th Earl of Devon (Battle Flight 4)</b>	
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; 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:
<b>Richard Plantagenet, 1st Duke of Gloucester (Battle Flight 4)</b>	
2813-2817	2 Artillery, 1 Handgun, 2 Longbow
2914-2916	1 Dismounted Men-at-Arms, 2 Infantry, Gloucester
<b>Edward IV, King of England (Battle Flight 4)</b>	
2807-2812	2 Artillery, 1 Handgun, 3 Longbow
2908-2910	2 Dismounted Men-at-Arms, 1 Infantry, Edward IV
<b>William Hastings, 1st Baron Hastings (Battle Flight 3)</b>	
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 Cavalry unit joins Gloucester's Battle after the ambush (16.7).

### 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.

## TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). 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:
<b>Edmund Beaufort, 4th Duke of Somerset (Battle Flight 4)</b>	
2216	1 Handgun
2315, 2217, 2219	3 Longbow
2218	1 Artillery
2119-2121	1 Dismounted Men-at-Arms, 2 Infantry, Somerset
<b>Edward Plantagenet, Prince of Wales [a] (Battle Flight 5)</b>	
2312	1 Handgun
2509, 2511, 2313	3 Longbow
2314	1 Artillery
2310, 2311, 2212, 2214	2 Dismounted Men-at-Arms, 2 Infantry, Wenlock
<b>John Courtenay, 15th Earl of Devon (Battle Flight 4)</b>	
2404, 2406, 2408	3 Longbow
2405	1 Artillery
2304, 2306, 2308	1 Dismounted Men-at-Arms, 2 Infantry, Devon

## Yorkist Army

### Deployment:

Hexes:	Units:
<b>Richard Plantagenet, 1st Duke of Gloucester (Battle Flight 4)</b>	
3014-3018	2 Longbow, 1 Handgun, 2 Artillery
3115-3117	1 Dismounted Men-at-Arms, 2 Infantry, Gloucester
<b>Edward IV, King of England (Battle Flight 4)</b>	
3008-3013	3 Longbow, 1 Handgun, 2 Artillery
3109-3111	2 Dismounted Men-at-Arms, 1 Infantry, Edward IV
<b>William Hastings, 1st Baron Hastings (Battle Flight 3)</b>	
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.**



# BOSWORTH

## Leicestershire, 22 August 1485

### Historical Background

**B**osworth, one of the more important battles in English history, wherein, Henry Tudor, 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.

***Design 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:
<b>John de Vere, 13th Earl of Oxford (Battle Flight 10)</b>	
0913-1818,	3 Welsh Longbow, 2 Norman Archers,
0714-1719	2 Breton Infantry, 2 French Artillery,
	6 Welsh Infantry, 6 Levy Infantry,
	<i>Oxford</i>
	<i>There are more hexes than units.</i>

<b>Henry Tudor, 2nd Earl of Richmond (Battle Flight 3)</b>	
1019-1421	1 Infantry, 4 Mounted Men-at-Arms,
	<i>Richmond</i>

***Design 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.*

***Design 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**; Henry Percy, 4th Earl of **Northumberland**.

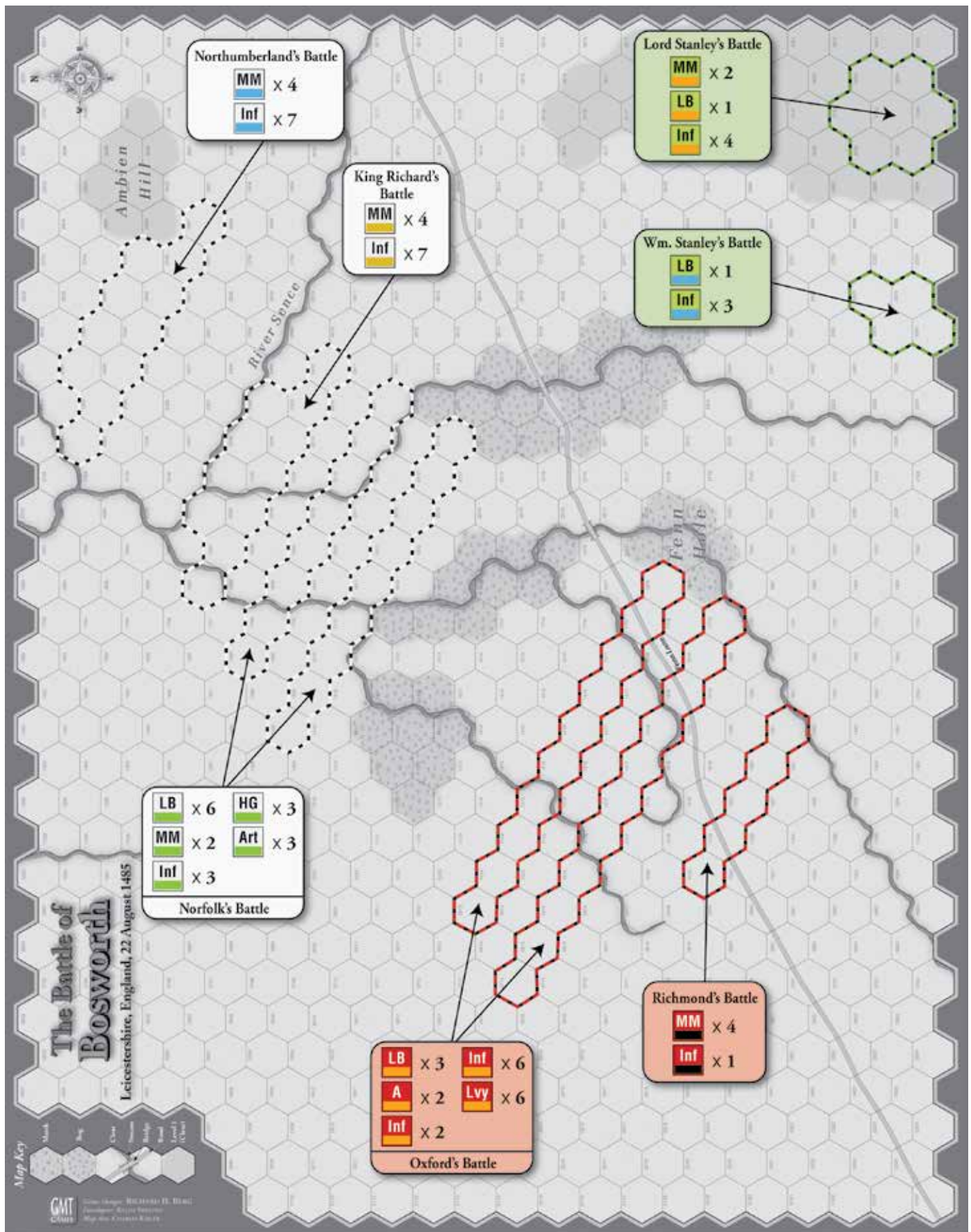
**Seizure Counters:** 3

**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).





Unit placement map for Bosworth scenario



## Deployment:

Hexes:	Units:
<b>John Howard, 1st Duke of Norfolk (Battle Flight 8)</b>	
1409-2213, 1608-2311	3 Artillery, 3 Handgun, 3 Infantry, 6 Longbow, 2 Mounted Men-at-Arms, <i>Norfolk</i>
<b>Richard III, King of England (Battle Flight 6)</b>	
1807-2410, 2007-2308	7 Infantry, 4 Mounted Men-at-Arms, <i>Richard III</i>
<b>Henry Percy, 4th Earl of Northumberland (Battle Flight 6)</b>	
2204-2807, 2404-2705	7 Infantry, 4 Mounted Men-at-Arms, <i>Northumberland</i>



## The Stanleys



**Leaders:** Thomas Stanley, 2nd Baron Stanley; Sir William Stanley.

**Standards:** None.

**Facing:** All units are faced northwest.

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

## Deployment:

Hexes:	Units:
<b>Thomas Stanley, 2nd Baron Stanley (Battle Flight 4)</b>	
3023-3024, 3122-3124, 3223-3224	4 Infantry, 1 Longbow, 2 Mounted Men-at-Arms, <i>Stanley</i>
<b>Sir William Stanley (Battle Flight 3)</b>	
2423-2524, 2623-2624	3 Infantry, 1 Longbow, <i>William Stanley</i>

## 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 (14.3) on an unmodified combat DR of 0 or 1, along with any other combat result.

## TIMED ENGAGEMENT

This battle uses the timed engagement rule (16.1). 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 Northumberland 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.  
*Example: 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.

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).
- 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  $\leq 2$ ,  $\leq 3$ ,  $\leq 4$ ,  $\leq 5$ , and  $\leq 6$  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).
- 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  $\leq 1$ ,  $\leq 2$ ,  $\leq 3$ , and  $\leq 4$  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 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:

#### **John de Vere, 13th Earl of Oxford (Battle Flight 10)**

1218-1220,	3 Welsh Longbow, 2 Norman Archers,
1118-1120,	2 Breton Infantry, 2 French Arty,
1019-1021,	6 Welsh Infantry, 6 Levy Infantry,
0919-0921,	<i>Oxford</i>
0820-0822,	
0720-0722,	
0621-0623	

#### **Henry Tudor, 2nd Earl of Richmond (Battle Flight 3)**

0521-0523,	4 Mounted Men-at-Arms, 1 Infantry,
0422-0423	<i>Richmond</i>



### Yorkist Army



#### Deployment:

Hexes:

Units:

#### **John Howard, 1st Duke of Norfolk (Battle Flight 8)**

2104-2707,	6 Longbow, 2 Mounted Men-at-Arms,
2204-2706,	3 Infantry, 3 Handgun, 3 Artillery,
2404-2705	<i>Norfolk</i>

#### **Richard III, King of England (Battle Flight 6)**

2806-3308,	4 Mounted Men-at-Arms, 7 Infantry,
2905-3307	<i>Richard III</i>

#### **Henry Percy, 4th Earl of Northumberland (Battle Flight 6)**

2903-3305,	4 Mounted Men-at-Arms, 7 Infantry,
3003-3304,	<i>Northumberland</i>
3203-3303	

**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:

#### **John de Vere, 13th Earl of Oxford (Battle Flight 10)**

2007-2011,	3 Welsh Longbow, 2 Norman Archers,
1907-1911,	2 Breton Infantry, 2 French Arty,
1807-1811,	6 Welsh Infantry, 6 Levy Infantry,
1707-1712	<i>Oxford</i>

#### **Henry Tudor, 2nd Earl of Richmond (Battle Flight 3)**

1019-1021,	4 Mounted Men-at-Arms, 1 Infantry,
0919-0920	<i>Richmond</i>



### Yorkist Army



#### Deployment:

Hexes:

Units:

#### **John Howard, 1st Duke of Norfolk (Battle Flight 8)**

2105-2708,	6 Longbow, 2 Mounted Men-at-Arms,
2205-2707,	3 Infantry, 3 Handgun, 3 Artillery,
2304-2606	<i>Norfolk</i>

#### **Richard III, King of England (Battle Flight 6)**

2704-3106,	4 Mounted Men-at-Arms, 7 Infantry,
2703-3206	<i>Richard III</i>

## 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.**



## 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.



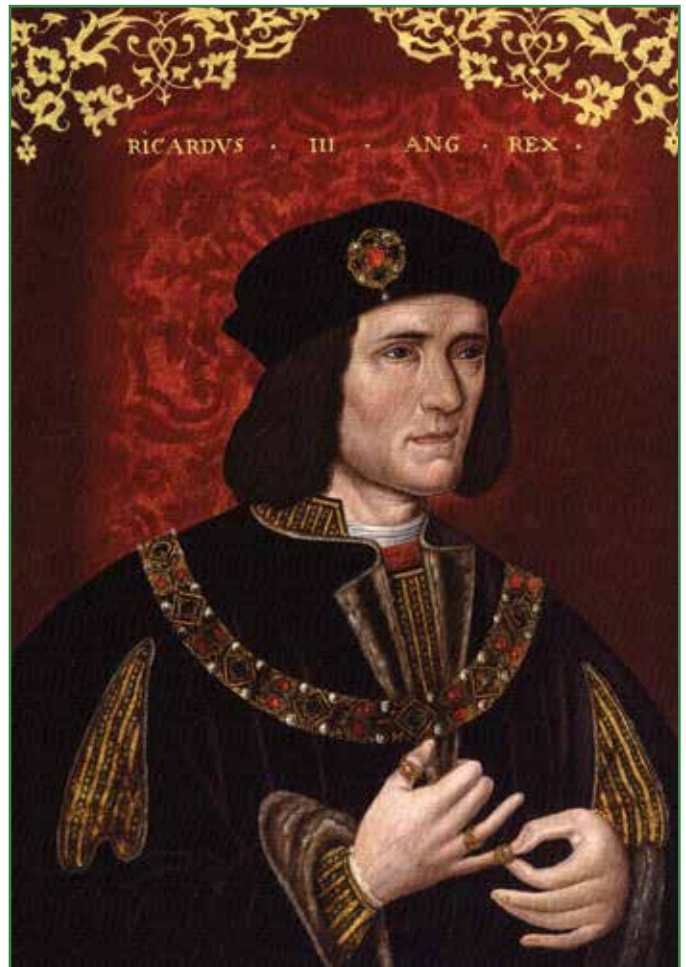
**Note:** Lancastrian MM 1 could have charged Yorkist HG 1, rather than Charging Yorkist MM 1. This would have allowed Lancastrian DM 5 to attack only Yorkist Inf 2, rather than both

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 (11.2) 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 (14.3) 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 successful 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. Check the POSSIBLE DRMS FOR SHOCK OR CHARGE.

#### 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.

## Blood & Roses Extended Sequence of Play

### A. Activation Phase

- If this is a Free Activation, choose a Battle, Army Activation (6.1), Standard (15.2), or Pass (6.1). If Pass is chosen, the non-Active player gets a Free Activation; the Time marker may be moved (16.1).
- If a Standard is Activated skip to Phase D or move the Standard and skip to Phase E (15.2).

### 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).

- Place any replacement leaders (5.5).
- Before any unit is moved or fires, first the Non-Active player plays any Battle Cry or Unsteady Troops Seizure counters, then the Active player plays any Battle Cry or Unsteady Troops Seizure counters (6.3).
- Before any unit is moved or fires check Command status for all Activated units (5.2 & 5.3).
- A foot unit armed with missile weapons 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. Pre-Shock activities:
  - a) One at a time, the Active player places each Charging unit adjacent to its target. Any Reaction Fire caused by this is resolved (11.2).
  - b) Roll for terrain-induced Disorder checks for attackers; apply automatic terrain-induced Disorders.
  - c) Any Retreat Before Combat (12.2) by the defender is resolved.
  - d) The defender 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 (14.7) markers are placed and Advances (12.4) are taken.

**Exception:** Attacks by a single attacker against multiple defending hexes 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 (14.7) are now resolved. Begin again at Step 1, except that only units marked with Continued Attack markers Shock and they must declare a Shock attack; 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 belonging to that army in or within one hex of the Standard, and not adjacent to an enemy unit.

### 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 (6.2).

- 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 (6.3) counter and the Continuation attempt is then resolved, otherwise the Non-Active player makes a Seizure DR attempt. If successful, he Activates that Battle and proceeds from Phase B with that Battle. 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, make a Continuation DR attempt (6.2). If successful, Activate that Battle or Army and proceed from Phase B. If not, or the Active player Passes, the Non-Active player gets a Free Activation and proceeds to Phase A.



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