



Blood & Roses



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



Men of Iron

Volume III

WEAPONS SYSTEM MATRIX (for Shock and Charge)

		Attacker †				
						
Defender		MM	DM	UH	Cav	Inf
	MM	0	-1	-2	-2	-2
	DM	+1	0	-1	-1	-1
	UH	+2	+1	0	+1	+1
	Cav	+3	+2	+1	0	+1
 	Inf/Lvy Inf	+1	+1	-1	+1	0
 	LB, A	+3	+2	+1	+2	+1
	HG	+4	+3	+1	+2	+2
	Art	+4	+4	+3	+4	+3

† Unit types *not* listed here as attackers may not Shock Attack or Charge.

TERRAIN CHART: ST. ALBANS

Terrain Type	Movement		Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Mounted	Foot	
Clear/Street	1	1	NE	NE	NE
Road	1 [a]	1 [a]	OTIH	OTIH	OTIH
Houses/Mill/Church/Abbey	NA	3	-3	-2	-1
Orchard	2	2	-1	-1	NE
River	NA	NA	NA	NA	NE
Ditch	NA	+2 [b]	NA	-2	NE
Bridge/Gate	+0	+0	-1	-1	NE
Spiked Netting	+0	+0	-3 [d]	-2 [d]	NE
Caltrops	+1D	+1	NE	NE	NE
Hedgerow	+3	+1	-3	-1	-1 [c]
Up Level	NE	+1	NE	-1	NE
Down Level	NE	NE	+1	NE	NE
Leave hex adjacent to enemy combat unit	+1	+1	NE	NE	NE

D = Roll for Disorder (4+); NA = Not Allowed; NE = No Effect; OTIH = Use other terrain in hex

a: Negates other in hex terrain (but not costs for Caltrops, elevation changes, or adjacency) as long as a unit moves from one road hex to another via connecting roads.

b: Automatically Disordered after crossing by Movement, Retreat, or Advance. Bridges crossing the Ditch hexsides negate all Ditch effects.

c: Per Hedgerow hexside the missile fire passes through, except adjacent hexsides (11.4).

d: The Spiked Netting effect on Shock combat applies only to attacks into the hex (containing the NETTING marker) which cross the hexside the red arrows on the counter point toward.

TERRAIN CHART: TEWKESBURY

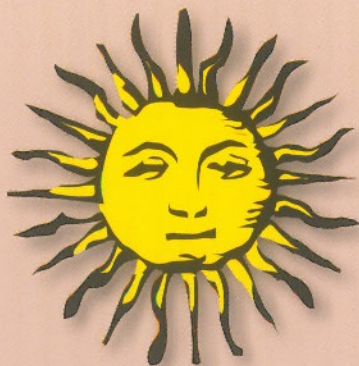
Terrain Type	Movement			Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Artillery	Mounted	Foot	
Clear	1	1	1	NE	NE	NE
Road	1 [c]	1 [c]	1 [c]	OTIH	OTIH	OTIH
Hedgerow/Brush	4	2	4	-3	-2	-1 [b]
Manor	3	2	4	-2	-1	-1
Camp	4	2	4	-3	-2	-1 [b]
River	NA	NA	NA	NA	NA	NE
Brook	+1	+1	+2	-1	-1	NE
Bridge [a]	+0	+0	+0	-1	-1	NE
Up Level	NE	+1	+1	NE	-1	NE
Down Level	NE	NE	NE	+1	NE	NE
Leave hex adjacent to enemy combat unit	+1	+1	+1	NE	NE	NE

NA = Not Allowed; NE = No Effect; OTIH = Use other terrain in hex

a: May not use to move adjacent to enemy unit, use the Brook cost to move adjacent.

b: -1 if the target occupies a Hedgerow/Brush hex. -1 per Hedgerow/Brush hex the missile fire passes through, not including the target/ firer's hex (11.4).

c: Negates other in hex terrain (but not costs for elevation changes or adjacency) as long as a unit moves from one road hex to another via connecting roads.



TERRAIN CHART: TOWTON

Terrain Type	Movement		Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Mounted	Foot	
Clear	1	1	NE	NE	NE
Road	1 [c]	1 [c]	OTIH	OTIH	OTIH
Woods	3	2	-2	-1	-1
Marsh	5D	2	-2 /-1 [a]	-1/-1 [b]	NE
River	NA	NA	NA	NA	NE
Leave hex adjacent to enemy combat unit	+1	+1	NE	NE	NE

D = Roll for Disorder (4+); *NA* = Not Allowed; *NE* = No Effect; *OTIH* = Use other terrain in hex

a: -1 when attacking from a Marsh, -2 when attacking into a Marsh. All attacking MM Unhorsed on an unmodified combat DR of 0 or 1. If Advance after Combat into a Marsh hex, roll for Disorder (4+).

b: -1 when attacking from or defending in a Marsh.

c: Negates other in hex terrain (but not costs for adjacency) as long as a unit moves from one road hex to another via connecting roads.

TERRAIN CHART: BARNET

Terrain Type	Movement			Shock/Charge DRM		Missile Fire DRM [c]
	Mounted	Foot	Artillery	Mounted	Foot	
Clear	2	2	2	NE	NE	NE
Road	[a]	[a]	[a]	OTIH	OTIH	OTIH
Woods	3	2	4	-2	-1	-1
Town/Church	3	2	4	-2	-1	-1
Hedgerow	+3	+1	+2	-3	-1	-1 [b]
Stream	NE	NE	+1	NE	NE	NE
Up Level	NE	+1	+1	NE	-1	NE
Down Level	NE	NE	NE	+1	NE	NE
Leave hex adjacent to enemy combat unit	+1	+1	+1	NE	NE	NE

NA = Not Allowed; *NE* = No Effect; *OTIH* = Use other terrain in hex

a: Use current cost of Clear terrain. Negates other in hex terrain (but not costs for elevation changes or adjacency) as long as a unit moves from one road hex to another via connecting roads.

b: Per Hedgerow hexside the missile fire passes through, except adjacent hexsides (11.4).

c: -3 DRM while Fog is in effect.

TERRAIN CHART: BLORE HEATH

Terrain Type	Movement		Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Mounted	Foot	
Clear	1	1	NE	NE	NE
Road	1 [f]	1 [f]	OTIH	OTIH	OTIH
Woods	3	2	-2	-1	-1
Town	3	2	-2	-1	-1
Wagons	NA	2	-2	-2 [b]	-1
Trench	NA	2 [a]	-4	-1	-1/-2 [d]
Brook/Bridge [e]	+2D	+1	-1	-1	NE
Stream	+1	NE	NE	NE	NE
Caltrops	+1D	+1	NE	NE	NE
Hedgerow	+3	+1	-3	-1	-1 [c]
Leave hex adjacent to enemy combat unit	+1	+1	NE	NE	NE

D = Roll for Disorder (4+); NA = Not Allowed; NE = No Effect; OTIH = Use other terrain in hex

a: May enter trench at either end or move from a trench hex to another adjacent trench hex at the cost of 1 MP.

b: Applies to unit attacking from or into that hex.

c: Per Hedgerow hexside the missile fire passes through, except adjacent hexsides (11.4).

d: -1 for units firing into the trench, -2 for Longbows firing out of the trench.

e: The bridge doesn't seem to have been used by either side during the battle, so it doesn't help crossing the Brook.

f: Negates other in hex terrain (but not costs for adjacency) as long as a unit moves from one road hex to another via connecting roads.

TERRAIN CHART: BOSWORTH

Terrain Type	Movement			Shock/Charge DRM		Missile Fire DRM
	Mounted	Foot	Artillery	Mounted	Foot	
Clear	1	1	2	NE	NE	NE
Road	1 [a]	1 [a]	1 [a]	OTIH	OTIH	OTIH
Bog	3	2	3	-1	NE	NE
Marsh	5D	2	NA	-2 /-1 [d]	-1/-1 [e]	NE
Stream	+0	+0	+1	NE [c]	-1	NE
Bridge [b]	+0	+0	+0	-1	-1	NE
Up Level	NE	+1	+1	NE	-1	NE
Down Level	NE	NE	NE	+1	NE	NE
Leave hex adjacent to enemy combat unit	+1	+1	+1	NE	NE	NE

D = Roll for Disorder (4+); NA = Not Allowed; NE = No Effect; OTIH = Use other terrain in hex

a: Negates other in hex terrain (but not costs for elevation changes or adjacency) as long as a unit moves from one road hex to another via connecting roads.

b: May not use to move adjacent to enemy unit, use the Stream cost to move adjacent.

c: Mounted Men-at-Arms may not Charge, conduct a Charge attack, or Counter-charge across a Stream hexside.

d: -1 when attacking from a Marsh, -2 when attacking into a Marsh. All attacking MM Unhorsed on an unmodified combat DR of 0 or 1. If Advance after Combat into a Marsh hex, roll for Disorder (4+).

e: -1 when attacking from or defending in a Marsh.

FIRE RESULTS TABLE

Target on Foot		Target Mounted	
Normal	Disordered	Normal	Disordered
≤ 4: NE	≤ 1: NE	≤ 4: NE	≤ 2: NE
≥ 5: Dis	2-3: Retreat	≥ 5: Unhorsed†	3-7: Retire
	4-6: Retire		≥ 8: Elim
	≥ 7: Elim		

On an adjusted DR of ≥ 9, and leader in hex, check for death of leader. Leader dies on subsequent DR ≥ 8 (5.4).

Artillery/Handgun Reliability: If a player rolls a natural '0' for an Artillery unit, the guns blow up and the unit is Eliminated. If a player rolls a natural '0' for a Handgun unit, some of its guns blow up and the unit is Disordered (Retired if already Disordered). This has no effect on other units or leaders (11.3).

NE = No Effect; Dis = Disordered; Elim = Eliminated

† = Treat as Disordered for Cavalry

ARTILLERY DISORDER FROM FIRE TABLE

Roll	Result
≤ 4	Artillery unit is Eliminated
≥ 5	NE

FIRE/RANGE DRM CHART

Unit Type	Max Range	Range in Hexes						
		1	2	3	4	5	6	7-10
Longbow	6	+1	+1	0	-1	-1	-2	NA
Archers	5	+1	0	-1	-2	-3	NA	NA
Handgun	4	0	-2	-2	-3	NA	NA	NA
Artillery	10	+1	0	-1	-2	-2	-2	-3

#s represent DRMs to Fire Results Table Dieroll; NA = Not Allowed

DRM FOR MISSILE FIRE

DRM	Reason
??	Range, as per the Fire/Range DRM Chart
??	Terrain (as per Terrain Chart)
-2	Fire at a unit with a PAVISE marker through the front
-2	Artillery firing at Artillery
-2	Disordered unit firing
-1	Longbow or Archer firing at Dismounted Men-at-Arms
-1	Longbow or Archer Raining Fire
-1	Fire from a unit with a PAVISE marker through the front
+1	Longbow firing at Mounted Men-at-Arms or Cavalry



SEIZURE COUNTER EXPLANATION (6.3)



Seizure Opportunity (0-5, 0-6, 0-7)	Used to try to Seize Continuity from the opposing player
Seizure Negation	Played to cause a Seizure Opportunity to automatically fail
Battle Cry	Rally one friendly Retired unit at the start of any Activation
Into the Breach	+1 DRM for one Shock/Charge attack against one defending unit
Unsteady Troops	Disorder one enemy unit (Eliminate Artillery) at the start of any Activation

PURSUIT (14.9)

DR	Result
≤ 4	Battle pursues (14.9)
≥ 5	Player may choose to have the Battle pursue (14.9)

Add the Charisma Rating of the Battle Leader, if the leader has at least one unit in Command Range.

Number of units that pursue: Roll 1d10, then + or - (player's choice) Charisma Rating of leader of pursuing Battle (not below 0 or above 10) multiplied by 10, if the leader has at least one unit in Command Range. That percentage of combat units (round up), but not missile units, must pursue.

PURSUIT EFFECTS

Unit Class	DR	Result
Mounted	≥ 5	One fleeing enemy combat unit is Eliminated (Pursuer's choice)
Mounted	9†	Fleeing Battle's leader may be Eliminated or use result for "≥ 5" above
Foot	≥ 7	One fleeing enemy foot combat unit is Eliminated (Pursuer's choice)

Add the Charisma Rating of the Battle Leader, if he joined the pursuit.
-1 if the pursuing unit is disordered.

† Must be an unmodified DR of 9

BATTLE FLIGHT (14.8)

DR	Result
≤ 4	Battle flees (14.8)
≥ 5	No effect; Battle does not test again

Add the Charisma rating of the Battle Leader, if the leader has at least one unit in Command Range.

PURSUIT RETURN

DR	Result
≤ 5	Unit does not return, remove from game (no flight point loss)
≥ 6	Unit must return

Add the Charisma Rating of the Battle Leader, if he joined the pursuit.



SHOCK COMBAT RESULTS (No Charge)

Adjusted DR	Defending Unit's Status	
	Normal	Disordered
≤ 1	Attacker Disordered	Attacker Disordered
2-3	Attacker Disordered or Retreat	No Result
4	No Result	No Result
5	No Result/Defending Missile unit Disordered or Retreat	Defender Retired
6-7	Defender Disordered or Retreat	Defender Retired
≥ 8	Defender Disordered	Defender Eliminated, Continue Attack

The affected player chooses which result to implement when the result is "Disordered or Retreat."

COUNTER-CHARGE vs CHARGE

DR	Result
≤ 4	Successful; negate Charge; check to see which Combat table to use (13.7)
≥ 5	Unsuccessful

If the Counter-Charging Mounted Men-at-Arms unit must change facing to Counter-Charge add one (+1) to the DR.

COUNTER-CHARGE vs SHOCK/FIRE

DR	Result
≤ 5	Successful; apply -2 to Shock attack or Charge missile unit
≥ 6	Unsuccessful

If the Counter-Charging Mounted Men-at-Arms unit must change facing to Counter-Charge add one (+1) to the DR.

LEADER CASUALTIES IN SHOCK/CHARGE

Check when a unit that a leader is stacked with suffers a Disordered, Retired, or Eliminated Shock or Charge combat result

DR	Result
≤ 6	Leader Survives
≥ 7	Leader Dies (5.4)

CHARGE COMBAT RESULTS (for MM)

Adjusted DR	Defending Unit's Status	
	Normal	Disordered
≤ 0	Attacker Disordered	Attacker Disordered
1	Attacker Disordered or Retreat	Defender Retired, Attacker Disordered
2-3	Both Disordered	Defender Retired, Attacker Disordered or Retreat
4	Defender Disordered or Retreat	Defender Retired
5-7	Defender Disordered	Defender Eliminated, Continue Attack
≥ 8	Defender Disordered, Continue Attack	Defender Eliminated, Continue Attack

The affected player chooses which result to implement when the result is "Disordered or Retreat."

POSSIBLE DRMs FOR SHOCK OR CHARGE

DRM	Reason
+/- ?	Defender's Shock Defense DRM
+/- ?	Strength Advantage
+/- ?	Weapons System Matrix
+/- ?	Defender's (sometimes Attacker's) Terrain (see Terrain Chart)
-?	Continued Attack (14.7)
-2	Attacker is Disordered
-2	Counter-Charged Shock Attack (13.8)
-1	Charging unit moved during preceding movement phase
-1	Defending unit protected by PAVISE marker, if attacked through front
+?	Unit stacked with leader; use Charisma Rating
+2	Defender is Retired (use Disorder portion of table)
+2	All attacking units are attacking through defender's Flank
+3	All attacking units are attacking through defender's Rear
+4	If the attackers are attacking through two or more sides (Front, Rear, Left Flank, or Right Flank)



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