

Torn Liveries

The Wars of the Roses

A Skirmish Battle Game on the Tabletop

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Contents:

- i) Brief Historical Context by the Rules Author**
- ii) Leaders**
- iii) Units**
- iv) Points System (if necessary)**
- v) Turn Sequence & Activation**
- vi) Movement**
- vii) Shooting**
- viii) Close Quarters**
- ix) Duels**
- x) Morale & Rallying**

Advances Rules:

- xi) Flanking**
- xii) Cannon**
- xiii) Shooting and Cavalry**

Glossary of War Gaming Terms

I – Brief Historical Context by the Rules Author

The Wars of the Roses had several causes, the majority of which can be traced back to the incompetence of the King of England, Henry VI. Henry's father, Henry V, is famed for having defeated a vast French force at Agincourt with ferocity and unwavering bravery, however his son did not live up to these standards. Henry VI was weak, and weakness was not tolerable in a King, no matter how pious or good-natured he was. Richard Plantagenet, Duke of York, was fearful of what would happen to England under the rule of such a weak man, and had seemingly boundless self-confidence in his ability, and his right, to rule as King of England. His chance to prove this came in 1453 when King Henry fell ill, unable to speak or walk, let alone rule England which - thanks to William de la Pole, Duke of Suffolk's dealings with France in returning English-won lands in France to the French King Charles VII in order to secure a peace treaty through Henry's marriage to Margaret of Anjou - was under great strain in terms of foreign policy. In 1454 Richard became Protector of the Realm in order to keep peace throughout the period that Henry was incapacitated though, due to the Duke of Somerset – one of Margaret of Anjou's closest allies – having attempted to order York's execution, there were serious divides within the English nobility that were beginning to boil over. York committed Somerset to the Tower of London, where he was imprisoned. When Henry awoke from his ailment in 1455 it spelled doom for York, as Somerset was freed from the Tower and York's actions as Protector of the Realm were reversed. Seeing that he was in danger, alongside his closest allies in his Neville relations of the Earls of Salisbury and Warwick, York fled to raise an army. By the time Somerset realised what was happening it was too late. York, with his army which is thought to have been around 5,000 (some say even as many as 7,000) men was marching to St Albans in order to block a Council meeting that Somerset would be leading. Somerset hastily gathered around 2,000 men. Unprepared and hideously outnumbered, Somerset's forces – led by the Duke of Buckingham – prepared to defend the King's honour. So began what would become known as the Wars of the Roses...

II – Leaders

Leaders in the Wars of the Roses are often seen as superhero-like warriors. They would be clad in full plate armour, impervious to all but the most powerful blows, while also being some of the best trained fighters in the country, and surrounded by others of similar skill. However, in reality, these men were just as easy to fell as any other man wearing similar armour, and so these rules do not distinguish a huge difference between a Nobleman in plate armour, and a Man at Arms in plate armour. Both would be relatively equally protected, and relatively equally deadly opponents.

Leaders are part of a unit, which will almost always be a form of Men at Arms. They cannot leave this unit as it represents their personal Retainers. Leaders adopt the statistics of the Unit they are attached to, and are always the last to die within their unit unless they fall to a lucky shot (a roll of a 6 to hit, followed by 6 to wound), which can only be attained by a ranged attack, or by being slain in a duel (see section ix).

Leaders are split into categories, with their main role on the battlefield being to activate a number of units at once.

Leader Type	Morale	Influence Range	Influence Effect
King	11	12	2
Duke	10	10	2
Earl	10	8	2
Baron	9	8	1

Morale will be explained in section ix of these rules.

Influence relates to how many units within a certain distance can a Leader activate at once, rather than just activating the Leaders personal unit. Influence Range determines the maximum distance (in inches) the units can be from the Leader in order to be activated by his Influence, while the Influence Effect determines the maximum amount of units that can be activated by the Leader in addition to his Retainers at the cost of only 1 Activation in total.

For example, a King passes his morale check in order to activate. He can then activate his own unit and up to 2 allied units that are within 16 inches of himself at once at the total cost of only 1 activation, rather than 3 (1 for each unit including his own).

Being activated via a Leader's influence counts as the units' activation for the turn and they cannot activate again that turn.

III – Units

In England during the period of the Wars of the Roses, there were several clear Unit types. These were Men At Arms, Infantry, Bowmen, Mounted Men At Arms, and Light Cavalry. In addition to these would be the Mercenaries brought to England to fight under various banners and Leaders.

Unit Type	Unit Size	Morale
Men At Arms	6 - 12	9
Infantry	12	7
Bowmen	10 - 18	7
Mounted Men At Arms	6	9
Light Cavalry	6 - 12	8
Mercenaries	6 - 18	8

All members of a Unit must be within 1 inch of another member of the same Unit.

IV – Points System (if necessary)

It would be easiest to consider the points values by unit rather than individuals as this is a unit based game. Also, there will not be an easy one size fits all solution to points values as they were not the focus of this rules manual.

Name	Points Cost (Units at maximum sizes)
King	5
Duke	4
Earl	3
Baron	2
Men At Arms	24
Infantry	12
Bowmen	27
Mounted Men At Arms	15
Light Cavalry	12
Mercenaries	24

These have not been play-tested and may need altering to suit tournament-style play.

V – Turn Sequence & Activation

The Turn Sequence goes as follows.

Both sides roll a D6 to determine who begins with the initiative that turn.

Both Players roll a D3 to the result to determine how many Activations they may use that turn in total (min. of 1, max. of 3).

Player 1 (the player who wins initiative) attempts to Activate one of his Units and completes their Activation before attempting another. If a Unit fails their morale check to Activate at any point, then Player 1's Initiative is over and passes to Player 2. If Units are Activated under the Influence of a Leader then they act simultaneously to the Leader's Unit.

Player 2 then does the same.

Restart the turn sequence.

Leaders and Units activate in the same way. They must first pass a Morale Check. This Morale check is made by rolling 2D6, adding the results together, and comparing the result to the Unit's Morale attribute. If the result on the dice is the same as, or less than, the Unit's Morale attribute, then the Unit has passed the check and may Activate.

The Activated Unit(s) can now do any 2 of the following

- Move**
- Shoot**
- Attack at Close Quarters**

or the Unit may attempt to Rally which requires the entire Activation.

VI – Movement

Every non-mounted unit moves up to a maximum of 6 inches.

Mounted Men At Arms move up to a maximum of 10 inches.

Light Cavalry move up to a maximum of 12 inches.

Moving through rough ground such as a forest or muddy ground means the Unit receives a movement penalty of -2 inches.

To pass over small fences, walls, or hedges, the Unit receives a movement penalty of -1 inch.

Any area that does not incur a penalty to the Unit's movement is called 'Open Ground'.

When charging into Close Quarters in open ground, mounted Units gain +2 inches to their maximum movement.

Units may move and shoot but this incurs an accuracy penalty as shown in the Shooting section.

VII – Shooting

Units may shoot if they have ranged weapons. These include the Longbow, Bow, and Crossbow.

Weapon	Short Range	Medium Range	Long Range	Movement Penalty
Longbow	<12 inches	12 – 18 inches	>18 inches	-1 dice when rolling to hit
Bow	<10 inches	10 – 14 inches	>14 inches	-1 dice when rolling to hit
Crossbow / Handgun	<8 inches	8 – 10 inches	>10 inches	-3 dice when rolling to hit

Crossbows and Handguns require 2 hits fewer at Short Range, and 1 hit fewer at medium range, to cause a casualty.

In order to determine the dice rolls to hit, follow the table below.

Short Range	Medium Range	Long Range
4+	5+	6

If the target unit is in cover, the shooting unit has a -1 penalty to their dice rolls to hit.

Roll a D6 per shooting miniature (a unit of 12 Bowmen rolls 12 D6) and count the hits. The table below shows how many hits are needed to cause a single casualty within a Unit. For Example: It takes 4 hits to cause a casualty when firing at a Unit of Men At Arms.

Unit Type	Number of Hits to Cause a Casualty at Range
Man At Arms / Mounted Man At Arms	4
Infantry / Mercenaries / Light Cavalry / Bowmen / Mercenaries with Handguns	3
Mercenary Crossbowmen with Pavise	4
Lucky Shot (Kills Leader within the Unit)	6

VIII – Close Quarters

When fighting at Close Quarters in base contact, each unit has a multiplier. This is how many dice are rolled per individual within the unit. The “Score To Hit” section relates to what score is required on each individual D6 to constitute a hit.

Unit	Score To Hit	Multiplier
Men At Arms	4+	2
Mounted Men At Arms	4+	3 on Charge, 1 not on charge
Infantry / Mercenaries	5+	1
Bowmen / Mercenaries with Crossbows and/or Handguns	5+	0.5
Light Cavalry	4+ on Charge, 5+ not on Charge	2 on charge, 0.5 not on charge

The terms “on charge” and “not on charge” relate to whether the cavalry charged in that turn or has been charged/is locked in a previous combat.

Both sides roll to Hit and then calculate casualties much like shooting on the table below. For Example: It takes 4 hits against a Unit of Men At Arms to cause a casualty.

Unit Type	Number of Hits to Cause a Casualty Against at Close Quarters
Man At Arms / Mounted Man At Arms	4
Infantry / Mercenaries / Light Cavalry	3
Bowmen / Mercenaries with Crossbow and/or Handguns	2

After both sides have taken away their casualties (which may well eliminate both units in which case do not do this next step), work out which side has won the combat via Combat Points.

Whichever side causes more casualties = 2 Combat Points
Outnumbering at the end of the combat = 1 Combat Point
Ally Leader within the Unit = 2 Combat Points

Ally Leader within 6 inches of, but not within, Unit = 1 Combat Point

The losing side subtracts the winner's score from their own, and takes a Morale check with the difference of the scores as their penalty to the roll. (E.g. if the difference in Combat Points is 3, then they take a Morale Check with a penalty of -3 to the score). If failed, the Unit must withdraw from the combat. If passed, the combat is just moved 3 inches in the direction the winning side is facing to emulate the losing side being pushed back by the victors.

IX – Duels

If an Enemy Leader is within charge range of one of the controlling Player's Leaders, the controlling Player can call a Duel. If the Enemy Leader accepts, both individuals are moved into their own separate Close Quarters combat.

If the Enemy Leader does not accept the Duel, his Unit must retreat half of its move value and cannot activate this turn if it has not already. If retreating out of combat then this has the same effect as withdrawing (see Morale section).

Both sides roll as many D6s as their Influence Effect attribute.

Whoever gets the highest result on any 1 dice (the results are not cumulative, e.g. A roll of a 5 and a 6 would have a result of 6, not 11) has slain their opponent.

If the result is a draw, re-roll the dice until one prevails over his opponent.

X – Morale & Rallying

Morale comes into play in several circumstances, yet it is always tested in the same way.

i) Roll 2D6 and add the result together.

ii) If the result is the same as, or less than, the Leader/Unit's Morale attribute, then that Leader/Unit has passed the Morale Check.

iii) If the result is higher than the Leader/Unit's Morale attribute, then the Leader/Unit has failed the Morale Check.

Situations that require a morale check from a Unit are:

- Activating**
- Losing a Combat**
- Being reduced to half of the original number of men in the Unit**
- Leader refusing a Duel**
- Withdrawing from Close Quarters**
- Overrunning a fleeing enemy**
- Unit attempting to Rally**

Activating – Take Morale Check. If failed, initiative passes to the opposing player.

Losing a Combat – Take Morale Check. If failed, first withdraw from combat, and then flee the Units full Movement. Keep fleeing every turn until rallied.

Reduced to half the original Unit number – Take Morale Check. If failed, flee the Units full Movement. Keep fleeing every turn until rallied.

Leader refusing Duel – Retreat half of Units Movement. If in combat, must first withdraw before retreating. Does not require rallying.

Withdraw from Close Quarters – In order to Withdraw from a Combat, the unit takes D6 hits for every 6 men in the opposing unit. These follow the normal hit values for causing casualties. Then the unit may move away from the combat. If the unit is fleeing, rather than retreating or choosing to withdraw, then it may be overrun.

Overrunning – The Player may choose to overrun or not, it does not automatically take place. The Player rolls a Moral check at -1 for every 6 men in the enemy's fleeing Unit, if passed, the Overrunning Unit causes D3 casualties upon the fleeing enemy Unit. If failed, there is no effect. Cavalry Units do not receive the Morale check penalties when attempting to Overrun fleeing enemies, and cause D6 wounds if they Overrun any Unit on foot.

Rallying – A Unit must first activate to attempt to rally. The Unit then may roll a Morale check. If failed, the unit continues to flee at it's full movement. This counts as the unit's full activation.

FLEEING UNITS MUST ATTEMPT TO RALLY BEFORE ANY OTHER ACTIVATIONS TAKE PLACE

Advanced Rules

XI – Flanking

Units have a front, side, and back. This applies no matter whether the figures are based on square, round, or any other shape of base. The front face has no penalty if charged, but the side and rear flanks are more vulnerable.

Infantry and Mercenaries can spend their full activation reforming into ‘schiltron’ if they foresee a charge occurring in their flank. This means that they no longer have flanks, but also cannot move while in this formation. It is purely defensive.

If charged in the side flank, the Unit rolls only half of the dice it would normally in combat.

If charged in the rear flank, the Unit rolls only one quarter of the dice it would normally in combat.

If Cavalry are charged in the flank in a turn where they have not charged into combat already, they take 1 casualty automatically. If they have charged into combat and have been flanked in a counter-charge, this rule does not take effect. It is to represent stationary cavalry’s weakness.

XII – Cannon

Cannon have a crew that count as Bowmen both in all aspects including Close Quarters, though they are not armed with any ranged weapons at all other than the cannon itself. Cannon may move at 3 inches per turn, but cannot move and shoot within the same activation.

Cannon are fired in a different way to other ranged weapons. The cannon is fired by the controlling player rolling 2D6. The higher result is the ‘hit’ dice and the lower result is the ‘casualty’ dice.

A cannon requires a 3+ to hit within 8 inches, a 4+ to hit if between 8 and 14 inches, and a 6 to hit any range beyond 14 inches.

On the roll of a double 1, the cannon has malfunctioned and is removed from the battlefield, along with the crew.

XIII – Shooting and Cavalry

Taking shots at a Unit of Cavalry that has not yet moved that turn grants a +1 benefit to dice rolls to hit. Though taking shots at Cavalry that has moved that turn causes a -1 penalty to dice rolls to hit.

If a Cavalry Unit are armed with ranged weapons, they may fire as normal though they take an automatic -1 penalty to their rolls to hit at range. However, the movement penalties for their ranged weapons are negated.

Glossary of War Gaming Terms

D6 – A ‘normal’, 6-sided die

‘4+’ – any number before a ‘+’ on a table means it is a minimum result for success on a 6 sided die. Therefore, a 4+ requires a roll of 4 or more.