



Plantagenet

COUSINS WAR FOR ENGLAND 1459-1485



Background Book

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Quickstart

START HERE if you are new to this game series! The Levy & Campaign system can be daunting to learn because it is hard to decide on selections during Levy before seeing at least once how a subsequent Campaign might unfold. Below you can set up a one-and-a-half turn scenario that makes initial Levy and Plan decisions for you, then offers thoughts on Campaign strategy, so you can jump right into Commanding your armies.

King Henry, 1459

Scenario Ia – Campaign/Levy/Campaign

Prepare

Follow sections 2.1 and 6.0 of the Rules of Play booklet to set up Scenario Ia, **Henry VI, 1459-1461**, as shown on pages 20-21. Then adjust the setup as follows, representing the first Levy (3.0) and Plan (4.1). **NOTE:** If two players, **DO NOT READ** the other side's shaded sections below, as players would not know each other's cards and strategies.

LORD MATS:

- At York's mat, add card Y5 THOMAS BOURCHIER.
- At March's mat, add Y20 YORK'S FAVOURED SON.
- At Henry VI's mat, add L15 KING'S PARLEY.
- At Somerset's mat, add L18 COUNCIL MEMBER.

GAME BOARD:

- Place a Yorkist (white rose) Favour marker at Cambridge and another at Hereford.
- Place a Lancastrian (red rose) Favour marker at St Albans and another at Oxford.
- Slide the "IP" Influence marker on the Influence Track to box "3" on its Lancastrian (red) side.

Next, each side creates Plan stacks of Command cards as follows (4.1).

YORKIST PLAN: Stack facedown, top to bottom, York-York-March-York.

LANCASTRIAN PLAN: Stack facedown, top to bottom, Somerset-Somerset-Henry VI-Somerset.

Strategize

YORKIST STRATEGY: Yorkist Lords should try end their turn far apart from one another. York can go north to end up in the area around York City where, in the next turn, Salisbury can join him. They then can March further north together, to attack Northumberland if present and to add Favour there. March can head north within Wales and add Favour—looking next Turn to Levy the WELSH LORDS Capability to Dominate Wales. Harlech is then a good end spot for him.

LANCASTRIAN STRATEGY: Lancastrian Lords should begin by stabilizing a power base in the south and to link Somerset's Seat, Wells, by Friendly Strongholds to London. Henry VI can go east to Rochester while Somerset goes southwest to Guildford. Both should then Parley. Next turn, they should Levy Vassals and try a push to relieve Northumberland from Yorkist pressure or to pincer the Yorkist Lords to force them to Battle or Exile.

Start Play

Begin the Command part of the first Campaign (4.2). Refer to "Campaign" on the foldout's Sequence of Play page and Rulebook sections 4.0 CAMPAIGN STEPS and 4.2 Command, pages 12-13. Flip the Yorkist's top Command card first (because they are the Rebel side here, 2.2.4, 4.2, 6.0). Select actions for the Lord shown on the card. Play through that Command card. Then flip a Lancastrian card to take actions with that Lord. Keep alternating sides.

KEY RULES:

- To select actions, refer to the foldout's Commands page for a list of the possible actions and how they work. For details, see rules 4.3-4.6, pages 13-17. Frequent Commands include March (4.3), Supply (4.5), Parley (4.6.4), and Tax (4.6.3).
- If Enemies March near each other, consider Intercept (4.3.4). If Lords Approach an Enemy (4.3.5) who stands for Battle (does not go into Exile), refer to the Battle foldout page and rules section 4.4, pages 14-16.
- Consult the End Campaign rules (4.8) and particularly Tides of War (4.8.1). In that step, the sides earn Influence points, so these sections provide insight into how to win the game.

Continue play through the end of Turn 2 to complete a Campaign, then a Levy, then a final Campaign. Congratulations and welcome to *Levy & Campaign!*

Solitaire and Team Play

Solitaire. *Plantagenet* does not include a solo system but can accommodate a single player running both sides with normal rules, ignoring aspects of hidden information such as Held Events and Plan stacks. In addition, here is a list of alternatives to increase the fun for a solo player:

- Play with Hidden Mats (1.5.2). Keep each side's Lords behind a screen to aid your focus on one side at a time and help you forget what the other side's Lords have Mustered.
- Select one side as your side and the other side as the opponent. Play both sides. However, give the opposing side one extra Command card each Campaign as compensation for your focus on one side. After each Planning step (4.1), shuffle the opposing side's Plan stack of Command Cards.
- Select one side as your own side. After forming your side's Plan stack (4.1.2), shuffle those cards face down. For the opposing side, do not create a Plan stack. Instead of flipping Command cards for that side (4.2), choose any card from its deck and play as best you can.



- Skip the Planning step (4.1). Instead of flipping Command cards (4.2), choose any card from each side's deck and play that side as best you can.

Teams. You also can play *Plantagenet* in teams. Players can simply run each side as a committee. Or try out one of these options for greater interest:

- Distribute Lords among players, giving each player full control over that player's Lords' actions. Any player may play Held Events when that player's Lord is active in Levy or Campaign (as appropriate to the Event). Decide Levy order and Plans (4.1) by committee.
- Distribute Lords as above but designate one player on each side as Leader (perhaps by whoever controls the highest Heir, 6.2.1). The Leader Holds and plays Event cards, decides the order of Lords during Levy, and creates that side's Plan stack (showing it to teammates, 4.1.2). Teams may discuss strategy only at the outset of each Levy Phase and again at the outset of each the Campaign Phase—not as Lords take actions.

On Strategy

by Christophe Correia, Series Developer

If you have played other *Levy & Campaign* games, you will find *Plantagenet* has a lot of similarities. You still have Lords that move around a map, taking different actions that the player estimates will bring that side closer to victory. That said, designer Francisco "Pako" Gradaille here had to account for some specifics of the Wars of the Roses.

Influence. The first and most notable set of changes concerns the historically lesser importance and span of sieges during this conflict and their replacement by a focus on gaining influence across the land in favor of your side's claim to the throne. If you are familiar with the *Levy & Campaign Series*, you will immediately spot *Plantagenet's* removal of both Siege and Storm actions and the addition of the concept of Influence as the main victory condition of the game.

I cannot emphasize enough the importance of Influence. It is the backbone of your strategy. Most of your choices will depend on the current Influence situation and expected Influence situation in future turns. Play your Lords to maximize that amount. The game is designed to offer both players many choices at any moment on how to maximize their side's Influence in the short or longer term. Will you—

- Levy Vassals to be able to Tax more Locales and field a higher number of Troops?
- Levy Troops without Levying Vassals, to try to force Enemy Lords into Exile?
- Avoid spending and instead maximize your "income" in Influence by spreading your Lords over the different Areas (North, South, Wales) and Parleying only with high Influence ratings?

Contrary to most wargames, you do not always need to have the military upper hand to win as a player. Sometimes your Vassals, through their cost in Influence, will show you that you need to

reduce your military power. That will also happen if you gather an army too large to be Paid over the year.

For example, if your opponent has Mustered a lot of Troops, and you feel you will never be able to match those Forces, you can try just to keep the field long enough for your enemies to end their Service. Your opponent also might run out of money, and then those Troops will start Pillaging around England, making the populace angry at them and yielding Influence for you.

Or, if you feel your Enemies will win through Influence, you can try to make a climactic push to break them before their victory is achieved. During playtest, not a lot of games went to the final turn. The game is designed so that the sides, after at one point getting a lot of Strongholds to Favour their cause, will start Muster larger armies of Troops and Transport, Tax more efficiently for Coin, and look for decision by Battle at the best possible odds.

All options are on the table! Adaptability is key in *Plantagenet*. The only thing you cannot get back are Lords who Die in battle or at sea. A given strategy will never win by itself, and at every turn you may need to rethink your approach, depending on who is in England and who in Exile, as well as what is the current supply and money situation.

Levy. As standard for *Levy & Campaign*, during the first turn of each game, you will draw random Capabilities. These initial draws are very important because, in *Plantagenet*, all Capabilities attach to individual Lords, and you cannot discard Capabilities as long as the Lord who has them remains on the map. Your random Capabilities will probably help shape your starting Levy. Tough choices lie ahead, and you are not likely to receive your best combination available. But those Capabilities can enhance your current Levy or add opportunities starting with your first Campaign.

Then, at the outset of each later turn, you will draw Events. As with Capabilities, Events also tend to add opportunities (PARLIAMENT'S TRUCE and BLOCKED FORD come to mind) or allow you to take more risks with your Lords, such as exposing them to a superior enemy when you have ESCAPE SHIP or SUSPICION in hand to create some nasty surprises for the opponent.

During Muster, you will be faced with many choices. You should already have in view a strategy for the upcoming Campaign. Perhaps your Capability or Event card draws hint at one approach or another. There are many things to consider as you look ahead to the Campaign:

- Which Enemy Lords I can reach?
- Which of my Lords can the enemy reach?
- Can I group my Lords?
- Where are my Lord and Vassal Seats to be able to Tax them?
- Are there any Vassals that I can Levy to be able to Tax there and strengthen my Lords? And do I even want them, given their cost in Influence?
- Where am I currently on the Influence track?
- Who has more Cities, Towns, Fortresses? Can I get enough of them by the end of the Campaign to add Influence in the Tides of War step?



Here is a summary of the actions available during the Levy phase.

Parley (unique to *Plantagenet*) allows you to tighten your grip over England and gain Favour over Locales. With more Locales loyal to your cause, you will Levy more efficiently, garner more supplies, slowly gain Influence through Tides of War, and be able to Levy Vassals where you have Favour. Certain cards like *IN THE NAME OF THE KING*, *PRIVY COUNCIL*, and *JACK CADE* allow for more efficient Parley. (Note that you also can Parley as a Command action during Campaign, a sure shot at the Lord's Locale.)

Levy Lords into the game for new Forces, more Capabilities in play, a greater variety of Command cards, a bigger Battle Array, and more strategies open to you. As long as you have one Lord on the map, you can still win! However, having a lot of Lords also has downsides. Each Lord will need to pay that Lord's Troops and will cost you Influence each turn to keep in the field. Added Lords may become juicy targets for your enemy—the limit on Command cards per turn means that reactions to an enemy going straight at one of your many Lords will be more difficult.

You will **Levy Troops** when you feel combat is coming up soon. But beware, as the ability to obtain Coin needed to Pay them differs among Lords. For example, for the Lancastrians in Scenario II, Warwick can gather three Coin per Tax Action in Calais, while Jasper Tudor can get only one from Harlech. So, having a lot of Troops with Warwick is usually more viable than with Jasper Tudor. Some cards like *PERCY'S POWER*, *QUARTERMASTERS*, *BELOVED WARWICK*, or *THE COMMONS* allow you to Levy or Pay your Troops more efficiently.

Levying Vassals works differently here than in other *Levy & Campaign* games. In *Plantagenet*, either side can Levy regular Vassals, as long as their Seat is Friendly to that side. You will probably feel the need to Levy some if you are going to overpower your enemy. Vassals allow you to Tax their Seat, gathering more Coin for potentially bigger armies. Vassals are potent in Battle, with as much Armour as your Retinue—perhaps more worthy of your limited Valour Rolls than fragile Longbowmen. And Vassals do not count as Troops, so they add combat power for no cost in Coin or Provender (though keeping them in the field eventually does cost Influence).

You can **Levy Capabilities** to help your Lords shape the map to your advantage. If you want to augment Command, an Influence rating, or the ability to Supply your Troops, there are Capabilities for that. But be careful—you cannot discard Capabilities in *Plantagenet*. Getting Capabilities to improve your Influence rating or Command will improve your situation on the Influence front, but it might be at the cost of defeat in Battle, especially if Enemy Lords have taken Capabilities that give them bonuses in combat and manage to catch your Lords off guard.

Levy Transport to get Ships when you are in Exile, a must if you want to get back to the mainland, or additional Carts to allow you to March with more Provender, Supply for more Provender each action and from further away. Ships also allow to draw Supply from Ports, so even on land, they can still be useful. Overall, Transport is important for your actions to be more efficient, to save some precious Command.

Campaign. Once you're done with the Levy, now it is time to Campaign!

Check the enemy armies, can they beat you, or should you try to beat them? Do you start first, but can't fight King Henry VI? You might want to get York somewhere safer, so Henry doesn't jump him.

As there is no Ravage in the game, there is no such strategy as in *Nevsky* or *Almoravid* where you run through the enemy lands, Ravage everything, and potentially win the game. Here, you have to think carefully each move and where you will end up. A single Locale may be the difference between your Lord being in range of the enemy or in a safe haven.

During the Campaign, you will be faced with many strategic questions:

- Should I group my Lords to try to force Enemy Lords into Exile?
- Should I spread my Lords out to gain the Favour of more Strongholds, perhaps to Dominate Wales or the North?
- Should my Lords go into Exile when an enemy Approaches me?
- Should I go for a scorched-earth strategy, drawing Supply to Exhaust Enemy Seats and Locales?
- Should I Tax my Seat and leave for some safer place, to be able to Levy Troops in the next Muster and come back stronger?
- How can I keep a Route open to a Port, if I have *ESCAPE SHIP* Event in my hand?

Lots of questions, with many possible answers for each of them. Here are some tips.

Always have enough Provender and Coin to Feed and Pay your armies. If you end up Pillaging parts of England, the populace will be very angry at you!

You can play cat and mouse to force the side who has way more Troops to waste their actions chasing you. (*GREAT SHIPS* or *PARLIAMENT'S TRUCE* comes in handy for that.) Often, their situation will deteriorate little by little if they don't manage to win quickly, as their Vassal Influence or Troops Coin upkeep costs mount.

During the scenarios, you will voluntarily Disband some Lords, the goal being, for example, to get some Coin back onto their mats if they are running out too quickly, or to select new Capabilities that will be better suited to the current situation.

Battles can do huge damage. The game has been designed to replicate what happened historically: sometimes Lords on both sides of a Battle will Die. Fleeing the battlefield is no shame. (Well, it is; but, if you end up surviving and winning, history will remember your side of the story).

Do not hesitate to go into Exile. A Lord in Exile is always better than a Dead one. Early Death of your Marshal is difficult to come back from. That said, if that happens to you, it is still less damaging than losing Aleksandr or Hermann in *Nevsky* or Alfonso or Yusuf in *Almoravid*.

Arc of Play. *Plantagenet* is overall a quick game to play per turn, relative to earlier volumes. (On average, *Nevsky* may play slightly quicker per turn than *Plantagenet*, *Almoravid* and *Inferno* slightly longer.) While the first turn of your first game of *Planta-*



genet may take some time, as players check out what actions their Lords might take, later turns should go much quicker due to low overall Command ratings, the absence of Call to Arms, Ravage, and—especially—Siege, Storm, Sally, Bypass, and all that. (Note that the summaries on the foldout aid sheet and a table at the back of the rulebook show at a glance the requirements of each action.)

From the data we have gathered during playtesting, the longer scenarios that last a maximum of 15 turns (three years) usually end during the second year.

For example, in Scenario Ia “Henry VI”, the first year tends not to be decisive—losing a Lord is survivable, and the sides are spending most Commands Parleying Locales to earn Influence Points in Tides of War. You might Levy Troops right away to be able to quickly surprise your opponent and force him to Exile, but that will put a strain on your finances, possibly bringing on lasting problems.

During the game, there will be periodic Growth, when Locales recover, and Waste, when your Lords will reset their Troops and Coin back to starting amounts (Mercenaries and Handgunners aside).

But by the second year, Locale Exhaustion will become important. Lords will start to struggle to pay their Troops. The sides will play games around Vassal control and Stronghold Exhaustion. Players will try to deny each other Tax Sources, Exhausting such Locales or putting them at risk to force a difficult choice on the enemy—to either fight or reduce its armies. Eventually a side can strike even when it felt weaker earlier in the game.

If the game is not decided at that stage, the third year usually sees Levy of all the Troops a side is able to get, in order to reach a sudden victory. Often, it is the player behind in Influence Points who is forced to go that way. Or one side’s Troops will start Pillaging the country and losing the population’s Favour. Usually, players will see that coming, with their mats empty of Coin, and look desperately for last-minute sources of money to avoid complete collapse.

The Wars. *Plantagenet* features a “Wars of the Roses” grand scenario knitting together all three periods of intense fighting 1459-1485 into a single contest. A lot of the players (me included!) prefer to go for the longest scenario right off the bat. If you want to do so, go ahead and start with this scenario, but I advise allowing yourself a restart upon an inevitable mistake that you could not have anticipated (most commonly involving Pillage). Alternatively, first play the short Scenario Ic “Somerset’s Return” as an introduction.

Playtime for the full-length scenario of all three Wars is about 13-16 hours, depending on how close the Wars play out. You can easily split the game into the three sessions, for example, packing up the game after each War and continuing some days or weeks later. The only information you will need to record are which Heirs Died or Shipwrecked and whether a certain Event triggered in an earlier War.

Plantagenet’s Wars of the Roses skips some heirs, due to their lower influence and that they would not in our judgment have found enough support from the other nobles of the Realm. For example, George, Duke of Clarence would have likely never

gotten the throne over the manipulations of his brothers, Warwick, or the Beauforts.

In the Wars of the Roses scenario, the Deaths of Heirs will define the future. So, you and your opponent’s play will create your own history of the conflict! Will Henry VI keep his throne, will the Yorkists prevail, will Warwick seize the throne through military might, or will the Tudors in the end gather enough support to found a new dynasty?

Examples of Play

Here we walk through a complete turn of the game. If you would like to follow along on your own table, set up Scenario Ia “Henry VI” from page 20 of the Rules of Play. Insets address Levy of a Lord and the Sail Command. These rules explanations, while not comprehensive, should help you get going.



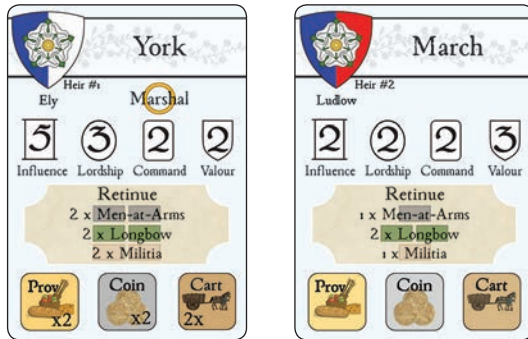
Levy

Arts of War. Players start the Levy phase (3.0) drawing two cards at random from the Arts of War deck (3.1). As it is the first turn of the Scenario, they will assign the Capabilities (lower part of the cards) to eligible Lords (3.1.2). Each Phase of the game, the side considered Rebel will begin and then the side considered King will follow.

As specified in Scenario Ia “Henry VI” (6.0), the Lancastrians are the King’s side, so the Yorkists begin. At the beginning of this Scenario, the Yorkists have two Lords on the map. Each has their



Lord card set on a Lord mat with a Retinue marker, Troops pieces, and Assets.



Yorkist Lord Cards

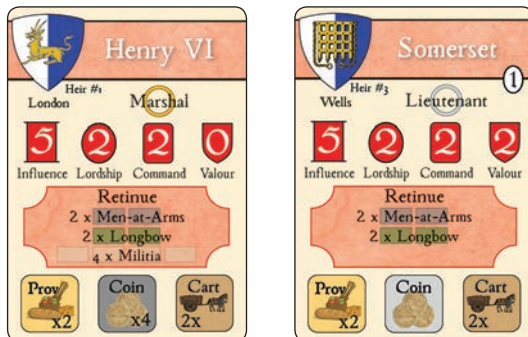
The Yorkist player shuffles the Yorkist Arts of War deck and draws two cards. The first Capability is THOMAS BOURCHIER (card Y5). The player may assign THOMAS BOURCHIER to any Lord, as shown by the “ANY” shield to the left of the Capability text. The Yorkist gives this Capability to the Lord York—it will increase his Command rating whenever starting at a City from 2 to 3. To assign the Capability to York, the player tucks the card under the bottom edge of York’s Lord mat, so that only the bottom half of the card shows.



Yorkist Arts of War Cards

The second card is YORK’S FAVOURED SON (Y20). This Capability may go only to either Rutland or March, as their Livery Badges on the bottom part of the card show. Rutland is not on the map, so the player must place this Capability with March, giving that Lord an extra +1 to his Influence Rating and +1 to Command.

The Lancastrians also have two Lords on the map.



Lancastrian Lord Cards

Now the Lancastrian player draws two cards from the shuffled Lancastrian deck. The first Capability is the Capability ANDREW TROLLOPE (L19), which immediately and automatically Musters a Special Vassal (1.5.4). The player assigns the Capability to Somerset, adding the Andrew Trollope Special Vassal marker to that mat (1.5.3).



Lancastrian Lord mat with Capability card.



The second Lancastrian card drawn shows NORTHMEN (L16). This Capability can only go to the Lord Northumberland, who is not yet on the map. (His cylinder is on the Calendar, but he cannot receive a Capability there.) So, the player returns this card back to the Lancastrian Arts of War deck. The next steps of the Levy Phase are Pay (3.2) and Exiles and Vassals (3.3). As they do not apply to the first turn, we will skip them for now.

Muster. Next comes the Muster step (3.4). Lords, one by one, will use their Lordship actions (from the Lordship rating printed on their Lord card, possibly modified by Arts of War Events and/or Capabilities). One Lord must use all that Lord’s actions before continuing with the next Lord.

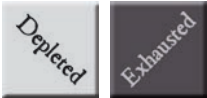
The Yorkist player is first and decides to begin with the Duke of York. York has Lordship “3” printed on his Lord card, with no modifications at this point. On the map, his Lord cylinder is at Ely, a Stronghold marked with Yorkist Favour and therefore Friendly (1.3.1). From there, he may take any Levy action listed on the foldout’s Sequence of Play page and detailed under rules section 3.4. Were York at a Neutral or Enemy Stronghold, he could now only Parley (3.4.1).

York’s first action will be to **Levy Transport** (3.4.5). As he is not at a Port, he may only Levy Carts, adding two Carts for the one action. Were York at a Port, he might have Levied one Ship instead (provided he did not already have the maximum of two

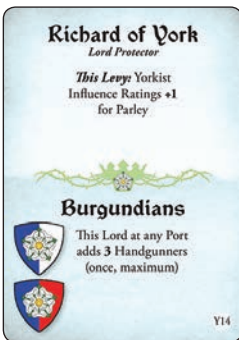


Ships per Lord, 1.7.3). The player adds a “Cart x2” marker to the “Assets” area of York’s mat.

York’s second action will be to Levy Troops (3.4.4) from Ely. The player checks the “Strongholds” table on the foldout play aid to see how many Troops York will receive. Ely is a City, so York will add 1 Longbowmen unit and 1 Militia unit from the pool of unit pieces (1.6, 2.1) to the “Retinue - Vassals - Troops” area of York’s Lord mat.



Then, the player puts a “Depleted” marker at Ely (1.3.1), which could later flip to Exhausted, at which point Ely will no longer respond to a Levy of Troops.



His third and final action will be to Levy a Capability (3.4.6). The player checks the back cover of the Background Book for a list of card options or simply thumbs through the Arts of War deck for the Capability the player is looking for. The player chooses BURGUNDIANS (Y14) and puts it under York’s mat so that only the Capability shows. As this Lord is not at a Port, the card’s text means that York does not yet add the Handgunner units to his mat. At

the first moment that York enters any Port Stronghold while he has this card, he must take the Handgunner units.

Next comes the Earl of March. March has a Lordship rating of “2”, for two Levy actions. As he is at Ludlow, a Friendly Stronghold, he may choose any Levy actions from the list.

March’s first action will be to Parley (3.4.1) to obtain Favour at nearby Shrewsbury.



March must have a Route to the target—an uninterrupted chain of adjacent Locales, including the Lord’s own Locale and the Parley target Stronghold, that is free of any Enemy Lords and, except for the target Stronghold, Friendly. Here, March has such a Route, as Ludlow is adjacent to Shrewsbury and no Lancastrian Lords are there.

March now must check Influence (1.4.2). The player refers to the “Influence Points” table on the foldout for the Influence point (IP) cost. This Influence check bears a base cost of 1 IP, plus 1 IP for the one Way (connection segment) between Ludlow and Shrewsbury.

To succeed, an Influence check must roll equal to or less than a Lord’s Influence rating on one die. March’s rating printed on his Lord card is “2”. His Capability YORK’S FAVOURED SON increases that rating to 3. The player chooses to spend 1 extra Influence point to add +1 to the Influence rating for this check. That brings the total cost to 3 IP, and the player must roll a 4 or less to succeed.

The player rolls a “4”. The check is just barely successful, so the



Parley places a Favour marker on its Yorkist side (white rose) at the City of Shrewsbury. The player also updates the Influence Track at the edge of the gameboard. As the Yorkists started with 0 Influence points and just spent 3 IP, they add Lancastrian IP by shifting the “IP” marker from 0 to 3 on the Lancastrian (red) side. Then, the player shifts the Cities marker from 0 to 1 on the Yorkist (white) side, to show the net number of Cities Favouring either side.



March’s second and last action this Levy will be to Levy the Vassal Shrewsbury (3.4.3), now that Shrewsbury’s Vassal Seat is Friendly. Just as for his Parley, March needs a Route to the target Seat (there is one), the Stronghold must be Friendly (it is, because of the previous action), and the Vassal must be Ready (Shrewsbury’s markers are on the map, rather than Mustered to some other Lord’s mat or waiting on the Calendar, so he is Ready).

The Earl of March again must check Influence. The cost starts at a 1 IP basic cost, (there is no cost for the Route to Shrewsbury). This Vassal has a Loyalty rating of 1 toward Lancaster (the red numeral at the marker’s left, 1.5.4). That modifies a Yorkist Lord’s Influence rating by -1 to Levy this Vassal. So, the player this time chooses to spend 3 extra IP to add +2 to March’s Influence rating for this action.



That brings the total cost in Influence points to 4 IP and the die roll needed to a 4 or less (March’s printed Influence of “2”, +1 for the card YORK’S FAVOURED SON, +2 for the extra IP spent, -1 for Vassal Loyalty). The Yorkists must spend the IP regardless of success or failure. The player updates the track, shifting the red IP marker up by 4 boxes. The roll is a “4”: Shrewsbury Musters; his markers go on March’s mat and into Calendar box 3, 2 boxes ahead of the current turn for Shrewsbury’s Service rating of “2”.



Levying a Lord

Levy Lord (3.4.2) is an action that a Lord who is already on the map may take during the Muster phase to bring another Lord onto the map. The Levying Lord must be at a Friendly Locale (it may be an Exile box), and the target Lord's cylinder must be in the current turn's Calendar box or to its left.

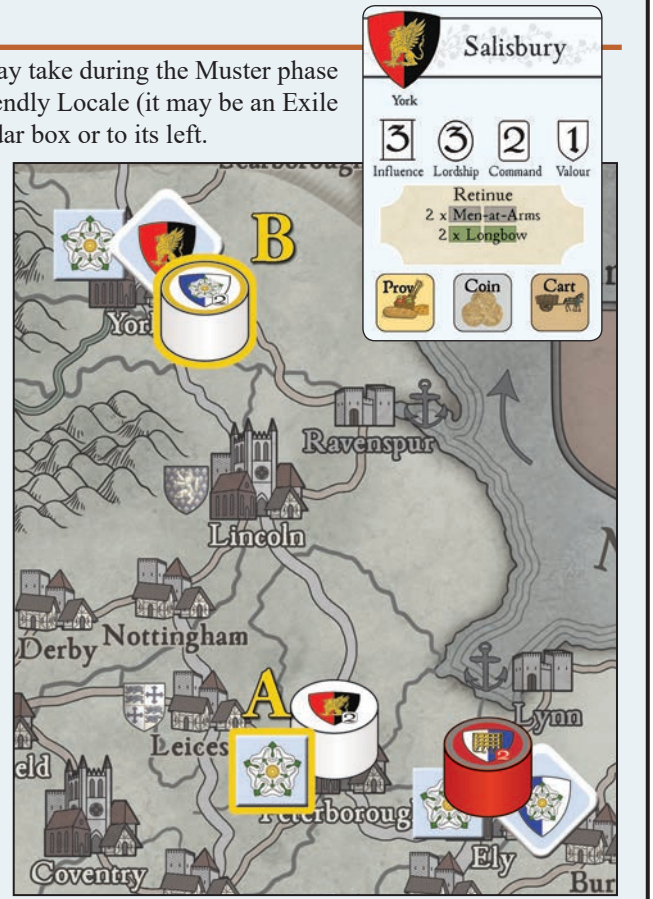
Here, the Yorkist Lord Salisbury is at Peterborough and wants to Levy the Duke of York, whose cylinder is on the Calendar in the current turn's box. As the Locale that Salisbury is in is not yet Friendly to his side, Salisbury must first use 1 of his 3 Lordship (shown on his Lord card) to successfully Parley there (3.4.1).

His next action is to attempt to Levy York. First the player checks if York's Seat is free of Enemy Lords. That condition is not met, as York's Seat is Ely, and the Lancastrian Lord Somerset is there. The next possibility is that a Seat of some other Yorkist Lord is Friendly. The City of York, which happens to be Salisbury's Seat, is Friendly. Therefore, the Duke of York will be able to Muster there (3.4.2).

Salisbury must check Influence (1.3.2). The base cost is 1 Influence point. (Unlike Parley, Levy Lord checks incur no cost for Ways.) Salisbury's Influence rating is "3". He may spend 1 extra Influence point (IP) to get a +1 to that rating, or 3 extra IP to get +2. The player spends the 3 IP to add +2 for a total expenditure of 4 IP and a modified Influence rating of 5. The roll is a "5"—a success.

The Yorkist player takes York's cylinder from the Calendar and places it at York City, finds York's Lord card and puts

that on a spare Lord mat, then sets up York's mat with a Retinue, Troops, and Assets as shown on the card (1.5.3). York, just Mustered, will not take part in the rest of this Levy Phase (3.4).



Lancastrian Muster is next. The Lancastrian player decides to begin with Henry VI, who has a Lordship Rating of "2" and is at a Friendly Stronghold (London), so can take any Levy action.

King Henry's first action will be a **Parley** (3.4.1) for St Albans. There is a Route, and the cost for the Influence check at a distance of one Way is 2 IP. The King's printed Influence rating is a hefty "5". As a roll of "6" is always a failure regardless of ratings and modifications, it makes no sense to spend added Influence points here.



The player shifts the red IP marker on the edge track down by 2 boxes for the 2 Lancastrian IP spent. A die roll of "3" yields a success, so Lancaster gets a Favour marker (on its red-rose side) at St Albans and shifts the "Towns" marker from 0 to 1 on its red side.

Henry's second action now will be to attempt to **Levy the Vassal** (3.4.3) at St Albans, Essex. The IP cost is 1; Essex has no Loyalty rating so does not modify Henry's Influence. The Lancastrian player updates the IP marker on the track.



The roll is another "3", and that success places one of Essex's Vassal markers on Henry VI's mat and the other on the Calendar, one turn ahead (box 2), as Essex's Service rating is "1" (shown at the right of the Vassal marker).

The other Lancastrian Lord, Somerset, next uses his Lordship rating of "2" at the Friendly Stronghold of London. He will first **Levy Transport** (3.4.5) and then **Levy a Capability** (3.4.6). Somerset adds 2x Carts.



The player then selects Capability card L18 COUNCIL MEMBER from that side's Arts of War deck and tucks it under Somerset's mat. The new Capability will award the Lancastrian side +1 extra Influence point upon each turn's Tides of War step (4.8.1).



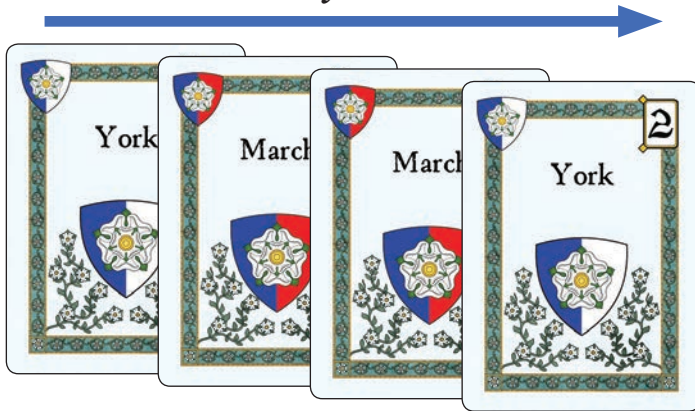
Campaign

Plan. Now that the Levy phase is done, the game enters the Campaign phase (4.0), which begins with flipping the Turn marker to the Campaign side and then follows with each side creating its Campaign Plan (4.1).

Each Calendar box shows how many Command cards each side will use that Campaign. As we are in turn 1, each player must stack exactly 4 cards from that side's Command deck into its face-down Plan.

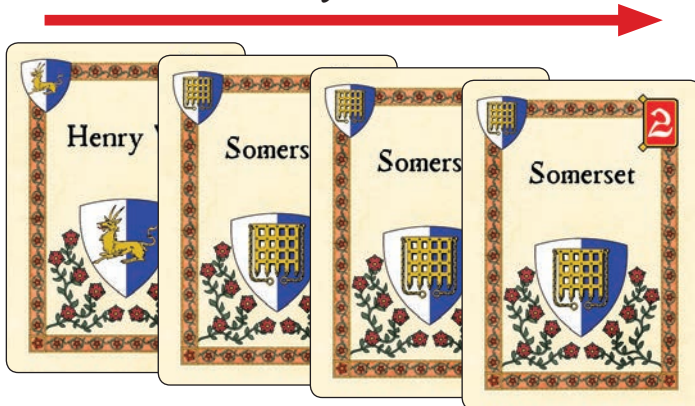
The Yorkist player chooses these cards: York, March, March, York. To stack them face down in the order in which they will be played, the player arranges them in hand with Lord coats of arms at upper left in order, left to right, then flips the stack over (so that opponent will not know which Lords are activating until each card is revealed).

Play order

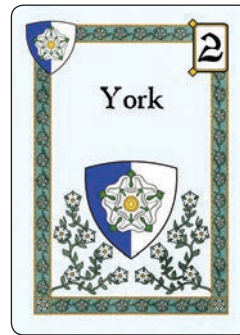


The Lancastrian player chooses and arranges the cards Henry VI, Somerset, Somerset, Somerset.

Play order



Command. Command actions, the heart of the Campaign phase, comes next. The Yorkists are the Rebels in this scenario, so they play first. The Yorkist player flips the first card of the Yorkist Plan stack to reveal that it is the Duke of York.



As shown on York's Command card (and on his cylinder and Lord card), York's Command Rating is "2". His Capability card THOMAS BOURCHIER adds +1 Command to that when he begins a Command card in a Friendly City, and his current location of Ely is that. York will take a total of 3 actions on this card.

York's first action will be to **March** (4.3) from Ely to Cambridge. Since the Way there is Highway, he can continue his March along another Highway for no added action cost (4.3.3). He chooses to do so to March on to St Albans.

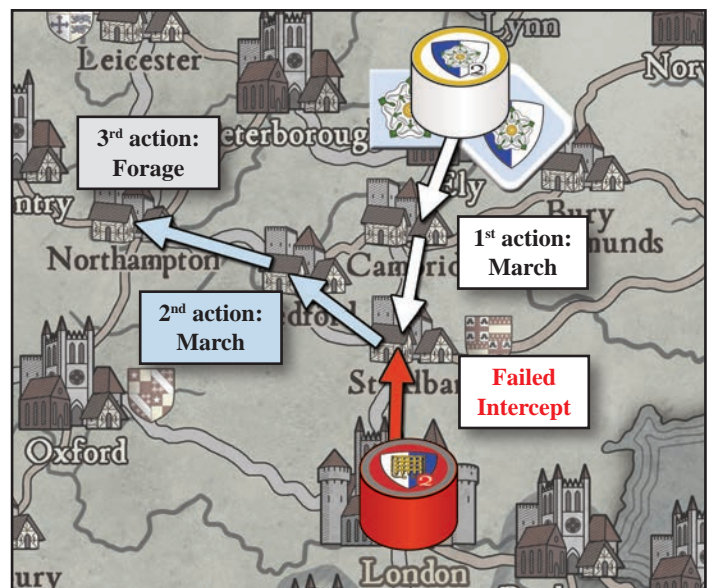
As York reaches St Albans, the Lancastrian player decides to try to **Intercept** (4.3.4) with Somerset, who is at London, adjacent to St Albans. Somerset needs a roll equal or less than his modified Valour of 3 (rating "2" plus 1 for ANDREW TROLLOP). The Lancastrian player rolls a 5 and fails, so there is no Interception. If Somerset had succeeded, he would have entered St Albans as if before York got there: York's move to St Albans would have been an **Approach** (4.3.5) toward Somerset, triggering either Battle or Exile.



The Yorkist player places a Moved-Fought marker on or near York's cylinder (or on his mat), as a reminder that he will have to Feed at the end of this Command card.

York's second action on his card is to March again, from St Albans to Bedford to Northampton (again using Highway to move an extra Locale).

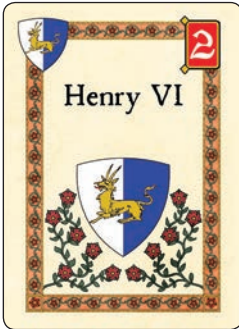
Finally, York takes a Forge action (4.6.2) in Northampton. As Northampton is Neutral (and there is no Enemy Lord adjacent), the player has to make a roll. The roll is a "2": York is successful in the attempt, so he receives a Provender on his mat, and Northampton gets a Depleted marker.



The Duke of York's Command actions. **NOTE:** For clarity of the example, some items such as Henry VI's cylinder at London are omitted here.



After taking all the actions, as York Moved, he has to Feed (4.7). He expends 2 Provender to feed his 8 Troops (Retinue and Vassals do not count toward Feed requirements) and removes the Moved marker.



Next comes the Lancastrian player, who reveals the first card of the Lancastrian Plan deck, which shows the Lord Henry VI. Henry VI has a Command Rating of “2”, so he will have two actions.

Henry VI’s first action is **Supply** (4.5) from London. First, he has to check if there is a Route to London—a chain of Locales connected by Ways from the Lord’s Locale to the Source, with all of them Friendly. There is, because Henry

VI is in London, and London is marked with Lancastrian Favour.



Then, the player checks the Strongholds table to see the amount of Provender that Henry will receive—3 Provender. Finally, the player checks that Henry has (or can Share from other Lords at his Locale) enough Carts to bring that Provender to him (1 per Provender per Way travelled). As there are 0 Ways between the Lord and London, Henry needs 0 Carts. The player adds Provender x3 to Henry VI’s mat and places a



Depleted marker at London.

The second action will be a **Tax** action (4.6.3) on St Albans. Henry VI is allowed to take a Tax action on St Albans because he has Essex, the Vassal with St Albans as his Vassal Seat, on his mat. First, he has to check if St Albans is Friendly and there is a Route from London to it. He then checks Influence (1.4.2). The total Influence Point cost will be 1 (no cost for the Route), so the player shifts the red IP marker down by 1.



The player rolls a “1” for a successful check and, per the Strongholds table, adds a Coin marker to Henry VI’s mat. That Depletes St Albans.



Back to the Yorkists, who reveal the next Command card to be one for the Lord March. March has a Command Rating of “2” and a Capability, YORK’S FAVOURED SON, that gives adds +1 Command, for a total of 3 actions available.

March’s first action will be to **March** (4.3) to Hereford and then Gloucester using a Highway. March receives a Moved-Fought marker, as a reminder to Feed at the end of his card.

March’s second action will be to **Parley** (4.6.4) in Gloucester. This Parley immediately succeeds because Parley actions during Campaign that target the Stronghold that the Lord occupies succeed automatically without an Influence check. The player places Yorkist Favour at Gloucester and moves the Cities marker (already on the white Yorkist side) on the edge track up by 1 box.

March’s third action will be to **Parley** in Hereford. As Hereford is adjacent to March at Gloucester, the Parley calls for an Influence check even during Campaign (4.6.4). March’s Influence rating is a modified 3 (“2” printed plus 1 for his Capability card). The IP cost is 2 at a distance of 1 Way. The Yorkist player decides to spend 1 IP more to bring the Influence rating to 4, shifting the IP marker (on the Lancastrian side) up by 3 boxes. The roll is a “2”—successful, so the player places Yorkist Favour at Hereford City and moves the white Cities marker up one box.

As March has moved, he now must **Feed** (4.7). He expends 1 Provender from his mat and removes the Moved-Fought marker.



The Lancastrians reveal their next Command Card, Somerset, who gets 2 actions.

Somerset Marches to Guildford with his first action, then Parleys at Guildford to place Lancastrian Favour at that City. That shifts the Cities marker (which currently shows a Yorkist net advantage in Friendly Cities) down by 1 box. Having moved, Somerset Feeds at the cost of 1 Provender.



The Yorkist player reveals March’s Command card next. The Earl of March with his Arts of War card has 3 Commands total.

His first action is to March to Oxford. The Lancastrian Lords nearby could try to Intercept but decline to do so (4.3.4). He then Marches to Northampton with his second action. He was not able to March directly from Gloucester to Northampton with one action because there is only a

Road, not a Highway, between Oxford and Northampton.

March’s third action Parleys for the Town of Northampton, adjusting the Towns marker on edge track by 1 box to 0.

March must Feed for 1 Provender, but he has no Provender on his mat! Luckily, he is in the same Locale as the Duke of York, so they Share (4.7, 3.2). The player must remove the Provender needed, in this case from York’s mat.



The next Lancastrian card is another for Somerset.

Somerset Parleys for Favour at Winchester, which is adjacent to him at Guildford. The Lancastrians spend 2 IP and roll a 2, a success, especially with Somerset’s Influence rating of “5”. Lancastrian Favour (red rose) at Winchester shifts the Cities marker by 1.

Somerset’s second action is to **Supply** (4.5) from Winchester. There is a Friendly Route between Somerset at Guildford to Winchester. The Strongholds chart shows that Winchester as a City yields 2 Provender. There is only one Way segment from Winchester to Guildford, and Somerset has 4x Carts—more than enough to Transport 2 Provender along 1



Way. So, Somerset gets the Provender x2 from Winchester, and the player places a Depleted marker there. Had Somerset had only a single Cart, this Supply action would have delivered only 1 Provender.

The **Yorkist's** final card of the Campaign is for the Duke of York. This time, York gets only his printed Command rating for 2 actions, because his THOMAS BOURCHIER Capability only applies if York starts in a Friendly City, but he is at Northampton—a Town. His first action will be to March. York is a Marshal, as stated on his Lord card and shown by the gold ring on his cylinder (1.5.1). As a Marshal, he may choose to lead a **Group March** (4.3.1). York brings the Earl of March with him to Oxford. Moved-Fought applies to both Lords.

York's second action will be to **March** again, again taking March with him, on to London. There, the Lancastrian Lord Henry VI stands alone, triggering an **Approach** (4.3.5).

First, Somerset—adjacent London at Guildford—again tries to Intercept (4.3.4), hoping to reinforce the imminent Battle. Somerset rolls a “5”, greater than his Valour rating, so he fails to move.



Next, Henry VI must choose between Battle and Exile (4.3.5). The Lancastrian player decides that Henry will not go into Exile—he will hold his ground to fight in a Battle. Although not really needed, as the players will choose to Array Lord mats rather than cylinders, they put the Battle marker at London to memorialize the clash.

Battle

The Battle of London ensues (4.4). On one side, the Yorkists as Attackers include York and March. On the other side, the Lancastrian Defenders have only the Forces of Henry VI.

The first step of a battle is the Battle **Array** (4.4.1). Defender and then Attacker arrange the Lords for Battle, either positioning Lord

The image displays the Battle Array at the outset of Round 1. It features three Lord cards and their associated assets and troops.

- York (Yorkist):**
 - Card: York, Marshal, Influence 5, Lordship 3, Command 2, Valour 2.
 - Assets: 2x Cart, 2x Coin, 2x Provender.
 - Troops: 2x Men-at-Arms, 2x Longbow, 2x Militia.
- March (Yorkist):**
 - Card: March, Marshal, Influence 2, Lordship 2, Command 2, Valour 2.
 - Assets: 1x Cart, 1x Coin, 1x Provender.
 - Troops: 1x Men-at-Arms, 2x Longbow, 1x Militia.
- Henry VI (Lancastrian):**
 - Card: Henry VI, Marshal, Influence 5, Lordship 2, Command 2, Valour 0.
 - Assets: 2x Cart, 2x Coin, 2x Provender.
 - Troops: 2x Men-at-Arms, 2x Longbow, 4x Militia.

Additional cards shown include Burgundians, Thomas Bouchier, and York's Favoured Son, each with their own assets and troops.

Battle Array at the outset of Round 1.



mats directly or Lord cylinders on the Battle mat included in the game. For this example, we show the mats.

Henry VI must fight at Front Center. Then the Yorkists place York in front of Henry and March on York's Right.



Per each Lord's **Valour** rating (1.5.2, 4.4.1), the Yorkists put 2 Valour markers on York's Lord card and 3 on March's. The Lancastrian gets no Valour markers because Henry VI's Valour Rating is "0".

At this point, players would be able to play Held Events that affect the Battle, but they have none.

The sides begin the first Round of Battle (4.4.2). No Lords on either side choose to Flee.

Lords group into **Engagements**, within which to fight each other. Henry VI and York Engage, because they face each other. March joins in that to make a single Engagement—he has no Enemy to his Front, so he Flanks the closest Front Enemy, Henry VI. All Hits from York and March will add together against Henry, and York and March will resolve Protection together.

The players refer to the Forces chart to find under "Strikes" how many Melee and Missile Hits from Enemy units their Lords must assign to their units, and under "Protection" what Armour or Unarmoured die-roll ranges will enable the units absorb Hits without Routing.



The players place Hits markers on the edge track as remainders of the number of Hits each side has left to resolve.

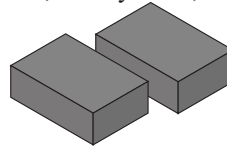
As shown on the Battle sheet, the Engagement's **Strike** step begins with an exchange of **Missiles**. The Lancastrians must absorb 12 Hits (2 Hits each from 5 units of Yorkist Longbowmen, plus ½ Hit each from 4 Militia). The Yorkists simultaneously must take 6 Missile Hits.

The Lancastrian decides to take the 12 Hits first with Henry's Militia. He has to roll "1" for any Unarmoured Militia taking a Hit to avoid its Rout. The player rolls 4 dice for the first 4 Hits against the Militia—"3", "1", "1", and "2". With great luck, 2 Militia still stand. So the player continues rolling, Hit per Hit—"3", "1", and "4". The 4 militia are Routed (slid back on their mat behind the "Routed" line) but have succeeded in absorbing 7 of 12 Missile Hits. With still 5 Hits left to assign, the Lancastrian decides to take them with the Longbowmen. They also have Unarmoured Protection of 1. The rolls are three rolls of "1" and two rolls of "6". The 2 units of Longbowmen Rout as well, but they have done very well to draw all the Yorkist Missiles away from Henry's Armoured units!

The Yorkist decide to have their 4 Militia take the Missile Hits. None of the rolls are a "1", so York's and March's Militia all Rout. Of the 6 Missile Hits from Henry's archers, 2 Hits remain. York's Longbowmen roll for those, and a "2" and a "3" Rout them.

The next Strike step is **Melee**. The Lancastrians receive 11 Hits: 3 from each Yorkist Retinue, 2 from Shrewsbury, and 1 from each Men-at-Arms piece. (Militia also generate Melee Hits, but they have all Routed.) The Yorkists take 7 Hits (3 from Henry's Retinue, 2 from Essex, and 2 from Men-at-Arms).

The Lancastrian begins to resolve the 11 Hits with Men-at-Arms, who have a Protection range of 1-3. Rolling Hit by Hit, the first 4 rolls are 3 or less, but the fifth roll of "4" Routs a Men-at-Arms unit. Henry could take the next Hit with the other Men-at-Arms, but, if they Rout, Henry will have no more Troops pieces (only his Retinue and Vassal counters), causing the Lord himself automatically to Rout at the end of Round 1—dramatically increasing King Henry's chance of Death.



So, Henry begins to receive Hits with his Vassal Essex, who has Armour 1-4. The next roll is a "6"—Essex Routs! Henry's Retinue will take the remaining Hits.

Each roll is a 4 or less, well enough that the Retinue does not Rout this Round.

The Yorkists defend against 7 Melee Hits, also choosing first their Men-at-Arms, first the unit that belongs to March. The first roll is a "6".



The Yorkist player expends one of March's Valour markers to re-roll. (York's Valour markers can only re-roll Hits on York's Forces.) Unfortunately, the re-roll is a "5". Because Valour can only re-roll a given Hit once,

March cannot use another Valour marker now and the Men-at-Arms Rout.

More rolls against the Melee Hits and, at the player's option, use of some more Valour ends up Routing all 3 Yorkist Men-at-Arms units.

Round 1 ends with Henry VI standing with his Retinue and 1 Men-at-Arms unit left. The Yorkists, along with their Retinues, have 1 Longbow unit left with York and 2 Longbowmen units and Shrewsbury with March.



A new Round begins, following the same procedure as the first. At outset, the Lancastrian player decides to **Flee** with Henry VI. The Lancastrian Lord flips his Retinue marker to its "Fled" side and instantly Routs. Since all Lords of a side have Routed, the Battle ends (4.4.3) with the Lord mats in the situation as shown in our Battle Array illustration.

The Yorkists win the Battle. Now it is time for check for **Death** of any Routed Lords—that means Henry VI only, as no Yorkist Lords Routed. The Lancastrians could now play any Held Event that refers to Death checks, but they have none. Lords Die on a modified 3 or above. Henry has Fled, so he receives a beneficial -2 to his Death Check. For him, only a roll of "5" or "6" will mean he is Dead.

Henry rolls a "3", modified by -2 because he Fled to a 1—he does not Die but rather **Disbands** (3.2.4). Troops and Assets from his mat return to their pools. His Lord card and Retinue are set aside until he Musters again. His cylinder goes onto the Calendar, a number of boxes ahead of the current turn equal to 6 minus his printed Influence rating (in Henry's case, 6 minus 5 for 1 box ahead, so into box 2).



Retinue - Vassals - Troops

York
 Heir #1: Ely (5), March (5), Value (2)
 Retinue: 2 x Men-at-Arms, 2 x Longbow, 2 x Militia
 Assets: 2x Cart, 2x Coin, 2x Militia
 Max 2 Ships

Retinue - Vassals - Troops

Henry VI
 Heir #1: London (5), Marshal (2), Value (2)
 Retinue: 2 x Men-at-Arms, 2 x Longbow, 4 x Militia
 Assets: 2x Cart, 2x Coin, 2x Militia
 Max 2 Ships

Retinue - Vassals - Troops

March
 Heir #2: Ludlow (2), Value (2), Value (2)
 Retinue: 1 x Men-at-Arms, 2 x Longbow, 1 x Militia
 Assets: 2x Cart, 2x Coin, 2x Militia
 Max 2 Ships

Retinue - Vassals - Troops

Essex
 Heir #1: Essex (1), Fled (-2 Death)

Battle Array in Round 2 as Henry decides to Flee.



Henry's **Vassal** Essex also **Disbands**. (Vassals Disband if they have Routed or if their Lord Disbands or Dies.) Essex's marker from Henry's mat joins that on the Calendar, both flipped to their back side (naming Essex's Seat of St Albans) and into a box ahead of the current turn equal to 6 minus Essex's Service rating of "1", therefore into box 6. Essex will not be available to Muster again until Turn 6, at which point both of his markers will go back to the map at his St Albans Seat.

Since the Yorkists have won a battle, they gain **Influence points** equal to the sum of all the defeated Enemy Lords' printed Influence ratings, plus 1 IP per defeated Vassal. For this Battle, Henry VI's Influence of "5" plus Essex there yields a total of 6 IP to the Yorkists for their victory. The IP marker, currently on the red Lancastrian side, shifts down toward 0, then flips to its white Yorkist side and shifts up again, until it has moved a total of 6 boxes, down plus up.

The Yorkist victors check for **Spoils**—Assets that they might take from the losers' mats. Because the Battle Locale, London, is Enemy to the victors, they receive nothing.

Next, Lords still in the field roll for Losses—determining whether to recover or remove their Routed Troops. Yorkists roll Protection once for each Routed Troops piece—success slides that unit back into the mat's Forces area. Here, they all fail and are removed to the Troops pool, except for one of York's Militia units, which rolls a "1" and so stays on York's mat to fight other Battles.



Sailing

York is at the Port of Newcastle, with his mat at the outset of the Campaign as illustrated below. He will use Sail actions (4.6.1) over multiple Command cards to land at Harlech (for purposes of illustration, instead of Marching overland).

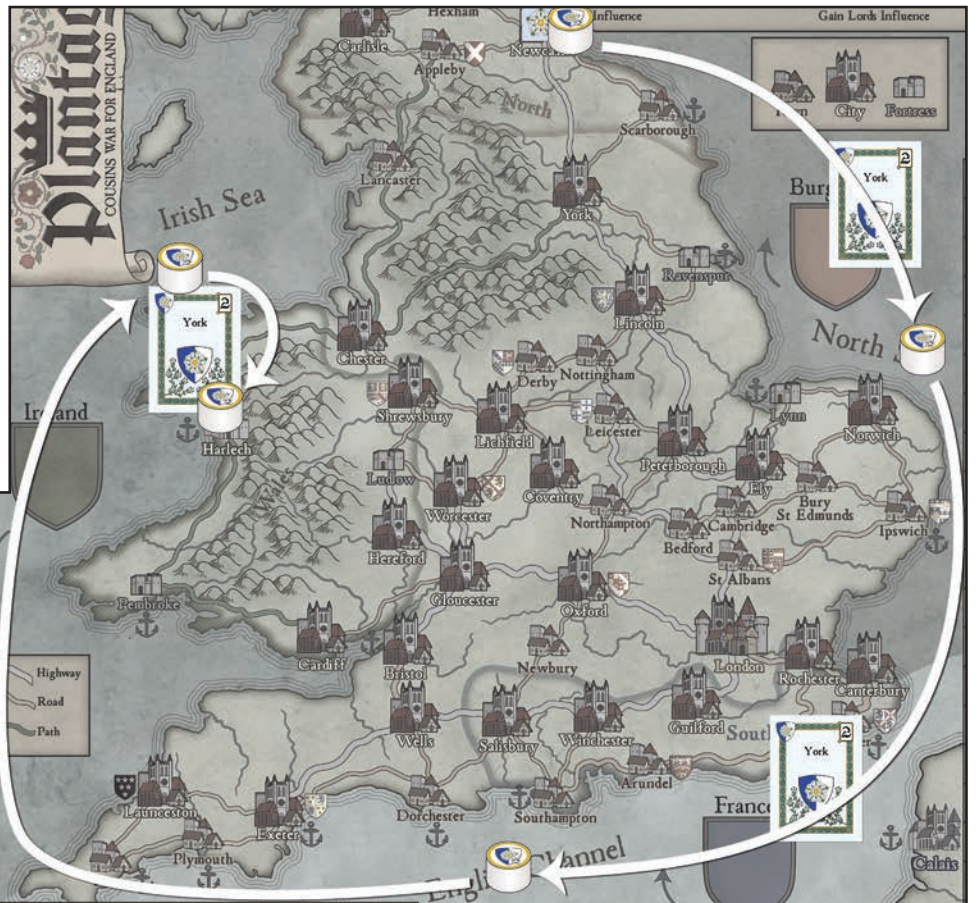
York uses his first Command Card fully for a Sail action. York has only a single Ship marker, which can carry his 6 Forces (Retinue plus 5 Troops), plus his 2x Carts, plus Provender x2. Therefore, to Sail, York must first discard 3 of his 5 Provender. York's cylinder then Sails into the North Sea. (York could have landed immediately at Lynn or Scarborough, as they are all Ports in that same Sea, but he wants to Sail on around the coast on his next card.) York has moved and the card has ended, so York's Troops must be Fed (4.7). York expends 1x Provender from his Lord mat.

When his next Command Card appears, York takes another Sail action, moving cylinder from the North Sea to the adjacent English Channel (a "Sea" in game terms) and chooses to remain there. (Instead of remaining in the Sea, he could have moved immediately to any Port on the English Channel free of Enemy Lords.) York again must Feed, leaving no Provender on his mat.

Finally, York uses last of his 3 possible Command cards to Sail into the Irish Sea and then land at the Port there of Harlech. York once more must Feed. He has no Provender left, so he Pillages (3.2.1, 4.7) Harlech.

(Had York instead ended the Campaign at sea, he would have had to Disembark (4.8.2), on a die roll either Disbanding permanently or landing at a Port and having to Feed (and, unless meeting up with a Yorkist Lord there who could Share Provender, Pillage).

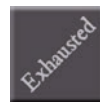
Retinue - Vassals - Troops	
 Retinue York Ely Marshal Influence 5, Loyalty 3, Command 2, Valour 2 Retinue: 2x Men-at-Arms, 2x Longbow, 2x Militia Prov x2, Coin x2, Cart 2x	 Routed Assets: Ship x2, Coin x2, Cart 2x Max 2 Ships



Feed and Pillage

York and March during this Command card both moved and fought, so they must now Feed (4.7). They would need 2 Provender total, 1 for each Lord. As they have none, the Yorkists must **Pillage** (4.7, 3.2.1).

The Yorkist player must choose one of the Lords to Pillage London and picks York. Per the Strongholds chart, York gets 3 Provender and 3 Coin for Pillaging London. As a penalty, the Yorkists lose a number of Influence points equal to twice the total of Assets gained, that is, twice 6, for 12 IP total to the Lancastrians.



London gets an Exhausted marker. Were it Neutral or Yorkist, it would become Lancastrian in Favour. It is already Lancastrian, so it simply remains so. Then each adjacent Stronghold shifts one step towards Lancastrian Favour: Oxford and Rochester go to Lancastrian Favour (adjust the Cities marker). Guildford and St Albans are already Lancastrian and remain so.

Now York's army must again attempt to Feed, drawing on its Pillaged Provender. That consumes 1 Provender, leaving Provender x2.



Then March must Feed. He cannot Pillage (London is Exhausted), but **Shares** (4.7, 3.2) with York, who is at the same Locale, consuming 1 Provender from York's mat and thus avoiding Disband. (Had March not been able to Share Provender from York, he would now have Disbanded Unfed, imposing an IP penalty on his side, 3.2.1.)

Exile



The final card of the Campaign is Somerset of the Lancastrians.

Somerset March to London to Approach the Yorkists there. The Yorkist player judges Battle now too risky so has both Yorkist Lords choose **Exile** (4.3.5).

The Yorkists first lose Influence points equal to the printed Influence ratings of the Lords going into Exile, plus one for each of their Vassals. The total IP cost is 5 for York, plus 2 for March, plus 1 for

Shrewsbury, for a total of 8 IP awarded to the Lancastrians.

Somerset receives York's and March's Assets as if Spoils in Battle (4.4.3)—since London Favours the Lancastrians, all the Yorkists' Carts and Provender.



York, March, and Shrewsbury Disband (3.2.4). Their Capability cards return to the Yorkist Arts of War deck. York's cylinder goes to Calendar box 2 (6 boxes minus his Influence rating of 5, so 1 box ahead, 3.2.4), and

March's goes to box 5, each with an Exile marker, showing that they will later return to the map into a Yorkist Exile box (3.3.1). Shrewsbury's markers go facedown into Calendar box 5.

The Approach automatically ends Somerset's Command card (due to 4.3.5 RECOVERY). He Feeds, removing 1 Provender.

End Campaign

With all Command cards expended, Tides of War is next (4.8.1). Both players calculate how many Influence points they might win for the situation on the map. The players consult the Tides of War list in the pink Influence Points section of the foldout.

Tides of War (4.8.1)

+1 Lord in each North/South/Wales
 +2 Dominate each North/South/Wales
 +2 Favour at London
 +2 Favour at Calais
 +1 Favour at Harlech
 +2 Most Favour at Cities
 +1 Most Favour at Towns
 +1 Most Favour at Fortresses
 +? by Capability card text (1.9.1)
If "Gain Lords Influence" Turn:
 +Influence Ratings of on-map Lords

- There are no Lords in any of the North, South, or Wales map Areas (1.3.1).
- There is no Domination of any of the Areas (North/South/Wales).
- Lancastrians enjoy Favour at London for 2 IP and Favour at the most Cities for another 2 IP.
- The Yorkists have the most Fortresses for 1 IP.
- The Towns marker is at 0, so nobody receives IP for that.
- Lancastrians get a bonus 1 IP for Somerset's COUNCIL MEMBER Capability.
- Lastly, this is a "Gain Lords Influence" Turn, so the Lancastrians get 5 IP for the net printed Influence ratings of all Lords on the map.

That's 10 IP total for the Lancastrians and 1 IP for the Yorkists, which results in the red IP marker shifting 9 boxes (10 minus 1) in the Lancastrian direction.

Players next check if any Lords are at Sea and must **Disembark** (4.8.2); there are none. Victory (4.8.3) is not yet achieved: the Yorkists have avoided defeat only because they have a Lord marked Exile in the next turn's box (5.1). Neither **Grow** (4.8.4) nor **Waste** (4.8.5) shows on the Calendar for this turn.

Reset (4.8.6) first checks whether there are any Held Arts of War cards that players want to discard or "This Campaign" Events that they must discard; there are none. The players then prepare for the next turn by advancing the marker to the next Calendar box and flipping it to the "Levy" side. The turn is over.



Campaign History

Here we relate the political context of the military campaigns depicted in Plantagenet.

The Wars of the Roses is the name given to a series of internecine dynastic squabbles in England during the latter half of the 15th Century. The name is not contemporary with the period and did not come into common usage until the early 19th Century. The period is mired in controversy. Sources are alternately very detailed or irritatingly vague. Propaganda and spin were used at the time and persist to this day. But why did the Wars take place, and what happened?

History builds on history. In order to understand a period, we have to look back, sometimes centuries, to identify the causes. For the Wars of the Roses, we need to go back only two or three generations to see the tinder that ignited into conflict.

In 1377, 40 years into the Hundred Years War, Edward III, one of England's greatest kings, died. His heir had been his first-born, Edward, known as the Black Prince, who had died a year before his father did. The throne therefore passed to the Black Prince's son, who would be crowned as Richard II.

The succession was undisputed, although Richard was only 10 years old at the time. His accession to the throne was supported by Edward III's other four sons, the new King's uncles. Among these powerful men, brothers of the Black Prince, would be those who would see the young King to adulthood, and who would also lay the seeds of the Wars of the Roses.

The eldest brother, Lionel of Antwerp, 1st Duke of Clarence, predeceased his father. His importance is that his descendent Ann Mortimer had married Richard, Earl of Cambridge, and they were the parents of the future Richard of **York**. This gave Richard of York a claim to the throne through his mother.

The second brother, John of Gaunt, 1st Duke of Lancaster (second creation), was probably the most influential individual of his time. From his first marriage to Blanche of Lancaster among his descendants were Philippa, who became Queen of Portugal, and Henry Bolingbroke, who became Henry IV of England, father to Henry V and grandfather to Henry VI. From his second marriage to Constance of Castille came Catherine, who became Queen of Castille. His third marriage, to Katherine Swynford, gave rise to the Beaufort line: John, 1st Earl of Somerset; Henry, bishop of Winchester and later Cardinal; Thomas, Duke of Exeter; and Joan, who married Ralph Neville, grandfather of Richard Neville, the Earl of **Warwick**, the "Kingmaker". John Beaufort was the grandfather of Margaret Beaufort, who would give birth to **Henry Tudor**, the future Henry VII.

Next in age was Edmund of Langley, 1st Duke of York. His grandson was Richard, 3rd Duke of York. This meant that York had a claim to the throne through both of his parents, and arguably a stronger one than that of those who claimed descent from Gaunt, as on his mother's side it came from a senior line, being descended from the Black Prince's oldest brother.

Finally, there was Thomas of Woodstock, who fell into dispute with his nephew Richard II and died in prison, before Henry Bolingbroke seized the throne.

As you can see from the list above, most of the major protagonists in the conflict, such as York, Warwick, Henry VI, and Somerset were closely related by both blood and marriage, hence the period has also been called the "Cousins War".

As Richard II grew to adulthood, his sense of entitlement grew. He had, for most of his life, been deferred to as King. He may have come to resent the influence and advice of his uncles. In asserting himself and becoming "his own man", he alienated his natural support base and fell to relying upon sycophants and hangers on. His attempts to achieve peace with France cost him territory and the backing of his more martial nobles. His inability to produce a male heir, meaning that the throne would pass to one of his cousins—Roger Mortimer or even John of Gaunt himself—further added to instability.

In 1398, a dispute broke out between Henry Bolingbroke and Thomas Mowbray, Duke of Norfolk. Richard ordered the two nobles to sort the matter out in a trial by combat, but then intervened at the last moment and exiled the pair instead. When Gaunt died the following year, and Richard confiscated his lands, Bolingbroke's inheritance, the latter felt he had no option but to return and claim his birth right in person.

Bolingbroke landed at Ravenspur in June 1399 and marched south. Richard's erratic behavior meant Bolingbroke's return became a rebellion, and Richard abdicated in Bolingbroke's favor, making him Henry IV. Richard II died in captivity the following year. The problem with the accession of Henry, however, was that he was not the most senior claimant, as his father's older brother, Lionel, had offspring which created the Mortimer claim to the throne. Henry IV dealt with this issue by emphasizing the pure male line of his descent, contrasting with the Mortimer claim, which came through the distaff side.

Henry's reign was not entirely smooth, and he did face rebellions. However, he survived to die as King through natural causes, passing the throne on to his son, the famous warrior king, Henry V.

Henry V is one of the best-known English kings, not least because of Shakespeare's play about him. He united the country behind his campaign to capture the French Crown and restored national pride (as well as emptying the national treasury). There is much to be said about Henry V, from his military exploits to his marriage to the King of France's daughter Catherine, and for anyone who wants to learn more about him there are some suggestions in the Selected Sources.

Henry VI

Henry V's untimely death at the age of 36 left a young widow and an infant son, Henry. The accession of **Henry VI** went smoothly and was undisputed. The King's uncles, Thomas, Duke of Clarence; John, Duke of Bedford; and Humphrey of Gloucester took control of the government. They ensured the infant Henry was crowned King not only of England, but also of France.

Gloucester acted as Lord Protector, and continued an active French policy, attempting to retain Henry V's gains and maintain



the claim to the French throne. Finances for the war in France came to a large extent from one of Gaunt's sons by Kathryn Swynford, Henry Beaufort, Bishop of Winchester and eventually a Cardinal. The Cardinal often predicated his support upon the advancement of his other Beaufort kin, moving them closer to the Crown to become the King's inner circle of advisors. The other significant adviser to Henry was William de la Pole, Earl (later Duke) of Suffolk. Suffolk, along with Cardinal Beaufort, favored making peace with France.

Gloucester, together with Richard of **York**, were more inclined toward continuing the conflict. This division at court came into more prominence when Henry at last took over the Crown in his own right in 1437, favoring Beaufort and Suffolk over Gloucester and York.

In 1444, Suffolk brokered a marriage for King **Henry** with the French Princess, **Margaret** d'Anjou, a niece of Charles VII. The marriage settlement was not universally welcomed in England. The main benefit to England was that it included a 23-month cessation of hostilities. In exchange for this, Margaret's dowry was small, and England also made territorial concessions. Margaret herself had a strong personality and an understanding of how things were done in France. This did not necessarily sit well with some members of the English court.

These tensions eventually led to the final downfall of Humphrey, Duke of Gloucester. Prior to the French marriage, opponents attacked him through his wife by accusing her of witchcraft. In 1447, they accused him of treason, but he died before any trial. Suffolk effectively replaced Gloucester as chief councilor to the King.

With Gloucester gone, leadership of the anti-French faction passed to Richard of York. York had served two terms as Lieutenant of France, 1436-1437 and then 1440-1445. Although not important as a battlefield commander—a role he usually delegated to others—he was a skilled administrator and did a good job of stabilizing the English position on the Continent.

He achieved this despite being starved of funds, rarely being given the required resources, and only infrequently being paid his salary. To make up for shortfalls, he used his own funds and credit to pay the forces under his command. To add insult to injury, the Kingdom sent John Beaufort, 1st Duke of Somerset (son of the 1st Earl), on a fully funded campaign into Gascony in 1443, while York was struggling to pay his many troops and garrisons. Somerset's uncle, Cardinal Beaufort, had arranged the funding for the Gascony campaign and insisted on his nephew commanding the expedition. The campaign was a disaster. Somerset returned home and died shortly afterwards, probably by his own hand.

John Beaufort's brother Edmund, the new Duke of **Somerset**, replaced York in France. His tenure saw wholesale losses in France. York, meanwhile, became Lieutenant of Ireland. This appointment was commensurate with his standing as a senior nobleman with royal blood, but it also served to keep him away from court.

Henry VI's unsuitability to rule was creating discontent within the Kingdom. Blame at the time fell upon his councilors: Parliament imprisoned Suffolk before the King sent him into exile, only to suffer lynching on the way. But there is no doubt that Henry's own vacillating personality and the backing of his strong-willed

Queen, who despised York and his followers, together contributed most to the problems.

In 1450, rebels from Kent led by Jack Cade (who referred to himself as a Mortimer, implying a connection to York, see Yorkist Arts of War Event Y4) briefly took London by force. Later that year, York returned from Ireland and raised forces to confront the King. This led to the temporary imprisonment of **Somerset**, the Queen's favorite and York's principal rival at court. In 1452, York raised another army to force his way into government and remove the Beauforts. At Dartford, Henry convinced York to disband his men, but then had him seized and made him swear he would never raise forces against the King again.

In 1453, the King fell into catatonia after English defeat to the French at the Battle of Castillon. A Great Council was called, inviting Richard of **York** and making him Lord Protector. York again imprisoned **Somerset** and brought the Neville family into the government, appointing Richard Neville, Earl of **Salisbury** (father of Richard Neville, Earl of **Warwick**) Lord Chancellor. This polarized the court further, entrenching the Percy-Neville feud as a fault line between red rose and white.

York and Salisbury soon proved to be more capable administrators than the previous council. They restored order and started to repair the country's finances.

But then disaster struck. After 17 months in a catatonic state, which saw the birth of **Henry VI's** son Edward at Westminster, the King recovered his senses. He quickly reversed all **York's** measures, threatened to prosecute him and the Nevilles, and called them to a Great Council at Leicester, where they faced likely arrest.

The Lancastrian King **Henry** with **Somerset** set out from London with what was mostly an enlarged court retinue, perhaps 2,000 men. A slightly larger force under **York**, **Salisbury**, and **Warwick** caught up with them at the town of St Albans.



Richard of York shows Somerset the white rose.



The first War

The Lancastrian forces arrayed in streets and buildings of St Albans itself, with the Yorkists slightly to the east. Negotiations between the two sides ensued and lasted several hours. King **Henry** refused to accede to **York's** request to surrender **Somerset**, and fighting finally broke out, most likely initiated by **Warwick**. So started the 1st Battle of St Albans on 22nd May 1455, normally regarded as the start of the Wars of the Roses.

The battle was more of a skirmish, and the losses were low on both sides. **Warwick** led the attack, gaining some fame for his bravery, and the Yorkists prevailed. The outcome was catastrophic for the Lancastrians: **Northumberland**, **Somerset**, and **Clifford** were killed, and **Henry VI** and the Duke of **Buckingham** were injured and captured.

With **Henry** now in **York's** custody, the Yorkist nobles professed their loyalty to the King. Within six months, **York** was once more Lord Protector, and **Warwick** was made Lieutenant of Calais.

There now followed an uneasy period, in which Queen **Margaret** rebuilt her party and tried through King **Henry** to replace **York's** supporters and reduce his influence. As tensions grew, **Henry VI** in 1458 forced feuding enemies such as the Percys on the one hand and **York** and the Nevilles on the other to put on a public display of reconciliation at a so-called "Love Day" in London.

By the following year, **Margaret** felt sufficiently strong to move against **York** and his associates. **York** reacted in the normal way. He called his supporters to meet him at his castle at Ludlow, intent on once more pressing his demands of the King with a show of force.

The Queen likewise rallied supporters, and on 23rd September 1459, Lancastrian forces under Lord **Audley** intercepted Richard Neville of **Salisbury** and his contingent at Blore Heath. This first field battle of the Wars of the Roses saw a heavy defeat of the Lancastrians after Yorkist archers brought a rare series of cavalry charges to grief. **Audley** was killed, and **Salisbury** joined **York** at Ludlow, along with **Warwick** and a Calais garrison contingent.

But the Lancastrians now had a full army in the field under **Henry VI's** command. They met **York** and his followers at Ludford Bridge on 12th October 1459. When **Andrew Trollope**, commander of the Calais contingent, switched sides to the King, **York**, **Salisbury**, and **Warwick** secretly fled their army at night. **York** took his second son Edmund, Earl of **Rutland**, with him to exile in Ireland. **Salisbury** and **Warwick** took **York's** first son, **Edward**, Earl of **March**, with them to Calais.

Queen **Margaret** moved quickly to consolidate her victory through what became known as "The Parliament of Devils", held the next month at Coventry. **York** and his followers were "attainted"—declared traitors by Act of Parliament—which removed all their titles and offices and disinherited their entire families.

Backed into a corner, the Yorkist lords planned their return for the following year. In June 1460, **Warwick** and his forces landed in Kent and moved swiftly via London up the country, gaining favor as they went. The Queen's army moved from Coventry to confront them at Northampton, erecting an artillery fortification in the fields surrounding Delapré Abbey. The ensuing Battle of

Northampton, fought on 10th July 1460, is notable for several things beyond the conflict's only recorded use of purpose-built field artillery fortifications. It was the last battle at which negotiations preceded the fighting, the only one for which one army (the Lancastrian) was excommunicated, and the site where the oldest cannonball on an English battlefield has been found. Treachery against the King, on the part of Lord Grey of Ruthin, decided the outcome.

Henry VI was captured at the battle and many of his high-profile supporters killed, but **Margaret** escaped. After the battle, **Henry** was taken to London. Later in the year, Richard of **York** returned from Ireland and laid claim to the throne. In October 1460, Parliament passed the "Act of Settlement", naming **York** as **Henry's** heir and disinheriting **Henry** and **Margaret's** son, **Edward**, Prince of Wales—making **Margaret** an even more implacable foe of the Yorkists.

Yorkists controlled the government, but Lancastrians still held great favor in the provinces. Leaving **Warwick** in London, **York** and **Salisbury** went North and **March** to Wales to pacify the countryside.

Disaster struck **York** on 30th December 1460, when he was ambushed near Sandal Castle at the Battle of Wakefield. **York** and **Salisbury** were killed, as was one of **York's** sons, Edmund. **York** and **Salisbury's** heads were placed on spikes on the gates of the City of **York**, and **York's** head given a paper crown. The death of **York** made **Edward of March** the Yorkist claimant to the throne.

Margaret had now consolidated her northern power. She set off south, accompanied by Scottish allies. (See Arts of War Event L14 SCOTS.)

The Lancastrians fought two battles in February 1461, to starkly different outcomes. In the Welsh Marches, **Edward of March** in February was able to confront and destroy Lancastrian forces led by **Jasper Tudor** in a notable victory at Mortimer's Cross. Details of the battle are scarce but record appearance of a parhelion, an atmospheric phenomenon in which ice crystals create an illusion of multiple suns. **Edward** cited the suns as an omen of victory, and the "sun in splendour" became his livery badge (see Event Y24).

Meanwhile, **Warwick** had left London to intercept **Margaret's** army. **Warwick** arrayed facing north with St Albans behind him and fortified his ground with all sorts of contrivances: caltrops, pavises, and fencing. (See Event Y19 CALTROPS.) But **Margaret's** Lancastrians turned the position through a night march 16th to 17th February to approach **Warwick's** defenses from the south. (See Event Y2 & L2 FLANK ATTACK.) This forced the Yorkists to leave some of their prepared positions. The Lancastrians brought superior forces to bear on a part of the Yorkist army and overwhelmed it. **Warwick** fled and escaped back to London. **Henry VI** was freed, found sitting under a tree. Second St Albans was a major victory for the Lancastrians, but one they were unable to exploit.

Although **Margaret** was hot on **Warwick's** heels, her army was unable to enter London, as the citizens barred the gates. Yorkist propaganda had stressed the barbaric nature of the Queen's Scottish allies and what they would do if let loose in the city. The Lancastrians fell back north, retiring upon Dunstable.



By now, Edward of **March** had made his way to the capital and was hastily crowned King **Edward IV** at Westminster on 4th March. England now had two kings.

Reunited, **Edward** and **Warwick** turned north to find and destroy their opponents. As **Henry VI** and **Margaret** awaited news at the City of York, the Yorkist and Lancastrian armies in late March 1461 met in what would be one of the most decisive clashes on English soil: the Battle of Towton.

Towton. The sources disagree on the exact development of the battle. It is often seen as two connected battles, Ferrybridge and Towton, making a rolling conflict over a prolonged period, starting on the 28th March and finishing on the next day, Palm Sunday. The general consensus is that the Lancastrians outnumbered the Yorkists in the initial stages. There were eight Peers alongside the Yorkist King, and 19 with the Lancastrians. **Edward IV**, **Warwick**, and **Norfolk** (who arrived late) faced the slain Somerset's son Henry (now 3rd Duke of Somerset), Henry Holland of **Exeter**, and Henry Percy of **Northumberland**.

Somerset had a blocking force under **Clifford** to the south at Ferrybridge. These were destroyed, and **Edward's** men could then approach the main position. The Lancastrians were deployed on the top of a plateau, waiting for the Yorkists to attack. The Yorkist vanguard commander, Fauconberg, noticed the strength and direction of the wind, deployed his archers at the front, and started a barrage of arrows that fell in the middle of the Lancastrian ranks. When the Lancastrians replied, their arrows fell short of the target (see Event Y1 & L1, LEEWARD BATTLE LINE). Fauconberg's archers even gathered enemy arrows from the ground to shoot back when they finished their own.

The volleys of arrows forced the Lancastrians to attack. They pushed back the Yorkist forces, who were at risk of losing their left wing. **Edward IV** joined the thick of the fighting, taking charge of the situation and rallying the troops to withstand the enemy assault.

Once stabilized, the fight went on for two or three hours. The Lancastrians were little by little forcing the Yorkists to fall back. But the decisive moment came when **Norfolk** finally arrived and took the Lancastrian left wing by surprise, starting a rout that spread through the ranks and ended with a massacre.

Northumberland and **Andrew Trollope** fell in the battle. **Henry**, **Margaret**, **Somerset**, and **Exeter** fled to Scotland. The Yorkist victory left **Edward IV** as uncontested ruler of England.

Somerset's Return. **Edward IV**, strong and handsome and still an 18-year-old at the time of the 1461 battle, started his reign with pardons to many of his enemies from Towton. **Somerset** accepted but in 1464 would spurn this peace offering.

Lancastrian opposition still carried on in the North, especially as the Crown's diplomacy with Scotland in 1463 threatened the Lancastrian sanctuary there. Edward delegated suppression of these risings to **Warwick** and the Neville family, principally John Neville, Marquess of Montagu.

When **Somerset** in 1464 rebelled against Edward IV again, Montagu defeated him at the Battle of Hexham, ending the revolts. Somerset fell captive after the battle and was beheaded. Shortly

afterwards, **Henry VI** was captured and transferred to the Tower of London, putting an apparent end to the Lancastrian cause, though his wife and heir remain free.

The first Respite. The year 1464 also saw **Edward IV** marry Elizabeth Woodville, an attractive widow of Lancastrian sympathies. Her father had achieved a level of notoriety by marrying Jacquetta of Luxembourg, widow of the Duke of Bedford, a woman of considerably higher social status. The Woodvilles were a large family and gave Edward an opportunity to broaden his favor through his wife's relatives (see Event Y31 EARL RIVERS and Capability Y31 WOODVILLES).

Over the following five years Edward IV started to assert his authority, much to the chagrin of **Warwick**, who expected not only to be rewarded materially for his role in putting Edward on the throne, but also to be granted political power and effectively act as a medieval first minister.

The relationship between Edward and Warwick slowly broke down. Traditionally this has been put down to Warwick's opposition to the King's marriage and his dislike of Queen Elizabeth's family and their increasing influence. For example, Lord Rivers, the Queen's father, became Lord Treasurer in 1466 (Event Y31 EARL RIVERS).

Issues, however, ran deeper than that. Warwick favored a pro-French foreign policy. Edward was naturally drawn to Burgundy as an ally against England's traditional enemy. Edward also promoted men who owed their advancement entirely to him, men such as William Herbert, Earl of **Pembroke**, and Humphrey Stafford, Earl of **Devon** (see also Event Y29 DORSET and Capability Y29 STAFFORD BRANCH). These men received lands and offices coveted by Warwick himself. Edward's fiscal policies also meant that he benefitted from trade at the expense of some of Warwick's traditional allies in the merchant community (see Lancastrian Capability L30 MERCHANTS).

Warwick's Rebellion

Things came to a head in 1469. Warwick had managed to suborn Edward's brother, George Duke of Clarence who at that time was regarded as heir to the throne as Edward was yet to have a son. Warwick, who had only daughters, was keen to marry his eldest, Isabel, to Clarence, and Clarence was happy to agree. Alas Edward did not. Having married an English woman, he now needed his siblings to make foreign marriages to build alliances. He had already married his sister Margaret to Charles of Burgundy in 1468, and further diplomatic opportunities beckoned.

Open rebellion broke out in 1469. A series of risings in the north, under the mysterious "Robin of Redesdale" (Event L31 ROBIN'S REBELLION), finally provoked **Edward IV** to respond rather than rely upon local leaders. While he was gathering forces, **Warwick** left for Calais with **Clarence** and Isabel, who were then married by George Neville, Archbishop of York. Warwick then returned with an army, aiming to catch Edward between his forces and those of Redesdale, which were actually led by a loyal Warwick retainer.

Fearing the worst, Edward summoned **Pembroke** and **Devon** to come to his aid. These two ran into Redesdale's forces at Edgcote



on the 24th July 1469. With neither Warwick nor Edward present this was like a play with the lead actors absent. Redesdale's men prevailed, **Devon** fleeing before the battle. **Pembroke** was captured during the fighting and executed several days later, on Warwick's orders. **Edward IV** was captured shortly afterwards as support deserted him.

Warwick's attempts to rule with Edward as a puppet failed. With Edward incarcerated, Warwick went on a killing spree, disposing of his "enemies", notably Lord Rivers, but come September, Warwick needed King Edward to enable him to raise forces to suppress rebellions, and **Edward** took the opportunity to return to London and announce he was back in control. Publicly he claimed that he was reconciled with **Warwick** and **Clarence**, but privately among his household it was said that this was not the case.

The following year a revolt in Lincolnshire prompted **Edward** to leave London with his army to crush the rebels. Traditional accounts, including the official version written by one of Edward's scribes, claim that the rebels were organized by **Warwick** and **Clarence**. More recent research suggests that this might not have been the case, and Edward was taking the opportunity to deal with his troublesome over-mighty noble and brother.

With the rebels defeated at the Battle of Losecote, 12th March 1470, and **Edward** hot on their trail, **Warwick** and **Clarence** fled to France. Here, with the help of Louis XI, Warwick arranged an alliance with **Margaret** d'Anjou, sealed by an agreement to marry his second daughter, Anne Neville, to Henry VI and Margaret's son **Edward, Prince of Wales**.

This unfortunately side-lined **Clarence**, who was now realizing the error of his ways. Getting the deal was not an easy matter for **Warwick**, however. **Margaret** made him stay on his knees in her presence for half an hour before deigning to speak to him. Even with the agreement in place, Margaret did not fully trust Warwick.

Warwick and **Clarence** next staged a full-scale invasion with the help of the French and the Lancastrian allies they had in England. Creating a diversion in the north, they landed in Dartmouth and Plymouth at the head of two armies.

Edward IV was in the north, dealing with the bush wars instigated by Warwick's associates in that region, but found himself trapped by an army led by Montagu. He realized he had insufficient time to raise a full-sized army to deal with the problem and, desperate, fled to Burgundy with his brother Richard, the Duke of **Gloucester** (and future King Richard III), and what he could save of his retinue.

Once in Burgundy, **Edward** and **Gloucester** started gathering resources and allies to come back to England. **Warwick's** alliance with France to put **Henry VI** back on the throne served in this case to aid Edward. If both England and France were hostile to Burgundy, then the Duke of Burgundy had a problem (see Event Y23 CHARLES THE BOLD).

Meanwhile, **Warwick** freed **Henry VI** from the Tower and on 3rd October 1470 reinstated him as King of England in what was known as the "Readeption". **Margaret** was still wary of Warwick, however, and had remained in France. Henry VI was very weak mentally and incapable of governing, the perfect King for a man like Warwick.

Edward IV, with the backing of the Burgundians, landed in Ravenspur at the head of a small army. This was a symbolic moment, as it had reminiscences of Henry Bolingbroke's return, over 70 years before. As with that return, Edward also initially claimed to be coming back to recover his legitimate inheritance. But, as allies gathered around him, it became clear that he was there to recover the throne.

Edward's forces increased as he journeyed south. **Clarence**, totally disaffected with **Warwick**, came back to the fold, and his brothers received him with open arms. **Edward** and **Gloucester** were careful enough, though, not to give Clarence any command in the forthcoming battles. Edward entered London on 12th April and paused only long enough to lock **Henry VI** back in the Tower of London before heading off to fight **Warwick**. Edward had a narrow window of opportunity while **Margaret** and her forces remained in France, most likely trapped by contrary winds. Here was an opportunity for King Edward to defeat his enemies one at a time.

Edward found **Warwick** near Barnet, deploying close to him in the evening dark. The following day, 14th April, with the battlefield shrouded in heavy mist and despite being outnumbered, Edward attacked. The two armies were offset, with both left flanks being overlapped. **Oxford** held the Lancastrian right flank for Warwick and broke **Hastings** on the Yorkist left. Oxford's men pursued the defeated Yorkists into Barnet, before a few returned to the battle. Richard of **Gloucester** on the Yorkist right was pushing back the Lancastrian left, causing the battle lines to turn counterclockwise.

Edward then was the beneficiary of an amazing piece of luck. As **Oxford's** men began to return to the field from their pursuit, Montagu's fellow Lancastrians mistook the star of Oxford's banner for Edward IV's "sun in splendour" badge. They started to shoot arrows at the returning men. Oxford's forces, shouting "treachery", counterattacked. One of Warwick's retainers murdered Montagu for fear he was about to change sides. **Exeter**, who had commanded the Lancastrian left, also lay dead. As **Warwick's** army collapsed, one of Edward's men slew the Kingmaker himself.

Edward IV had disposed of his one-time mentor, and now had to turn his attention to the remaining Lancastrian threat. **Margaret** and **Edward, Prince of Wales**, had landed at Weymouth (near Dorchester) on the same day as the Yorkist King's victory at Barnet. Refreshing his forces, Edward IV headed off to the West Country.

He tracked down **Margaret's** army at Tewkesbury on 4th May 1471. Although the armies were smaller than at Barnet, King **Edward** was again outnumbered. In addition to Margaret and the **Prince of Wales**, Edmund Beaufort of **Somerset** was present and commanded the army. Edward IV was again supported by **Gloucester** and **Hastings**.

The battle opened with a Yorkist advance, and Somerset responded by trying to turn the Yorkist left flank, passing his men along a concealed path. As the Lancastrians emerged, the two brothers Edward IV and Gloucester forced them back and a concealed force of cavalry, placed by Edward before the battle started, attacked them in the flank and then pursued them. The rest of the Lancastrian army broke and fled.



Edward IV defeats Warwick at Barnet, 1471.

Prince Edward was captured and killed, as was **Somerset**. **Margaret** herself was captured and sent to join her husband in the Tower. The remaining Lancastrian resistance crumbled. **Jasper Tudor** fled to the Continent. Forces under Thomas Neville, the Bastard of **Fauconberg**, failed in their attempt to seize London. He was captured shortly afterwards and executed.

Edward had won.

The Second Respite. The remaining years of **Edward IV's** reign were more or less peaceful. He now had a male heir, also named Edward, to be followed soon by another, named Richard. These were placed mainly in the care of his wife's family, the Woodvilles, as they prepared for their roles as royal adults. Edward put the country's finances on a more solid footing and behaved as an English king was supposed to, for example, by invading France in 1475, although this campaign ended with the French King, Louis XI, paying off the English to withdraw.

Alas, Edward IV's relationship with his brother George, Duke of **Clarence**, never really settled down, and the King executed him in 1478 after another act of rebellion.

One of **Edward IV's** last acts of foreign policy was to order an invasion of Scotland in 1482, under the command of Richard of **Gloucester**. The campaign was in support of a rival claimant to the Scottish throne. Although this aspect failed, the English did regain control of Berwick upon Tweed, which **Margaret d'Anjou** had gifted to Scotland in exchange for support against Edward in 1461.

Much to everyone's surprise, Edward died in 1483, at barely the age of 40, probably due to overindulgence. He had become indolent as he became older and enjoyed the pleasures of the flesh. Another theory is that he caught pneumonia while fishing, somewhat ironic given all the risks he had run in combat when younger.

The succession should have been straightforward. Although a minor, his son Edward was a healthy 13-year-old, who would reach his majority in five years (see Event Y33 **EDWARD V**). Edward IV had put in place clear guidance for what was to happen should he die before his son was old enough, with Richard of **Gloucester** as Protector of the Kingdom and his wife's family the Woodvilles accorded a role in raising the Princes and in government.

What happened next is controversial and divisive even today. Gloucester seized the young Prince Edward while on his way to London, taking him out of the control of his mother's family. His motives are open to interpretation. His brother had entrusted him with the Protectorate, and he may have had reason to think that the Woodvilles were about to stage a coup. Alternatively, he may already have had in mind what would be his first step on the road to seizure of the throne for himself.

Gloucester had the young Prince brought to London and placed in the Tower, soon to be joined there by the Prince's younger brother. The Tower at this time served two distinct roles. It was a prison for high-ranking prisoners, but it was also a luxurious royal palace where kings traditionally had stayed before their coronations.

Plans for the coronation of Edward V were delayed, then put on hold. Then a clergyman suggested to Gloucester that his brother's marriage to Elizabeth Woodville was bigamous, rendering his children illegitimate and therefore making Richard of Gloucester himself the heir to the throne.

On 3rd July 1483, Richard was crowned King. Neither young Prince was seen outside the Tower again, and their disappearance is one of history's abiding mysteries.

My Kingdom for a Horse

Richard III's coronation seemed to show a nation united behind a strong, adult ruler, but all was not well. Even before his coronation, Richard had taken steps to remove likely opposition, executing his deceased brother Edward's close friend **Hastings** and temporarily imprisoning the wealthy **Thomas Stanley**. As well, he had the senior male members of the extended Woodville family executed.

One of Richard's chief supporters in his seizure of the crown was Henry Stafford, 2nd Duke of Buckingham (grandson of the Lancastrian-loyalist 1st Duke of **Buckingham**; see L34 **BUCKINGHAM'S PLOT**). But, married to a Woodville, Buckingham by the end of July was in discussions with **Henry Tudor's** mother, Margaret Beaufort (see Event L35), and by October Buckingham was in open rebellion. Troops under Henry Tudor were unable to leave France to join him, due to contrary winds. Yorkists crushed the rebels and executed Buckingham.

The following year saw **Richard III** attempt to consolidate his hold on the realm, but behind the scenes **Edward IV's** Queen, Elizabeth Woodville, and **Henry Tudor's** mother, Margaret Beaufort, were arranging the deal that would unseat Richard. A marriage of Edward's oldest daughter to Henry Tudor, would unite the Houses of York and Lancaster on the throne (see Capability L32 **TWO ROSES**). In England, the remnants of Lancastrian supporters joined with Yorkists who now regretted backing Richard intent on his overthrow. Henry Tudor would return to England, backed by



French troops and money (see Capabilities L34 PIQUIERS and L36 CHEVALIERS).

Henry Tudor's invasion started in early August 1485, when he set sail from Harfleur. He was accompanied by **Jasper Tudor** and had the services of an experienced French commander, Philibert de Chandé (see Capability L33). Landing in Pembrokeshire, he moved northeast before cutting across eastward through Shrewsbury, toward the English Midlands, gathering support as he went.

Richard III positioned his army centrally, in Nottingham, and his supporters marched to join him from London and the North. Troops under **Thomas (2nd Baron) Stanley** and his brother **William Stanley** also made their way to the battlefield.

Thomas Stanley was husband to Margaret Beaufort and thus **Henry Tudor's** stepfather. **Richard** held Thomas Stanley's son, Lord Strange, as a hostage, to guarantee the father's good conduct and support. While historians have widely derided the Stanleys as turncoats and fence-sitters, it seems unlikely that they were intending to do anything other than turn on **Richard III** once the time was right.

Bosworth. The two armies met at Bosworth on 22nd August 1485, for one of the most important battles in English history. The site has been subject to the most intensive archaeological work on any English battlefield in recent years, which has added greatly to our understanding of the battle, although the evidence is still open to interpretation.

What seems most likely is that **Henry Tudor** attacked **Richard III** first. The two sides clashed, the Yorkist vanguard led by **Norfolk** and the Tudor's center led by **Oxford**, while **Thomas Stanley** and **William Stanley** held off.

During a small break in the fight, the French, who were concealed behind or near Oxford's lines, attacked **Norfolk** from the flank with their 22 foot-long pikes (L34 PIQUIERS). Richard's rear supports were unable to react due to the terrain. **Northumberland**, seeing that the **Stanleys** had joined the Lancastrian side, started to flee.

Norfolk was destroyed, and **Richard III** could either flee and save his life or try a last desperate maneuver. No one can call him a coward, as he chose the latter. Mounting his horse, and accompanied by his bodyguards, he charged through the battlefield in search of **Henry Tudor**, hoping to kill him and win the battle with one stroke of a sword.

Seeing **Henry** and his bodyguards behind **Oxford's** battle, **Richard** attempted to end the fight with a decisive cavalry charge, something that had not been tried in the Wars of the Roses for over two decades (see Capability Y32 FINAL CHARGE). Skirting the marsh that protected Henry's right flank, Richard headed for his enemy. The King, first with his lance and then with his battle axe, fought his way through the men around Henry until he was no more than a sword point away from the pretender. But then **William Stanley's** troops came crashing from the back of the battlefield. The melee that followed cut down Richard and his followers.

Richard III fell as he fought on foot beside his dead horse, surrounded by enemies. Forced to his knees, his helmet ripped off, repeated blows to the head killed him, bringing the Plantagenet dynasty to a bloody end.

After Bosworth, **Henry Tudor** was crowned King of England. He followed through on marrying **Edward IV's** daughter Elizabeth, thus merging the York bloodline with his and uniting the two Roses.

The Tudor dynasty had begun.



The death of Richard III during the battle of Bosworth.



Lord and Vassal Histories

Here we briefly discuss the lives of historical figures depicted in the game as Lords and Vassals. As a convention, we refer to nobles by their titles, except where other names better distinguish them. See also the House of Lancaster and House of York family trees, pages 54 & 55.

The Lancastrians

Henry VI Plantagenet, King of England



Henry was born on 6th December 1421, the only son of King Henry V and Catherine of Valois, daughter of Charles VI of France. Henry VI in 1422 succeeded his father as the third King of England (and claimant to the French throne) from the Lancastrian branch of the Plantagenets, after Henry IV and Henry V. Until the new King's coming of age, a Lord Protector (Humphrey, Duke of Gloucester) and a regency council of Henry's uncles (Henry V's brothers) governed the country.

Henry VI was pious, shy, and averse to conflict, so when he took up the reins of government in 1437, he allowed a few noble favorites to dominate his court, first Suffolk, then after Suffolk's death, Edmund Beaufort, 2nd Duke of Somerset. Suffolk's arrangement of a royal marriage to the French Margaret d'Anjou, along with Henry's less aggressive policy toward France relative to that of his father, stirred conflict among the nobles and divided the court itself. An anti-French party led by Gloucester, later succeeded by York, on one side opposed a party around the new Queen on the other.

Henry VI suffered from bouts of mental illness or catatonia. During the first one, in 1453, York was named Lord Protector. And—perhaps ill-suited to a king in these times of division—Henry always sought to negotiate rather than resort to resolution by arms, as can be seen in his response to Jack Cade's rebellion in 1450 and during the confrontation with York a bit later.

When armed conflict nevertheless came, the Yorkists proved the greater military leaders. After the Battle of Towton and Yorkist victory, Henry VI fled to Scotland and spent some years there in exile before his capture and imprisonment in 1464.

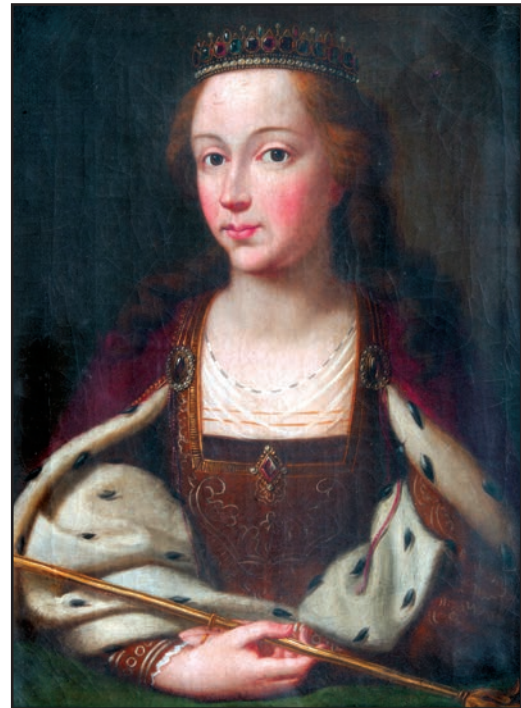
Indeed, Henry VI was captured and freed multiple times after battles in the Wars of the Roses and even reinstated to the throne for a few months in 1471, upon Edward IV's exile to Burgundy. Henry VI finally died 21st May 1471, captive in the Tower of London.

Margaret d'Anjou, Queen of England



Margaret (Marguerite) was born 23rd March 1430, the daughter of René, Duke of Anjou, and Isabella of Lorraine. She was a cousin of King Louis XI of France, and when she married King Henry VI in 1445, she became Queen of England (and nominally Queen of France) until 1461, and again from 1470 to 1471. Margaret and Henry had only one son, Edward, born in 1453. (See Edward of Westminster, below, and Arts of War Capability card L26 EDWARD – Prince of Wales.)

Margaret's French family included several women who had exercised power in politics, administration, and war, so she found it difficult to adapt to an English court that expected her to play a secondary role. That, and Henry VI's reticent personality, quickly led her to become involved in the power struggle between the two factions of the court: the Duke of Gloucester's party, which wanted to keep Henry V's policy fighting France, and Cardinal Beaufort's party, which sought a negotiated exit from the Hundred Years War. She favored the latter agenda and thus became an enemy of Gloucester and, after his fall, of Richard Plantagenet, the Duke of York.



Margaret d'Anjou, Queen of England

Highly active at war, Margaret accompanied armies on campaign and took command when Henry VI was imprisoned or unwell. (See Capability L17 MARGARET takes the reins.)

After Towton, she had to endure hard exiles in Scotland and France. She had little hope of recovering the throne until Louis XI arranged an alliance between her and the Earl of Warwick, by then known as "Kingmaker". In 1471, Margaret returned to England at the head of a Lancastrian army to confront the Yorkist King Edward IV.

The Battle of Tewkesbury saw the defeat of her army and the slaying of her son. She was imprisoned in the Tower of London, briefly with her husband, who died a few weeks later. Louis XI ransomed her in 1475, and spent her final seven years near Anjou, where she died in 1482.

Henry Beaufort, 3rd Duke of Somerset



Henry Beaufort, born 26th January 1436, was the son of Edmund of Somerset and Eleanor de Beauchamp and inherited the ducal title. The new Duke of Somerset had been present on the field upon his father's death at First St Albans in 1455, cementing his hatred of York and the Nevilles and his enthusiasm for the Lancastrian cause.



Somerset stepped into the forefront of military leadership for the rest of the first War of the Roses, commanding Lancastrian armies in several campaigns. (See Capability L28 LOYAL SOMERSET.)

Appointed Captain of Calais in 1459, Somerset sailed there but was refused admittance to the city by Warwick's supporters. He tried unsuccessfully to besiege Calais, and spent some time fighting skirmishes around it, until the Yorkists defeated him and forced his return across the Channel.

During Somerset's absence, the Yorkists had won at Northampton. But Somerset then defeated them at Wakefield in late 1460 and Second St Albans in 1461. Sadly for the Lancastrians, Somerset lost against Edward of March at the Battle of Towton later that year and had to flee to exile in France.

Somerset sought Edward IV's pardon and briefly became loyal to the Yorkist King. But in 1464 he rebelled again, campaigned for the Lancastrians near the Scottish border in the North, met defeat at the Battle of Hexham, and there was beheaded.

Edmund Beaufort, 4th Duke of Somerset



Edmund Beaufort and Eleanor de Beauchamp's named their second son Edmund, born two years after his more famous brother Henry. Succeeding Henry as Duke of Somerset, Edmund became an important figure for the Lancastrians in the period of Warwick's rebellion.

Imprisoned in the Tower of London, Edmund missed the 1460-1461 Lancastrian victories of Wakefield and Second St Albans and their defeat at Towton. He was released in 1462 when his brother reconciled with Edward IV.

After his brother's rebellion and death, the younger Somerset joined Margaret d'Anjou's court-in-exile at Coeur. There he spent some time fighting for Charles, who later became Duke of Burgundy.

When Warwick and Margaret d'Anjou became allies, Edmund of Somerset, alongside the Duke of Exeter, started raising troops for the Lancastrians. He joined Margaret and the Prince of Wales as they finally disembarked in England in 1471.

Somerset commanded the Lancastrian army at the Battle of Tewkesbury. After the Lancastrian defeat, Somerset sought shelter in a nearby abbey, whence the victors removed him by force and—dispensing the same punishment as befell his brother—beheaded him.

Henry Holland, 3rd Duke of Exeter



Henry Holland was born 27th June 1430 to John Holland, the 2nd Duke of Exeter, and Anne Stafford and inherited the ducal title when his father died in 1447.

Exeter's character has been described as cruel, savage, and unpredictable. In 1447, the soon-to-be Duke of Exeter had married Richard of York's daughter Anne. However, during the Wars of the Roses, he fought against his Yorkist father-in-law and remained loyal to the Lancastrian cause.

Exeter commanded Lancastrian troops at the victories of Wakefield in 1460 and Second St Albans in 1461 and the defeat of Towton in 1461. He joined Margaret d'Anjou in her exile in France and returned to England when she allied with Warwick. He com-

manded the Lancastrian left at Barnet, where he was wounded and captured.

Exeter received a royal pardon from Edward IV. In 1475, he volunteered for Edward's expedition to France. (See Capability L29 HIGH ADMIRAL.) On the return voyage, Exeter fell overboard and drowned.

Humphrey Stafford, 1st Duke of Buckingham



Humphrey Stafford was born in December 1402, the son of Edmund, 5th Earl of Stafford, and Anne of Gloucester, a granddaughter of King Edward III. (Yorkist Lord Humphrey Stafford, who became Earl of Devon, was a distant relative.)

Humphrey Stafford was a military commander during the Hundred Years War, having joined King Henry V's campaign in France in 1420. After his elevation as Duke of Buckingham and the death of his mother, he became one of the wealthiest and most powerful landowners in England (see Capability L22 STAFFORD ESTATES).

During the reign of Henry VI, he usually acted as a conciliator and peacemaker between Gloucester's and Beaufort's factions in court. Upon war against Henry VI, Buckingham joined the King's side and served him faithfully.

Buckingham was near the King during First St Albans and was captured by the Yorkists. A feud with Warwick made him an even more clear supporter of Henry VI and Margaret d'Anjou.

Buckingham fell on 10th July 1460 at the Battle of Northampton, while acting as the King's personal guard.

Henry Percy, 3rd Earl of Northumberland



The Percys had ruled estates in northern England since the Norman Conquest. Henry Percy was born 25th July 1421. His father Henry was the 2nd Earl of Northumberland, and his mother Eleanor was of the House of Neville. (See also Capability L14 PERCY'S POWER.)

The younger Henry Percy was appointed Warden of the Eastern March in 1440 and was very active in multiple border conflicts with Scotland. In 1448, he with his father and Sir Robert Ogle invaded and ravaged Dunbar and Dumfries.

Henry had married Eleanor Poynings, from an important nearby rival family, and taken the title of Lord Poynings. Marriage ties, however, did not prevent the Percy's major feuding with the Poynings and also with the Nevilles, against whom Henry even fought a battle, at Topcliffe in 1453.

In the Wars of the Roses, Henry Percy was one of a generation of nobles who, like Henry Somerset and John Clifford, saw their Lancastrian fathers killed at the First Battle of St Albans in 1455. As the new Earl of Northumberland after his father's death, he became a diehard Lancastrian.

Northumberland led the central battle (troop formation) at Wakefield in 1460 and took part at Second St Albans in 1461. At the Battle of Towton, on 29th March 1461, he commanded the Lancastrian vanguard. There, he was fatally wounded or slain outright. (See also Yorkist Lord Henry Percy, 4th Earl of Northumberland—he was the son of this Henry Percy.)



George Plantagenet, Duke of Clarence



George was the sixth son of Richard of York and Cecily Neville, born in Dublin on 21st October 1449, in between his brothers Edward and Richard, each of whom would become King of England. George was made Duke of Clarence and appointed Lord Lieutenant of Ireland when Edward became King in 1461.

Clarence fell under the influence of Warwick the “Kingmaker” and married Warwick’s oldest daughter Isabel Neville against Edward IV’s wishes. When Warwick rebelled against the King, Clarence sided with his father-in-law, joining him in France. When Warwick’s rebellion in 1470 restored Henry VI as King, Clarence became the next in line to the throne after Henry and Margaret’s son Edward, Prince of Wales.

But Warwick then had his other daughter, Anne, marry Prince Edward. Clarence soon suspected that his faith in his father-in-law was misplaced. He reconciled secretly with his brother Edward. When Edward IV defeated Warwick at Barnet in 1471, the King restored his brother Clarence to royal favor and made him Great Chamberlain.

As Richard of Gloucester, Clarence’s younger brother, had married the widowed Anne Neville, Clarence and Gloucester together had to share Warwick’s inheritance. This situation created tension between them. Clarence was made Earl of Warwick and Earl of Salisbury, but it seems that that was not enough for him, especially after the death of his wife Isabel in 1476 from complications of childbirth. Clarence never recovered from Isabel’s death, which made his behavior increasingly erratic.

In 1478, he was imprisoned and privately executed in the Tower of London for a supposed plot to kill King Edward.

Jasper Tudor, Earl of Pembroke



Jasper Tudor, born in 1431, was the son of Owen Tudor and Catherine de Valois—and thus half-brother to King Henry VI.

Jasper Tudor’s father Owen was a descendant of Ednyfed Fychan, Llywelyn the Great’s renowned Chancellor, and that gave Jasper added status in Wales. (See Capability L25 WELSH LORD.)

Young Jasper and his brother—sons of Henry V’s widow—were competitors to Henry, so his court at first kept them away. But in 1442 it took them in, educated them, and gave them military positions.

In 1452, Jasper Tudor was recognized as a legitimate half-brother to the King and created Earl of Pembroke. Jasper lost the title to the Yorkist William Herbert when Edward IV attained the throne in 1461, briefly regained it in 1471, and then lost it again.

Jasper had considerable military expertise, although the only two major battles in which he took part were Mortimer’s Cross, where he lost to Edward IV, and Bosworth.

In 1471, after the Lancastrian defeat at Tewkesbury, Jasper fled to Brittany with his nephew Henry (who later would become Henry VII). There, at Chateau de Suscinio, they created an

armed camp, where they planned their invasion of England with the help of the French.

After a failed invasion attempt in 1483, they had to leave Brittany and go to Charles VIII’s court. There, they prepared for a second invasion. This one was successful—in 1485, they landed near Pembroke and met Richard III at Bosworth, defeating his army and killing him.

As Jasper’s nephew Henry Tudor became King Henry VII, Jasper was finally fully restored as Earl of Pembroke and created Duke of Bedford, taking possession of Cardiff castle. He lived until 21st December 1495.

Henry Tudor



Henry Tudor was born 28th January 1457. He was the son of Edmund Tudor, 1st Earl of Richmond and half-brother to Henry VI, and Margaret Beaufort, daughter of John Beaufort, 1st Duke of Somerset, niece or cousin of various other Somersets, grandniece of Cardinal Beaufort, and great-granddaughter of John of Gaunt, 1st Duke of Lancaster. (See also Event L35.)

Henry’s mother provided him a claim to the English throne through the House of Beaufort. After the death of Edward, Prince of Wales, in 1471, Henry Tudor became the senior Lancastrian male (though his matrilineal claim was stenuous).

From 1470, Henry was under the protection of his uncle, Jasper Tudor, who went into exile with him to Brittany and helped to prepare the Tudor invasion of England, unsuccessfully in 1483 and then again in 1485, culminating in the Battle of Bosworth at which the Lancastrians (by this point, the Tudors) defeated Richard III.

Henry was crowned as Henry VII, founding the Tudor dynasty. He married Elizabeth of York, Edward IV’s eldest daughter, uniting the feuding Lancastrian and Yorkist dynasties. He reigned for 24 years and died in April 1509, succeeded by his son, whose coronation as Henry VIII the long-lived Margaret Beaufort attended shortly before her death.

John de Vere, 13th Earl of Oxford



John was born 8th September 1442, the second son of John de Vere, 12th Earl of Oxford, and Elizabeth Howard, a first cousin of the Duke of Norfolk. In 1462, his father and eldest brother were accused by treason by the Yorkist John Tiptoft, Earl of Worcester, and beheaded a few days later. Following Edward IV’s conciliatory policies with Lancastrians, John was allowed to succeed his father as Earl of Oxford.

In 1469, Oxford joined Warwick’s rebellion against Edward IV. When Henry VI was restored, Oxford was appointed Lord High Constable of England, and, from that position, he tried, condemned, and executed Tiptoft. (See also Oxford and Worcester, under Prominent Houses, page 30.)

In April 1471, Oxford led Warwick’s right wing at Barnet, defeating Hastings and pursuing the Yorkist left from the field. As Oxford’s men began to return to the battle array, allied troops mistook them for an attack from the rear by Edward’s men and shot



arrows at them. Oxford's troops counterattacked, and the friend-on-friend fighting contributed to a Lancastrian collapse.

After this defeat, Oxford went to Scotland and then to France to engage in privateering. Oxford spent a few years as a prisoner near Calais, but when Richard III ordered his transfer to England, he was found to have escaped.

Oxford commanded the archers and vanguard on the winning side at Bosworth in 1485. After Richard's defeat and Henry VII's coronation, Oxford became one of the most powerful men under Tudor reign. He died childless in 1513, after a life full of fighting and adventure.

Edward of Westminster, Prince of Wales



Born in 1453, Edward was the royal heir and only son of Henry VI and Margaret d'Anjou. He accompanied his mother into exile to France and, after her alliance with Warwick, in December 1470 married Anne Neville. He sailed with the Lancastrian army that invaded England in April 1471 and several days later was killed at the Battle of Tewkesbury. (See also Capability L26 EDWARD – *Prince of Wales.*)

John Clifford, 9th Baron Clifford



Born in 1435, son of Thomas Clifford and Joan Dacre, he saw his father slain at First St Albans in 1455 and became a loyal Lancastrian, intent on revenge. (See Capability L21 MY FATHER'S BLOOD.)

For a time, he joined Northumberland in the north, helping him in his feud with the Nevilles. After the Battle of Northampton in 1460, Clifford started a raiding campaign, and his ravaging of York's and Neville's estates forced them to march north to deal with the trouble.

Clifford was a commander at the Battle of Wakefield that defeated York, and most believe that he killed Edmund of Rutland, York's son, as Rutland fled. He also played an important part in the Battle of Second St Albans. He was slain in 1461 in the skirmish at Ferrybridge the day before the Battle of Towton.

John Neville, 1st Marquess Montagu



Salisbury's third son John was born in 1431. Less famous than his eldest brother, Warwick, he was of a more martial nature. (See L23 MONTAGU.)

He was one of the main actors during the Percy-Neville feud in the 1450s and took part in the Battle of Blore Heath against the Lancastrians. Montagu, along with his brother Thomas, was imprisoned until 1460.

Montagu was present at Second St Albans, where he was captured again and not released until Edward IV's victory at Towton. After that, Montagu was briefly created Earl of Northumberland but soon was stripped of that position in favor of Henry Percy. During the start of Warwick's rebellion, Montagu began loyal to Edward IV but soon turned against the King and went over to his brother's side.

At Barnet in 1471, Montagu took charge of the center of Warwick's army and was cut down while fighting to give his brother time for a last attempt to flee.

Sir Andrew Trollope



Andrew Trollope was born into a family of Durham dyers. He spent most of his military career in France as a man-at-arms. By 1442, he was serving under Sir Richard Woodville, and by 1455 he was made Master Porter of Calais. Trollope sailed with Warwick to England in 1459. But at the Battle of Ludford Bridge, he defected to Henry VI's side, dealing a blow to the Yorkists, who had to flee.

Sir Andrew kept fighting alongside the Lancastrians and became a valuable strategist and tactician for them. Prince Edward knighted him at Second St Albans. At the Battle of Towton in 1461, Andrew Trollope shared command of the vanguard with Northumberland and there was killed. (See also Capability L19 ANDREW TROLLOPE.)

Thomas Stanley, 2nd Baron Stanley



Born in 1435, son of Thomas Stanley, 1st Baron Stanley, and Joan Goushill, the younger Thomas Stanley was a magnate of great wealth and power across the northwest of England, based around Lancaster and Chester.

Thomas Stanley managed to remain in favor with the various kings during the Wars of the Roses. But Richard III came to distrust him due to his marriage to Henry Tudor's mother, Margaret Beaufort, and demanded Stanley's son, Lord Strange, as a hostage. At the Battle of Bosworth, Thomas Stanley finally stood against Richard III. The King issued orders for the murder of Lord Strange, but they were not carried out.

The Stanleys' intervention pushed the balance of the battle in favor of Thomas's stepson, Henry Tudor, who later lavishly rewarded him. King Henry VII created Thomas Stanley the 1st Earl of Derby in October 1485. Thomas Stanley lived until 1504. (See also Stanley, under Prominent Houses, page 30, and Capability L35 THOMAS STANLEY.)



Thomas Stanley after the Wars, as Earl of Derby.



The Yorkists

Richard Plantagenet, 3rd Duke of York



Born 21st September 1411, Richard was descended from the warrior King Edward III by both his parents. Richard's father was the son of Edmund, Duke of York, Edward III's fourth son. Richard's mother was the great granddaughter of Edward III's second son, Lionel of Antwerp.

In the reign of Henry VI, York joined the party of Henry's uncle, the Duke of Gloucester, which favored the continuation of the Hundred Years War. York was appointed Lieutenant of France in 1436. There, he displayed his capabilities as administrator and organizer but was not favored by the Crown. Backing Gloucester, he opposed the marriage of Henry VI to Margaret d'Anjou. When Gloucester in 1447 fell in disgrace and died, York took charge of the opposition party.

After multiple royal slights in favor of York's rival, the Earl of Somerset, and the corresponding loss of influence, York rebelled against Henry VI. The powerful Neville family joined York.

York became Lord Protector for a brief period after the Yorkist victory at First St Albans that Henry VI became catatonic. After the reversal at Ludford Bridge in 1459, York fled to Ireland, returning to England in 1460 at the head of an army. Failing in an attempt to be crowned, he did succeed in appointment as Henry VI's successor.

On 30th December 1460, Richard of York fell in the Yorkist defeat at the Battle of Wakefield and ended up with his head on a spike at the gates of York.

Edward Plantagenet, 7th Earl of March



Richard of York's eldest surviving son Edward was born at Rouen in Normandy, 28th April 1442, by Cecily Neville, daughter of Ralph Neville, 1st Earl of

Westmorland. Edward probably grew up at Ludlow Castle on the Welsh Marches.

Edward in 1459, at the age of 17, had to flee England with his father's allies, the Nevilles, after the Battle of Ludford Bridge. He went with them to Calais and returned one year later to march into London and lead one of the three Yorkist divisions at the Battle of Northampton.

After the death of his father in 1460, Edward of March became the leader of the Yorkist faction. He defeated the Lancastrians at Towton and was crowned King Edward IV.

Edward married Elizabeth Woodville, a factor in the King's falling out with his long-term ally, friend, and mentor, Richard Neville, the Earl of Warwick. This conflict erupted into a Yorkist civil war in 1469. The Lancastrians subsequently joined forces with Warwick, and Edward IV briefly had to flee to Burgundy.

Edward returned to England once more in 1471, landing at Ravenspur (as Henry Bolingbroke had done more than 70 years earlier). From there, he gathered an army and defeated Warwick at Barnet and the Lancastrians at Tewkesbury. King again, Edward IV spent the next 10 years defeating the occasional revolt, organizing a

half-hearted invasion of France, fathering sons, and enjoying the pleasures of a king's life.

Edward IV died on the 9th of April 1483, possibly of pneumonia caught while fishing and aggravated by his fondness for food and drink. He left his son Edward, a minor, as his successor, with his brother Richard of Gloucester as Lord Protector.

Richard Neville, 5th Earl of Salisbury



Richard Neville was born in 1400 in Durham to Ralph Neville and Joan Beaufort. He married Alice Montagu daughter and heiress of the 4th Earl of Salisbury. Through her inheritance, Richard as the next Earl of Salisbury became one of the wealthiest and most influential nobles in England.

Richard of Salisbury was appointed Warden of the West Marches (based in Carlisle) in 1420, traditionally a perch of the Percy family. This increased the tensions between the Percys and the Nevilles, the two most powerful families in the North of England. The feud resulted in multiple skirmishes, and the Court had to intervene.

Salisbury was brother-in-law to Richard of York. After the Lancastrians favored the Percys, Salisbury joined York's party and became the latter's strongest ally, taking part in the Battle of First St Albans. When York became Lord Protector, Salisbury was appointed Lord Chancellor—appointments overturned shortly afterward, when Henry VI recovered from his catatonia.

In 1459, the Yorkists rebelled again, and Salisbury marched for Ludlow to rendezvous with his son Richard of Warwick and with York. He defeated an intercepting force of Lancastrians at the battle of Blore Heath. After the rout at Ludford Bridge, he fled with his son and with Edward, the Earl of March, to Calais.

Salisbury returned to England in 1460 and joined forces with York. He died after Wakefield on the 30th of December—captured and beheaded while trying to escape, Salisbury shared Richard of York's fate, his head put on a pike alongside his ally's over the gates of York.

Edmund Plantagenet, 1st Earl of Rutland



Richard of York and Cecily Neville's second son, Edmund, was born 17th May 1443. We know little about his life, probably because he was absent from many of the main events of the Wars of the Roses and died young. Nevertheless, his figure is important as the brother and next in line of succession to the future King Edward IV.

During York's tenure as Lord Lieutenant of Ireland, Edmund was appointed Lord Chancellor of Ireland. During the first War, Edmund of Rutland was the son most often at Richard of York's side, while Edward spent more time with the Nevilles.

In October 1459, Rutland at the age of 16 stood alongside his father and elder brother at the Battle of Ludford Bridge. Rutland fled with York to Ireland, while the elder son Edward of March went with the Nevilles to Calais.

On 2nd December 1460, Rutland was among the nobles and troops that his father with Salisbury led out of London to confront the Lancastrians in the North. On 30th December, Rutland fought in



the Battle of Wakefield and was killed trying to flee the field—his head placed alongside those of his father York and Salisbury at the gates of York.

William Herbert, 1st Earl of Pembroke



“Black William” Herbert was born in 1423, son of Welsh nobleman Sir William ap Thomas and Gwladys ferch Dafydd Gam, the daughter of a Welsh warrior who died at Agincourt. William Herbert too took part in numerous battles in France over the final years of the Hundred Years War. He was taken prisoner after the Battle of Formigny in 1450, freed, and knighted at Christmas of that year.

William ap Thomas up to his death in 1445 had been an ally of Richard of York. The younger Sir William at the outset of the Wars of the Roses held loyal to King Henry VI. But, when the Yorkists returned from Calais in 1460, Black William followed in his father’s footsteps to join the Yorkist cause. He represented Hereford in the Parliament later that year and fought effectively for Edward of March at Mortimer’s Cross.

After Edward IV ascended to the throne in 1461, the King reward William Herbert with several key positions within Wales. Importantly, Herbert replaced Jasper Tudor as Earl of Pembroke and became known as Edward IV’s Welsh “master lock”.

In the second War, Pembroke led a Royal army of Welshmen on campaign against Warwick. (See also Capabilities Y25 PEMBROKE and Y30 CAPTAIN.) Warwick’s rebels caught and defeated Pembroke and the Earl of Devon at the Battle of Edgcote on 24th July 1469, capturing Pembroke there. Warwick several days later executed him along with Pembroke’s brother Richard.

Humphrey Stafford, 1st Earl of Devon



Humphrey Stafford was born in 1439 to Catherine Chidioc and William Stafford, belonging to a cadet branch (male descendants of younger sons) of the Earls of Stafford, who later became Dukes of Buckingham. (This Humphrey thus was only a distant relative of the Lancastrian lord, Humphrey Stafford, 1st Duke of Buckingham.) Through inheritance, he became a dominant magnate in the southwest of England, particularly in Dorset.

Humphrey proved a loyal Yorkist, and Edward IV knighted him at Wakefield in 1461. Over the following years, he was appointed steward of the Duchy of Cornwall, constable of Bristol, and keeper of Dartmoor. He served Edward IV faithfully and succeeded in turning an area that had been strongly Lancastrian into a more favorable region for the Yorkists.

In this process, Humphrey progressively took control of the Earldom of Devon from its old holders, the Courtenays (who had been Lancastrian supporters). In 1469, Stafford received the title of Earl of Devon, previously being Baron Southwick.

But Devon was able to enjoy the Earldom for only three months. That year, he went to help Pembroke quell Warwick’s rebellion and took part in the Battle of Edgcote on 24th July. He initially was able to flee but was captured later and executed on 17th August. (See also Devon, under Prominent Houses, page 30, and Event Y29 DORSET and Capability Y29 STAFFORD BRANCH.)

Henry Percy, 4th Earl of Northumberland



The staunch Lancastrian Henry Percy, 3rd Earl of Northumberland, killed at Towton in 1461, left a son Henry, born 1449 by Eleanor Poynings.

After the Yorkist victory in 1461, the younger Henry Percy was imprisoned and even briefly lost his title in favor of John Neville. But Henry finally swore fealty to Edward IV in 1469 and recovered his titles. The restored Earl of Northumberland became an important member of the court and held key posts in northern England, such as Warden of the East and Middle Marches, a traditional appointment for members of his family. (See also Capabilities Y27 PERCY’S NORTH and Y37 PERCY’S NORTH.)

In 1485, Northumberland commanded the Yorkist reserve at Bosworth, but he failed to commit his forces to the battle—possibly treason in favor of Henry Tudor. After the battle, Northumberland was arrested, but he then swore allegiance to the new King and was allowed to return to his old posts.

Northumberland was slain in April 1489 by rioters protesting high taxation in Yorkshire.

Richard Plantagenet, Duke of Gloucester



Cecily Neville, Duchess of York, bore Richard of York 12 children. The eleventh, also named Richard, was born on 2nd October 1452 at Fotheringhay Castle

in Northamptonshire.

When his father fell at the Battle of Wakefield in 1460, young Richard was sent into exile in the Low Countries. After Towton in 1461, Richard came back to take part of his older brother’s coronation as King Edward IV, where Richard was appointed Duke of Gloucester.

During Edward IV’s reign, Richard of Gloucester became a trusted supporter of his brother the King. He was a key combatant at Barnet and Tewkesbury, leading a wing in each battle. After that, he kept receiving appointments and responsibilities, taking part in an invasion of France in 1474 and leading an English army in an invasion Scotland in 1482.

Upon the King’s death in 1483, Gloucester was appointed Lord Protector of the Realm. However, shortly afterward, he had himself crowned King Richard III, usurping his young nephews Edward and Richard.

Richard III’s brief reign was marked by multiple rebellions that he repressed harshly, such as one by the Duke of Buckingham in 1483, and by the threat of a Tudor invasion with the help of a French army.

When Henry Tudor’s army finally landed in August 1485, Richard III raised an army and, together with Northumberland and Norfolk, went to meet the invaders. On 22nd August 1485, the two opposing forces met near Bosworth, where Richard met defeat and death as he led a desperate charge to reach Henry and kill him.

Richard III is one of the most controversial figures in English history, with as many supporters as detractors. His real personality, the reasons for his actions, and even which actions were really his doing are all still shrouded in mystery.



John Howard, 1st Duke of Norfolk



John Howard was a descendant of English royalty through both sides of his family, born about 1425 to Sir Robert Howard and Margaret de Mowbray, eldest daughter of Thomas de Mowbray, 1st Duke of Norfolk. (As an added curiosity, John Howard was the great-grandfather of Anne Boleyn and Catherine Howard.)

Howard was strongly Yorkist and was knighted by Edward IV at the Battle of Towton on 29th March 1461. After that, he started receiving appointments in service of the King, usually as constable or sheriff. In 1468, he was made Treasurer of the Royal Household. He bore the royal banner at Edward IV's funeral in 1483.

Later that year, Richard III made John Howard the 1st Duke of Norfolk (third creation, the death of John de Mowbray having made extinct the first creation and King Richard invalidating the second). (See also Norfolk, under Prominent Houses, page 30.)

Loyal to Richard III, the new Norfolk led the vanguard of the King's army at Bosworth Field on 22nd August 1485. According to the Ballad of Lady Bessy, Sir John Savage slew Norfolk in single combat. There is an alternative story that Norfolk fell when a Lancastrian arrow struck him in the face.

William Hastings, 1st Baron Hastings



Born in 1431 to Sir Leonard Hastings and Alice Camoys, William Hastings became a close friend and courtier of Edward Plantagenet.

Hastings served King Edward IV as Master of the Mint and Lord Chamberlain and helped him during Warwick's rebellion and against the Lancastrians after the Readeption of Henry VI, commanding wings at the Battles of Barnet and Tewkesbury in 1471. (See also Capability Y24 HASTINGS.)

Appointed Lieutenant of Calais that year, Hastings's power and influence continued to grow. By the time of Edward IV's death in 1483, Hastings was one of the most powerful men in England. But in June of that year Richard of Gloucester (soon to be Richard III) executed him under a charge of treason.

The Kingmaker

Richard Neville, 16th Earl of Warwick



Salisbury's first son, named Richard like his father, was born 22nd November 1428 by Alice Montagu. With the younger Richard's marriage to Anne Beauchamp,

he became Earl of Warwick and added access to the Beauchamp and Despenser inheritances to that of Salisbury and Montagu. Richard of Warwick soon became even richer and more influential than his father.

When Warwick's father Salisbury joined York's rebellion, Warwick went along. It is possible that Warwick was the first to attack at First St Albans, earning him a certain reputation for bravery. His victory over the King's army at Northampton in 1460, where Henry VI was captured, increased Warwick's fame.

After York and Salisbury died at Wakefield, Warwick faced the Lancastrians at the Second Battle of St Albans. Disastrously defeated (resulting in Henry VI's release), Warwick was able to flee and meet up with Edward of March after the latter's victory at Mortimer's Cross.

Warwick was with Edward, by then King Edward IV, at Towton. With the Lancastrian defeat, Warwick became the second most powerful man in the Kingdom.

After some years, Warwick started losing influence over the King, leading him to rebel. He forged an alliance with King Edward's brother, George of Clarence, through Clarence's marriage to Warwick's eldest daughter. In 1469, Warwick captured Edward IV, but had to release him shortly afterward. After the Battle of Losecote in early 1470, Warwick fled to France. He then allied with his old enemies: Margaret d'Anjou and the Lancastrians.

Warwick returned to England in September 1470, forcing Edward IV to flee to exile Burgundy. Warwick released Henry VI from the Tower and crowned him again—gaining Richard Neville the nickname "Warwick the Kingmaker".

After Edward IV's return, the Yorkist King confronted his old friend at Barnet in 1471. Warwick's army outnumbered Edward's, but a thick mist worked against the Lancastrians. Warwick lost the battle and was killed while trying to flee.



A Shakespearian depiction of Warwick's fall at Barnet.



Prominent Houses

Beaumont



William, 2nd Viscount Beaumont (1438-1507) was a strong Lancastrian supporter. He fought at Northampton, Towton, and Barnet and survived all, a rare achievement—then joined Henry Tudor to fight again on Bosworth Field.

Bonville



The Bonvilles, led by William 1st Baron Bonville, were a powerful family of landowners in southwest England. They had a long-standing feud with the Courtenays (see Devon below) and would support whoever would aid them in that conflict. That placed them in the Yorkist camp.

Devon



The Courtenay family traditionally held the Earldom of Devon. The Courtenays supported Lancaster, so Edward IV rewarded the Yorkist Humphrey Stafford with the title. (See Yorkist Lord Humphrey Stafford, 1st Earl of Devon, page 28.) Following Henry VII's coronation, the Earldom was recreated for the Courtenays.

Dudley



John Sutton, 1st Baron Dudley (1400-1487), briefly Lieutenant of Ireland, fought in battles of the Hundred Years War and the Wars of the Roses. First a Lancastrian and councilor to Henry VI, Dudley switched allegiance to the Yorkists before Towton. His title passed to his grandson, who was elected Knight of the Garter early in Henry VII's reign.

Essex



Henry Bouchier, 1st Earl of Essex (1406-1483), fought as a Yorkist at Second St Albans and Towton. His brother Thomas, Lord Chancellor of England (1404-1486), sided with Lancastrian or Yorkist as the winds blew and, as Archbishop, crowned Edward IV, Richard III, and Henry VII.

Fauconberg



Warwick's uncle William Neville, Earl of Kent and by marriage 6th Baron Fauconberg, served as a member of York's council during Henry VI's second period of incapacity, fought on the Lancastrian side at First St Albans, then commanded the Yorkist vanguard at Towton. After Edward IV's victory, Fauconberg was appointed Lord Admiral.

Norfolk



John de Mowbray and his son, also called John, were the 3rd and 4th Dukes of Norfolk, respectively. While the father took York's side and was instrumental in Edward's victory at Towton, his son was less active in the struggle. After Edward IV's death in 1483, Richard III created John Howard the Duke of Norfolk (see Yorkist Lord John Howard, 1st Duke of Norfolk, page 29), which is the creation that survives today.

Oxford



John de Vere and his son of the same name were the 12th and 13th Earls of Oxford, respectively. The father, a member of the Duke of York's council while York was Lord Protector, initially did not take sides but later sided with Margaret d'Anjou. His son was more strongly Lancastrian, fighting alongside Warwick at Barnet and Henry Tudor at Bosworth. (See Lancastrian Lord John de Vere, 13th Earl of Oxford, page 25.)

Shrewsbury



John Talbot, 2nd Earl of Shrewsbury, was killed at the Battle of Northampton. His son, John Talbot, 3rd Earl of Shrewsbury, fought alongside the Lancastrians at Towton. But Edward IV then reconciled with Shrewsbury, who held back from supporting Warwick and the Lancastrians at Barnet and Tewkesbury.

Stanley



The Stanleys dominated the area around Cheshire and Lancashire. They succeeded in surviving the changing factions in power during the Wars of the Roses. They usually waited to see who was going to be the winner before picking a side. Both William and Thomas Stanley were at Bosworth, where they turned on Richard III and sided with Henry Tudor. (See Lancastrian Special Vassal Thomas Stanley, page 26.)

Suffolk



William de la Pole was Henry VI's main councilor and was lynched in 1450. His son John de la Pole, 2nd Duke of Suffolk was married to Elizabeth of York, Richard of York's third daughter. That made Suffolk Edward IV's and Richard III's brother-in-law. Nevertheless, Suffolk generally managed to steer clear of the Wars of the Roses. It seems he was equally distrusted by both sides and received rewards from either.

Westmorland



Warwick's cousin Ralph Neville, 2nd Earl of Westmorland, spent most of his life fighting against his own family to secure his inheritance. Westmorland's brother John Neville, Lord of Raby, fought for the Lancastrians was killed at Towton. Westmorland had an importance inheritance, so the Percys, Warwick, and Richard of Gloucester all tried to control him in one way or another. However, while Yorkists and Lancastrians each courted Westmorland, he did not involve himself much in the wider issues raised by the Wars of the Roses. Contemporaries thought him mentally unfit and so appointed multiple guardians to take care of him.

Worcester



John Tiptoft, 1st Earl of Worcester, was known as the "Butcher of England" due to the harsh methods he used to repress the Lancastrians after Edward IV took the throne. He served as Lord High Treasurer, Lord High Constable of England, and Lord Deputy of Ireland. He made an enemy of Oxford, who executed him after Henry VI's Readeption. After John's death, his minor son Edward became Earl of Worcester but remained under guardianship the rest of his short life.



Arts of War – Notes

This section details each side's Arts of War Events and Capabilities with their texts, tips on implementing them, and historical background. The back of this booklet lists the Arts of War decks' card titles at a glance.

Yorkist Events

(top half of card)

All Scenarios*

*NOTE: The "Wars of the Roses" grand scenario assigns specific cards to its sub-scenarios (6.3).

Y1. LEEWARD BATTLE LINE

Hold: Play in Battle to halve all Missile hits (round up) to Friendly Lords, unless Enemy LEEWARD BATTLE LINE

Tips. Play this card at the Event step after Battle Array (4.4.1). Halve all Missile Hits taken by the playing side, first adding any from other cards, then cutting to half the total, rounded up. If both sides play this Event, neither card has effect. The Attacker may wait to see whether the Defender plays the Event before deciding whether to play it.

History. Armies that could position their archers to shoot with the wind had a huge advantage, as Fauconberg showed at the Battle of Tewkesbury. The Yorkist archers were able to range the Lancastrians, while the latter's arrows fell short. Yorkists reportedly were even able to recover some of the enemy's fallen arrows and shoot them back.

Y2. FLANK ATTACK

Hold: Play to Intercept without rolling and become Attacker in that Battle

Tips. The Holding side may play FLANK ATTACK when attempting Intercept by the normal rules (4.3.4, including by a Marshal or Lieutenant). Neither side may play this Event while Event Y12 PARLIAMENT'S TRUCE is in effect. If a side plays FLANK ATTACK, do not roll for Intercept—it succeeds automatically and then occurs in the usual way.

History. During the Wars of the Roses, most of the fast movements of the armies were in the context of trying to reach the better defensive position before the enemy. As this is a war in which most battles were won by the attacker, this maneuver did not tend to yield the desired results. There are some exceptions though, as at Edgcote, where Warwick's army was able to intercept and attack a Yorkist one and put it on the defensive.

Y3 & Y9. ESCAPE SHIP

Hold: Play upon Death check if Yorkist Route (4.5.1) to Port for any Routed Yorkists to go into Exile instead

Tips. Play at the end of a Battle, before rolling for Death (4.4.3), only if the playing side is at or can trace an overland Route to a Friendly Port per Supply rule 4.5.1. The Defender must decide and play any Events relating to Death checks before the Attacking

side does. The playing side may select any of its Routed Lords automatically to apply the Exile procedure (4.3.5) instead of the roll. The effect occurs even if a side played BLOCKED FORD before that Battle. ESCAPE SHIP may combine with Capability Y8 ENGLAND IS MY HOME to result in regular Disband of the affected Lord.

History. Most of the Lords losing a Wars of the Roses battle died. They knew the stakes were high, so some of them had plans for fleeing the field as soon as they saw the tide turn. But they were not able to go back to their own estates immediately. Scared of the more than possible persecution by their enemies, they often fled to a foreign country where they had friends and allies.

Y4. JACK CADE – Rebel leader calls himself a Mortimer

This Levy Yorkist Lords in or adjacent to Yorkist Dominated Areas each add 2 free successful Parleys

Tips. Upon this turn's Muster (3.4) by this side, determine which if any Areas this side Dominates (has Favour in all that Area's Locales, 1.3.1, 4.8.1). All this side's Lords within those Areas as well as all its Lords in any Locales adjacent (linked by a Way) to a Locale within such an Area must take two Parley Levy actions by the usual rules (3.4.1) except without spending any Influence points or Lordship and succeeding without rolling. The Capability on this card will not be available for Levy this turn, as the player will not discard the card until the end of the Levy phase (3.1.3).

History. Jack Cade's rebellion, probably orchestrated by York (who benefited from it), started in Kent and grew until the rebels captured London. Smaller such rebellions were common, and parties made good use of them. The south favored York heavily, and he was able to leverage that into more influence over the kingdom.

Y5. SUSPICION always haunts the guilty mind

Hold: Play in Battle for participating Yorkist Lord to check Influence. Success Disbands 1 Lancastrian Lord at Battle with lower Influence rating

Tips. Play at the Event step after Battle Array (4.4.1). Then choose one Friendly Lord and one Enemy Lord. The Friendly Lord must have a higher Influence rating than the Enemy (1.5.2, including modifications by other cards). The Friendly Lord checks Influence (1.4.2). If the Check is successful, Disband that Enemy Lord (3.2.4). The Disband does not cause any loss of Influence points. The Disbanded Lord will not take part in the Battle—Reposition accordingly in Round 1 (4.4.2).

History. Gloucester speaks the Event's title line in Shakespeare's *Henry VI* part III. Treason is one of the main features for which we know the Wars of the Roses. Changing sides was less common than indecisiveness, which this Event represents. The political machinations of certain Lords were enough to make other nobles decline to take part in some battles, as may have happened with the Earl of Northumberland at Bosworth.



Y6. SEAMANSHIP

This Campaign Yorkists may Sail for just 1 Command action

Tips. With this Event, Friendly Lords may Sail by the usual rules (4.6.1) but spending just one Command action instead of an entire Command card to do so. They may combine Sail with other actions on the same card such as March, Tax, Supply, Parley, or more Sailing. The Capability on this card will not be available for Levy this turn, as the player will not discard the card until after this Campaign (3.1.3).

History. Multiple armies from foreign countries fought in the Wars of the Roses. Both Yorkists and Lancastrians shipped to and disembarked armies in England. Knowing where and when to disembark had huge importance in the future success of a campaign, as when Edward IV sailed from Burgundy to land at Ravenspur or the Nevilles landed at Dover from Calais.

Y7. YORKISTS BLOCK PARLIAMENT

This Levy Lancastrians may not Levy Vassals except by Event

Tips. This card blocks the Levy Vassal action for Lancastrians this turn, even from a Capability such as L32 TWO ROSES and for Special Vassals such as L35 THOMAS STANLEY. However, Lancastrian Events that enable Vassal Levy—L7 FOR TRUST NOT HIM, L35 MARGARET BEAUFORT, and L37 THE EARL OF RICHMOND—supersede YORKISTS BLOCK PARLIAMENT and allow Vassal Levy accordingly. This card's Capability is not available this Turn (3.1.3).

History. Yorkists were constantly trying to get a hold on the English Parliament. Even during York's rebellion, he took great pains to get his fellow nobles' approval and was very disappointed when the Parliament rebuked him. Nevertheless, the Yorkists were able politicians and multiple times were able to block the nobles from taking any action against them.

Y8. EXILE PACT

This Campaign Yorkist Lords may use a Command action to place their cylinder into a Friendly Exile box (at no Influence cost)

Tips. This Event during the coming Campaign will allow voluntary Yorkist Exile without Approach by an enemy. At the cost of one Command action, an Active Yorkist Lord can go directly to a scenario-designated Exile box with no effect on Influence points, Assets, or Vassals.

History. Exile was usually the consequence of a lost or averted battle. Nevertheless, in some instances, Lords chose to leave the country to regroup and gather forces, as was the case with Edward IV and his 1470s exile to Burgundy.

Y10. TAX COLLECTORS

Each Yorkist Lord may immediately conduct a Tax action to receive twice the usual Coin

Tips. Any of these immediate Tax actions are voluntary. Any on-map Yorkist Lords may take the Tax actions regardless of locations, but the action must comply with the usual Tax procedure and consequences (4.6.3)—such as an Influence check and selecting, tracing to, and Depleting a qualifying Stronghold—except that the Lord obtains double the usual Coin.

History. The scarcest resource in the Wars of the Roses was money. Lords ended up with huge loans to repay at the end of the conflict. Yorkist had a special ability to get the money they needed just in time, as Edward did in 1461 and 1471, when he was able to secure loans to build the army needed for Towton and Barnet/Tewkesbury, respectively.

Y11. BLOCKED FORD

Hold: Play upon Approach to prevent Exile (all Lords there Battle)

Tips. This Event, played at the moment of Approach by either side (including as a result of Intercept, 4.3.4), forbids any Lords there choosing Exile before Battle (4.3.5). BLOCKED FORD does not affect ESCAPE SHIP. When Capability L15 KING'S PARLEY cancels an Approach, Yorkists may not play BLOCKED FORD. Lancastrian play of BLOCKED FORD prevents use of Capability Y8 ENGLAND IS MY HOME.

History. Lords going to exile was a common occurrence during the Wars of the Roses. But to be able to flee from a field of battle required having an open route to escape, and there were multiple instances when a Lord was caught in the process, as what probably happened to Warwick at Barnet.

Y12. PARLIAMENT'S TRUCE

Hold: Play to prohibit all Approach and Intercept for the rest of this Campaign

Tips. Play this Event at any moment during a Campaign. It forbids Approach and Intercept for both sides for the remainder of the turn, including by Event Y2/L2 FLANK ATTACK or by Capability L29 HIGH ADMIRAL. Return the card to its deck upon Reset (4.8.6).

History. Yorkists used their influence in Parliament to further their agenda, as when York became Lord Protector in 1453 and stopped skirmishes amongst nobles.

Y13. ASPIELLES – Yorkist spies

Hold: Play to inspect all Lancastrian Held cards and 1 Hidden Lancastrian Lord mat (1.5.3)

Tips. This Event can be played at any moment, even in the middle of a Battle. If using the Hidden mats option (1.5.3), the side playing the Event may select any one Enemy Lord's mat to inspect.



History. Spies and saboteurs were common during the time. As the Wars of the Roses was not a war of conquest, there were sympathizers of both sides in all cities and towns, and information flowed, albeit not fast.



Scenarios Ia, Ib, & Ic

Y14. RICHARD OF YORK – LORD PROTECTOR

This Levy Yorkist Influence ratings +1 for Parley

Tips. The +1 increase to all Yorkist Lords' Influence ratings (not just York's) affects Parley Levy actions (3.4.1) only, not Levying Lords, Vassals, or Troops. This card's Capability is not available this Turn (3.1.3). Discard the card at the end of Levy—it will not affect Parley during the ensuing Campaign (4.6.4).

History. Lord Protector was a temporary title given to a lord who sat in the governing council and had the duty to defend and protect the realm, usually while the King was a minor, ill, or absent. Richard of York was Lord Protector three times—from March 1454 to January 1455, from November 1455 to February 1456, and again from October 1460 until his death. The first two appointments happened when Henry VI was ill, the last one when Henry was under the custody of York and Warwick.

Y15. LONDON FOR YORK

If Yorkist Favour at London, add a second Favour there – London changes Favour only by Event or Pillage

Tips. If there is a single Yorkist Favour marker at London, put a second Yorkist Favour marker on it. If this Event occurred earlier, and there are already two Yorkist Favour markers at London, LONDON FOR YORK has no effect. The double Favour markers mean only that London is immune to Lancastrian Parley actions (3.4.1, 4.6.4) unless enabled or aided by Events such as L17 MY CROWN IS IN MY HEART or L18 PARLIAMENT VOTES. London otherwise Favours Yorkists normally, such as for Tides of War (4.8.1). Pillage (3.2.1) can remove or reverse Favour at London normally, removing both Yorkist markers.

History. London tended to favor Yorkists during all the Wars of the Roses. Margaret d'Anjou felt so unloved there that she persuaded Henry VI to move his court to Coventry. One exception was Warwick's rebellion against Edward, when London seemed to prefer the Kingmaker.

Y16. THE COMMONS

This Levy each Yorkist Levy Troops action may add up to 2 Militia extra (from pool)

Tips. Each time in this turn's Levy phase that a Yorkist Lord takes the Levy Troops action, he has the option to add two Militia pieces in addition to any other Troops normally received (like those provided by the Stronghold or any other Event or Capability), so long as Militia pieces remain in the pool (1.6). This card's Capability is not available this Turn (3.1.3). Discard THE COMMONS at the end of Levy—the Militia remain.

History. The common populace was not heavily invested in the Wars of the Roses. Commoners seemed to fare as well under one side as under the other, although there was a tendency to favor Yorkists, probably because Richard of York's protectorate, restored order and lowered taxes (or, at least, did not increase them).

Y17. SHE-WOLF OF FRANCE – *Queen without dowry*

Shift each Yorkist Vassal's Calendar marker 1 box right

Tips. When this Event occurs, identify which Vassal markers on the Calendar are Yorkist. Shift those Vassal markers each one Calendar box to the right (delaying Pay or Disband of each by one turn, 3.2.3). The status of the Lancastrian Lord Margaret does not affect this Event.

History. Margaret d'Anjou was unloved since the first day the English new about her marriage to Henry VI. She didn't bring any dowry (on the contrary, concessions were made to France), was French and had a strong character that made her very different from Catherine, the mother of Henry and wife of Henry V whom people deeply loved.

Y18. SUCCESSION – *Richard declared Henry's heir*

This Levy 1 Parley action by each Yorkist Lord costs less by –1 Influence point and automatically succeeds

Tips. Each Yorkist Parley action during this turn's Levy phase (only) costs one Influence point less total, to a minimum of zero and always succeed rather than rolling. SUCCESSION does not affect the cost of any Parley Levy actions that other cards already reduce to zero Lordship cost or "free". This card's Capability is not available this Turn (3.1.3).

History. Richard of York sought to use his influence to become the heir to a childless Henry VI in 1451 to 1452. He nearly achieved it then. Finally, in 1460, the Parliament passed the Act of Accord, which recognized York and his heirs as Henry VI's successors.

Y19. CALTROPS

Hold: Play in Battle to add +2 Melee Hits against the Enemy each Round

Tips. Play after Battle Array (4.4.1). Each Melee step of each Round, CALTROPS causes two extra Hits against the Lancastrians. The Yorkist player distributes the two added Hits among Engagements, the Lancastrians among Lords and Forces within an Engagement.

History. Although the use of caltrops in some battles is more than probable, the one where it was recorded is Second Saint Albans. Warwick prepared a very well defended position, although his strategy was thwarted when the Lancastrians came from an unexpected side. Nevertheless, caltrops had a substantial effect on the enemy army.

Y20. YORKIST PARADE

Hold: Play if London Friendly and York or Warwick there. **This Levy** Yorkist Influence ratings +2

Lords. York and Warwick.

Tips. Play the Event at any time that London Favours the Yorkists. If played during Campaign, the card stays played and the Event takes effect only during the following turn's Levy; the card's Capability will not be available until thereafter (3.1.3). This Event increases all Yorkist Influence ratings by two for all purposes during that Levy phase. It does not affect Tides of War "Gain Lords Influence" (4.8.1).



History. London was the biggest, richest, and most influential city in England. Yorkists took the most advantage of this as leverage to project their power across the rest of the kingdom.

Y21. SIR RICHARD LEIGH – *Yorkist Mayor of London*

Remove Lancastrian Favour from London or, if neutral, place Yorkist Favour there

Tips. This Event occurs even if there is a Lancastrian Lord present in London.

History. Sir Richard was a member of the Grocers' Company, at the time the most important of the 12 Guilds and trade associations that guided London. He served as Sheriff of London 1452-1453 and Mayor 1460-1461 and 1469-1470. He favored the Yorkists at the start of the two more decisive periods of the first half of the war.

Y22. LOYALTY AND TRUST

This Levy any 1 Yorkist Lord has Lordship +3

Tips. Select any one Yorkist Lord for the increased Lordship rating. The +3 is in addition to any other Event or Capability that could modify this rating. This card's Capability is not available this Turn (3.1.3).

History. Followers look to their lords for good lordship—taking care of their needs and helping them in their quarrels. In turn, followers rewarded lords with loyalty and trust (that then went both ways).

Scenario II

Y23. CHARLES THE BOLD – *Edward IV's brother-in-law*

Add 1 Coin and 1 Provender to each Yorkist Lord on map

Tips. All Yorkist Lords on map—those in Exile boxes but not the ones on the Calendar—each receive the Assets.

History. Charles the Bold was the Duke of Burgundy from 1467 to 1477 and a strong ally to the Yorkists, as he was married to Margaret, the sister of Edward IV. He (or maybe she) was one of the main sources of foreign help to Edward, as apparent during his exile to Burgundy in 1470.

Y24. SUN IN SPLENDOUR

Hold: Play in Levy if Edward IV on Calendar (even as Exile) to Muster him at any Friendly Locale free of Enemy Lords

Lord. Edward IV.

Tips. Play at any moment of a Levy phase (including immediately after drawing the Event card) that Edward IV's cylinder is anywhere on the Calendar. Automatically Muster him per the usual rules (3.4.2) but at any Friendly Locale of the Yorkist player's choosing where no Lancastrian Lord, either a Stronghold with Yorkist Favour or a scenario-designated Yorkist Exile box. If Mustered ahead of the Muster segment (3.4), he will be able to take part in it with his Lordship. Discard this card at the moment played—the Capability on it is immediately available for Levy (3.4.6).

History. Edward's banners showed the Sun in Splendor, a symbol he had chosen after the parhelion (solar optical phenomenon)

seen before the Battle of Mortimer's Cross in 1461. Edward went into exile in 1470, but he soon saw that as a mistake. His support in England was stronger than he thought, so he rushed back and disembarked at Ravenspur.

Y25. OWAIN GLYNDŴR – *Welsh hold rebel in memory*

This Campaign no Lancastrian March or Sail to any Strongholds in Wales

Tips. This card takes precedence over any other Event or Capability enabling March or Sail. It forbids March or Sail into any Stronghold in Wales even for Lancastrian Lords already inside Wales. This card's Capability is not available this Turn (3.1.3).

History. Wales was in a constant struggle to be free from English rule. Owain was probably the last great rebel. He led the Welsh people on a war with England that lasted from around 1400 to 1409, having its high point between 1403 and 1406.

Y26. DUBIOUS CLARENCE – *The weakest brother*

If Edward IV on map, he may check Influence to Disband Clarence

Lords. Edward IV and Clarence.

Tips. This Event has effect if both Edward IV and Clarence cylinders are at any Strongholds or Exile boxes. The Influence Check is at the option of the Yorkist player. If successful, Disband Clarence per 3.2.4 (no Influence point penalty).

History. The brothers Edward became Edward IV, Richard became Richard III, and Edmund died at Wakefield. The only brother who did not show any martial talents or good lordship was Clarence. With a weak personality, he easily fell prey to Warwick's influence to rebel and then to Edward's to come back to the flock.

Y27. YORKIST NORTH

Gain 1 Influence point for each Yorkist Stronghold and each Yorkist Lord in the North

Tips. Immediately add one Yorkist Influence Point for each Stronghold in the North Area (1.3.1) with Yorkist Favour plus another one for each Yorkist Lord in a Stronghold within the North. Even if the Influence total then exceeds the Victory Threshold (5.2), play continues because the Victory Check happens at the end of the Campaign phase.

History. The North became a critical area for the Yorkists when they got the support of the Percys during Warwick's rebellion and, later, when they had the Lancastrians exiled to Scotland. Lots of the Yorkists' defensive efforts centered on the North.

Y28. GLOUCESTER AS HEIR

This Levy Gloucester may Parley +3 times for 0 Lordship

Lord. Gloucester or Richard III.

Tips. At the Yorkist player's option, Gloucester (or Richard III in the full-length scenario) if on map at the outset of Muster (3.4) takes up to three Parley actions that do not spend Lordship (in addition to any that he may take with his Lordship). The added Parley Levy actions otherwise follow the usual rules (3.4.1),



including Influence cost and rolls. This card's Capability is not available this Turn (3.1.3).

History. Until the birth of Edward, son of Edward IV, Gloucester could be considered his brother's heir. As such, his influence over the rest of the nobles was stronger.

Y29. DORSET – *The Staffords' lesser branch*

This Campaign Devon at Exeter Parleys for no Influence cost and automatic success

Lord. Devon.

Tips. The Event does not affect Parley during the Levy phase (3.4.1) and only affects Devon's Campaign Parley actions once he is at the City of Exeter. His Parley Commands from there cost no Influence points and all succeed without rolling but otherwise follow the usual rules (4.6.4) such as costing Command actions and remaining limited to Exeter and adjacent Strongholds Wells, Dorchester, Launceston, and Plymouth, extended to other Ports on the English Channel if Stafford has or Shares a Ship. This card's Capability is not available this Turn (3.1.3).

History. Humphrey Stafford, Earl of Devon, had a strong influence over Dorset and the southwest. He was a loyal ally to Edward and was appointed Steward to the Duchy of Cornwall as well.

Y30. REGROUP

Hold: Play in Battle for a Lord once to roll each of his Routed Troops' (modified) Protection for them to recover

Tips. If the Yorkists play this card after Battle Array (4.4.1), they may at any one moment of the Battle choose a Lord. All that's Lord's Routed Troops—wooden unit pieces, not Retinue or Vassals—roll for Protection. If successful, immediately slide them up out of the Routed section of their mat—they are no longer Routed (but can Rout again normally). If failed, there is no effect, they remain Routed.

History. Some leaders were able to rally their troops and bring them again to the front line of the battle. As Warwick showed at Second Saint Albans and Barnet, it was not easy. But, as Edward showed in Towton, it was possible.

Y31. EARL RIVERS – *Woodville family head*

Add up to 2 Militia to each Yorkist Lord on map

Tips. Adding Militia is optional and may include Yorkist Lords in Exile boxes (but not any on the Calendar). Added Militia may not go beyond those available in the pool (1.6).

History. Richard Woodville was the head of the Woodville family. He served as Lieutenant of Calais and Warden of the Cinque Ports. Initially a Lancastrian, he became the most solid supporter of Edward IV when his daughter Elizabeth Woodville married Edward. He was appointed Earl Rivers less than two years later. As Lord Treasurer and Constable of England, Richard was able to quickly raise troops in almost any place.

Scenarios III & III(B)

Y32. THE KING'S NAME *is a tower of strength*

This Levy Gloucester (not Richard III) may cancel each successful Lancastrian Levy action by paying 1 Influence point

Lord. Gloucester.

Tips. This turn, after any successful Lancastrian Levy Action (3.4.1-3.4.6)—Parley by Levy action, Levy Lord, Levy Troops, Levy Vassal, Levy Transport, or Levy Capability—the Yorkist player may opt to pay one Influence point to cancel the result of the action. Any Influence point cost that the Lancastrians incurred during the action remains, but any Depletion or Exhausted incurred is reversed. This card's Capability is not available this Turn (3.1.3).

History. Richard III speaks the Event's title line in Shakespeare's *Richard III*. The influence of Richard when he was Lord Protector and the English nobility had yet to fear him was far reaching. The legitimacy of Edward VI was without doubt, and a Lancastrian rebellion would not have an easy time taking hold.

Y33. EDWARD V

This Levy Gloucester (not Richard III) has +3 Lordship

Lord. Gloucester.

Tips. The +3 Lordship is in addition to any other Event or Capability that could modify this rating. This card's Capability is not available this Turn (3.1.3).

History. Richard as Duke of Gloucester and Lord Protector was the most powerful man of the Kingdom. His nephew Edward V, who at the time was 12 years old, was still years away from being able to wrest away any power from him.

Y34. AN HONEST TALE SPEEDS BEST *being plainly told*

Through end of **this Campaign** (including in Levy), each Lancastrian Parley costs +1 extra Influence Point

Tips. From the moment this Event occurs until the end of the turn, each Lancastrian Parley action costs one more Influence point than it otherwise would. That means that even actions that would have cost zero Influence, such as a Parley Command targeting the same Stronghold as the Lord (3.6.4) or Parley using Events such as L17 MY CROWN IS IN MY HEART, now cost one Influence Point. This card's Capability is not available this Turn (3.1.3).

History. Queen Elizabeth speaks the Event's title line in Shakespeare's *Richard III*. The last phase of the Wars of the Roses saw an amount of propaganda dwarfed only by that of Henry VIII's period. Richard, having learned from Warwick, was a master in that field.

Y35. PRIVY COUNCIL

This Levy all Yorkist Influence ratings +1

Tips. Increase all Yorkist Lords' Influence ratings by one from the moment this Event occurs until the end of the current Levy phase. This card's Capability is not available this Turn (3.1.3).



History. The nobles that surrounded Richard gathered a lot of power. They filled the void left by great figures as the Duke of Buckingham, who was executed after his rebellion in 1483.

Y36. SWIFT MANEUVER

Hold: Play in Battle. Whenever a Lancastrian Retinue Routs, if desired, immediately end the Round



Tips. If the Yorkists play this card after Battle Array (4.4.1), they may end any Rounds of the Battle at the moment that any Lancastrian Retinue (not Vassal or Troops unit) Routs and go directly to Lord Rout step (4.4.2). The interruption of the usual sequence can skip reminding Hits, skip more Engagements, and so on.

History. Richard III may be loved or hated. But it is difficult to argue against his bravery. His behavior in Scotland, in naval battles, at Barnet and Tewkesbury, and in his final charge at Bosworth show as much. Bosworth, if successful, would have changed the outcome of the battle.

Y37. PATRICK DE LA MOTE – *Chief Cannoneer, Master Founder*

Hold: Play in Battle for Yorkist CULVERINS AND FALCONETS to add 2 dice of Hits (not just 1 die)

Tips. Play after Battle Array (4.4.1). Capability cards Y1 and Y2 CULVERINS AND FALCONETS in that Battle add two extra dice of Missile Hits on the first Round instead of just one die.

History. Richard III was very interested in the use of cannon and other gunpowder weapons on the fields of Battle. He hired experts from the Continent and used a considerable part of his funds to set up foundries for making cannons. Patrick de la Mote was appointed the Master Founder.



Yorkist Capabilities

(bottom half of card)

All Scenarios

Y1 & Y2. CULVERINS AND FALCONETS

At start of Round 1 of Battle, this Lord may discard this card to add 1 die roll of Missile Hits

Lords. Any.

Tips. After both sides decide on playing any Events and before Round 1 of a Battle, Defender then Attack decide whether to expend their CULVERINS AND FALCONETS, if any there. Use of the card on Round 1 only rolls a die upon that side's Missile Strike step and adds that number (from one to six) extra Missile Hits then discards the card.

History. Artillery was still in its first stages of development in the 15th Century. Cannons were little more than a metal tube supported by a wooden frame. Precision was problematic and accidents common. They were useless in rain and very hard to reposition during a battle. So, they were mostly used at the beginning of battles to create a bit of chaos in the enemy lines and add some extra casualties.

Y3. MUSTER'D MY SOLDIERS *Gather'd flocks of friends*

Each Battle at a Friendly Stronghold, this Lord adds 2 Men-at-Arms and 1 Longbowmen. Remove them after Battle

Lords. Any.

Tips. If the Lord with this Capability is in Battle at a Friendly Stronghold, at the outset of the Battle Array phase (4.4.1), add two Men at Arms and one Longbow Troop pieces to that Lord's mat. Upon Aftermath (4.4.4), remove those Troops (only, not the card). If the Lord is left without any Troops, the Lord Disbands (1.6).

History. Warwick speaks the Capability's title line in Shakespeare's *Henry VI*. Local troop support was not very common in this war. Most men in an army came with nobles' retinues and Commissions of Array. Nevertheless, some Lords were popular enough to be able to gather extra troops from the surrounding areas—some of them from minor nobility, as in this Capability, in other cases from the general populace.

Y4. WE DONE DEEDS OF CHARITY

Each Tides of War, this Lord may pay 1 or 2 Provender (may Share) for +1 Influence point each

Lords. Any.

Tips. Once during each Tides of War phase (4.8.1), a Lord with this Capability may discard one Provender (including Shared from another Lord, 1.5.3) to add one Influence Point for that side or two Provender for two Influence points.

History. Edward IV speaks the Capability's title line in Shakespeare's *Richard III*. Plunder and sacking in any place in England had negative consequences for the side doing it—loss of prestige and enmity of the people. On the other hand, periodic bribes to towns, such as sharing the spoils of nearby battles, could give a boost to the image of a faction's Lords.

**Y5. THOMAS BOURCHIER – Archbishop of Canterbury**

This Lord starts in any Friendly City Command +1.

Lords. Any.

Tips. “Command +1” means, for example, that a Lord with Command rating “2” instead could take three Command actions on his card (1.5.2, 4.2.1). The effect only applies if this Lord, at the start of his Command Card, is located at a Friendly City (not Town, Fortress, Special Locale such as London, or Exile Box). The added Command applies for that Lord’s entire Command card, even if he moves away from the Friendly City.

History. Cities had cathedrals associated with them, and Church collaboration was essential for some aspects of waging the Wars of the Roses. Thomas Bourchier, Archbishop of Canterbury, was made Lord Chancellor during York’s stint as Lord Protector in 1456, and crowned Edward IV five years later, who in return helped him become a cardinal in 1473. He was a clear supporter to the Yorkists during the Wars of the Roses.

Y6. GREAT SHIPS

This Lord’s Ships count *double* for Sail and Supply and connect all Ports of all Seas

Lords. Any.

Tips. This Lord’s Ships—including when other Lords use them, but not other Lord’s Ships that this Lord might use (Sharing, 1.5.3)—in a Sail action can each take 12 Forces units, plus four Provender, plus four Carts (4.6.1). This Lord’s Ships also can add two Provender each when Supplying from a Port (4.5.1). As well, these Ships (even when Shared) render all Port Strongholds and Exiles Boxes as at one Way distance for Parley, Supply, and Tax—as if all on the same Sea (1.3.1 SEAS AND PORTS). This Lord Levies Ships normally (3.4.5).

History. During the 15th and early 16th Centuries, the term “great ship” denoted the largest carracks of the fleet. Although the term is best associated with the ships built during the reigns of the first Tudor kings, it was already in use at the time of the Wars of the Roses and even before. Examples included the *Holigost* of Henry V and Warwick’s great ship, whose wreck was found at Newport.

Y7. HARBINGERS

This Lord’s Supply actions draw twice the usual Provender

Lords. Any.

Tips. For any Supply by this Lord, calculate the number of Provender that it would add to the Lord’s mat (4.5.2) and place double that amount. The increase is mandatory. The effect is cumulative with other cards that affect Supply actions, such as Y6 GREAT SHIPS. HARBINGERS does not affect Forage (4.6.2).

History. In the late 1300s, “harbinger” meant a person sent ahead of a main party to seek lodgings, often for royalty or a campaigning army. They were the ones in charge of making sure that the place where the army was going to stay would have all the right conditions for a camp and available supply at hand.

**Y8. ENGLAND IS MY HOME**

When going into Exile, this Lord instead Disbands to the next Calendar box

Lords. Any.

Tips. Whenever this Lord would go into Exile (including by Event Y3 & Y9 ESCAPE SHIP), he instead Disbands per 3.2.4, but placing his cylinder automatically into the next turn’s Calendar box instead of rolling for its position. There is no Influence point penalty. The BLOCKED FORD Event prevents use of ENGLAND IS MY HOME.

History. Some lords chose to risk staying in England when on the losing side of a battle rather than going into exile in a foreign country.

Y9. BARRICADES

At Friendly Strongholds, this Lord’s Men-at-Arms have Armour 1-4 and Longbowmen and Militia have Armour 1-2

Lords. Any.

Tips. The effect applies regardless of who is the Attacker, whenever the Stronghold where this Lord Battles is Friendly. Longbowmen and Militia become Armoured Troops. The modification does not apply when rolling for Losses (4.4.3).

History. There were no relevant siege battles in the Wars of the Roses, the largest clashes having been field battles. But, in some battles, one side made use of towns nearby to set a better defensive position, as in the two St. Albans battles. And the most used maneuver was barricading the streets of the town.

Y10. AGITATORS

This Lord can use a Command action to Deplete an adjacent Neutral or Enemy Stronghold or flip Depleted there to Exhausted

Lords. Any.

Tips. At the cost of one Command action each, this Lord could Deplete and/or Exhaust multiple qualifying Strongholds on the same Command card. He can combine these actions with other Commands such as March. The actions add no Assets or Troops. The presence of Lancastrian Lords does not affect this Capability.

History. Both sides used propaganda extensively and successfully, an innovation from preceding wars. Depletion and Exhaustion represent the difficulty of extracting resources from areas where the war had already taken its toll. The use of agitators to prevent the enemy from getting that extra batch of troops or carts with bread was common during the Wars of the Roses.

Y11. YORKISTS NEVER WAIT

This Lord Marches alone (not in a Group) on Road as if Highway

Lords. Any.

Tips. This Lord can use one March Action to move two Ways if each is either Highway or Road (4.3.3). A Marshal or Lieutenant with other Lords would have to leave them behind on Road to use this benefit. The Capability does not affect March along Paths.

History. In terms of armies, technology, and tactical knowledge, the opposing sides in the Wars of the Roses were very similar.



Nevertheless, there were a few differences, and one of them was that, in general, the Yorkists lords were able to move and react a bit faster than the Lancastrians, as during the Tewkesbury and Towton campaigns.

Y12. SOLDIERS OF FORTUNE

When Levying Troops, this Lord may pay 1 Coin to also add 2 Mercenaries (from pool)

Lords. Any.

Tips. SOLDIERS OF FORTUNE is the only way in the game that Mercenary units enter play. This Lord when Levying Troops (3.4.4) may expend one Coin (including Shared, 1.7) in order to add two Mercenary units in addition to the Troops that the Lord would otherwise receive. The Lord must meet all the usual requirements and costs of the Levy Troops action. Receive exactly two Mercenary units, or only one or zero if that is what currently remains in the pool of unit pieces (1.6). Note that the card will remain with the Lord until Disband (1.9.1), even after no Mercenaries remain in the pool.

History. Armies during the Wars of the Roses were mostly professional, either the retinue of one noble (and thus, received an economic benefit from their allegiance) or earning a stipulated wage. However, mercenaries existed, as in all the medieval wars, though not as numerous and not used as much as in other countries.

Y13. SCOURERS

This Lord's Forage actions always add +1 extra Provender

Lords. Any.

Tips. This Lord's Forage actions each add one more Provender than they otherwise would, even if the Forage action is not successful (in which case, it would add one Provender instead of none and would still not Deplete the Locale). The increase is mandatory. SCOURERS does not affect Supply (4.5).

History. The supply of the armies was very important, as in this civil war there was almost no pillaging. Armies counted on being able to forage to complement their supply trains, so having a good team of scourers (those in charge of the task of foraging) was essential.

Scenarios Ia, Ib, & Ic

Y14. BURGUNDIANS

This Lord at any Port adds 2 Handgunners (once, maximum)

Lords. York or March.

Tips. BURGUNDIANS (Capabilities Y14 & Y23) is the only way in the game that Handgunners units enter play. The first moment (only) that this Lord is at any Port Stronghold (not Exile box, 1.3.1, and regardless of Favour at the Port), including upon Levy of the card if he is already at a Port, he must add two Handgunners units to his mat, no Levy action required. Note that the card will remain with the Lord until Disband (1.9.1), even though he will receive no further Handgunners, even if some are Lost.

History. Although there were multiple handgun artisans in England, the main provenance of black powder weaponry was the continent. And handgunners from Burgundy and the Holy Roman

Empire were especially appreciated. As Burgundy was usually the ally of the House of York, handgunners mostly appeared on the Yorkist side.

Y15. NAVAL BLOCKADE

This Lord at a Port cancels Lancastrian actions using Ports on that Sea unless a roll of 1-2

Lord. Warwick.

Tips. Whenever Warwick with this Capability is at any Port Stronghold (not Exile box, 1.3.1, and regardless of Favour at the Port), roll a die immediately after any Lancastrian action taken that uses a Port on the same Sea—that action only occurs on a roll of 1 or 2. Such actions can include Parley, Levy Ship, Supply, Sail, and Tax (3.4.1, 4.6.4, 3.4.5, 4.5, 4.6.1, 4.6.3). If the action requires an Influence check (1.4.2), the Lancastrians may wait to see the NAVAL BLOCKADE roll before paying Influence and rolling the check. The Lordship or Command cost for the action point is spent, regardless of the result of the roll. NAVAL BLOCKADE impedes neither use of a Stronghold itself that happens also to be a Port, nor card effects that require a Port, such as HERALDS or FRENCH TROOPS.

History. Warwick was a clever politician and probably a good administrator and brave fighter (although not a good tactician). One of his other talents tends to be overlooked, though: he was an excellent pirate—the terror of foreign fleets in the English Channel.

Y16. BELOVED WARWICK

This Lord can Levy Troops for 5 Militia (from pool) instead of the Stronghold's listed Troops

Lord. Warwick.

Tips. This Capability enables Warwick to Levy five Militia units instead of the Troops provided by the Stronghold. He must meet all the usual requirements and costs of the Levy Troops action. If he opts for the Militia, he must take the full five units, until exhausting the pool. He may do so for several Levy actions for additional Militia. Militia received are limited to the pieces available in the game (1.6). Note that the card will remain with Warwick until Disband (1.9.1), even after no Militia remain in the pool.

History. As evident upon Warwick's return from Calais in 1460, commoners well appreciated him. He probably was the most charismatic lord of the time and cleverly used propaganda to enhance his image even more. During that return from Calais, and many times later, commoners flocked to his banners helping him increase his armies significantly.

Y17. ALICE MONTAGU

This Lord's Vassals have +1 Service and are immune to FOR TRUST NOT HIM

Lord. Salisbury.

Tips. When Salisbury with this Capability Musters a Vassal, place its counter on the Calendar one box to the right of where it would usually be placed per 3.4.3 (unless already beyond box 15, 2.2.3). Lancastrians may not use Event L7 FOR TRUST NOT HIM against Salisbury's Vassals.



History. Richard Neville, Earl of Salisbury, was married to Alice Montagu. This let him come into greater estates than usual for a third son or from a second marriage. These acquisitions made him the Lord with the most nobles under his patronage in all England and thus one of the most influential.

Y18. IRISHMEN

This Lord in Ireland or at Port on Irish Sea can Levy Troops for 5 Militia (from pool) total, no Depletion or Exhaustion

Lords. Rutland or York.

Tips. This Lord when Levying Troops (3.4.4) while in the Ireland box or at any Port Stronghold on the Irish Sea may add five Militia units instead of the Troops that the Lord would otherwise receive. He may do so for several Levy actions for five Militia each. When he does so, the action does not Deplete or Exhaust the Locale. The Lord must meet other requirements for the Levy Troops action, including that the Locale not be already Exhausted. If he opts for the Militia, he must take the full five units, until exhausting the pool. Militia received are limited to the pieces available in the game (1.6). Note that the card will remain with the Lord until Disband (1.9.1), even after no Militia remain in the pool. Y6 GREAT SHIPS does not alter this Capability's requirement that the Port used be on the Irish Sea.

History. After the battle of Ludford Bridge in 1459, Richard York and his son Edmund Earl of Rutland fled to Ireland. There, they gathered troops and came back to England in 1460. That was possible because York was still the Lieutenant of Ireland (1447-1453 and 1455-1460) and was backed and appreciated by its Parliament.

Y19. WELSHMEN

Each Tides of War, Yorkists Dominate Wales with this Lord and 3+ Friendly Strongholds there

Lords. York or March.

Tips. Each Tides of War step (4.8.1), when this Lord is at any Stronghold within Wales and at least three Strongholds within Wales have Yorkist Favour, the Yorkist earn the Influence point for Domination of Wales. In other words, the presence of the Lord with this Capability in that Area reduces the requirement for Domination from Friendly Favour in all its Strongholds to Favour in just three.

History. Edward was Earl of March, in charge of the Welsh Marches and well-loved there. Although Wales in general was against any English king, and, if they had any sympathy, it was to the Lancastrians, the Marches favored Yorkists for their success in defending them from their neighbors' incursions.

Y20. YORK'S FAVOURED SON

This Lord has Influence +1 and Command +1

Lords. Rutland or March.

Tips. Rutland or March with this Capability increase the value of that Lord's Influence and Command ratings each by one.

History. A probably false rumor circulated about the legitimacy of Edward. Some historians have seen possible evidence for truth of the rumor in a hinted preference by Richard for Edmund. This

Capability is for the player to decide who will be York's heir and thus, get a boost on confidence and political power.

Y21. SOUTHERNERS

Each Tides of War, Yorkists Dominate the South with this Lord and 5+ Friendly Strongholds there

Lords. March, Rutland, or York.

Tips. See Capability Y19 WELSHMEN. SOUTHERNERS works the same way for the Area, Lords, and number of Strongholds stated.

History. Although their main strongholds were in the area around York and Ely, Yorkists and Warwick were very appreciated in the South and especially in Kent, where they were able to raise considerable support for their rebellion.

Y22. FAIR ARBITER

This Lord at a Friendly Locale has Influence +1 and Lordship +1

Lord. Salisbury.

Tips. Whenever Salisbury with this Capability is in a Friendly Locale (including an Exile box, 1.3.1), his Influence and Lordship ratings each increase by one. He could start the Levy phase in a neutral Stronghold, for example, take a Parley action to turn that Stronghold Friendly, and then use the added Lordship and Influence that same Levy Phase.

History. During his stint as Lord Chancellor in 1455, Richard Neville, Earl of Salisbury, was able to advance the interests of his followers greatly, improve his position in the Percy-Neville feud, and show his capacity as an efficient administrator.

Scenario II

Y23. BURGUNDIANS

This Lord at any Port adds 2 Handgunners (once, maximum)


Lords. Edward IV, Gloucester, or Richard III.

Tips and History. See Capability Y14.

Y24. HASTINGS

This Lord Levies Special Vassal Hastings (free), adds 2 Men-at-Arms units, and has Command +1

Lord. Edward IV.

Tips. When Edward IV gets this Capability, place the Hastings  Special Vassal marker plus two on Edward IV's mat. See rule 1.5.4 regarding Special Vassals. The Command benefit applies as long as Edward IV retains HASTINGS. If Hastings Disbands, discard this Capability; there is no effect on the two units.

History. Hastings was one of the closest friends to Edward IV. He lost part of his influence when Elizabeth Woodville became Queen, but he was there for Edward during Warwick's Rebellion, helping him raise and organize troops.

**Y25. PEMBROKE**

Each Battle in Wales, this Lord adds 2 Longbowmen. Remove them after Battle

Lord. Pembroke.

Tips. This Lord at any Battle within during Battle Array (4.4.1) must add two Longbowmen to his mat's Forces. Upon Aftermath (4.4.4), remove the added units (if any remain) to the pool, regardless of Battle outcomes. If that leaves this Lord without any Troops, he Disbands (1.6, 3.2.4).

History. Pembroke was an important castle and town that helped control the south of Wales. It wavered in its support from the Lancastrians to the Yorkists, but during 1461 and up to 1469 it was held by William Herbert, Earl of Pembroke, a loyal Yorkist.

Y26. FALLEN BROTHER

If Clarence is Dead or Shipwrecked, this Lord has Influence +2 and Lordship +1

Lord. Gloucester or Richard III.

Tips. Only Gloucester (or Richard III in the full-length scenario) can obtain this Capability, and it only increases his ratings if Death (4.4.3) or Shipwreck (4.8.2) has permanently Disbanded the Lancastrian Lord Clarence.

History. Richard, Duke of Gloucester, was the youngest of the brothers and thus he was after George, Duke of Clarence, in the line of succession. Although he was already a very influential Lord in the Court because of his good performance in battle and lordship, his brother's execution in 1478 considerably increased Richard's influence.

Y27. PERCY'S NORTH

Each Battle in the North, this Lord adds 4 Militia. Remove them after Battle

Lord. Northumberland.

Tips. See Capability Y25 PEMBROKE. PERCY'S NORTH works the same way for the Area, units, and Lord stated.

History. Henry Percy was the Warden of the Marches and had strong support in all the frontier with Scotland. The Marches were able to raise troops fast and react to Scottish incursions with speed. They were also useful during Warwick's rebellion and the return of the Lancastrians.

Y28. FIRST SON – *Edward, son of Edward IV*

Each Tides of War, Yorkists add +1 extra Influence point

Lord. Edward IV.

Tips. Each Tides of War (4.8.1) that Edward IV is on map (even in an Exile box) with FIRST SON, add one Yorkist Influence point to the edge track.

History. As soon as Edward had a son, the latter became the heir to the throne (except for the brief time that Henry VI was reinstated), and the influence of the King grew because he then had secured the succession by having a male heir.

Y29. STAFFORD BRANCH – *Duke of Buckingham's family*

Exeter and adjacent Strongholds add 1 more Provender or Coin than usual to this Lord's Supply or Tax

Lord. Devon.

Tips. Whenever Devon with STAFFORD BRANCH draws Supply from or Taxes the Stronghold of either Exeter, Launceston, Plymouth, Wells, or Dorchester as a Source, add one extra Provender if Supply (only) or one extra Coin if Tax (only). Add no extra if the Supply uses a Port Source and Ships (4.5.2).

History. Humphrey Stafford, in a lesser branch of the Stafford family and a distant cousin of the Lancastrian Duke of Buckingham with the same name, was one of the most trusted supporters of King Edward. Stafford showed a great capacity for turning the sympathies of places under his supervision and reversed the sympathies of the strongly Lancastrian southwest to support the Yorkists.

Y30. CAPTAIN

This Lord is a Marshal in any Locales where no Friendly Marshal or Lieutenant

Lords. Northumberland or Pembroke.

Tips. The Locale may be an Exile box (1.3.1, for group Sail, 4.6.1). The effect is blocked the instant that a Yorkist Marshal or Lieutenant is at the same Locale with this Lord.

History. Most of the clashes of the Wars of the Roses consisted of small battles with few lords rather than big battles such as Towton or Tewkesbury. In those smaller battles, such as Edgcote, the main leaders of the factions were not present. Instead, one of the lesser leaders there (Pembroke at Edgcote) would have full command of the army.

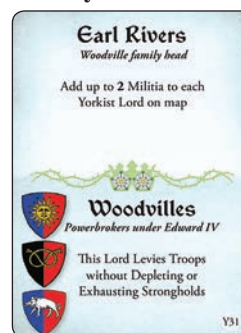
Y31. WOODVILLES – *Powerbrokers under Edward IV*

This Lord Levies Troops without Depleting or Exhausting Strongholds

Lords. Edward IV, Devon, Gloucester, or Richard III.

Tips. A Lord with this Capability Levies Troops with the usual restrictions and effects—including a Friendly Stronghold that is not yet Exhausted—except that the action neither Depletes nor Exhausts the Stronghold. Thus, this Lord can Muster Troops multiple times from the same Stronghold.

History. The Woodvilles joined the ranks of England's most powerful families when Elizabeth Woodville married King Edward IV. Queen Elizabeth's father, Richard Woodville, was appointed Lord Treasurer and Constable of England. That enabled him to muster troops quickly from all around the country.





Scenarios III & III(B)

Y32. FINAL CHARGE

As Richard III (not Gloucester) this Lord's Retinue once per Melee Strike may suffer +1 Hit to add +3 extra Hits against Enemy

Lord. Richard III.

Tips. Only Richard III, not Gloucester, may Levy this Capability.



At the beginning of each Melee Strike phase, the Yorkist player can opt for Richard III's Retinue to receive one added Hit in order to increase the total number of Melee Hits that the opponents in the same Engagement receive by three.

History. "A horse! A horse! My kingdom for a horse!" If Richard really said those words, they had the meaning of wanting a horse not to get away but to keep on charging against Henry Tudor. Richard was brave and intended to solve the battle with a head-to-head fight with Henry, but Talbot cut his charge short.

Y33. BLOODY THOU ART, *bloody will be thy end*

When this Lord as Richard III (not Gloucester) wins a Battle, skip Death checks. All Routed Lancastrian Lords Die

Lord. Richard III.

Tips. Only Richard III, not Gloucester, may Levy this Capability. The effect applies only when the Yorkists win a Battle that includes Richard III (even if he Routed). As the effect skips Death checks (4.4.3), it moots any modifier to the Death Check and blocks any card of either side that says "upon Death check", such as L3 ESCAPE SHIP or L36 TALBOT TO THE RESCUE. The effect of BLOODY THOU ART is mandatory: Routed Yorkists Disband normally (3.2.4) and Routed Lancastrians Die.

History. The Duchess of York (Queen Elizabeth) speaks the Capability's title line in Shakespeare's *Richard III*. During his rule, Richard III became famous for the ruthlessness with which he treated his enemies. To the degree that he was able, all were killed in battle or executed, none was spared.

Y34. SO WISE, SO YOUNG

Each Tax by this Lord as Gloucester adds +1 extra Coin. Discard if Richard III

Lord. Gloucester.

Tips. This Capability adds one extra Coin each time Gloucester



takes a Tax action, even if the Tax action is not successful (the attempt would yield one Coin instead of none). Discard the Capability if Gloucester becomes Richard III per scenario special rule (6.0) or Succession (6.1-6.3).

History. Richard speaks the Capability's title line in Shakespeare's *Richard III*. The Duke of Gloucester showed very early his skills as administrator. Although Richard was young, his brother Edward IV gave him many responsibilities and valued him highly.

Y35. KINGDOM UNITED

Each Battle in the North, South, or Wales, this Lord as Gloucester adds 3 Militia. Remove them after Battle. Discard if Richard III

Lord. Gloucester.

Tips. Only Gloucester, not Richard III, may Levy this Capability. See Capability Y25 PEMBROKE. KINGDOM UNITED works the same way for the Areas, units, and Lord stated. Discard the Capability if Gloucester becomes Richard III per scenario special rule (6.0) or Succession (6.1-6.3).

History. Richard had lands all around England. He had received Warwick's inheritance through his wife, Anne Neville, and added it to the numerous lands awarded by his brother Edward IV during his reign. He had been Lord Warden of the Marches; he was Duke of Gloucester, and he had estates in the South. The name of the Capability plays on the term United Kingdom to refer to this spread of Gloucester's influence in the less central areas and also how the kingdom would probably have been more united against Henry Tudor if Edward V was still king.

Y36. VANGUARD

In Battle, this Lord may choose his Engagement to be the only one fought in Round 1

Lord. Norfolk.

Tips. If the Yorkist player decides so after the Battle Array (4.4.1), the first Round of a battle with Norfolk and VANGUARD will consist exclusively of the Engagement (4.4.2) that includes Norfolk. (There is no effect if the Battle has only one Engagement.)

History. Richard placed Norfolk in the vanguard at Bosworth. Had he been successful (a considerable feat, in the circumstances), there would not have been a Tudor dynasty.

Y37. PERCY'S NORTH

Each Battle, this Lord with a Route (3.4.1) to Carlisle adds 2 Men-at-Arms. Remove them after Battle

Lord. Northumberland.

Tips. See Capability Y25 PEMBROKE. PERCY'S NORTH works the same way for the units and Lord stated, but for any Battle Locale from which the Yorkists can trace a Route to the City of Carlisle as per 3.4.1, as if a Parley Levy action from the Battle Locale but regardless of the Battle Locale's Favour.

History. The power of the Percys resided in the North, and they felt uncomfortable when fighting far from their home. That was especially true when Richard called Henry Percy to help him against Henry Tudor, as the battle took place very near the center point of England.





Lancastrian Events

(top half of card)

All Scenarios

L1. LEEWARD BATTLE LINE

Hold: Play in Battle to halve all Missile hits (round up) to Friendly Lords, unless Enemy LEEWARD BATTLE LINE.

Tips and History. See Yorkist Event Y1.

L2. FLANK ATTACK

Hold: Play to Intercept without rolling and become the Attacker in that Battle.

Tips and History. See Yorkist Event Y2.

L3. ESCAPE SHIP

Hold: Play upon Death check if Lancastrian Route (4.5.1) to Port for any Routed Lancastrians to go into Exile instead

Tips and History. See Yorkist Event Y3 & Y9.

L4. BE SENT FOR *to return from France with speed*

This Levy Muster Lancastrian Exiles from anywhere on the Calendar

Tips. The Lancastrian player may treat any or all Lancastrian Lords marked Exile on the Calendar as if they were in the current Turn's box. Each chosen Lord Musters to a scenario-designated Exile box (3.3). This card's Capability is not available this Turn (3.1.3).

History. Henry VI speaks the Event's title line in Shakespeare's *Henry VI* part III. Lancastrians were almost always ready to come back from exile at the first sign of weakness from the Yorkists. They kept their supporters and resources prepared for an invasion, such as Margaret d'Anjou's in 1471.

L5. SUSPICION *always haunts the guilty mind*

Hold: Play in Battle for participating Lancastrian Lord to check Influence. Success Disbands 1 Yorkist Lord at Battle with lower Influence rating

Tips and History. See Yorkist Event Y5.

L6. SEAMANSHIP

This Campaign Lancastrians may Sail for just 1 Command action

Tips and History. See Yorkist Event Y6.

L7. FOR TRUST NOT HIM

Hold: Play in Battle for a participating Lord to attempt to Levy (3.4.3) a regular Enemy Vassal at Battle onto the Lord's own mat

Tips. Play this card at the Event step after Battle Array (4.4.1). The Lancastrian player chooses a Lancastrian Lord and a regular Yorkist Vassal (not a Special Vassal) who are taking part in that Battle. The Lord chosen immediately attempts to Levy the Vassal (3.4.3), ignoring Routes and Favour of the Vassal's Seat. The cost in Influence points is only for the Influence check and modifiers (1.4.2). If successful, move the Vassal marker from the Yorkist

mat to that Lancastrian Lord's mat and shift that Vassal's marker on the Calendar to a box as if newly Levied.

History. Queen Elizabeth speaks the Event's title line in Shakespeare's *Henry VI* part III. There were not many instances of nobles changing loyalty in the field of battle, but the most notable ones are probably Andrew Trollope and Thomas Stanley, both going from the Yorkist side to the Lancastrians.

L8. FORCED MARCHES

This Campaign lone Lancastrian Lords (not Groups) March on Road as if Highway

Tips. With this Event, Lancastrian Lords can use one March Action to move two Ways if each is either Highway or Road (4.3.3). A Marshal or Lieutenant with other Lords would have to leave them behind on Road to use this benefit. The Event does not affect March along Paths. The Capability on this card will not be available for Levy this turn, as the player will not discard the card until after this Campaign (3.1.3).

History. Although Yorkists were generally able to react faster than Lancastrians, there were some instances when fast movement by Lancastrians enabled them to gain important victories, as at Edgcote and Second St Albans.

L9. RISING WAGES

This Levy Yorkist Lords must pay 1 Coin per Levy Troops action

Tips. For Yorkist Lords to Levy Troops (3.4.4), they must first spend one Coin per such action (they may Share, 1.5.3). That penalty applies even if Levying Troops via Event or Capability that requires a Levy Troops action, such as like Y16 BELOVED WARWICK or Y18 IRISHMEN. Card L9's Capability is not available this Turn (3.1.3).

History. The armies of the Wars of the Roses were composed of soldiers who received a wage. And during the war's duration, there was a significant inflation in costs. There were some instances when Yorkist had difficulties in raising troops because of the lack of funds.

L10. NEW ACT OF PARLIAMENT

This Campaign Yorkist Parley takes entire Command card

Tips. Any Yorkist Parley during the coming Campaign (4.6.4) requires all that Lord's actions on the Command card (instead of just one action). The Event does not affect Parley during Levy (3.4.1). Card L10's Capability is not available this Turn (3.1.3).

History. Although Yorkists were generally more apt at getting what they wanted from Parliament (or forcing it), Lancastrians were occasionally able to make it work for them.

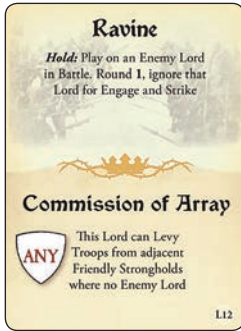
L11. BLOCKED FORD

Hold: Play upon Approach to prevent Exile (all Lords there Battle)

Tips and History. See Yorkist Event Y11.

**L12. RAVINE**

Hold: Play on an Enemy Lord in Battle. Round 1, ignore that Lord for Engage and Strike



Tips. Play this card at the Event step after Battle Array (4.4.1). Then choose one Yorkist Lord there. Conduct the first Round of Battle (only) as if his place in the Battle Array were empty. As a reminder, place this card beneath the top edge of that Lord's mat, then remove it after Round 1.

History. When Henry Percy arrived at Bosworth, Thomas Stanley was watching him from an elevated position. Moving to

his scripted position in the battle meant giving him the flank, and, as his loyalty was not clear, he stood there, blocked from taking part in the clash.

L13. ASPIELLES – *Lancastrian spies*

Hold: Play to inspect all Yorkist Held cards and 1 Hidden Yorkist Lord mat (1.5.3)

Tips and History. See Yorkist Event Y13.

Scenarios Ia, Ib, & Ic**L14. SCOTS**

Each Lancastrian Lord on map may add up to 1 Men-at-Arms and 1 Militia to his or her mat

Tips. Each Mustered Lancastrian Lord (even if in an Exile box) has may opt immediately to receive one Men-at-Arms and/or one Militia unit (until the pool runs out, 1.6).

History. After Henry VI's capture by the Yorkists, Margaret and Somerset secured the help of the Scots and got an army. As they brought them all the way south to St Albans, panic swept through all middle and south England.

L15. HENRY PRESSURES PARLIAMENT

Yorkists lose 1 Influence point per Vassal they currently have Mustered

Tips. Count all the Mustered Vassals on Yorkist mats (including Special Vassal Hastings). Subtract that number of Yorkist Influence points total.

History. One of the few instances when Henry VI's power over the Parliament was felt was in December 1459, when York, Warwick, and Salisbury suffered attainder. Their lands were returned to the king and their lives were forfeit. Their loss of political power after this was great, although not definitive.

L16. WARDEN OF THE MARCHES

Hold: Play upon Death check in the North. Move any Routed Lancastrians to a Friendly Stronghold there instead of rolling Death or Disband

Tips. Play the Event only in a Battle at a Stronghold in the North Area (1.3.1), before rolling for Death (4.4.3). Any Lancastrian Lords who Routed may choose before rolling (only) instead to

move their cylinder to a Friendly Stronghold in the North (other than the Battle Locale). If there is no such Stronghold, the Event has no effect. Lords who move keep their Assets, Capabilities, and Unrouted Troops. If left without Troops, they Disband (1.6).

History. The position of Wardens of the Marches historically belonged to the Percys. Though there were some short periods when the Nevilles were able to steal it from them, all the decades spent as protectors of the North against Scottish incursions let the Percys create a strong net of allies and supporters there.

L17. MY CROWN IS IN MY HEART

This Levy Henry VI may Parley twice for 0 Lordship (with Influence checks)

Lord. Henry VI.

Tips. During this Levy (only), Henry VI may optionally take two additional Parley actions, for the usual Influence point costs and Influence checks required (3.4.1). This Event allows Parley on London even if Event Y15 LONDON FOR YORK has placed double Favour markers there. The Event has no effect if Henry VI is not on map and does not affect Parley during Campaign (4.6.4). This card's Capability is not available this Turn (3.1.3).

History. Henry VI speaks the Event's title line in Shakespeare's *Henry VI* part III. Henry VI was so pious and good mannered that even at the height of Yorkist rebellion, Yorkists could not argue that he was evil. Even his staunchest enemies could not help but listen to what he had to say.

L18. PARLIAMENT VOTES

This Levy 1 Parley action by each Lancastrian Lord costs less by –1 Influence point and automatically succeeds

Tips. During this Levy (only), each Lancastrian Lord may reduce the cost of any one Parley action taken by one Influence point, and that Parley succeeds without rolling an Influence Check. (Announce use of the option before rolling.) This Event allows Parley on London even if Event Y15 LONDON FOR YORK has placed double Favour markers there. The Event does not affect Parley during Campaign (4.6.4). This card's Capability is not available this Turn (3.1.3).

History. Just before the Battle of Ludford Bridge, Henry VI seemed to have the parliament again in his favor and was able to enact hard measures against the rebels. That was short lived, however, as York and Warwick upon their return from exile took control of the nobles.

L19. HENRY'S PROCLAMATION

Yorkists shift all their Vassals' Calendar markers to the current Turn box

Tips. All Yorkist Vassal markers on the Calendar immediately move to the current Turn box (then discard the card). Pay or Disband (3.2.3-.4) will affect those Vassals this Levy.

History. The Acts of Attainder against York, Warwick, and Salisbury in 1459 made some of the nobles rethink their allegiances in the conflict and brought them closer to the Lancastrian faction.

**L20. PARLIAMENT'S TRUCE**

Hold: Play to prohibit all Approach and Intercept for the rest of *this Campaign*

Tips. A player can use this Event at any moment during a Campaign (only), including at the moment of an Enemy March triggering an Approach (4.3.5) or an Enemy Intercept. Use of the Event forbids (and cancels) all Approach and Intercept by both sides for the rest of the Turn.

History. After the Battle of Ludford Bridge, Henry VI briefly recovered his influence among the nobles and was able to stop their skirmishes and petty conflicts for a few months.

L21. FRENCH FLEET

This Campaign Yorkist Lords may not Sail

Tips. This Event forbids Sail for Yorkists during this Turn's Campaign, even if another card, such as Event Y6 SEAMANSHIP would enable it. This card's Capability is not available this Turn (3.1.3).

History. French help was essential to the Lancastrians during the war. Part of that consisted of raids along the coast and the use of French ships to block Yorkist naval movement.

L22. FRENCH TROOPS

Add up to 2 Men-at-Arms and 2 Militia to a Lancastrian Lord at a Port

Tips. This Event is optional, not mandatory. The Lancastrian Player may immediately choose one Lancastrian Lord at a Port Stronghold (regardless of Favour, but not an Exile box), and add zero, one, or two Men-at-Arms plus zero, one, or two Militia units to that one Lord's mat, within those available in the pool (1.6). If no Lancastrian Lord is at a Port, the Event has no effect.

History. French King Charles VII "the Victorious" showed his son, Louis XI, the way to keep England off Continental soil: feed its internal struggles. The fact that Margaret d'Anjou was Charles's niece and Louis's cousin made it natural for the French Crown to provide help to the Lancastrians. (See also Events L27 L'UNIVERSELLE ARAGNE and L30 FRENCH WAR LOANS and Capability L37 MADAME LA GRANDE.)

Scenario II**L23 & L24. WARWICK'S PROPAGANDA**

Select 3 Yorkist Strongholds. For each, Yorkists either pay 2 Influence points or remove Favour

Tips. The Lancastrian player must immediately select any three Strongholds with Yorkist Favour (or all of them if fewer than three). They may include Special Strongholds (London, Calais, Harlech). For each Stronghold selected, the Yorkist player chooses either to lose two Influence points or to remove that Yorkist Favour marker. Adjust Stronghold markers on the edge track accordingly.

History. Warwick saw himself as a Renaissance Prince. As such, he made use of the most modern techniques of influencing the common people and the bourgeoisie. Propaganda became one of his main weapons, enlarging his figure and gathering popular support.

L25. WELSH REBELLION

Remove 2 Troops from each Yorkist Lord in Wales OR, if no Yorkist Lords there, 2 Yorkist Favour from Wales

Tips. If there is any Yorkist Lord cylinder on the map within the Wales Area (1.3.1), the Lancastrian player chooses and returns to the pool any two wooden Troops units (not Retinues or Vassals) from each such Yorkist Lord in Wales. If that leaves any Lords without Troops, they immediately Disband (1.6, 3.2.4). If there are no Yorkist Lords in Wales, the Lancastrian player chooses and removes two Yorkist Favour markers from Wales (or one if only one is there). Adjust Stronghold markers on the edge track accordingly. The Event has no effect if there are no Yorkist Lords or Favour markers in Wales.

History. Although Pembroke was able to pacify the south of Wales, the influence of Jasper Tudor was greater, and the presence of English troops resented. This made Wales a dangerous place for Yorkist armies.

L26. HENRY RELEASED

If London Favours Lancastrians, add 5 Lancastrian Influence points

Tips. This effect is immediate and can happen multiple times in a game. The Event has no effect if London has Lancastrian Favour or no Favour marker.

History. The highest moment of Warwick's rebellion, whence came his nickname "Kingmaker", was Henry VI's release from the Tower of London. Henry was King again for a few months, and Warwick increased his hold on the Kingdom.

L27. L'UNIVERSELLE ARAGNE – *Louis XI of France, a cunning King*

Select 2 Yorkist Mustered Vassals. Their Lords check Influence for each—failure Disbands the Vassal

Tips. The Lancastrian player chooses any two Vassals Mustered to Yorkist mats. They may include Special Vassal Hastings. For each one, the Yorkist Lord that has the Vassal on his mat must make an Influence check, the Yorkist player spending Influence points normally (1.4.3). If the check fails, the Vassal Disbands (3.2.4). If Hastings Disbands, discard Capability card Y24 HASTINGS from Edward IV's mat (1.5.4).

History. The Lancastrian cause would have been totally lost if not for the maneuvers behind the curtain of Louis XI. He used influence, persuasion, and bribes to increase the tension among the English factions and thus make France more secure.

L28. REBEL SUPPLY DEPOT

Hold: Play after a Lord or Group Marches or Sails to a Port for them to receive 4 Provender and ignore their next Feed

Tips. Play just after a March or Sail action by a Lord or Group that is now at a Port (only). The Lord or Lords who moved (only) receive four Provender distributed among them as the player wishes. The qualifying Lord(s) also will remove Moved/Fought markers in the upcoming Feed step (4.7) without expending any Provender or Pillaging, regardless of that or any further March, Sail, or Battle on that Command Card.



History. Hard work made sure that Margaret's army would return to England in 1471 in the best of condition. Multiple ports in the South were prepared to receive the French army that went with her.

L29. TO WILFUL DISOBEDIENCE *and Rebel!*

Remove Yorkist Favour from 2 Strongholds at or adjacent to a Lancastrian Lord and not at or adjacent to Yorkist Lords

Tips. The Lancastrian player must immediately select and remove Yorkist Favour markers from any two Strongholds (or one, if only one qualifies) that:

- Are adjacent by Way (1.3.1) to a Lancastrian Lord or have a Lancastrian Lord present at the Stronghold itself, and
- Have no Yorkist Lord at the Stronghold or adjacent to it by Way.

The Strongholds may include Special Strongholds (London, Calais, Harlech). Adjust Stronghold markers on the edge track.

History. Robin of Redesdale's rebellion and other multiple skirmishes around England marked the start of Warwick's movement against Edward, which used the growth of malcontent to reduce Edward IV's support. (See also Event L31 ROBIN'S REBELLION.)

L30. FRENCH WAR LOANS

Add 1 Coin and 1 Provender to each Lancastrian Lord on map

Tips. The effect is immediate and mandatory. Lords on map include those at Strongholds and in Exile boxes, not those on the Calendar.

History. French help was essential for the Lancastrians. Louis XI brokered the deal between Warwick and Margaret, and French money paid the army that she brought to England in 1471.

L31. ROBIN'S REBELLION

Place and/or remove up to 3 Favour total in the North

Tips. The Lancastrian player immediately selects Strongholds within the North Area (1.3.1) and removes Yorkist Favour marker(s) there and/or then places Lancastrian Favour marker(s) on neutral Stronghold(s) there, in any combination involving no more than three markers total. Lords present have no effect. Adjust Stronghold markers on the edge track.

History. Insurrection by Robin of Redesdale (also known as Robin Mend-All) in 1469 was probably the first movement in Warwick's rebellion. Robin rose against John Neville and asked for the reinstatement of Henry Percy as Earl of Northumberland, which happened just a few months later.

Scenarios III & III(B)

L32. TUDOR BANNERS

If Henry Tudor is at a Friendly Stronghold, mark all adjacent Strongholds that are free of Yorkist Lords with Lancastrian Favour

Lord. Henry Tudor.

Tips. Unless Henry Tudor is on map at a Stronghold with Lancastrian Favour, this Event has no effect. If he is so, remove all Yorkist Favour markers from Strongholds that both are adjacent to him by Way (1.3.1) and have no Yorkist Lord there. Then, place a Lancastrian Favour marker at all such Strongholds (whether or not they had a Yorkist marker). Adjust Stronghold markers on the edge track accordingly.

History. Henry Tudor had his own supporters on English soil, but he benefitted from the behaviour of Richard III, who became very aggressive in his response to any hint of treachery. This made it easier for Henry to bring the nobility to him.

L33. SURPRISE LANDING

Hold: Play after Sailing to a Port to add a free March action

Tips. Play just after a Lord or Group uses a Sail action to reach a Port Stronghold (only). The active Lord—plus, if that Lord is a Marshal or Lieutenant, any other Lancastrian Lords there desired—may not conduct a single March action without using up Command. As March along a Path uses all actions of a Command card, this bonus March action may not use a Path. Feed will happen after this free March action, not after the Sail action.

History. Richard III was anxious to know where the invasion force led by Henry and Jasper Tudor was going to land. Their first intention had been to land at a port on the English Channel. But, as these were heavily guarded, they decided on Dale near Pembroke in Wales, and marched from there into England proper.

L34. BUCKINGHAM'S PLOT *backfires*

This Levy each Yorkist Vassal Levy costs +2 extra Influence points

Tips. Each Yorkist Vassal Levy action this Turn will cost two more Influence points than usual. Any Vassal Levy Influence cost reduced to zero or "free" by Capability or Event will cost two points. Card L34's Capability is not available this Turn (3.1.3).

History. The Event's title refers not to Buckingham's rebellion in 1483 but rather to the theory that he was the mastermind behind the assassination under Richard III of the two princes held in the Tower. While Buckingham's involvement is only a hypothesis, the fact is that this event hurt views of the Yorkists among the nobility.

L35. MARGARET BEAUFORT – *Henry Tudor's mother*

This Levy Henry Tudor may attempt to Levy any Vassals on the map

Tips. This Event eliminates the Friendly Stronghold and Enemy Lord restrictions on Henry Tudor's Levy Vassal actions this Turn. Provided that Henry Tudor is on map, including in an Exile box, he need not be at a Friendly Stronghold, nor need the target Vassal's Seat have Lancastrian Favour or be free of Yorkist Lords.



The Lordship and Influence costs and Influence check to Levy a Vassal still apply (3.4.3). The Event does not allow Levy of Vassals who are already Mustered nor of Special Vassals (1.5.4). It has no effect if Henry Tudor is not on map. This card's Capability is not available this Turn (3.1.3).

History. There are lots of intelligent characters in the Wars of the Roses—capable politicians and diplomats and manipulative masterminds working in the shadows. Margaret Beaufort is probably one of the less known but surely one of the most interesting and influential. Dan Jones's documentary TV series Britain's Bloody Crown dedicated its chapter 4 to Margaret Beaufort and might be of interest to those intrigued by the life of this remarkable woman.

L36. TALBOT TO THE RESCUE

Hold: Play upon Death check to Disband any Routed Lancastrians instead of rolling for Death

Tips. Play during a Battle, before rolling for Death (4.4.3). Any Lancastrian Lords who Routed may choose before rolling (only) instead to Disband (3.2.4). Because Yorkist Capability Y33 BLOODY THOU ART skips Death checks entirely, it blocks this Event.

History. It's said that Richard's famous last charge at Bosworth was cut short when Talbot intercepted him in order to earn some time for Henry Tudor to flee. That time was not necessary, as Richard fell there, and was killed by Henry's bodyguards—ending the Plantagenet dynasty.

L37. THE EARL OF RICHMOND *is with a mighty power landed at Milford*

This Levy Lancastrian Vassal Levy always succeeds

Tips. Lancastrian Vassal Levy this Turn need not roll for success. The Stronghold requirements, Vassal eligibility, and Lordship and Influence point costs of Vassal Levy actions still apply (3.4.3). This card's Capability is not available this Turn (3.1.3).

History. Catesby speaks the Event's title line in Shakespeare's *Richard III*. Upon news of the arrival of Henry Tudor, known at the time as the Earl of Richmond, nobles started defecting to him away from Richard III.

Lancastrian Capabilities

(bottom half of card)

All Scenarios

L1 & L2. CULVERINS AND FALCONETS

At start of Round 1 of Battle, this Lord may discard this card to add 1 die roll of Missile Hits

Lords. Any.

Tips and History. See Yorkist Capability Y1 & Y2.

L3. MUSTER'D MY SOLDIERS *Gather'd flocks of friends*

Each Battle at a Friendly Stronghold, this Lord adds 2 Men-at-Arms and 1 Longbowmen. Remove them after Battle

Lords. Any.

Tips and History. See Yorkist Capability Y3.

L4. HERALDS

This Lord at Port may use full Command card for an Influence check. If successful, shift a Lord cylinder on Calendar to next Turn

Lords. Any.

Tips. The Lord with HERALDS while at any Port Stronghold (not in an Exile box), regardless of Favour, Depletion, or Exhaustion there, may use all actions of that Lord's Command card to make an Influence check in the usual manner (1.4.3, at the usual Influence point cost, no Route). Success shifts a selected (typically, Lancastrian) Lord cylinder already on the Calendar (possibly marked Exile) to the next Turn's box. The Lord may do so on several Command cards during a Campaign.

History. Lancastrian negotiations with foreign powers, especially France and Scotland, let them gather support and resources very fast and return from exile with their followers in almost no time.

L5. CHURCH BLESSING

This Lord's Men-at-Arms have Armour 1-4

Lords. Any.

Tips. When rolling for protection, Men-at-Arms have Armour 1-4 instead of 1-3. Men-at-Arms with both CHURCH BLESSING and Capability L34 PIQUIERS have Armour 1 4. The modification does not apply when rolling for Losses (4.4.3).

History. Henry VI was a pious man. He placed great importance in following Christian principles. And because of that he was loved by the people and considered a good example by the Church. Although this was not a religious war, soldiers loyal to Henry VI may have felt that they were also fighting with God's protection on their side, as Shakespeare notes during Clifford's speech in the play Henry VI.

**L6. GREAT SHIPS**

This Lord's Ships count *double* for Sail and Supply and connect all Ports of all Seas

Lords. Any.

Tips and History. See Yorkist Capability Y6.

L7. HARBINGERS

This Lord's Supply actions draw twice the usual Provender

Lords. Any.

Tips and History. See Yorkist Capability Y7.

L8. HAY WAINS

This Lord's Carts count double for March and Supply

Lords. Any.



Tips. Each Cart on this Lord's mat equals two Carts for all March—both Haul and Intercept (4.3.2, 4.3.4) and Supply (4.5.1-2) purposes (only), not for Levy Transport (3.4.5), Spoils (4.4.3), Sail (4.6.1), or Waste (4.8.5). Shared with another Lord (1.5.3), this Lord's Carts count double in the same way, while another Lord's Carts Shared with this Lord do not.

History. "Wains" were wagons considerably larger than standard wagons used in the period. They were excellent for bringing supplies when a campaign led far away from the power base of the army, so it would not pillage the country.

L9. QUARTERMASTERS

This Lord Levies Troops without Depleting or Exhausting Strongholds

Lords. Any.

Tips. See Yorkist Capability Y31 WOODVILLES. QUARTERMASTERS works the same.

History. Commissions of Array, paid conscriptions, were the main source of soldiers for Wars of the Roses armies. Good quartermasters were able to get more troops from a town or city. (See also Capability L12 COMMISSION OF ARRAY.)

L10. CHAMBERLAINS

This Lord's Supply and Levy Troops do not Deplete the Stronghold at his or her Vassals' Seats

Lords. Any.

Tips. With this Capability, a Lord can Levy Troops and draw Supply from the Seats of any regular Vassals on the Lord's mat without adding Depleted markers or flipping Depleted to Exhausted (3.4.4, 4.5). The benefit applies to each such Levy or Command action, so it can enable repeated use of the same Locales. All other Levy Troops and Supply rules still apply.

History. Chamberlain is a word derived from the French that was used for the post of managing the household and finances of high-ranking nobles, mostly kings. Nobles with good helpers who acted as chamberlains would be able to gather more resources from their estates. Thomas Stanley, Salisbury, and Hastings acted at some point as Lord Chamberlain for the King (Henry VI or Edward IV).

L11. IN THE NAME OF THE KING – *Sealed royal letter*

This Lord has Influence +1 for Parley

Lords. Any.

Tips. This Capability increases the value of this Lord's Influence rating by one for Parley actions (3.4.1, 4.6.4) only.

History. Richard York, Edward IV, and Richard III as pretenders or kings usually took matters into their own hands. Henry VI, Margaret, and Henry Tudor were, on the other hand, more prone to delegate to trusted councillors like Somerset or Jasper Tudor.

L12. COMMISSION OF ARRAY

This Lord can Levy Troops from adjacent Friendly Strongholds where no Enemy Lord

Lords. Any.

Tips. A Lord with this Capability Levies Troops standard manner (3.4.4) except that he can draw Troops and Deplete or Exhaust action can only be taken on the Strongholds adjacent to him by Way (1.3.1) instead of his own location. All other requirements, such as that the target Stronghold not be Exhausted, still apply.

History. During the Wars of the Roses, there were more instances of Yorkists having problems raising troops than Lancastrians. Even as the Tudors first came onto the scene, they had plenty of troops, while Richard III had some difficulties.

L13. EXPERT COUNSELLORS

This Lord's has Valour +2

Lords. Any.

Tips. This Lord adds two to the Valour rating shown on that Lord card, increasing Interception chances (4.3.4) and adding two extra Valour markers for re-rolls in Battle (4.4.1-2).

History. The Hundred Years War ended in 1453, less than 10 years before the start of the Wars of the Roses. Many veterans of the wars in France took part on the early stages of the new conflict and were highly regarded as advisers in battle tactics and strategy. (Andrew Trollope was a good example of that, see L19 below.) Later in the conflict, they became less common and even more appreciated.

Scenarios Ia, Ib, & Ic**L14. PERCY'S POWER**

While this Lord is in the North, Lancastrian Pay (3.2) there is free **Lord.** Northumberland.

Tips. If Northumberland with PERCY'S POWER is in any Stronghold in the North Area (1.3.1), neither he nor any other Lancastrian Lord at any Strongholds in the North (regardless of Favour, Depletion, or Exhaustion) need Pay Coin to their Troops to avoid Pillage or Influence points to avoid Disband or to shift their Vassals by one box right each Pay step (3.2.1-3).

History. The Wars of the Roses also were a continuation of the Percy-Neville feud. The Percys were strong in the North, with plenty of resources and available troops. Sadly for them, however, their influence to the south waned, unlike that of the Nevilles.

**L15. KING'S PARLEY**

Upon Yorkist Approach to this Lord, discard this card to cancel that Approach and end Command card

Lord. Henry VI.

Tips. If Henry VI with this Capability is the target of an Approach (4.3.5), including because he Intercepted (4.3.4), before declaring any Exile, the Lancastrian player may choose to Discard this Capability and cancel the Approach. The moving Yorkist Lord(s) would return to their previous location. The current Command card would end immediately, and play would proceed to Feed (4.7). Only Lords who moved on that card before the cancelled Approach move would be considered to have Moved/Fought.

History. Twice during the unrest ahead of the Wars of the Roses (in 1450 and 1451) did Henry VI use the same trick when Richard York had gathered an army and come to meet him. Henry would call York to a parley and offer concessions. Once York disbanded his army, Henry would renege on the concessions, and Richard would end in a worse situation. When Henry tried the same at First St Albans (1455), Richard refused to parley and attacked.

L16. NORTHMEN

Each Tides of War, Lancastrians Dominate the North with this Lord and 3+ Friendly Strongholds there

Lord. Northumberland.

Tips. See Yorkist Capability Y19 WELSHMEN. SOUTHERNERS works the same way for the Area, Lords, and number of Strongholds stated.

History. Percys' power in the North was so great that most of the towns and cities supported them regardless of the side they took in the Wars of the Roses.

L17. MARGARET *takes the reins*

Each Tides of War, this Lord at a Stronghold outside London or in an Exile box adds +2 Lancastrian Influence points

Lord. Henry VI.

Tips. Each Turn's Tides of War step (4.8.1) that Henry VI with this Capability is on map anywhere outside London—at any Stronghold other than London (regardless of Favour) or in an Exile box—add two extra Influence points for the Lancastrians.

History. Henry VI became truly involved as an active army leader in the Wars of the Roses only when Margaret pressured him to do so, as when she made him leave London, where she felt hated, to hold court at Coventry. At times that Henry proved incapable, Margaret stepped in herself to command.

L18. COUNCIL MEMBER

Each Tides of War, this Lord adds +1 Lancastrian Influence point

Lord. Exeter, Buckingham, or Somerset.

Tips. Each Turn's Tides of War step (4.8.1) that a Lord with this Capability is anywhere on map, including in a Exile box, add one extra Influence point for the Lancastrians.

History. One of Richard York's complaints that made him rebel was his exclusion from the King's Council in favor of Somerset.

Somerset belonged to the Queen's faction, and who saw York as a threat. That cost him power among the nobles.

L19. ANDREW TROLLOPE

This Lord Levies Special Vassal Trollope (free) and has Valour +1

Lords. Exeter, Buckingham, Somerset

Tips. When a Lord gets this Capability, place the named Special Vassal marker on that Lord's mat. See rule 1.5.4 regarding Special Vassals. The Valour benefit applies as long as this Lord retains the Capability and Special Vassal. If the Special Vassal Disbands, discard this Capability.

History. Andrew Trollope was one of the few brilliant tactical minds in the Wars of the Roses. He was the architect of the Lancastrian victory at St Albans, where he led a wing of the army—a remarkable feat for a commoner born to a dyer's family. At St Albans, he stepped on a caltrop. He died at Towton, leading the vanguard with the Earl of Northumberland.

L20. VETERAN OF FRENCH WARS

This Lord has Valour +2

Lords. Exeter or Somerset.

Tips. This Lord adds two to the Valour rating shown on that Lord card, increasing Interception chances (4.3.4) and adding two extra Valour markers for re-rolls in Battle (4.4.1-.2).

History. The time of the big battles of the Hundred Years Wars had long passed when the Wars of the Roses began. Nevertheless, there were still plenty of veterans of that conflict available who could be hired as strategic advisors and army officers.

L21. MY FATHER'S BLOOD

This Lord Levies Special Vassal Clifford (free) and has Valour +1

Lords. Any.

Tips. See Capability L19 ANDREW TROLLOP.

History. John, 9th Baron Clifford saw his father murdered at the first Battle of St Albans. He became a staunch Lancastrian supporter, and his hatred for the Yorkists ended only with his death at Towton in 1461.

L22. STAFFORD ESTATES

At outset of each Campaign, this Lord receives 1 Coin and 1 Provender

Lord. Buckingham.

Tips. At the beginning of each Campaign (4.0), Buckingham with STAFFORD ESTATES adds one Coin and one Provender to his mat, regardless of his Locale.

History. Humphrey Stafford's estates after inheriting a huge amount of land from his mother ranged from East Anglia to the Welsh border. That made him one of the wealthiest and most powerful lords in England.



Scenario II

L23. MONTAGU



This Lord Levies Special Vassal Montagu (free), and his Retinue has Armour 1-5

Lord. Warwick.

Tips. See Capability L19 Andrew Trollop. The Retinue Armour benefit applies as long as this Lord retains the Capability and Special Vassal, including for the remainder of a Battle in which Montagu Routs.

History. During the Battle of Barnet, John Neville, 1st Marquess of Montagu, allegedly persuaded his brother Warwick to fight on foot. Montagu took the center, enabling Warwick to stay protected in the rear for a final opportunity to escape the battle.

L24. MARRIED TO A NEVILLE

This Lord at a Friendly Locale with Warwick has Influence +2 and Command +1

Lord. Clarence.

Tips. When Clarence and Warwick are at the same Stronghold with Lancastrian Favour or in the same Exile box, Clarence's Influence rating increases by two and his Command rating by one. If Clarence and Warwick at any moment part, the Capability ceases effect. **EXCEPTION:** If the last Command action of a card separates Clarence from Warwick, the Capability still has effect for that action, as it started with both together.

History. Clarence is another of the tragic characters of the Wars of the Roses. He only became relevant when he married Warwick's elder daughter, Isabel Neville, and lost almost all influence when Anne Neville was betrothed to Edward, son of Henry VI.

L25. WELSH LORD

Each Battle in Wales, this Lord adds 2 Longbowmen. Remove them after Battle

Lord. Jasper Tudor.

Tips. If Jasper Tudor with this Capability is in Battle at a Stronghold within the Wales Area (1.3.1), at the outset of the Battle Array phase (4.4.1), add two Longbowmen Troop pieces to his mat. Upon Aftermath (4.4.4), remove those Troops (only, not the card). If Jasper Tudor is left without any Troops, he Disbands (1.6, 3.2.4).

History. Jasper Tudor was the son of Owen Tudor and Catherine de Valois (Henry V's widow), and so was the half-brother of Henry VI. He was greatly respected in Wales, and when in trouble, could always find refuge and gather supporters there.

L26. EDWARD – Prince of Wales



This Lord Levies Special Vassal Edward (free) and has Valour +1

Lord. Margaret.

Tips. See Capability L19 ANDREW TROLLOP.

History. Edward, Prince of Wales, was the only son of Henry VI and Margaret d'Anjou. He led the Lancastrian army that disem-

barked in England in 1471. The Yorkists executed him at Tewkesbury.

L27. BARDED HORSE

This Lord's Retinue and his or her Vassals have Armour 1-3 against Missile but Armour 1-5 against Melee

Lords. Exeter, Somerset, or Margaret.

Tips. Representing the decision of these nobles' retinues to fight mounted, BARDED HORSE decreases this Lord's Retinue and Vassals' Armour against Missile Hits by one and increases it against Melee Hits by one. The modifications do not apply when rolling for Losses (4.4.3).

History. There are almost no instances of mounted charges during the Wars of the Roses, the main reason being the common presence of a few thousand longbowmen on the other side of the field. But should a charge have been successful, it would have had devastating effect, especially against foot soldiers.

L28. LOYAL SOMERSET

This Lord at the same Locale as Margaret has Influence +1 and Valour +1

Lord. Somerset.

Tips. While at the same Stronghold or in the same Exile box as Margaret, Somerset has his Influence Rating and Valour Rating each increased by one. Margaret's Rout in Battle does not remove the d on Somerset in the same Battle.

History. It seems that there was always a Somerset next to Margaret. First Henry and then Edmund, his brother, who accompanied her in her exile to France and then in her return to England at the head of an army.

L29. HIGH ADMIRAL

This Lord can Sail to Ports where Enemy Lord(s), triggering Approach (4.3.5)

Lord. Exeter.

Tips. Exeter with HIGH ADMIRAL Sails normally (4.6.1) *except* that his destination Port can be occupied by one or more Yorkist Lords. If he Sails to a Port where Enemy Lords, it counts as an Approach (4.3.5), as if he had Marched there from his origin (including an Exile box or at Sea). Exeter must take the Sail action himself to use HIGH ADMIRAL; therefore, as Exeter is not a Marshal or Lieutenant, the effect will never apply to Group Sail. Event Y12 or L20 PARLIAMENT'S TRUCE prevents Exeter from using HIGH ADMIRAL to Approach Yorkists.

History. Henry Holland, Duke of Exeter, was appointed High Admiral from 1450 to 1461. Curiously, in 1475 he died by drowning on a return voyage from France after having volunteered to go on Edward IV's campaign.

**L30. MERCHANTS**

This Lord for 1 Command action and successful Influence check removes 2 Depleted or Exhausted at his location and/or adjacent

Lord. Warwick.

Tips. Warwick with MERCHANTS for any Command action may conduct an Influence Check in the usual manner (1.4.3) that, if successful, enables the Lancastrian player to remove any two Depleted and/or Exhausted markers at Strongholds adjacent to Warwick by Way (1.3.1). Removal of Exhausted leaves that Stronghold neither Exhausted nor Depleted. Success must remove two markers if able, otherwise one. Warwick may use MERCHANTS for several actions, as desired. Favour and Enemy Lords have no effect on this Capability.

History. If there was ever a lord who could get a deal from anybody, it was Warwick. He was especially friendly with the merchant class, as he advanced their interests, sometimes at the cost of the nobility. He got good deals in return, as could be expected.

L31. YEOMEN OF THE CROWN

If this Lord's Retinue fails an Armour roll, she may instead Rout 1 of her Unrouted Men-at-Arms units

Lord. Margaret.



Tips. This Capability lets Margaret's Retinue take Hits without itself having to Rout, optionally Routing her Men-at-Arms instead, in effect giving the latter Armour 1-4 (unless with BARDED HORSE), or possibly 1-5 against Melee only with BARDED HORSE. Once all Margaret's Men-at-Arms units are Routed, YEOMEN OF THE CROWN has no effect that Battle. The card has no effect when rolling for Losses (4.4.3).

History. The corps of the King's bodyguards were known as the "Yeomen of the Crown". In 1485, Henry Tudor, by then Henry VII, made that convention official when he rewarded his bodyguards for their exploits at Bosworth with the title Yeomen of the Guard of our Lord the King.

Scenarios III & III(B)**L32. TWO ROSES – Henry Tudor, married to a York, enjoys Lancastrian support**

This Lord's Vassal Levy always succeeds

Lord. Henry Tudor.

Tips. Henry Tudor with TWO ROSES Levies Vassals without having to roll. Instead, the Influence check automatically succeeds. Stronghold requirements, Vassal eligibility, and Lordship and Influence point costs of his Vassal Levy actions still apply (3.4.3).

History. Thanks to the work of the Duke of Buckingham (before his execution, of course) and Margaret Beaufort, Henry Tudor emerged from the outset of the third War of the Roses as a preferable option to Richard III, so prone to ire and fits of fury.

L33. PHILIBERT DE CHANDEÉ – French royal envoy

Each Battle at or adjacent to Friendly English Channel Port, this Lord adds 2 Men-at-Arms. Remove them after Battle

Lords. Oxford or Henry Tudor.

Tips. If Oxford or Henry Tudor with this Capability is in Battle at a Stronghold with Lancastrian Favour that is or is adjacent to an English Channel Port (1.3.1), regardless of the presence of any Yorkist Lords at that Port, at the outset of the Battle Array phase (4.4.1), add two Men-at-Arms Troop pieces to his mat. Upon Aftermath (4.4.4), remove those Troops (only, not the card). If the Lord is left without any Troops, he Disbands (1.6, 3.2.4).

History. King Charles VIII of France—or more probably his sister Anne, who was the regen—sent Philibert de Chandée to take care of Henry Tudor while he was their guest. Afterwards, de Chandée commanded the French troops that accompanied Henry in his invasion.

L34. PIQUIERS – French pikemen

This Lord's Men-at-Arms and Militia have Armour 1-4 until 3 of them Rout

Lords. Oxford or Henry Tudor.

Tips. All this Lord's Men-at-Arms and Militia begin any Battle as Armoured Troops with modified Armour 1-4, regardless of how many of each type he has. Men-at-Arms with both PIQUIERS and Capability L5 CHURCH BLESSING have Armour 1 4. At the moment that this Lord's third unit of the two types combined—Men-at-Arms plus Militia—Routs, PIQUIERS loses its effect for the rest of that Battle (only). The modification does not apply when rolling for Losses (4.4.3).

History. The breaking point at the battle of Bosworth probably was the attack from the flank of French pikemen against Norfolk's vanguard, as Yorkist arms could not reach the enemy across the length of the French pikes.

L35. THOMAS STANLEY

This Lord Levies Special Vassal Stanley (free). Once per Levy, he can Levy Troops for 0 Lordship

Lords. Jasper Tudor or Henry Tudor.

Tips. See Capability L19 ANDREW TROLLOP. The Levy benefit otherwise has the same requirements and effects as Levy Troops (3.4.4) and applies as long as this Lord retains the Capability and Special Vassal.

History. Thomas Stanley was the deciding actor at Bosworth. Had he respected his oath to Richard III, there probably would never have been a Tudor dynasty. Sadly for the Plantagenets, Stanley was married and loyal to Henry Tudor's mother, Margaret Beaufort.

L36. CHEVALIERS – French knights

This Lord's Men-at-Arms suffer –1 Armour against Missiles but Melee Strike x2

Lords. Jasper Tudor, Oxford, or Henry Tudor.

Tips. All this Lord's Men-at-Arms units (regardless of how many he has) reduce their range of successful Protection rolls against Missiles (only) by one, for example, from unmodified Armour 1-3 to Armour 1-2. The modification is cumulative with other card effects, such as Capabilities L5 CHURCH BLESSING or L34 PIQUIERS.



ERS. During Melee, this Lord's Men-at Arms units each generate two Hits instead of one. The Armour modification does not apply when rolling for Losses (4.4.3).

History. Henry Tudor's army was mainly French. And with the French army, came a significant number of mounted men-at-arms, chevaliers. They were vulnerable to the English longbows, but once their charge succeeded, they became an almost unstoppable force.

L37. MADAME LA GRANDE – *Louis XI's daughter Anne finances Tudors*

Each Pay segment (3.2) that this Lord at or adjacent to a Friendly English Channel Port, he receives 1 Coin

Lords. Jasper Tudor, Oxford, or Henry Tudor.

Tips. At the beginning of each Turn's Pay segment (3.2), if this Lord is adjacent by Way to an English Channel Port with Lancastrian Favour (regardless of the presence of any Yorkist Lords) or at such a Friendly English Channel Port (1.3.1), he adds one Coin to his mat.

History. Anne of France, Madame La Grande, was the daughter of Louis XI and sister of Charles VIII. She was the regent of France from 1483 to 1491 and applied diligently her father's lessons on how to treat with the English. Money spent helping create internal tension was money saved fighting English invasions.

Design Notes

The Wars of the Roses is one of the most interesting periods of English history. It has been the inspiration of multiple fictional works, such as Shakespeare's plays and Martin's *Game of Thrones*. And its iconography and legends still feel different from any other historical situation.

The period first struck me when I was a kid and read a book called *The Black Arrow* that featured a guy who went by the name of Richard Crookback. That interest has accompanied me all my life. So, when I started thinking about designing my own wargames, it was natural that the first topic in my list would be the Wars of the Roses.

One could wonder why I designed my own game about this subject instead of just playing one of the existing ones. The answer is easy. I felt that none of them covered the aspects of the conflict in the way that I wanted to play it. Either the scale was too big or the military detail too little or too much. The representation of political influence did not intermix with the building and maintenance of armies, as I felt they should. Indeed, these games gave almost no attention to the logistical needs of armies during the period. And the different personalities that led the wars at various points were not given different proficiencies in the way that I wanted.

While tinkering with some systems and subsystems with the invaluable help of my eldest son Eidur, I acquired and played *Nevsky*. I fell immediately in love with that system and asked Volko Ruhnke for permission to use parts of it on my own game. Not only was the answer positive, but the future game became part of the *Levy & Campaign Series*.

The *Levy & Campaign* system provided for some of the details that I wanted to see represented in a Wars of the Roses game. We would now be able to see how different Warwick was from Richard III, thanks to Lord ratings and Capability cards. And we would not have armies that stayed in the field for 30 years. Players would have to take care of their pay and their sustenance and disband them occasionally because they could not feed or pay them, and they would start pillaging.

I added a political layer, by a system that I had already developed, and adapted some aspects that did not really fit the historical facts of the Wars of the Roses.

An Influence mechanic represents the diplomacy and negotiations among the nobles and serves as a victory condition. My interpretation of the conflict is that it was about who used political influence better to convince the rest of the nobles to come to their side. Sometimes that required a victory on the battlefield to cement that position (or to turn it upside down). Political power can be won but also must be spent. And sometimes the political cost of a venture is higher than the benefits that it will reap. *Plantagenet's* system represents that by making Influence a net amount that, when overdrawn, can bring a side to defeat.

Battles was also something to change from the original *Levy & Campaign*. Looking at the data for all the battles of the period (and helped by Graham Evans, who has acted as historical advisor for the game and helped in lot of other ways), we saw that the traditional advantage presumed for the defender in a battle did not accrue in this conflict. We adapted the system so that the balance was not so biased against the attacker and even brought it further by giving an advantage to it.

Why is it that in this war the attackers tended to win? Any reason may be the valid one. My own opinion is that the commitment to fighting was greater by the ones initiating the attack. This was not a war of conquest; it was a civil war. So both sides probably were not too keen on fighting against their cousins and brothers, and the side showing a higher intention of escalating to the clash had a significant advantage. It's difficult to know for sure.

We removed Sieges from the game. These campaigns were not marked by the intention to take one stronghold or another, and fortresses and cities did not impede movement. With sieges not significant enough to call for a specific mechanic, their inclusion would have altered the flow of the game away from the historical facts.

These wars also saw a clear avoidance of damaging the population. Lords seldom ravaged lands, and, when they did, the reaction benefitted the opponent. When that did occur, it resulted in bad feelings all around the kingdom against that side doing. That is why Pillage in this game is a negative consequence rather than not a source of victory points like Ravage in the others.

We also changed some of the ways the assets worked. Troops during the Wars of the Roses were paid. Not only the mercenaries but also the forces recruited by conscription had an established salary that had to be fulfilled or they would leave the army. That is why we can read of huge debts that nobles in the Wars of the Roses amassed to recruit armies. Tax became an essential mechanic in the game that linked the maintenance of troops with allies



amongst the noble houses that a side could enlist. Historically, an extended network of allies helped obtain resources and loans to pay armies. If there is one limited resource in the game, it is Coin. Once we had put together and tested all the pieces of the game system, with the help of my friend Marc Aliaga, who also did all the prototype graphics, the hard work started.

Christophe Correia with Volko led development. They and others did a lot of work to make sure that the mechanics had historical justification, that the model made sense. We adjusted some systems and subsystems to reduce the excess of calculations and make them more elegant and less fiddly. I have a tendency to overcomplicate some mechanics, and Volko led me in a Socratic way on how to change them into something simpler that was closer to what we wanted the model to do and a lot more fun to play.

We also worked hard on the balance and on increasing the strategic options for the players, so that the game would not have just one way of being played well. In *Plantagenet*, each side may win by a strategy of focusing on Influence, or a strategy of focusing on Battles, or a mixed strategy. And there are lots of ways of conducting each of them. The credit for creating such an open game belongs to Christophe, who pushed me hard to give more options to the players and provided some key ideas to achieve that. Christophe designed the full Wars of the Roses scenario, and it is a piece of art.

Many other people helped at one time or another during the development of the game. *Plantagenet* is a product of teamwork that followed a specific idea: to provide players an experience that brings them into the historical period and, apart from having a good time playing the game, hopefully teaches them something about why the conflict developed as it did and what else might have happened.

Francisco Gradaille
Barcelona, Spain
December 2022

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ART:

Robert Altbauer—Gameboard, counters, mats, screens, stickers, Lord cards, Command cards, card backs.

Matthew Wallhead—Box cover, Arts of War cards, player aid charts, titling.

Charlie Kibler—Manuals.

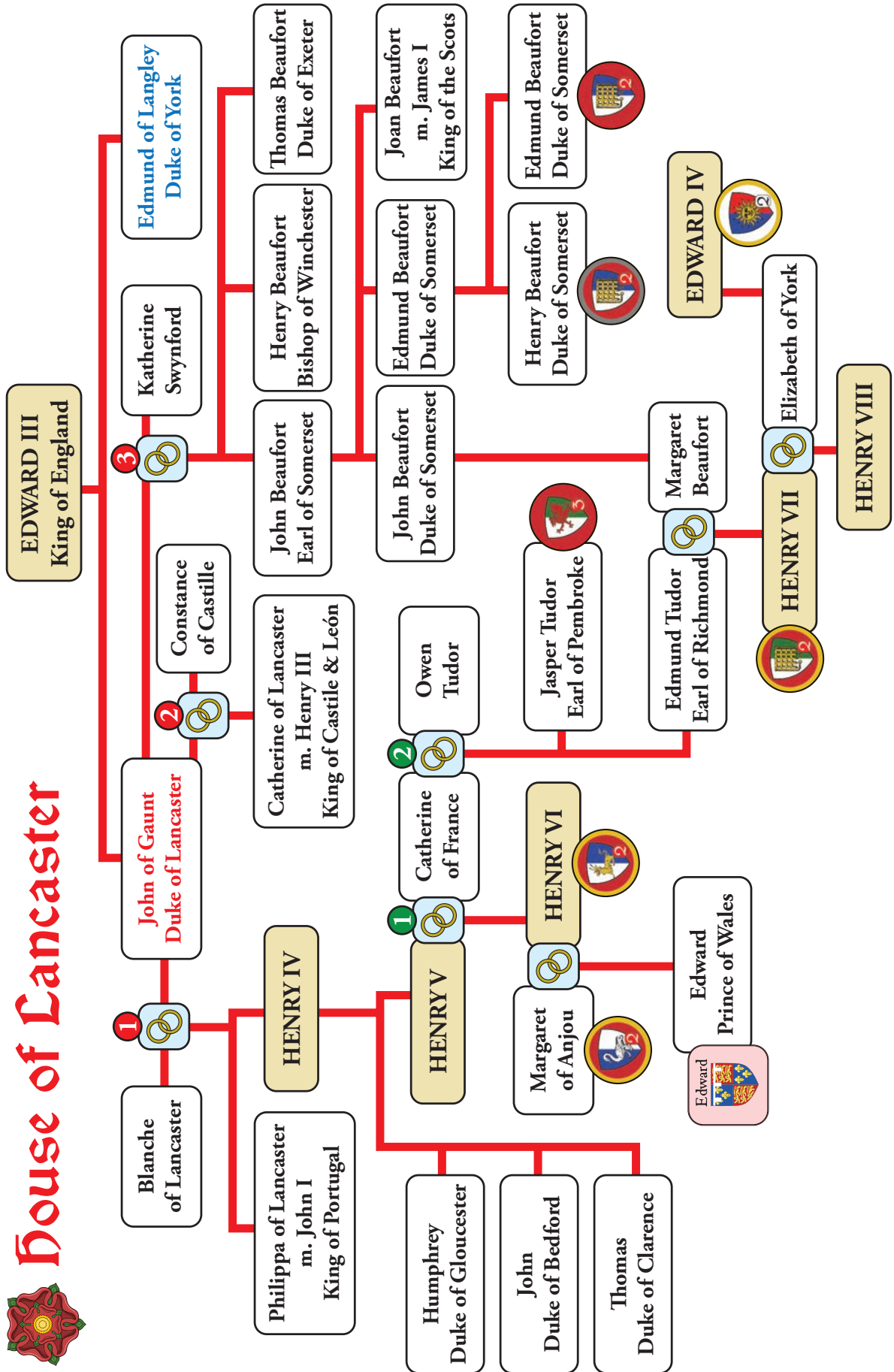
Marc Aliaga—Prototype Art.

Sodacan—Prince of Wales Coat of Arms.

VASSAL MODULE: Christophe Correia, Brian Reynolds, Stephen Stone.

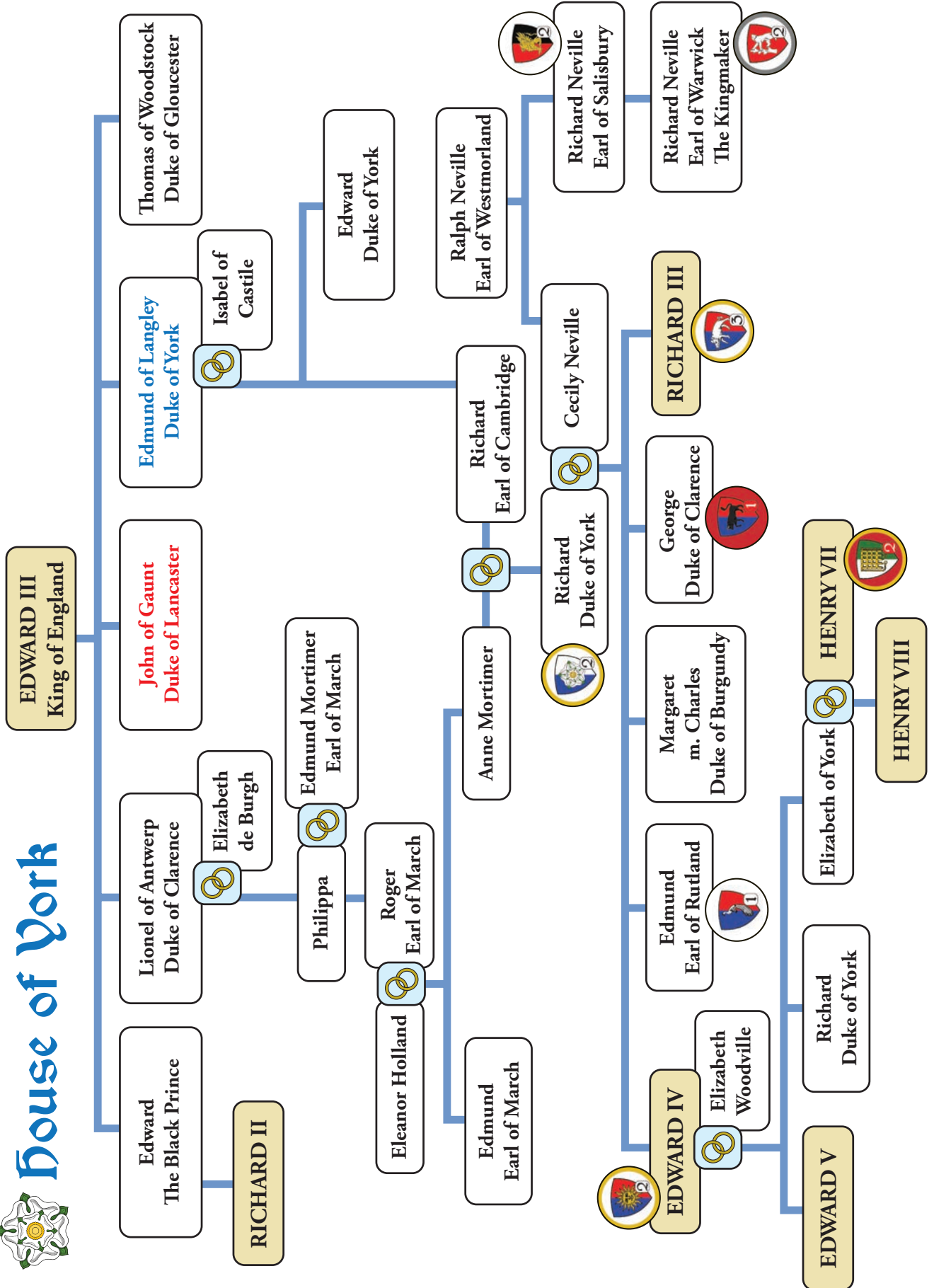


House of Lancaster





House of York





Arts of War – Card List

This chart provides at a glance the numbers, titles, and pairings of each side's Arts of War cards.

See pages 31 to 51 for detailed notes on each Event and each Capability.

No.	Roses	Yorkist Events	Yorkist Capabilities	No.	Roses	Lancastrian Events	Lancastrian Capabilities
Y1		LEEWARD BATTLE LINE	CULVERINS AND FALCONETS	L1		LEEWARD BATTLE LINE	CULVERINS AND FALCONETS
Y2		FLANK ATTACK	CULVERINS AND FALCONETS	L2		FLANK ATTACK	CULVERINS AND FALCONETS
Y3		ESCAPE SHIP	MUSTER'D MY SOLDIERS	L3		ESCAPE SHIP	MUSTER'D MY SOLDIERS
Y4		JACK CADE	WE DONE DEEDS OF CHARITY	L4		BE SENT FOR	HERALDS
Y5		SUSPICION	THOMAS BOURCHIER	L5		SUSPICION	CHURCH BLESSING
Y6		SEAMANSHIP	GREAT SHIPS	L6		SEAMANSHIP	GREAT SHIPS
Y7		YORKISTS BLOCK PARLIAMENT	HARBINGERS	L7		FOR TRUST NOT HIM	HARBINGERS
Y8		EXILE PACT	ENGLAND IS MY HOME	L8		FORCED MARCHES	HAY WAINS
Y9		ESCAPE SHIP	BARRICADES	L9		RISING WAGES	QUARTERMASTERS
Y10		TAX COLLECTORS	AGITATORS	L10		NEW ACT OF PARLIAMENT	CHAMBERLAINS
Y11		BLOCKED FORD	YORKISTS NEVER WAIT	L11		BLOCKED FORD	IN THE NAME OF THE KING
Y12		PARLIAMENT'S TRUCE	SOLDIERS OF FORTUNE	L12		RAVINE	COMMISSION OF ARRAY
Y13		ASPIELLES	SCOURERS	L13		ASPIELLES	EXPERT COUNSELLORS
Y14		RICHARD OF YORK	BURGUNDIANS	L14		SCOTS	PERCY'S POWER
Y15		LONDON FOR YORK	NAVAL BLOCKADE	L15		HENRY PRESSURES...	KING'S PARLEY
Y16		THE COMMONS	BELOVED WARWICK	L16		WARDEN OF THE MARCHES	NORTHMEN
Y17		SHE-WOLF OF FRANCE	ALICE MONTAGU	L17		MY CROWN IS IN MY HEART	MARGARET <i>takes the reins</i>
Y18		SUCCESSION	IRISHMEN	L18		PARLIAMENT VOTES	COUNCIL MEMBER
Y19		CALTROPS	WELSHMEN	L19		HENRY'S PROCLAMATION	ANDREW TROLLOPE
Y20		YORKIST PARADE	YORK'S FAVOURED SON	L20		PARLIAMENT TRUCE	VETERAN OF FRENCH WARS
Y21		SIR RICHARD LEIGH	SOUTHERNERS	L21		FRENCH FLEET	MY FATHER'S BLOOD
Y22		LOYALTY AND TRUST	FAIR ARBITER	L22		FRENCH TROOPS	STAFFORD ESTATES
Y23		CHARLES THE BOLD	BURGUNDIANS	L23		WARWICK'S PROPAGANDA	MONTAGU
Y24		SUN IN SPLENDOUR	HASTINGS	L24		WARWICK'S PROPAGANDA	MARRIED TO A NEVILLE
Y25		OWAIN GLYNDŴR	PEMBROKE	L25		WALES REBELLION	WELSH LORD
Y26		DUBIOUS CLARENCE	FALLEN BROTHER	L26		HENRY RELEASED	EDWARD <i>Prince of Wales</i>
Y27		YORKIST NORTH	PERCY'S NORTH	L27		L'UNIVERSELLE ARAGNE	BARDED HORSE
Y28		GLOUCESTER AS HEIR	FIRST SON	L28		REBEL SUPPLY DEPOT	LOYAL SOMERSET
Y29		DORSET	STAFFORD BRANCH	L29		TO WILFUL DISOBEDIANCE	HIGH ADMIRAL
Y30		REGROUP	CAPTAIN	L30		FRENCH WAR LOANS	MERCHANTS
Y31		EARL RIVERS	WOODVILLES	L31		ROBIN'S REBELLION	YEOMEN OF THE CROWN
Y32		THE KING'S NAME	FINAL CHARGE	L32		TUDOR BANNERS	TWO ROSES
Y33		EDWARD V	BLOODY THOU ART	L33		SURPRISE LANDING	PHILIBERT DE CHANDEÉ
Y34		AN HONEST TALE SPEEDS...	SO WISE, SO YOUNG	L34		BUCKINGHAM'S PLOT	PIQUIERS
Y35		PRIVY COUNCIL	KINGDOM UNITED	L35		MARGARET BEAUFORT	THOMAS STANLEY
Y36		SWIFT MANEUVER	VANGUARD	L36		TALBOT TO THE RESCUE	CHEVALIER
Y37		PATRICK DE LA MOTE	PERCY'S NORTH	L37		THE EARL OF RICHMOND	MADAME LA GRANDE