Plantagenet

COUSINS WAR FOR ENGLAND — 1459-1485

Rules of Play

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▷ Summary of Changes from Earlier Volumes

Locales: Stronghold types City, Town, Fortress, London, Calais, and Harlech have no size and add to victory via Tides of War (1.3.1, 4.8.1). Exile Boxes hold Lords in Exile (1.3.1, 3.3.1).

Seats: Lords' Seats use markers, removed upon Death. Vassals have Seats printed on the map (1.3.1, 3.4.2-.3, 4.6.3).

Locale Markers: Favour markers show allegiance. Depleted/Exhausted replace Ravaged (1.3.1).

Ways: Types are Highway, Road, and Path (1.3.1).

Turns: Each Turn is 60 or 90 days, named by months not Seasons (1.3.2, 2.2.1).

Influence: Sides accumulate Influence points that determine victory and spend them to check success at various tasks (1.4, 3.2, 4.8.1, 5.0).

Lords: Lord cards, not mats, show characteristics (1.5), including Valour and whether an Heir (4.4, 6.2). Lieutenants are like Marshals (1.5.1, 4.3.1).

Vassals: Either side may Levy them by Favour of their Seat (1.5.4, 3.4.3). They require Pay and help Tax (3.2, 4.6.3). Special Vassals Muster by card and merely provide Forces for Battle (1.5.4, 1.9.1).

Forces and Assets: Retinue and Vassal counters add to wood Troop pieces, with new types (1.6, Forces table). Assets are Carts, Ships, Provender, Coin (1.7). Troop pieces and Ship counters limit play.

Waste: It periodically halves Transport and Provender and resets to starting Coin and Troops (4.8.5).

Arts of War: There is no voluntary discard (3.1.4). Capabilities always attach to a single Lord (3.4.6).

Pay, Pillage, Disband: Pay Troops Coin and Lords Influence each Turn or face Pillage or Disband (3.2). Pay Vassals Influence and Ready them for Muster per markers on the Calendar (3.3).

Parley: Lords during Muster and Campaign can attempt to shift Locales' Favour (3.4.1, 4.6.4).

Muster: Levy of Lords and Vassals requires a check against an acting Lord's Influence (3.4.2-.3). Seats work differently. Levy Troops per Stronghold (3.4.4). One Levy action obtains two Carts (3.4.5).

Call to Arms: There is none.

March: Ways affect March speed (4.3.3). Lords are never Laden. Enemy Lords can Intercept Marching Lords (4.3.4). Approach ends a Command card; Lords Avoid Battle only by going into Exile (4.3.5).

Bypass: There is none.

Battle Rounds: Lords may Flee individually rather than Concede the Field. Opposing Lords group into Engagements, with Attacking and Defending Missiles, then Melee Striking simultaneously. Lords Rout if their Retinue counter or all their wood Troops do (4.4.2).

Protection: There is no Evade (4.4.2).

Ending the Battle: Winners receive Influence. There is no Retreat: Routed Lords either Die or Disband (4.4.3).

Death: Lords Routed in Battle check for permanent removal (4.4.3).

Siege and Storm: There are none; Strongholds change hands via Parley, Muster, Pillage (3.4.1, 3.4.2, 3.2, 4.6.4).

Supply: Use just one Source. Transport need is different. Strongholds yield Provender by type (4.5).

Forage: Locale Favour and adjacent Enemies affect success (4.6.2).

Ravage: There is none, but Pillage, Troop Levy, Supply, Forage, and Tax can Deplete or Exhaust Locales (1.3.1, 3.2, 3.4.4, 4.5, 4.6.2-.3).

Sail: Sea boundaries limit Sail. Ship requirements are different (4.6.1).

Tax: Uses only a single action. Lords can Tax their own and their Vassals' Seats and Special Strongholds from a distance (4.6.3).

Feed: Lords who fail to Feed Pillage (4.7).

End Campaign: Steps add Tides of War for Influence and Disembark (4.8.1-.2). Grow and Waste are different (4.8.4-.5).

Victory: Threshold and Scenario End Victory are by Influence points (4.8.3, 5.2-.3). Check Campaign victory near the end of each Campaign.

1.0 INTRODUCTION

Plantagenet is a board wargame about the Wars of the Roses. It covers the main periods of military conflict between the Plantagenet dynasty's royal houses of Lancaster and York.

Plantagenet is the fourth volume in GMT Games' Levy & Campaign Series that portrays medieval military operations. Players will gather and equip their armies and then send them to gain support and defeat enemy forces in battle. Alliances will provide lords and vassals to serve for limited periods, sustained in the field by supply, pay, and influence.

Plantagenet offers several short scenarios, a main scenario for each of three historical crescendos of fighting, and a grand "Wars of the Roses" scenario linking them. An advanced rule adds optional screens that can hide armies' strength for greater fog of war. *Plantagenet* has no solitaire system but is solitaire friendly with its standard rules.

The final pages of this rulebook provide the scenarios, a key terms index, and an action requirements summary. A folding play aid summarizes key aspects of the game, and a separate aid sheet guides play of the Wars of the Roses grand scenario. A background booklet contains a "quickstart" setup and examples of play for learning the game system, strategy notes, card lists and implementation tips, plus historical and other reference material.

> The page opposite lists rules changes from earlier *Levy & Campaign Series* games. In addition, this icon ▶ precedes such rules in this booklet that differ from Volume I, *Nevsky*.

1.1 General Course of Play

In *Plantagenet*, players take one of two enemy sides, Yorkist (white) or Lancastrian (red, also representing the Tudors). By scenario, one side controls the King, the other side the Rebels (affecting player order, 2.2.4). The side ending with the most influence wins.

In turns covering from 60 to 90 days each, Yorkist and Lancastrian players will levy lords and vassal forces, gather transport, and recruit specialists. Lords will start in their historical holdings, then roam England to gather support. They might go into exile to gather forces for a return to England.

Each lord's forces and assets are laid out on a mat. Players plan and command campaigns with their lords. Cylinders on the map show the lords' movements, while markers on a calendar show which lords may join and how long vassals will serve.

1.2 Components

A complete game of *Plantagenet* includes:

- A mounted game board (1.3).
- Twelve Lord mats (1.5.3).
- One Battle mat (4.4.1).
- ▶ 128 Troop unit bars (35 steel [Men-at-Arms], 40 green [Longbowmen], 45 brown [Militia (billmen)], 6 black [Mercenaries], 2 burgundy [Handgunners]; 1.6).
- Twenty-four Lord cylinders (12 white, 12 red)
- A Lords sticker sheet (apply to cylinders).
- Two sheets of markers and counters (1.3-1.8)
- Six decks of playing cards (▶ 14 Yorkist and 14 Lancastrian Lord cards, 1.5.1; 37 Arts of War cards for each side, 1.9.1; and 40 Yorkist and 37 Lancastrian Command cards, 1.9.2).
- Two player aid foldouts (summarizing Sequence of Play, Commands, Forces and Strongholds, Battle, and other key rules).
- ▶ A Wars of the Roses scenario aid sheet (6.0-6.3).
- Two screens (1.5.3).
- Six 6-sided dice (three white, three red).
- A background booklet (not needed for play).
- This rules booklet.

1.3 Game Board and Map

1.3.1 Map. The game board shows a map of England and environs, circa 1459. It depicts Locales, Ways, a Calendar along the top, Exile boxes, and numerical track along the board edge.

LOCALES: Locales are the spaces on the map that hold Lord cylinders and game markers. Locales include various types of Strongholds ▶ as well as four Exile boxes outside of England. See the Strongholds table on the player aid foldout.

- *Strongholds:* City, Town, and Fortress Locales are Strongholds. They can hold Seats as marked or printed. They can enable Muster of Troops and provide Provender and Coin (3.4.4, 4.5, 4.6.2, 4.6.3). Having the most Favour of each type of Stronghold yields Influence (4.8.1).

- *Special Strongholds:* London, Calais, and Harlech are unique Strongholds that provide Troops, Assets, and Influence differently (3.4.4, 4.5, 4.6.3, 4.8.1).

- *Exile Boxes:* Ireland, Scotland, Burgundy, and France are Locales that hold Lords who Muster in Exile (below and 3.3.1). They are not Strongholds.

NOTE: Calais is not in France.

EXILE BOXES: Lords on the Calendar marked as Exiles Muster

to an Exile box during Levy (3.3.1). Exiles boxes are Locales that differ from Strongholds as follows.

- Lords may only occupy Exile boxes that circular scenario setup markers (6.0) show as permanently Friendly to their side. Parley cannot affect them (3.4.1).

- A Lord in an Exile box who has to Pillage (3.2.1, 4.7) instead Disbands Unpaid or Unfed (3.2.1).

- Lords can move out of but not into Exile boxes, as shown by arrows at each box. (They enter the boxes by Exile Muster, 3.3.1, or card effects.) They can Sail (4.6.1) from an Exile box as if from a Port on the Sea that the arrow shows (for Scotland, the North Sea). They can March (4.3) from Scotland (only) as if along a (one-way) Path to Carlisle or Bamburg, which are adjacent to Scotland.

ON THE MAP: The phrase "on the map" refers to Lords at Locales—Strongholds and ▶ Exile Boxes (not on the Calendar).
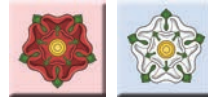
SEATS: Strongholds can host Lord or ▶ Vassal Seats.

- *Lord Seat:* Setup uses Seat markers to assign each Lord a Stronghold Seat (6.0). Seats aid Muster of a side's Lords (3.4.2) and Taxing for Coin (4.6.3). Death or Shipwreck removes a Lord's Seat from the map (4.4.3, 4.8.2).

- *Vassal Seat:* Each Vassal (1.5.4) has a Seat shown by that Vassal's Coat of Arms printed on the map. A side can Levy a Vassal or Tax with one only if the Vassal's Seat is Friendly (3.4.3, 4.6.3).

▶ **FAVOUR:** Strongholds are Neutral unless marked as Friendly to one side with a Favour marker in that side's color (red rose for Lancastrian, white rose for Yorkist). A Locale Friendly to one side is Enemy to the other. Parley, Lord Muster, and Events can place or remove Favour (3.4.1, 3.4.2, 3.1.3). Numerous actions, such as Muster, Supply, and Tax, require Friendly Locales (3.4.2-4, 4.5, 4.6.3). Favour also affects how much Influence sides will gain each turn, with bonuses for control of key Areas (4.8.1). *NOTE: The Event card LONDON FOR YORK (1.9.1) can add a second Favour marker at London, the sole meaning of which is to block change in Favour there except by Event or Pillage.*

- *Net Stronghold Favour:* On the gameboard's edge track, adjust separate markers for the sides' net total Friendly Cities, Towns, and Fortresses, respectively. *NOTE: These totals award Influence points at the end of each Campaign (4.8.1).*

EXAMPLE: Yorkists have Favour at three Cities, while Lancastrians have Favour at five Cities; put the Cities marker on its red side in track box 2.

> **DESIGN NOTE:** *Favour shows the leaning of local nobles rather than absolute control. Such local sympathies aided the gathering of resources but could change rapidly in the face of political pressure.*

▶ **DEPLETED/EXHAUSTED:** Troop Levy and Supply, Forage, and Tax actions can mark Locales (including Exile Boxes) as Depleted or, if already Depleted, Exhausted (3.4.4, 4.5, 4.6.2, 4.6.3). Pillage always Exhausts a Stronghold (3.2.1, 4.7). Exhaustion bars further use of a Locale for those purposes. Depleted and Exhausted Locales periodically recover (4.8.4).

> **DESIGN NOTE:** *Depletion and Exhaustion represent a locality's reluctance to help either side during the war and its resentment against anyone calling upon it to do so.*

SEAS AND PORTS: There are ▶ three Sea zones marked on the map—Irish Sea, English Channel, and North Sea. Strongholds with an anchor are Ports. Seas and Ports affect Supply, Sail, and ▶ tracing connections.

- All Port Strongholds and Exile boxes on the same Sea are considered at one Way distance for tracing Routes of adjacent Locales (for Parley, Supply, and Tax) if the Lord taking the action has at least one Ship (1.7, 3.4.1, 4.5, 4.6.3).

- Ships can use Ports to Supply Provender (4.5).

- Sail requires Ports and/or Exile boxes and is more difficult between Seas (4.6.1).

NOTE: While Exile boxes act similarly to Ports as listed above, they are not otherwise Ports.

▶ **AREAS:** There are three Areas marked by colored lines—North, South, and Wales. A side Dominates an Area when it has Favour in all Strongholds of the Area (regardless of either side's Lords there). Certain Events (1.9.1) can grant Dominance to certain Lords in certain Areas. Dominance of Areas yields Influence each Campaign (4.8.1).

WAYS: Three types of Ways—▶ gray Highways, brown Roads, and green Paths—link Strongholds as adjacent. A Way's type affects March speed (4.3.3). The Scotland box is adjacent to Carlisle and Bamburg as if by Path (see EXILE BOXES, above).

Path, Highway, and Road Ways leading south from the City of York

1.3.2 Calendar. A Calendar on the board tracks time. Cylinders placed on the Calendar indicate when Lords are Ready for Muster, and markers show when a Side ▶ must spend Influence to keep Vassals from Disbanding (3.2.3). Reminders are printed underneath for ▶ when to gain Influence, reset Lords' Troops and Assets, and remove Depleted and Exhausted markers (4.8.1, 4.8.4-.5).

TURNS: Each box of the Calendar is a Turn of ▶ 60 or 90 days (two or three months). The boxes show how many Command cards to use each Turn (representing seasonal effects on campaigning).

▶ 1.4 Influence

Influence points in *Plantagenet* represent the relative political power of the Houses of York and Lancaster. Influence ratings (1.5.2) represent the individual clout of a Lord in England's internal struggle. The foldout aid sheet summarizes how sides spend, lose, or gain Influence points (1.4.1) and how to check against a Lord's Influence rating (1.4.2).

1.4.1 Influence Points. Sides track Influence points toward victory (5.1-5.3); spend them to check against Lords' Influence ratings to Parley, Levy Lords or Vassals, and Tax (3.4.1-.3, 4.6.3); lose them when Lords face adversity such as lack of Pay or Feed (Pillage, 3.2.1, 4.7) or Exile (4.3.5); gain them by winning Battles (4.4.3); and also gain them for Favour and Mustered Lords in a Tides of War step at Turn's end (4.8.1). Arts of War cards also can shift Influence (1.9.1).

TRACKING INFLUENCE: Slide the Influence marker along the gameboard's edge track as the sides gain or lose Influence. Flip the marker to red for Lancastrian or white for Yorkist to show the positive net Influence total for that side. The net total can never exceed 45.

EXAMPLE: The Influence Marker is at 3 showing Yorkists (white). Yorkists spend 4 Influence points for Favour. Slide the Influence marker to the 1 box and flip it to Lancastrians (red).

NOTE: Influence tracking is a net value. When the marker shows one sides' color, the other side can still spend Influence points, pushing the opponent's Influence total higher.

1.4.2 Check Influence. Many Parley, Levy, and Tax actions (3.4.1-.3, 4.6.3-.4) and several Arts of War cards (1.9.1) call for a Lord to check Influence.

PROCEDURE:
- That Lord's side spends one Influence point (1.4.1).
- Before rolling, that side may spend an additional one or three Influence points (never two). If it spends one added point, add one (+1) to that Lord's Influence rating for that check only; if it spends three points, add two (+2) to the rating.
- If the target is a Vassal (usually, for Levy, 3.4.3), modify that Lord's Influence rating by the Loyalty rating on that Vassal's counter, if any (1.5.4). Add the Vassal's rating to the Lord's rating if the Vassal rating numeral's color on the Vassal matches the Levying side—red for Lancastrian, white for Yorkist—or subtract if the color opposes that of the Levying side.
- If Parley (3.4.1), the side then must spend one additional Influence point for each Way (if any, including Port or Exile box to Port on the same Sea) between that Lord and the targeted Stronghold.
- Roll a die. The check succeeds if the roll is equal to or less than that Lord's modified Influence rating. *EXCEPTION:* A roll of "1" always succeeds, and a roll of "6" always fails.

EXAMPLE: A Yorkist Lord with Influence rating "3" attempts to Parley Favour at an adjacent Stronghold during Levy (3.4.1). The Yorkists opt to lower their Influence points by three total—one for the check, plus one for the intervening Way, plus one to modify the Lord's rating to "4". The roll is a "5", so the Parley fails.

> **PLAY NOTE:** *As an Influence check always fails on a roll of "6", there is no benefit to spending points to raise an Influence rating beyond "5".*

1.5 Lords and Vassals

Cylinders, ▶ Lord cards, and 5"x5" mats track the status of Lords in *Plantagenet*. Vassals set up with ▶ counters at certain Strongholds and Muster to Lord mats and the Calendar to track their Service.

1.5.1 Lords. Lords are the figures who lead military preparations and operations (Levy and Campaign).

CYLINDERS: Each Lord has a wood cylinder to show that Lord's location or readiness to Muster. Any reference to location of a Lord means where the cylinder is—at a Stronghold, in an Exile box, on the Calendar, or out of the game.

STICKERS: Apply stickers onto the 24 cylinders, one sticker each, red sticker on red, white on white. A cylinder's sticker shows the Lord's Livery Badge, Command rating, and—if Marshal or Lieutenant—a gold or silver ring.

BADGES: Each Lord has a shield-shaped Livery Badge that identifies that Lord's cylinder, Lord card, Seat marker, and card effects.

▶ **LORD CARDS:** Lords have cards that show their Livery Badge, name and title, Seat location, whether a Marshal or Lieutenant (4.3.1), whether an Heir and what rank (6.2), ratings, and starting Forces and Assets. When a Lord sets up or Musters (6.0, 3.4.2), put that Lord's card on a blank Lord Mat (1.5.3).

Badge
Lord version
Heir rank
Seat marker location
Ratings
Starting Troops
Starting Assets
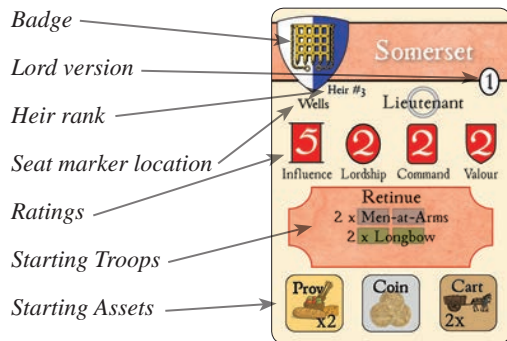
A Lancastrian Lord card

NOTE: Some historical figures have multiple cards and/or cylinders, and some cylinders represent successors. Numbered Lord card versions such as "Exeter (1)" and "Exeter (2)" appear by scenario or by Succession in the full-length scenario (6.0-6.3). Arts of War card text and Livery Badges referring to such Lords (1.9.1, 3.4.2) apply to either.

COMMAND CARDS: Each Lord has a set of Command cards that enables that Lord to take actions on Campaign (4.2).

▶ **RETINUES:** Each Lord uses a single generic Retinue counter in Battle as part of that Lord's Forces (1.6, 4.4).

MARSHAL, LIEUTENANT, HEIR: Certain Lords, marked by a gold or silver ring on their cards and cylinders, can lead other Lords on March (4.3.1). *NOTE: Lieutenants in this game, unlike those in earlier games, closely resemble Marshals.* Also, some Lord cards say "Heir" with a number, as aspect used only in the full-length scenario (6.2).
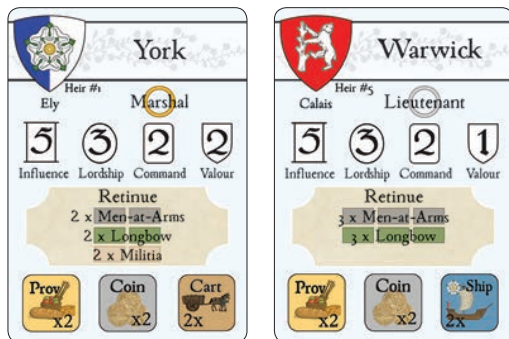
Yorkist Marshal and Lieutenant Lord cards

DISBAND/REMOVAL: Lords and Vassals can Disband (3.2.4). ▶ Death or Shipwreck can remove Lords (4.4.3, 4.8.2). Return Disbanded or removed Lords' Forces and Assets from their mats to pools and discard any Capability cards at the mat.

• If Disbanded, return a Lord's cylinder to the Calendar as instructed in 3.2.4.

• If Dead (4.4.3) or Shipwrecked (4.8.2), remove a Lord's cylinder from the game permanently.

• Return a Disbanded Vassal to the Calendar as instructed in 3.2.4.

**1.5.2 Ratings.** Lord cards list four ratings:

• ▶ **Influence:** A die-roll range for Influence checks (1.4.2), shown as a scroll symbol with the upper number of that range (such as "4" for 1-4).

• **Lordship:** The number of Levy actions that the Lord takes during Muster (3.4), a numeral in an oval symbol.

• **Command:** The number of Command actions that the Lord can undertake each time that Lord's Command card is revealed during Campaign (4.2.1), a numeral in a card symbol and on the Lord's cylinder piece and Command cards.

• ▶ **Valour:** A die-roll range for that Lord's ability to Intercept (4.3.4) and the number of rerolls that Lord can make during a Battle (4.4), shown as a numeral over a shield symbol.

DESIGN NOTE: *Influence shows a Lord's political charisma, Lordship wherewithal to mobilize for war, Command alacrity in the field, and Valour tactical talent.*

1.5.3 Lord Mats. ▶ Generic 5x5-inch mats hold Mustered Lords' cards, Forces, and Assets.

MAT SECTIONS: Mats have spaces for a Lord's card (1.5.1), Forces (1.6), and Assets (1.7).

FORCES AND ASSETS: Upon Setup or Muster of a Lord (6.0, 3.4.2), put that Lord card, a Retinue counter, and the Troops and Assets listed on the card (1.6, 1.7) into the appropriate sections of a blank mat. As the Lord adds Troops, Vassals, or Assets, add them to the mat, ▶ to a maximum of two Ships per mat (1.7.3, 3.4.5). Forces Routed in Battle slide into a Routed section (4.4.2).

Forces area
Retinue
Vassal
Troops
Routed area
Assets
Lord card
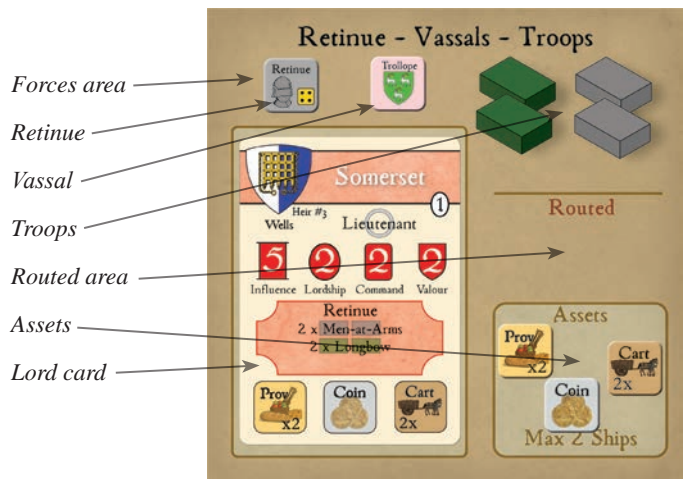
A Mustered Lord's mat

ARTS OF WAR CARDS AT MATS: When Arts of War cards affect that Lord, tuck them partly under the mat—Events at the top edge and up to two Capabilities at the bottom edge (1.9.1, 3.1.3, 3.4.6).

SHARING: Lords may use and spend Assets (1.7) to help one another if at the same Locale. They never Share Retinues, Vassals, Troops, or Valour markers.

EXAMPLE: A Lord Shares his Carts with another Lord whose Provender exceeds Transport, so as to speed a group's March (4.3).

> **Important:** Lords on the same side may Share but not transfer or trade anything among one another – not Vassals, Troops, Assets, or cards.

Hidden Mats Option: For fog of war, players may agree to hide their Mustered Lords' mats (and Capability cards, 3.4.6) behind screens (2.1.1) except when in Battle. Players declare hidden Vassals, Assets, cards, and Troops only as needed to verify actions on the board, such as enough Transport for a March (4.3).

1.5.4 Vassals. ▶ Vassals in *Plantagenet* may join either side. Vassals Muster to a Lord's mat, fight as a unit with tht Lord's Forces in Battle, and enable Tax from their Seat (3.4.3, 4.4, 4.6.3). Vassals stay with the Lord who Levies them until the Vassal Disbands or the Lord Disbands or Dies (3.2.3-.4, 4.4.3).

VASSAL COUNTERS: ▶ Each Vassal has two copies of a 5/8th-inch square buff counter showing a family coat of arms, one or two ratings, and the Vassal's Seat on the back. Per scenario, set up a Vassal's two counters at the Vassal's Seat on the map (also identified by coat of arms, 1.3.1, 6.0). When a Vassal Musters, put one counter on the Levying Lord's mat as a Forces unit and the other on the Calendar per the Vassal's Service (3.4.3).

Loyalty
Name
Service
Seat

A Vassal counter, front and back
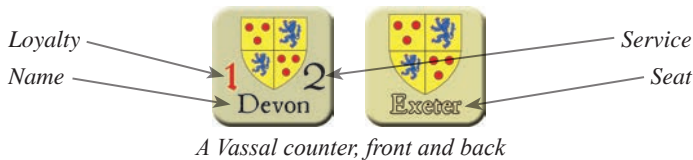
RATINGS: Vassal counters list one or two ratings—
- **Loyalty:** Often, a red or white numeral on the left that affects Levy Influence checks by modifying the Levying Lord's Influence rating (1.4.2, 3.4.3).
- **Service:** A numeral on the right affecting Muster and Pay or Disband (3.4.3, 3.2.3).

SPECIAL VASSALS: ▶ Hastings, Edward Prince of Wales, Montagu, Clifford, Stanley, and Trollope have single Vassal markers with light blue or pink backgrounds and no ratings. Unlike other Vassals—
- They Muster by Capability card (1.9.1) rather than by Levy Vassal action (3.4.3).
- They have no Vassal Seat and thus do not set up on the map or aid Tax (4.6.3).
- They do not put a marker on the Calendar and need not be Paid (3.2).
- Whenever they Disband (as in Battle, 4.4.3), discard the Capability card that placed them.

A Lancastrian Special Vassal, front and back

DESIGN NOTE: *The "Vassals" here were all lords in their own right, some richer and more powerful than Lords in the game. "Lords" represent the nobles most active in the War. "Vassals" represent noble families who fought but did not lead the main armies.*

1.6 Forces

Plantagenet represents a Lord's with Forces ▶ Retinue and Vassal counters plus wooden Troop pieces, each of which is a unit. See the Forces foldout page for a listing of their types, counters or pieces, and characteristics. Keep spare Troop pieces in a pool such as a bowl (2.1.1).

- **▶** Troop pieces in the game limit play—Muster no Troop units beyond those in the pool (3.4.4), including via Arts of War cards (1.9.1).
- A Mustered Lord without any Troops (wooden pieces, not just Retinue and Vassal counters) outside Battle immediately Disbands (3.2.4).

DESIGN NOTE: *Each Troop unit represents around 500 infantry, each Retinue and Vassal unit 200-250 armed and typically mounted men.*

1.7 Assets

Various items that Lords obtain and use—Transport (Carts and Ships), Provender (food and other supplies), and Coin (money)—are shown by 5/8th-inch counters placed on Lords' mats.

NOTE: *Lords use Transport to acquire and move Provender (4.3, 4.5) and Ships to Sail (4.6.1); Lords themselves otherwise can move without Transport and do not need Transport to move Coin.*

1.7.1 Accounting. Lords may add and expend each type of Asset as if money, making change as needed. Plain markers represent one such Asset each; "x2", "x3", and "x4" markers represent those amounts.

1.7.2 Greed. Lords may discard (rather than use) Assets only as needed to help them move (4.3, 4.6.1) or as rules or card text require.

▶ 1.7.3 English Ships. No more than nine Lords may have Ships. No Lord may have more than two Ships.

NOTE: *In effect, Ship counters limit play, while other Assets do not. If other Asset counters run out, stack unused markers below them as duplicates.*

1.8 Other Markers

Variously shaped game counters include—

Round markers to track time (2.2.2, 6.0) and ▶ Exile box alignment (1.3.1, 6.0).

Several 5/8th-inch square markers:

• ▶ Influence, Stronghold, and Victory Check markers for the edge track (1.4, 4.8.1, 4.8.3, 6.0).

• Moved-Fought/Source and Battle Locale markers (4.3, 4.4, 4.5.1, 4.6.1, 4.6.3, 4.7).

Smaller ½-inch square markers include:

• ▶ Yorkist/Lancastrian Favour for Strongholds Friendly to a side (1.3.1, 3.4.1, 4.6.4).

• ▶ Depleted/Exhausted for Strongholds and Exile boxes (1.3.1, 3.4.4, 4.5, 4.6.2, 4.6.3).

• ▶ Exile markers for Lord cylinders on the Calendar (4.3.5, 3.3.1).

• ▶ Valour and Hits for Battle (4.4.1-.2).

• Feed x2/x3 reminder markers (4.7).

• Numbered markers to help log actions, rounds, altered ratings, and such.

A scene from the battle of Towton

1.9 Cards

In addition to Lord cards (1.5.1), each side has two types of cards: Arts of War cards with Events and Capabilities, and Command cards for Campaign actions. Players may not inspect one another's decks.

1.9.1 Arts of War. Each side has its own deck of Arts of War cards. Each Arts of War card has an upper Event section and lower Capability section. Only one of the two sections is in effect at a time.

NOTE: Italicized card text beneath a title provides historical flavor (no effect on play).

▶ **SCENARIO:** The number of roses at the center of an Arts of War card indicates which numbered scenarios use the card (2.1.2, 6.0)—I, II, III, or no rose for all scenarios.

Event (fleeting, 3.1.3)

(Scenario: 0-3 roses)

Capability (lasting, 3.4.6)

Yorkist   Lancastrian
Arts of War cards

EVENTS: The upper Event section provides players immediate and/or temporary benefits or opportunities. Players draw two Arts of War cards for their Events at the outset of each Levy after the first (3.1). *NOTE: For the use of Events, see 3.1.3.*

CAPABILITIES: The lower Capability section provides longer-lasting benefits, either drawn randomly during initial Levy (3.1) or selected (3.4.6). Livery Badges at the left show which Lords may Levy and use the Capability, ignoring which numbered version of a Lord, (1) or (2).

▶ **Important:** Players may not voluntarily discard Capabilities. They remain at Lords' mats except as card text instructs, when that Lord leaves the map (such as by Disband), or when a Special Vassal named on them Disbands (3.4.6, 3.2.4, 4.3.5, 4.4.3).

PLAY NOTE: Since Events and Capabilities share cards, one when in play blocks the other (3.1.3, 3.4.6).

CARD USE: When a card contradicts rules, card text takes precedence. The player of an Event or owner of a Capability decides how to implement card text within what is specified. If an Event contradicts a Capability, the Event governs.

1.9.2 Command Cards. Each side's Command deck has three action cards per Lord and four Pass cards. Players build their Campaign Plan each Turn (4.1) by stacking Command cards of their Mustered Lords. They add Pass cards as needed to fill out a Plan when too few Lords are Mustered.

2.0 SETUP AND CALENDAR

2.1 Setup

2.1.1 Lay Out. Seat players and set the game board between them. You will want enough table space around the board for mats, cards, and pools. See the 2-player layouts shown here and for solitaire play in the Background Book.

POOLS: We suggest a nearby pool each for wooden Troops, Asset markers, and remaining markers (1.6-1.8).

DECKS: Select and separate playing cards into four decks—one Arts of War deck and one Command deck per side (1.9).

OTHER ITEMS: Each player takes a foldout aid. If using the Hidden Mats option (1.5.3), each player gets a screen. Keep this rules booklet, other reference sheets, and the Background Book handy.

2.1.2 Scenarios. Choose a scenario (6.0). Agree on whether to use Hidden Mats screens (1.5.3). Prepare Arts of War decks by setting aside cards not used in this scenario (1.9.1). Set up the situation and begin play with the first Levy (3.0).

NOTE: If playing for the first time, consider setting up the "quick-start" found in the Background Book.

2.2 Calendar

The Calendar (1.3.2) tracks time, Lord Readiness ▶ including for Exile (3.4.2, 3.3.1), and Vassal Service (3.4.3).
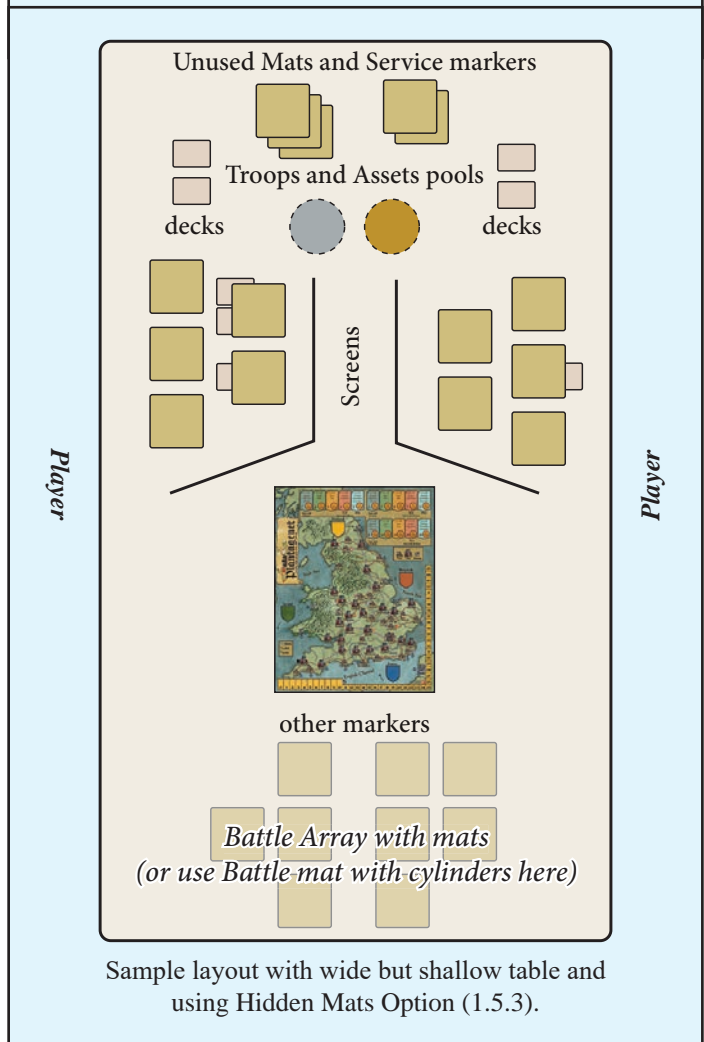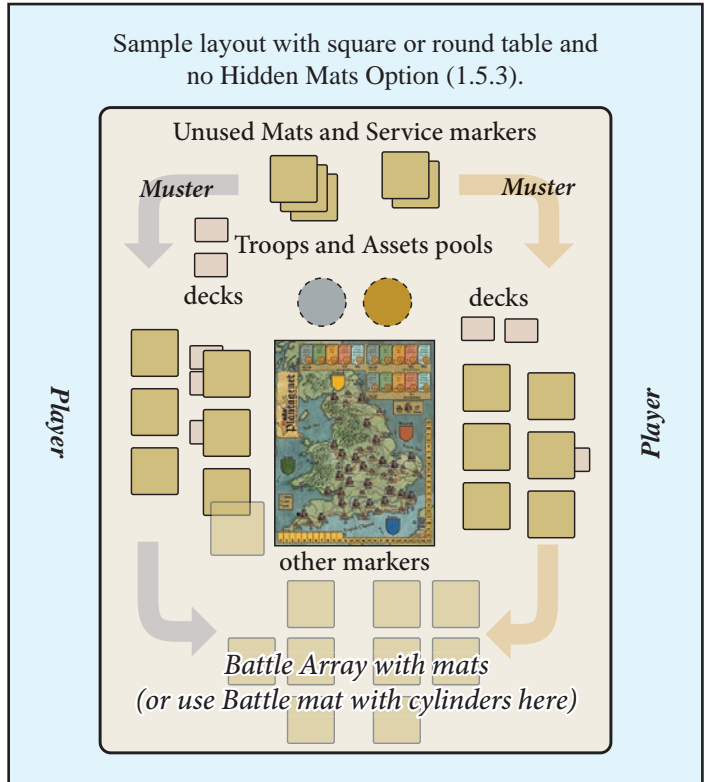
2.2.1 Turns. Each Scenario covers one or more 60-Day or 90-Day Turns (1.3.2). Each Turn has a Levy sequence, then a Campaign sequence. Conduct each Levy and Campaign as detailed in rules sections 3 and 4, respectively, and summarized on the Sequence of Play foldout page.

2.2.2 Marking Time. The round Levy/Campaign marker tracks the progress of 60-Day or 90-Day Turns and Levy and Campaigns within each. Mark that it is Levy or Campaign by placing the marker with that side up in the Levy/Campaign circle of the current Turn box on the Calendar.

2.2.3 Marking Readiness and Service. Place and shift Lord cylinders and Vassal markers in the Calendar's boxes as described in various rules or on Event cards (1.9.1). All instructions to shift right or left mean that number of Turn boxes. If a direction is not specified, the executing player chooses.

EXAMPLE: "Shift 1 right" from box 10 means to box 11, "1 left" from 11 means to 10.

CALENDAR'S END: When a Lord cylinder or Vassal marker is to appear or shift below (left of) box 1 or beyond (right of) box 15, set it just off the Calendar on that side and ignore further shifts in that direction. The first shift back toward the Calendar places the marker into box 1 or box 15, respectively. *NOTE: This practice reduces "end-of-time" anomalies.*

Sample layout with square or round table and no Hidden Mats Option (1.5.3).

Sample layout with wide but shallow table and using Hidden Mats Option (1.5.3).

DESIGN NOTE: Periods when lords fought in the Wars of the Roses varied enormously, as political negotiations brought them into the field.

2.2.4 Player Order. ▶ By scenario setup, one side is the King's side, the other side is Rebel. Unless noted otherwise, the Rebels go first and the King's side second in each step of Levy and Campaign.

EXAMPLE: If Yorkists are Rebel, they Pay Troops before Lancastrians do (3.2).

EXCEPTIONS—

- Play of Command cards alternates, one Rebel card, then one King's side card, then another Rebel card, and so on (4.2).
- The order of many steps in Battle will depend on who is Active, Attacking, has Missile Troops, and so on (4.4).

3.0 LEVY

At the outset of each Turn, players prepare for the campaign to follow by adding to their armies. See the Sequence of Play foldout page.

3.1 Arts of War

Each side first draws two random Arts of War cards as Capabilities or Events as follows.

3.1.1 Shuffle. Collect and shuffle all unused Lancastrian Arts of War cards into an Event draw deck; do the same for Yorkists. Held Events (3.1.3) and Capability cards in play (3.4.6) are not included in the draw deck.

3.1.2 Draw Capabilities. If it is the Levy for the scenario's first Turn, the Rebel side then the King's side each randomly draws two Arts of War cards from the player's own deck and deploys them as Capabilities (lower half of the card, 1.9.1) at their Lord mats (1.5.3).

- Discard any card that a side cannot assign to a Mustered Lord (3.4.6).

3.1.3 Draw Events. If it is the second or any later Levy, the Rebel side then the King's side each draws and implements in the order drawn two cards' Events (the upper half of each card, 1.9.1). Except as specified below, reveal Events immediately and return the cards to the deck. Bold-italic card text specifies certain Event types:

- Players keep all drawn *"Hold"* Events hidden for later use. When played on a specific Lord, tuck the card under the top edge of that Lord's mat, so that the Event text shows.
- *"This Levy"* and *"This Campaign"* Events are in effect until the end of the current Levy or Campaign, respectively. Do *not* return them to their deck until then. *NOTE: The Capability on the bottom half of such a card will not be available for selection this Levy.*

NOTE: A side's Events can affect the opposing side. The side playing an Event card makes any decisions allowed unless otherwise specified. It is possible for an Event text to have no effect on the current situation of the game.

3.1.4 Greed. Players may not discard (as opposed to use) cards unless permitted by a rule.

EXAMPLE: Hold Events only return to their deck once used per card text or discarded at Campaign's end (4.8.6).

▶ 3.2 Pay

After drawing cards, *unless* it is the Levy for the scenario's first Turn, Rebels' then the King's sides Pay Coin for their Mustered Troops and Influence points for their Lords and Vassals. Failure to Pay fully results in Pillage and/or possible Disband.

> **Important:** On the first Turn, skip to Exiles (3.3).

3.2.1 Pay Troops. First, in an order chosen by the owner, each Mustered Lord *must* Pay that Lord's Troops. Pay one Coin from that Lord's mat per six Troops on it, rounded up. Lords may not withhold Coin, even if able to Pay only partially, nor may they Pay Coin beyond that required (1.7.2). Lords of the same side in the same Locale must Share Coin as needed (1.5.3). *NOTE: Do not count Retinues or Vassals. As helpful, put "Feed x2" or "Feed x3" markers on mats as a cue to both Pay and Feed (4.7) amounts.*

SHARING: Lords must Pay their own Troops first, using Coin from their own mats. Then, Lords *must* expend Coin to Pay the Troops of their side's other Lords in the same Locale who have expended all of their Coin but did not have enough to Pay their Troops (1.5.3). Players may not withhold Coin; they must use all Coin as able to make Pay, even partially.

GREED: Pay may not remove Coin beyond this requirement (1.7.2).

PILLAGE: Then, Lords whose Troops received less Coin than required (including requiring two or three Coin but with access to fewer) must immediately Pillage their location if it is an Unexhausted Stronghold or suffer Unpaid/Unfed Disband if at an Exhausted Stronghold or in an Exile box. *NOTE: The foldout Sequence of Play page includes a Pillage summary box. The Background Book has an example beginning page 14.*

- When an Unexhausted Stronghold has several Unpaid Lords or Unfed Lords (4.7), the owner chooses one and only one Lord to Pillage it.

PROCEDURE: Wherever a Lord Pillages—

- Add Coin *and* Provender to the Pillaging Lord's mat per the foldout's Strongholds table.
- Reduce the Pillaging side's Influence points by *double* the total number of Assets added.
- Mark the Stronghold Exhausted (even if not yet Depleted).
- Mark the Stronghold with Enemy Favour (if not so already).
- Shift each Stronghold that is adjacent by Way (not by Sea) one level toward Enemy Favour—Friendly to Neutral or Neutral to Enemy.

- After Pillaging, Pay Unpaid Lords' Troops (regardless of any Coin used earlier). Share as needed. If Coin is again insufficient for any Lords' Troops, Disband those Lords as Unpaid/Unfed.

UNPAID/UNFED DISBAND. Lords who fail to fully Pay or Feed (4.7) their Troops, either because they could not Pillage or still had too little Coin or Provender, *must* Disband (3.2.4). As a penalty, their side loses Influence points equal to the sum of all their Unpaid or Unfed Lords' Influence ratings plus one for each of their (Disbanding) Vassals (in addition to any Influence penalty for Pillaging, above). ***NOTE:** Shipwreck incurs the same penalty as Unpaid Disband but permanently removes the Lord (4.8.2).*

EXAMPLE: After Yorkists Pillage, their Lords Salisbury and Rutland, each with one Vassal, still have too little Coin to fully pay one Coin per six of their Troop pieces, rounded up. Both Lords now Disband to the Calendar Unpaid. The Yorkists lose seven Influence points on the edge track—five for the sum of the two Lords' Influence ratings plus two for the Vassals they had on their mats.

3.2.2 Pay Lords. Next, Rebel then King's side players *may* Disband (3.2.4) any of their Lords on the map. Sides then *must* pay one Influence point for each Lord that they have at Strongholds plus two Influence points per Lord in Exile boxes (nothing for Lords on the Calendar).

3.2.3 Pay Vassals. Finally, Rebel then King's side players *may* pay one Influence point for each Mustered Vassal on that side that has a faceup counter in the current Turn's Calendar box (3.4.3). If Paid, shift that Vassal marker by one box right. If not Paid, Disband that Vassal (3.2.4).

3.2.4 Disband. To Disband a Lord, Disband all that Lord's Vassals as below, return all Troops and Assets from that mat to their pools, and set aside that Lord card, Retinue, and mat. Place the Disbanding Lord's cylinder from the map onto the Calendar, a number of boxes right of the current Turn equal to six minus the Influence rating as printed on the Lord's card.

EXILES: When a Lord Disbands from an Exile box or when choosing Exile upon Enemy Approach (4.3.5), put an Exile marker on that Lord's cylinder on the Calendar.

DISBAND VASSAL: To Disband a Vassal, take that Vassal counter from the Lord mat and place it on its matching counter on the Calendar, flip both over to their back side (naming the Seat), and shift them a number of boxes right of the current Turn equal to six minus the Vassal's Service rating.

***NOTE:** A facedown Disbanded Vassal will return to its Seat when the Turn reaches its Calendar box (3.3.2).*

▶ 3.3 Exiles and Vassals

Sides after Pay and any Pillage or Disband may Muster Exiled Lords and make Ready Vassals who Disbanded earlier.

3.3.1 Muster Exiles. Each side may now Muster (3.4.2) any of its Lord cylinders in the current or any earlier Calendar box that are marked Exile (4.3.5) into a scenario-specified Exile box (6.0). They do so without Influence check or cost. Set up their mats (1.5.3).

***NOTE:** They may take part in the Muster segment that follows.*

3.3.2 Ready Vassals. Return any Disbanded Vassals (facedown counter pairs, 3.2.4) from the current Turn box to their Seat on the map, face up (regardless of markers or Lords at that Stronghold).

3.4 Muster

Next, on-map Rebel then King's Lords may take actions up to their Lordship rating (1.5.2) to Levy other Lords, Vassals, Troops, Transport, or Capabilities, or to ▶ Parley for Favour at Strongholds. Each Levy action spends one point of a Lord's Lordship rating. Complete each Lord's actions before the next Lord, in any order desired.

REQUIREMENTS: Lords must begin this Muster segment at a Locale—Stronghold or Exile box—to use Lordship. ▶ While at an Enemy or Neutral Stronghold, they may choose only Parley attempts on their current location (3.4.1). ▶ Lords in Exile boxes may not Levy Troops (3.4.4).

***NOTE:** Exile boxes are Friendly Locales to Lords there (1.3.1), so allow Levy actions except Levy Troops.*

> **Important:** Lords brought onto the map during this Muster segment (3.4.2) may not take Levy actions themselves. Lords in Enemy or Neutral Strongholds may use remaining Lordship normally if Parley (3.4.1) has rendered their current location Friendly.

▶ 3.4.1. Parley. A Lord may use a Levy action (one point of Lordship) to attempt to remove Enemy Favour or gain Friendly Favour at that Lord's Stronghold location or another Stronghold that is connected to that Lord by a Route—an uninterrupted chain of adjacent Locales, including the Lord's Locale and the Parley target Stronghold, that is free of any Enemy Lords and, except for the target Stronghold, Friendly.

- If the Lord has at least one Ship, the Route may include an Exile box holding that Lord and any Ports on the same Sea as if adjacent by a single Way (for Influence check cost, 1.4.2).

- Parley when a Lord's current location is not yet Friendly may target that Stronghold only.

PROCEDURE: The player declares which Stronghold is to change Favour. The acting Lord checks Influence (1.4.2), including added cost for the distance (in Ways) to the targeted Stronghold. Success adjusts the Stronghold to Friendly if it was Neutral or Neutral if it was Enemy (as applicable, adjust Stronghold markers on the edge track); failure has no effect. A Lord may attempt repeated Parley for the same Stronghold, using a Levy action (within Lordship) and spending Influence for each.

> **PLAY NOTE:** *Lords also can Parley as Command actions on Campaign (4.6.4).*

3.4.2 Levy Lord. A Lord at a Friendly Locale (including from an Exile box) may use a Levy action to attempt to Levy another Lord who is Ready—his cylinder is on the Calendar in the current or a lower Turn box—to Muster onto the map.

- ▶ In addition, either the Seat of the Lord to be Mustered must be free of Enemy Lords, or that side must have at least one Seat of *any* of its Lords *both* free of Enemy Lords and Friendly.

PROCEDURE: ▶ The Levying Lord checks Influence (1.4.2, no cost for Ways). Success Musters the Ready Lord onto the map as detailed below; failure has no effect. The Levying Lord may use more Levy actions (within Lordship) and Influence to keep trying to Muster the same Lord (or others).

MUSTERING: When a Lord is Mustered—

• If possible, place that Lord's cylinder at that Lord's Seat where no Enemy Lord and ▶ mark that Stronghold with Friendly Favour (if not already Friendly). *NOTE: The Seat may be Neutral or Enemy before converting to Friendly Favour.* ▶ If any Enemy Lord(s) occupy that Lord's Seat, instead place the Mustered Lord at a Friendly Seat of any other of that side's Lords where no Enemy Lord (leaving Favour as is).

DESIGN NOTE: Although Lords had preferred manors and castles, they held lands all around England and could gather an army almost anywhere.

• Put that Lord's card on an unused Lord mat and place a Retinue marker along with the starting Troops and Assets shown on the card (1.5.3).

3.4.3 Levy Vassal.

▶ A Lord at a Friendly Locale may use a Levy action to attempt to Muster a Vassal. That Vassal's markers must be on the map (at the Vassal's Seat). In addition, that Vassal Seat Stronghold must be Friendly to the Levying side and free of Enemy Lords.

PROCEDURE: The player declares which Vassal is to be Levied. The Levying Lord then checks Influence (1.4.2, no cost for Ways), modifying the Lord's Influence rating by adding or subtracting that Vassal's Loyalty rating (1.5.4, if any). Success Musters the Vassal to the Levying Lord as detailed below; failure has no effect. A Lord may make repeated attempts to Levy the same Vassal, using a Levy action and spending Influence for each try.

MUSTERING A VASSAL: When Mustered—

• Place one Vassal marker from that Vassal's Seat on the Levying Lord's mat to serve as a Forces unit.

• Place the Vassal's other marker face up on the Calendar, a number of boxes to the right of the current Turn equal to the Vassal's Service rating (1.5.4).

▶ 3.4.4 Levy Troops.

A Lord at a Friendly Stronghold—*not* in an Exile box—that is not yet Exhausted (1.3.1) may use a Levy action to Muster Troops.

PROCEDURE: The Levying Lord adds Troops from the pool (as able, 1.6) to that Lord's mat as listed for the Lord's current location on the foldout's Strongholds table. Then mark the Lord's location as Depleted, or—if already Depleted—flip the Depleted marker to Exhausted.

NOTE: Unlike Levy of Lords or Vassals, Levy of Troops does not require an Influence check. The pool of wood pieces limits Troop Muster for both sides together (1.6).

3.4.5 Levy Transport.

A Lord at a Friendly Locale may use one Levy action to add ▶ two Carts to that Lord's mat. Instead, a Lord may add one Ship if—

• The Lord is at a Friendly Port or in an Exile box,

• Fewer than nine Lords total on both sides already have Ships, *and*

• The active Lord does not already have two Ships (1.5.3, 1.7.3).

NOTE: Unlike Troop Levy, Transport Levy neither causes nor is hindered by Depletion or Exhaustion.

3.4.6 Levy Capability.

A Lord at a Friendly Locale may obtain one Capability (an Arts of War card's bottom half, 1.9.1) per Levy action. Select from that side's currently unused cards in the scenario—

• The lower left of each Arts of War card shows the Livery Badges of those Lords who can Levy that Capability, often "Any". Ignore whether the Lord is either numbered version, such as Somerset (1) or (2).

• Each Capability specifies in its text requirements and/or effects related to the Lord who Levied it. Place the card at the bottom edge of that Lord's mat, with the upper half of the card (the card's Event) tucked out of view underneath the mat. A Lord may only have two Capability cards at a time, neither with the same name, and may not Levy more so long as two Capability cards remain at that Lord's mat.

PLAY NOTE: Levying a Capability blocks the Event on that card from occurring.

▶ **Important:** Players cannot voluntarily discard Capabilities (1.9.1). Capabilities remain with a Lord until a rule or card text forces discard.

NOTE: After completing Muster, players discard any "This Levy" Events (3.1.3).

4.0 CAMPAIGN

After Levy, conduct that Turn's Campaign, completing the steps below. The Sequence of Play page of the foldout summarizes the Campaign steps.

CAMPAIGN STEPS:

• **Plan:** Each side sets its Campaign Plan—an ordered stack of Command cards (4.1).

• **Activation:** Starting with the Rebel player, one side flips its top Command card and executes actions (4.2-4.6) with the Lord on that card or does nothing if a Pass card.

    o *Actions:* One side is Active, using Command card actions; the other side is Inactive.

    o *Feed:* At the end of each card, both sides' Lords who moved or fought Feed their Troops and ▶ may have to Pillage and/or Disband (4.7).

• **More Activations:** The other side next flips its top card and executes that Activation (Actions, Feed). Continue to alternate Activations by side until both Plan stacks are exhausted.

• **End Campaign:** After the sides exhaust Plan stacks and finish all Command Activations, the Campaign ends. Reset as listed at 4.8 and, if this was not the scenario's last Turn, advance and flip the Campaign marker to the next Turn's Levy.

4.1 Plan

The players each build a Plan for that Campaign by selecting and stacking Command cards (1.9.2). The current Calendar box specifies the number of cards that each Plan stack must use:

- 4 cards for January/February/March.
- 6 cards for April/May.
- 7 cards for June/July.
- 6 cards for August/September.
- 4 cards for October/November/December.

4.1.1 Selecting Cards.
A Plan may use any cards from that side's Command deck (1.9.2). Use Pass cards to fill out a Plan Stack to the Calendar specified total, when a side has too few Lords on the map to do so with Lords who might become Active.

NOTE: Each Lord has three Command action cards, so could become Active up to three times per Campaign.

4.1.2 Arranging Stacks.
Each side stacks its four-to-seven selected Command cards in any order desired, face down. The top face-down card will be that side's first Active Lord, and so on. Players may not rearrange Plan stacks once built. Keep all remaining Command cards face down as well. Players always may inspect their own Plan and the other side's played but not unused Command cards.

> *PLAY NOTE: When arranging one's Plan stack, fan the cards to show the order of Lords by corner symbols from left to right, then flip face down.*

4.2 Command

After building Plan stacks, Rebels then King's side alternate flipping (revealing) the current top Command card of their stack— one Rebel card, then one King's side card, and so on. After revealing a Command card, a side Activates the Lord shown on that card or Passes if revealing a Pass card (4.2.3).

NOTE: After each Command card, Lords who moved and/or fought will Feed their Troops and might have to ▶ Pillage and/ or Disband (4.7).

Lord's Badge

Command rating (actions available)

Richard III — 3

Warwick — 2

Yorkist   *Lancastrian*
Command cards
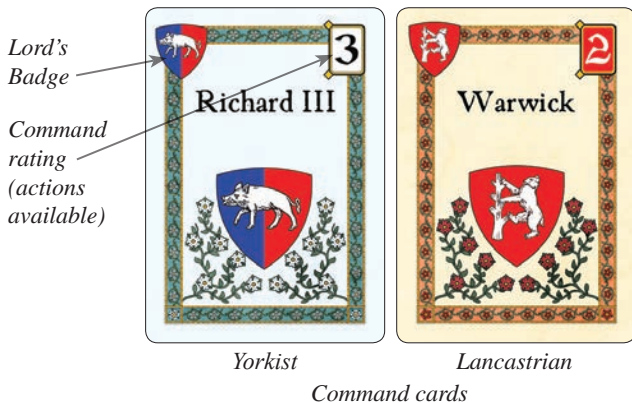
4.2.1 Actions.
A Lord shown on a Command card (bearing that Lord's Command rating number, 1.9.2), may execute a series of Commands of the owning player's choice (4.2.2, 4.3-4.6), in any order, using actions numbering up to that Lord's Command rating (1.5.2, as shown on the card and Lord cylinder), including Pass

(4.6.5). *EXCEPTION:* Certain Commands—March ▶ via Path (4.3.3) and Sail (4.6.1)—take all actions of an entire card.

> *PLAY NOTE: Lords may use multiple actions for a single Command type, such as three actions on a card to Tax three times. Remember when taking actions to account for any Capability cards (1.9.1) that modify the Active Lord's Command rating.*

4.2.2 Command Menu.
Lords select from Command actions listed on the Commands foldout page and detailed below: March, Sail, Supply, Forage, Tax, ▶ Parley, or Pass (4.3-4.6).

4.2.3 Pass Card.
Upon revealing a Pass card or the card of a Lord not on the map, that side does nothing. Play instead passes to the other side or ends the Campaign if neither side has cards left in its Plan (4.8).

4.3 March

A Lord may expend a Command action to March between Strongholds or from Scotland.

MOVED-FOUGHT: As a reminder upon any movement during March, put a Moved/ Fought marker on or next to each side's moving Lord cylinders.

4.3.1 Group March.
When an Active Marshal Marches, any or all Lords in the same Locale *may* March with the Marshal. ▶ When an Active Lieutenant Marches, all Lords with the Lieutenant except a Marshal may do so. Mark all who March Moved-Fought.

4.3.2 Haul.
Before Marching, Lords must Discard any Provender exceeding the number of their Carts, including Sharing if a Group (1.5.3, 4.3.1).

> **Important:** Lords do not need Carts to March nor to carry Coin, as long as they discard any Provender in excess of Carts.

4.3.3 March Speed.
A Lord or Group (4.3.1) uses March Commands to move to adjacent Locales via connecting Ways (1.3.1), as specified below.

▶ **HIGHWAY:** A Lord or Group uses one Command action to March along a Highway to an adjacent Stronghold and then *may* immediately March along a second Highway (only) for no added action cost (reaching a Stronghold two Locales distant for just one action).

▶ **ROAD:** A Lord or Group uses one Command action to March along a Road to an adjacent Stronghold.

▶ **PATH:** A Lord or Group uses all actions of that Command card to March along a Path to an adjacent Stronghold.

Path   *Road*   *Highway*
Types of Ways (1.3.1)

▶ **4.3.4 Intercept.** Whenever an Active Lord or Group Marches to a Stronghold that is adjacent to any Enemy Lord(s) by Highway or Road (not Path), a single such Enemy Lord *may* attempt once to Intercept the Marching Lord(s). An Intercepting Marshal or Lieutenant *may* bring Lords of the same side along as if a Group (4.3.1). (The destination Stronghold may itself be an Approach, 4.3.5.)

PROCEDURE: The Intercepting Lord rolls a die. If the roll is equal to or less than that Lord's Valour rating (1.5.2), the Intercepting Lord or Group moves to the adjacent Stronghold as if using a March action to get there (Carts limit Provender, mark as Moved). The Marching Lord or Group Approaches the Intercepting Lord(s) there as if the latter arrived earlier (4.3.5, with Intercepting Lords choosing either Exile or to Defend in Battle, 4.4). Failure has no effect.

> **PLAY NOTE:** *Intercept can serve to force Battle or reinforce a Battle that is about to occur.*

4.3.5 Approach. If a Marching Lord or Group enters the Stronghold location of any Enemy Lord(s), ▶ including because of Intercept (4.3.4), each Enemy Lord there *must* choose either Exile or Battle, as follows, then Command actions end.

▶ **EXILE:** For each Lord who chooses Exile—

• First, that side loses Influence points equal to that Lord's printed Influence rating plus one per Vassal on that Lord's mat.

• Then, that Lord gives up Assets to Approaching Enemy Lords as if Spoils after Battle (4.4.3).

• Lastly, the Lord going into Exile and that Lord's Vassals Disband (3.2.4). Put an Exile marker on that Lord's cylinder on the Calendar.

BATTLE: If any Enemy Lords remain there after completing any Exile per above, then immediately fight a Battle (as part of that March Command) with the Marching side as Attacker (4.4).

RECOVERY: After resolving any Exile or Battle resulting from Approach, skip any Command actions remaining on this card (4.2.1). Go to Feed (4.7).

> **Important:** Whether Enemy Lords choose Exile or Battle, Approach blocks any further March or other Command actions on the current card.

4.4 Battle

When a Lord Approaches an Enemy Lord (4.3.4-.5) who chooses Battle rather than ▶ Exile, a Battle ensues (after any Exile). All Lords remaining at the Stronghold location must participate. Approaching Lords Attack, and the other side's Lords Defend. The foldout's Battle page summarizes these rules.

MARKER: As a reminder where Lords are fighting, put the Battle marker at that Stronghold.
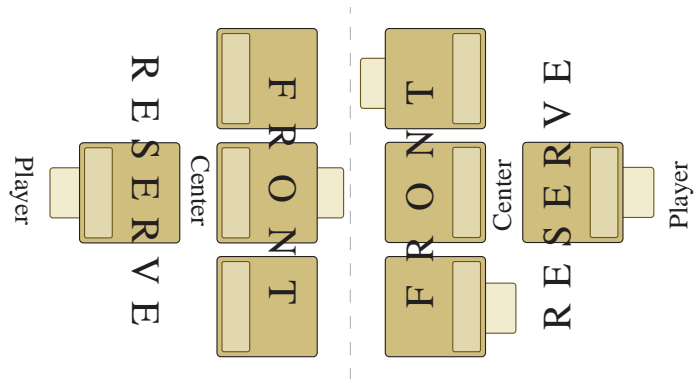
4.4.1 Battle Array. Players Array their Lords involved—either cylinders on the Battle mat or mats on the table, as players prefer.

• ▶ Defenders then Attackers position their Lords.

• A side may have a Lord each in up to three possible Front positions: left, center, and right. Other Lords start in Reserve.

• The Defenders first fill in Front center then Front left and/or right positions with one other Lord present in each, if any, and put any remaining Lords in Reserve.

• The Attacker must place one Lord directly opposite each Front Defending Lord, first in the center, then left and/or right, as able.

> **PLAY NOTE:** *Players may use Lord cylinders on the Battle mat or Array Lord mats, as preferred.*

▶ **VALOUR:** Put Valour markers on each Lord's mat, equal to that Lord's Valour rating (1.5.2).

EVENTS: Defending then Attacking sides then may play Held Events that specify "in Battle", as applicable (3.1.3).

4.4.2 Rounds. Once Arrayed, a Battle continues Round after Round, until all of at least one side's Lords Rout. A Round of Battle will go through the steps below in this order: ▶ Flee, Reposition, Engage, Strike, Lord Rout. Strikes within each Engagement will simultaneously total Missile Hits and roll Protection to determine units' Rout, then do the same for Melee. See the battle play aid.

NOTE: Some Event Battle effects vary by Round.

▶ **FLEE:** At the start of each Battle Round, the Defenders then the Attackers declare whether any of their Lords will Flee the Battle and, if so, which. Lords who Flee immediately Rout (see below). Flip their Retinue over to "Fled": at Battle's end, they will check Death with a benefit of –2 to the roll (4.4.3).

NOTE: If all Lords on a side Flee (4.4.3), immediately end the Battle.

**REPOSITION:** As needed each Round, both sides reposition Lords as follows (in this order).

• *Rout.* Remove Routed Lords (including any who Fled) from the Battle Array. They no longer occupy any Array position nor participate further until Ending the Battle (4.4.3).

• *Advance.* First the Defender then the Attacker slides any Unrouted Lords in Reserve into any empty Front positions (one Lord per position).

- **Center.** If a Front center position remains empty, Defender then Attacker must select and slide one of that side's Lords from either left or right front to fill its empty Front center position.

ENGAGE: Lords in Front will fight the Lord directly opposite or—if none opposite—an Enemy they are Flanking. Each pair or group of opposing Lords fighting each other is an Engagement.

- **Flanking.** A Lord in Front who has no Enemy Lord opposite Engages the closest Front Enemy Lord: center may choose left or right.
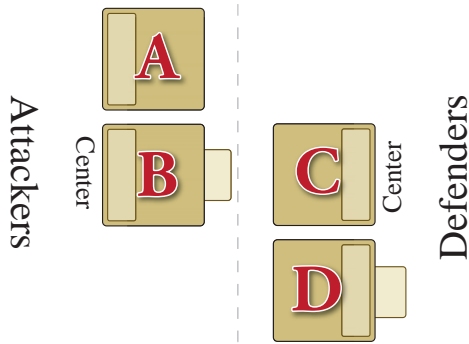
EXAMPLE: Battle Rout has resulted in the above Array. Lords B and C oppose each other, A Flanks C, and D Flanks B. Therefore, all four Lords form a single Engagement. A and B will total their Hits and resolve Protection together, as will C with D.

STRIKE: ▶ The Attacking side next declares the order of Engagements. Then, Engagement by Engagement, the Forces of all Lords of each side within that Engagement Strike those of the other side in two steps: Missiles, then Melee.

- **Missiles.** ▶ Simultaneously total each side's Missile Hits within the Engagement. Defenders then Attackers then choose which of their own Lords in each Engagement will absorb Hits first. Defending then Attacking Lords apply the Hits to their units, roll Protection, reroll for Valour, and Rout units before Melee.

- **Melee.** After determining any Rout from Missiles, resolve Melee Hits in the same way.

TOTAL HITS: Units each cause from ½ to 3 Hits, depending on Forces and Strike type—see the foldout's Forces table. Total all Hits for Missiles or all Hits for Melee, including the Forces of all Lords of a side within that Engagement, rounding up. As helpful, mark total Hits on the edge track.
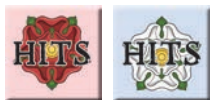
NOTE: You do not roll to generate Hits—they generate automatically based on the Forces Striking.

APPLY HITS: Hits apply to any Forces units of any Enemy Lords within that Engagement, as selected by the owner, Hit by Hit.

A portion of the Forces table

PROTECTION: The Forces table shows various unit types' Armoured or Unarmoured Protection. Protection provides saving rolls that can nullify Hits. Card text (1.9.1) can change these die-roll ranges by altering the top number of the range.

A Lord's Retinue counter showing Armour 1-4 (unmodified) Protection

ROLL BY HIT: Hits cause die rolls against Protection that may or may not Rout Forces.

- **Protection Rolls.** For each Hit that a player assigns to a Retinue, Vassal, or Troop unit, it rolls a die against its Protection. A roll within its Protection range means that Hit has no effect (no Rout). A roll above that range Routs it.

- ▶**Valour Rerolls.** Lords begin each Battle with Valour markers equal to the Lord's Valour rating (1.5.2). A Lord may expend (set aside) Valour markers to reroll that Lord's own Forces' failed Protection, one marker per reroll, up to one reroll of each failed Protection roll.

- **Forces Rout.** A Retinue, Vassal, or Troop unit Routs as soon as it fails to negate a Hit with a successful Protection roll: slide its counter or piece to the "Routed" section of the Lord's mat. Routed units no longer Strike nor absorb Hits in that Battle. *NOTE: Unrouted Forces fight on as long as their Lord mat remains in the Battle Array.*

LORD ROUT: After all of a Round's Strikes, Protection rolls, and Valour rerolls, check each Lord for Rout. ▶ A Lord Routs if either all that Lord's Troops have Routed (regardless of Retinue or Vassals) or if that Lord's Retinue has Routed, or both.

EXAMPLE: A Lord's Retinue fails its Armour roll. The player uses one of that Lord's Valour markers to roll again. That roll fails, so the Retinue Routs and so will the Lord.

NEW ROUND: If at least one Lord on each side has yet to Rout, begin a new Round with the "Flee" step (above); otherwise end per below.

4.4.3 Ending the Battle. If only one side still has Unrouted Lords, that side wins the Battle. If all Lords of both sides Routed, both sides lose. In either case, proceed thus—

INFLUENCE: As a reward, the Battle's winning side gains Influence points equal to the sum of the printed Influence ratings (1.5.2) plus one per Vassal of the Lords who fought on the defeated side.

SPOILS: ▶ A winning side's Unrouted Lords might receive Assets from the losing side's Lords.

• If the Battle Stronghold Favours the winning side, the winning side takes all the losing Lords' Carts and Provender (only), distributed as desired among the mats of Unrouted winning Lords.

• If the Stronghold is Neutral, total and halve all the losers' Carts, rounding up, and separately total and halve all Provender, before transfer.

• If the Stronghold Favours the losers, transfer nothing.

DESIGN NOTE: Ships are not taken as Spoils because they are distant from the field. Armies in this era also stored coin safely away from battles.

LOSSES: Unrouted Lords determine the fate of their Routed Troops pieces (not Retinues or Vassals), as follows.

• Roll a die for each Routed Troop unit.

• Compare each Troop unit's roll to its inherent Protection, as shown on the Forces table for that type (unmodified by Events or Capabilities).

• Troops that roll within those ranges are no longer Routed—push them above the line on their mat.

• Those that fail their roll are Lost—remove those pieces to the pool.

• ▶ Immediately Disband (3.2.4) any *Unrouted* Lord who Loses all that Lord's own Troops (regardless of Retinue or Vassal units remaining).

▶ **DEATH CHECK AND DISBAND:** Routed Lords now Die or Disband. Routed Vassals Disband.

• *Events.* First, Defenders then Attackers may play Held Events that affect Death checks.

• *Death Check.* Then, each side rolls a die for each of its Routed Lords—one by one, Defenders first, player chooses order of own Lords. A Routed Lord Dies on a roll of 3-6. Subtract two from the roll (–2) for Lords who Fled (4.4.2).

• *Death.* Lords who Die immediately Disband (3.2.4). Also, remove their Seats from the map and their Lord cards, Command cards, cylinders, and Seat markers from the game. *NOTE: Scenario rules might replace Lords who Die (6.2-6.3).*

• *Disband.* Next, Disband normally (3.2.4) all Routed Lords who did not Die as well as all Routed Vassals of Unrouted Lords. *NOTE: Vassals do not Die, as they represent entire families.*

• *Cards.* Finally, if any Special Vassals Disbanded, discard their named Capability cards (1.5.4, 1.9.1)

4.4.4 Aftermath. After resolving the Ending the Battle segment, conclude the Battle as follows.

• **Moved-Fought:** Mark all Surviving Lords Fought (if not already marked).

• **Events:** Discard all Hold Events (3.1.3) used in this Battle.

• **Recovery:** Skip any Command actions remaining on this card (4.3.5). Go to Feed (4.7).

4.5 Supply

A Lord at a Friendly Locale may use a Command action to add Provender to that Lord's mat from ▶ a Friendly Stronghold or Port.

4.5.1 Sources and Routes. The Active Lord must already be at or have an unbroken Route, served by Carts, ▶ to a single Stronghold or Port that that Lord will use as a Supply Source. Mark Sources as helpful.

• A Supply Route must be an unbroken chain of Friendly Locales adjacent by Way (not across any Sea) and free of Enemy Lords, including the Active Lord's Locale and the Source.

• If drawing from a Stronghold (rather than using a Port) as a Source, it may not be Exhausted (1.3.1).

• To add Provender with Ships, the Source must be a Port.

• If the Lord is in an Exile box, Supply must use Ships and a Port on the same Sea as a Source. *EXCEPTION:* Lords in Scotland may use Supply Routes (by Path) from there to a Stronghold.

NOTE: An Exile box is never a Supply Source.

CARTS: To add Provender, the Active Lord must have or Share (1.5.3) at least one Cart per Provender for each intervening Way crossed (if any) along any Route to a Source. *NOTE: A Lord drawing Provender from that Lord's current location—or by Sea if at a Port or Exile box—would not need any Carts.*

▶ **Important:** In order to draw multiple Provender per Supply action, a Lord must have a Cart for each Provender along each Way along any Supply Route.

4.5.2 Add Provender. ▶ The Active Lord adds Provender to that Lord's mat per *either* the Source Stronghold *or* Ships for a Port Source (not both), within the Transport limit (Carts along Routes to Sources).

STRONGHOLD SOURCE: If the Source is a Stronghold, add the amount of Provender shown for that Stronghold type on the foldout's Stronghold table (within the Transport limit, above). Then mark that Stronghold as Depleted or—if already Depleted—flip to Exhausted 91.3.1).

NOTE: Depleted and Exhausted markers do not affect Supply Routes, only Strongholds as Sources.

EXAMPLE: A Lord with four Carts, two Ways from a Friendly Depleted City, could draw two Provender for a Supply action and flip the City to Exhausted.

PORT SOURCE: If the Source is a Port, add an amount of Provender equal to the Active Lord's Ships (including Shared, 1.5.3, so may total more than two). If using any overland Route to the Port, do so within the requirement for Carts (4.5.1). Ignore Depletion and Exhaustion.

4.6 Other Commands

4.6.1 Sail. ▶ The Active Lord at any Port or Exile Box or at Sea may use all actions of that Lord's Command card to move directly to any Port on the same Sea that is free of Enemy Lords or into that or an adjacent Sea (Irish Sea or North Sea to English Channel or vice versa, 1.3.1); or, if at Sea, instead to such a Port on an adjacent Sea. *NOTE: See Sailing example in the Background Book, page 14.*

- An Active Marshal or Lieutenant *may* Sail with other Lords as if a Group March (4.3.1), Sharing Ships among the Group (1.5.3).
- To move, the Active Lord must have or Share at least one Ship per six Forces units (1.6), two Provender, and two Carts (each rounded up). *NOTE: A single Ship can carry Forces and Provender and Carts up to each of those limits. Lords may discard Assets as needed to Sail (1.7.2).*

MOVED-FOUGHT: Mark Sailing Lords Moved.

NOTE: Lords at Sea at the end of the Campaign must attempt to Disembark (4.8.2).

4.6.2 Forage. ▶ A Lord at any Locale that is not yet Exhausted (1.3.1, regardless of Favour and including an Exile box) may use a Command action to seek to add one Provender to that Lord's mat:

- If the Locale is Friendly and no Enemy Lord is adjacent, success is automatic. Add one Provender.
- If Neutral and no Enemy Lord is adjacent, add one Provender only on a die roll of 1-4.
- If Enemy Locale *or* any Enemy Lord is adjacent, do so only on a die roll of 1-3.

DEPLETE: If Forage adds Provender (only), mark the Locale (including an Exile box) Depleted, or—if already Depleted—flip the marker to Exhausted.

PLAY NOTE: Forage needs no Transport or Source but is less sure and bountiful than Supply.

4.6.3 Tax. A Lord at a Friendly Locale may use a Command action to add Coin to that Lord's mat from that Lord's own Seat Stronghold, ▶ a Seat of one of that Lord's Vassals (1.3.1, 1.5.4), or a Special Stronghold (London, Calais, or Harlech). The Taxed Stronghold must not yet be Exhausted (1.3.1) and must be connected to that Lord by an unbroken Route of adjacent Friendly Locales free of Enemy Lords, including both the Lord's Locale and the Taxed Stronghold. If the Lord has a Ship, the Route may link Ports and/or an Exile box on the same Sea. As helpful, mark the Taxed Stronghold as a Source.

PROCEDURE: After selecting the Stronghold to be Taxed, the Active Lord checks Influence (1.4.2). If successful, add the amount of Coin shown for the Taxed Stronghold type on the foldout's Stronghold table to that Lord's mat. *EXCEPTION—*

- If the Taxed Locale is the Active Lord's Seat, do not check Influence, Tax succeeds automatically.

DEPLETE: If Coin added, mark the Taxed Stronghold as Depleted, or—if already Depleted—flip the marker to Exhausted.

▶ **4.6.4 Parley.** A Lord can spend Command actions during Campaign to Parley as during Levy (3.4.1), however—

- The Route to the Parley's target Stronghold may extend no further than a Stronghold adjacent to the Active Lord or, via Ship, from a Port or Exile box to a Port on the same Sea.
- Parley targeting the Active Lord's own location (only) succeeds automatically, without checking Influence or expending Influence points.

NOTE: Campaign Parley is otherwise the same as during Levy, using Command instead of Lordship. Parley beyond the Lord's own location requires the Lord to occupy a Friendly Locale, requires the target Stronghold to be free of Enemy Lords, and calls for the usual Influence check for success, including an extra Influence point for distance (1.4.2).

4.6.5 Pass. An Active Lord may opt to Pass (do nothing) with any Command actions.

4.7 Feed

At the end of each Command card, those Lords on the Rebel then King's side marked Moved-Fought (because they took part in March, Intercept, Battle, or Sail; 4.3, 4.3.4, 4.4, 4.6.1) must Feed their Troops. Each such Lord *must* remove one Provender (from own mat or Shared, 1.5.3) ▶ per six Troop units on that Lord's mat, rounded up. *NOTES: Do not count Retinues or Vassals. As helpful, put "Feed x2" or "Feed x3" markers on mats.*

SHARING/GREED: Expend Provender for Feed by the same restrictions as Coin for Pay (3.2).

PILLAGE: Lords who Feed their Troops less than required must immediately attempt to Pillage their Locales as if they failed to Pay them (3.2.1, including possible Unfed Disband and Influence penalties), except that they then attempt to Feed them with the Provender gained (rather than Pay them with the Coin gained).

REMOVE MARKERS: Once Fed, remove Moved-Fought markers from all Lords and proceed with the next Command card of the other side, if any.

4.8 End Campaign

After revealing all Command cards in both sides' Plan stacks, end the Turn.

▶ **4.8.1 Tides of War.** At the end of each Campaign, calculate the amount of Influence points that each side will gain and adjust the Influence marker by the net amount. An Influence table on the foldout's Commands page lists these awards. *NOTE: Some Capability cards (1.9.1) affect Tides of War.*

- Each Area (North, South, and Wales, 1.3.1) awards one point to each side that has at least one Lord anywhere within it *plus*

two points to a side that Dominates it—has the Favour of *all* its Strongholds (regardless of Lords present).

• Favour at Special Strongholds (1.3.1) awards points individually: two each for London and Calais plus one for Harlech. *EXCEPTION:* Award no points to a side for Favour at a Special Stronghold while any Enemy Lord occupies it.

• A side that has the most total Favour markers at a given type of Stronghold (1.3.1) earns two points for Cities plus one each for Towns and Fortresses.

NOTE: Sides earn each award for having the most of that kind of Stronghold, not per Stronghold.

EXAMPLE: Yorkists have Favour at five Cities, Lancastrians at one City. The Yorkist side earns two Influence points total for having the most Cities.

• At the end of certain Turns marked "Gain Lords Influence" on the Calendar (January-February-March and August-September), each Side gains Influence points equal to the sum of printed Influence ratings of all its Lords on the map (including those in Exile boxes).

▶ **4.8.2 Disembark.** Each Lord currently at Sea (4.6.1), first Rebel then King's side, now rolls a die.

• **Shipwreck:** Lords who roll 1-4 permanently Disband (3.2.4). Remove their Seats from the map and their Lord cards, Command cards, cylinders, and Seat markers from the game. The owning side loses Influence points equal to the Lord's printed Influence rating plus one per Vassal Disbanded (as if Unpaid or Unfed, 3.2.1).

• **Land:** Place Lords who roll 5-6 at any Ports on that Sea free of Enemy Lords; they must immediately Feed (4.7). Lords who roll 5-6 but cannot reach a free Port instead Disband normally (3.2.4).

NOTE: Shipwreck is similar to Death in Battle (4.4.3), including for Succession by scenario rule (6.2-6.3), but it incurs the Unpaid penalty (3.2.1), and no Events influence the check (1.9.1).

4.8.3 Victory Check. ▶ After Tides of War and any Disembark, check for game end and victory—

• If any side has no Lords on the map and no Exile Lords in next Turn's Calendar box, end the game and determine Campaign Victory (5.1).

• If a side has Influence points equaling or exceeding the scenario's current Victory threshold (5.2, if any), it wins immediately.

• If neither of the above, but the just-concluded Campaign was part of the scenario's final Turn, the game ends: the side with the most Influence points wins (5.3).

• If none of the above, proceed with play.

PLAY NOTE: For scenarios Ia and II, be sure to adjust the Victory Check marker to show the threshold listed for the current Turn (5.2, 6.0).

4.8.4 Grow. ▶ At the end of each August-September Turn (boxes 4, 9, and 14—marked "Grow" on the Calendar), remove all Depleted markers from the map, then flip all the Exhausted markers to their Depleted side.

4.8.5 Waste. ▶ At the end of October-November-December Turns 5 and 10 (only, marked "Waste" on the Calendar), all on-map Rebel then Kings' Lords adjust their mat items thus:

• Provender, Carts, and Ships each to one-half their amount, rounded up.

• Coin and Troops to exactly those shown on the Lord's card as Setup. *EXCEPTION:* Do not remove Mercenaries or Handgunners.

NOTE: Waste does not affect Vassals or cards.

4.8.6 Reset. Prepare for the next Turn:

• Discard all "This Campaign" Events (3.1.3).

• Rebels then King's side may discard any Held Arts of War cards (▶ only—*not* Capabilities at Lord mats) as desired back into their decks (1.9.1).

• Advance the Campaign marker to the next Turn box and flip the marker to Levy (2.2.2).

5.0 VICTORY

▶ In *Plantagenet*, either Disband and Death of Lords or accumulation of Influence points will determine Victory. Check for victory after each Campaign (4.8.3, 5.1-5.2) and then at the end of the scenario (5.3, after each War if playing the grand scenario). Scenario special rules may provide added victory conditions (6.0-6.3).

5.1 Campaign Victory

If a side upon Victory check (4.8.3) has no Lords on the map (including none in any Exile boxes) and no Lord cylinders marked Exile in the Calendar box for the next Turn (only), the game ends immediately—the other side wins regardless of Influence points.

• If the above applies to both sides, the game instead ends in a draw.

▶ 5.2 Threshold Victory

Several scenarios list Influence point thresholds, some by Turn. If a side has reached or exceeded a Turn's threshold after a Campaign's Tides of War and Disembark steps (4.8.3), it wins immediately.

5.3 Scenario End Victory

If neither side has won by the Victory check (4.8.3) of the final Campaign of a Scenario, ▶ the side with more Influence points wins; if tied, the game ends in a draw.

Edward IV and Lancastrian fugitives at Tewkesbury Abbey

DECKS: Each side has one Arts of War deck and one Command deck. ▶ Assemble each sides Arts of War deck for that scenario by including only cards without any roses at center plus those with the number of roses corresponding to that scenario number (I, II, or III, ignoring letters; 1.9.1). Alternatively, if playing the Wars of the Roses grand scenario, set up Arts of War decks as instructed (6.3).

MUSTERED LORDS: ▶ Find the named Lord cards listed (1.5.1). For each, prepare a Mustered Lord mat as if just Levied (1.5.3, 3.4.2), with that Lord's card and starting Forces and Assets.

▶ Then find and place that Lord's Seat marker (matching that Lord's badge) at the Stronghold listed on the Lord card and noted on the back of the marker.

MAP, CALENDAR, INFLUENCE TRACK: As listed for that scenario, place Mustered Lord cylinders, ▶ regular Vassal marker pairs (1.5.4), ▶ round Exile box alignment markers, and any other markers (1.8) on the map; cylinders and markers on the Calendar (2.2); and ▶ markers on the Influence edge track (1.3.1).

SPECIAL RULES: Note any listed special rules, such as "Capture of the King", and Victory Threshold(s) for that scenario.

BEGIN PLAY: Commence the first Levy by shuffling each side's Arts of War deck and drawing random Capabilities (3.1.1-3.1.2).

6.0 SCENARIOS

Prepare general setup per 2.1. Agree on whether to use the Hidden Mats option (1.5.3). Choose a scenario from the Scenarios Guide chart below or the "quickstart" in the Background Book. Find the scenario in the following pages and set it up. ***NOTE: The Bosworth Battle mini-scenario does not use the game board, the Hidden Mats option, or the Command deck.***

Scenario Guide

1b. Towton, 1461

1c. Somerset's Return, 1463-1464

1a. Henry VI, 1459-1461

II. Warwick's Rebellion, 1469-1471

I-III(?). Wars of the Roses, 1459-1485

III. My Kingdom for a Horse, 1484-1485

Battle Scenario-III(B). Bosworth, 22 August 1485

Ia. Henry VI, 1459-1461

Richard of York and his sons, with the help of Richard Neville and his son, rebel against King Henry VI.

Seasons: This is a longer scenario (15 Turns, three years). Play from the first Levy of 1459 (box 1) through the last Campaign of 1461 (box 15).

Sides: Lancastrians King, Yorkists Rebel (1.1).

Arts of War: Each side forms a deck of its 13 no-rose and 9 one-rose Arts of War cards (1.9.1). Return all remaining Arts of War cards to the game box.

Lord Cards: Next, find the following cards for the Lords that will be involved in this scenario (1.5.1).

Lancastrian—	*Yorkist—*
• Henry VI.	• York.
• Somerset (1).	• March.
• Northumberland.	• Salisbury.
• Exeter (1).	• Warwick.
• Buckingham.	• Rutland.

Mustered Lord Mats: Set up the following mats for the Lords whose cylinders will start on map (1.5.3).

*Lancastrians—*Henry VI and Somerset (1).

*Yorkists—*York and March.

Map:

See the setup illustration on the next page.

- Scotland and France **Exile** boxes marked Lancastrian, Ireland and Burgundy Yorkist.
- **Seats** for each Lord listed on Lord cards above, at the Locales specified on each marker.
- All 13 regular **Vassal** marker pairs (no Special Vassals) at their Vassal Seats.
- Lancastrian (red) **Favour** at London and Wells.
- Yorkist (white) **Favour** at Ely and Ludlow.
- **Henry VI** and **Somerset** (with silver ring) at London (red cylinders).
- **York** at Ely, **March** at Ludlow (white cylinders).

Calendar:

- Box 1 has the **Levy** marker.
- Box 2 has **Northumberland** (red), **Salisbury** (white).
- Box 3 has **Exeter** (red), **Warwick** (white).
- Box 5 has **Buckingham** (red), Rutland (white).

Influence Track:

- Influence marker at 0 on Lancastrian (red) side.
- Fortress marker Yorkist (white) at 1, Town Yorkist (white) at 0, City Yorkist (white) at 0.
- Victory Check marker at 40.

Allied Networks: Lords may use Exile boxes only as follows.
- Henry VI and Somerset—Scotland.
- Northumberland, Exeter, Buckingham—France.
- York and Rutland—Ireland.
- March, Warwick, and Salisbury—Burgundy.

Capture of the King: If Yorkists win a Battle against Henry VI, they add +10 Influence points.

- Instead of checking for Henry VI's Death (4.4.3), Disband him (3.2.4). The Yorkists place his cylinder on the mat of any Un-routed Yorkist Lord at the Battle (instead of on the Calendar).
- While a Yorkist Lord holds him, Henry VI cannot Muster and does not count as on map.
- If that Lord goes into Exile, Disbands, or Dies, place Henry VI on the Calendar as if just Disbanded; Lancastrian adds +10 Influence points.

Victory Thresholds:

- 40+ Influence on Turns 1-5.
- 35+ Influence on Turns 6-10.
- 30+ Influence on Turns 11-15.

Starting setup positions for Scenario Ia, "Henry VI", 1459-1461

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Ib. Towton, 1461

A climactic showdown will decide who is to be King of England for the next 10 years, Henry VI or Edward IV.

Seasons: This is a brief introductory scenario. Play just the first Levy and Campaign of 1461 (box 1).

Sides: Lancastrians King, Yorkists Rebel (1.1).

Arts of War: Each side forms a deck of its 13 no-rose and 9 one-rose Arts of War cards (1.9.1). Return all remaining Arts of War cards to the game box.

Lord Cards: Next, find the following cards for the Lords who will be involved in this scenario (1.5.1).

Lancastrian—	*Yorkist—*
• Somerset (1).	• March.
• Exeter (1).	• Norfolk.
• Northumberland.	• Warwick.

Mustered Lord Mats: Set up six mats, one with each of the Lord cards listed above (1.5.3).

Mustered Vassal: Add a **Fauconberg** Vassal marker (1.5.4) to March's mat.

Map:

- **Seats** for each Lord listed under Lord cards above, at the Locales specified on each marker.
- The 11 regular **Vassal** marker pairs *other than* Fauconberg and Norfolk at their Vassal Seats.
- Lancastrian (red) **Favour** at St. Albans and all six Strongholds within the North Area.
- Yorkist (white) **Favour** at London, Calais, Hereford, Gloucester, Oxford, and all nine Strongholds within the South Area.
- **Somerset** (silver ring) and **Exeter** at Newcastle, **Northumberland** at Carlisle (red cylinders).
- **March**, **Norfolk**, and **Warwick** at London (white cylinders).

NOTE: There is no need to mark Exile boxes, as this scenario is too short for Lords to end up there.

Calendar:

- Box 1 has the Levy marker.
- Box 2 has the End marker.
- Box 4 has Fauconberg Vassal.

Influence Track:

Influence marker at 0 on Yorkist (white) side (and no Stronghold markers).

Norfolk is Late: In the first Battle that includes Norfolk and any other Yorkist Lord(s), Norfolk Arrays and stays in Reserve (4.4.1) until Round 2.

Test of Arms: After each and any Battle at York, set it to Favour the winning side. A side with Favour at York at the end of the Campaign wins the Scenario. The sides draw if neither has Favour there.

Victory Threshold: None.

A scene from the battle of Towton

Ic. Somerset's Return, 1463-1464

As the Scots expel Henry VI, Henry Beaufort, Duke of Somerset, turns on Edward IV—a new king seeking to prove himself in the shadow of the mighty Warwick.

Seasons: This is a short scenario (three Turns, eight months). Play from October 1463 (box 5) Levy through the April/May 1464 Campaign (box 7).

Sides: Yorkists King, Lancastrians Rebel.

Arts of War: Each side forms a deck of its 13 no-rose and 9 one-rose Arts of War cards (1.9.1). Return all remaining Arts of War cards to the game box.

Lord Cards: Find the following cards for the Lords who will be involved in this scenario (1.5.1).

Yorkist—	*Lancastrian—*
• March.	• Henry VI.
• Warwick.	• Somerset (1).

DESIGN NOTE: *Edward uses his "March" card because he is still a young and inexperienced king. Henry VI's side is Rebel because Somerset is in rebellion against Edward's control of England.*

Mustered Lord Mats:

*Yorkists—*March, Warwick with Lancastrian Capability card L23 Montagu and Montagu Special Vassal marker (see Montagu special rule below).

*Lancastrians—*Somerset.

Map:

• Burgundy **Exile** box marked Yorkist, Scotland Lancastrian (only).

• **Seats** for March, Warwick, Henry VI, and Somerset at the Locales specified on each marker.

• All 13 regular **Vassal** marker pairs at their Vassal Seats.

• Yorkist (white) **Favour** at Ludlow, Hereford, London, Calais, and all nine Strongholds within the South Area.

• Lancastrian (red) **Favour** at Harlech, Pembroke, Cardiff, Chester, Lancaster, and all six Strongholds within the North Area.

• **March** and **Warwick** at London (white cylinders).

• **Somerset** at Bamburgh (red cylinder with ring).

Calendar:

• Box 5 has **Levy** marker and **Henry VI** (red cylinder) with **Exile** marker.

• Box 8 has **End** marker.

Influence Track:

• Influence marker at 6 on Lancastrian (red) side.

• Fortress marker Lancastrian (red) at 1, Town Lancastrian (red) at 0, City Yorkist (white) at 2.

• Victory Check marker at 25.

Montagu: Warwick—even though a Yorkist—sets up with the Lancastrian 2-rose Montagu Capability card and its Special Vassal (1.5.4). Disband or removal of Warwick or Montagu removes the card from play.

Brief Rebellion: Skip Waste (4.8.5).

Victory Threshold: 25+ Influence.

II. Warwick's Rebellion, 1469-1471

Slighted by the King he made, Warwick schemes with Edward's brother, the Duke of Clarence, then allies with Margaret d'Anjou and Lancastrian exiles in France.

Seasons: This is a longer scenario (15 Turns, three years). Play from the first Levy of 1469 (box 1) through the last Campaign of 1471 (box 15).

Sides: Yorkists King, Lancastrians are Rebel.

Arts of War: 12 or 13 no-rose and 9 two-rose cards per deck—for the Lancastrian deck, remove card L4 Be Sent for/Heralds from this scenario.

Lord Cards:

Yorkist—	*Lancastrian—*
• Edward IV.	• Warwick.
• Pembroke.	• Clarence.
• Devon.	• Jasper Tudor (1).
• Gloucester (1).	• Margaret.
• Northumberland (1).	• Somerset (2).
	• Exeter (2).
	• Oxford.

Mustered Lord Mats:

Yorkists—Edward IV and Pembroke.

Lancastrians— Warwick, Clarence, Jasper Tudor.

Map:

- Burgundy **Exile** box marked Yorkist, France Lancastrian (only).
- **Seats** for the Lords listed under Lord cards above, at the Locales specified on the cards.
- The 11 regular **Vassal** marker pairs other than Devon and Oxford at their Vassal Seats.
- Yorkist (white) **Favour** at London, Ely, Ludlow, Carlisle, Pembroke, and Exeter.
- Lancastrian (red) **Favour** at Calais, Harlech, York, Coventry, and Wells.
- **Edward IV** at London and **Pembroke** at Pembroke (white cylinders).
- **Warwick** at Calais, **Clarence** at York, **Jasper Tudor** at Harlech (red cylinders).

Calendar:

- Box 1 has **Levy** marker and **Devon** (white cylinder).
- Box 9 has **Gloucester** (silver ring) and **Northumberland** (white cylinders); and, marked Exile, **Margaret**, **Somerset** (no ring), **Oxford**, and **Exeter** (red cylinders).

Influence Track:

- Influence marker at 0 on Yorkist (white) side.
- Fortress marker Yorkist (white) at 2, Town Yorkist (white) at 0, City Yorkist (white) at 0.
- Victory Check marker at 40.

Foreign Haven:

- Whenever Warwick goes into Exile upon Yorkist Approach (4.3.5), shift all Lancastrian Lords on the Calendar (including Warwick) leftward (only) to the current Turn; then shift all Yorkists on the Calendar leftward (only) to the next Turn.
- Whenever Edward IV is Routed in Battle while Margaret is *not* on map, he may go into Exile (4.3.5) instead of checking for Death (4.4.3).

Shaky Allies: Upon placing Margaret in the France Exile box, permanently remove Clarence (return his mat's items to their pools and his cylinder, Lord card, and Seat marker to the game box). Margaret and Warwick may never enter the same Stronghold.

Queen Regent: Each Tides of War that Margaret is at London, Lancastrians add +3 Influence.

Victory Thresholds:

- 40+ Influence on Turns 1-5.
- 35+ Influence on Turns 6-10.
- 30+ Influence on Turns 11-15.
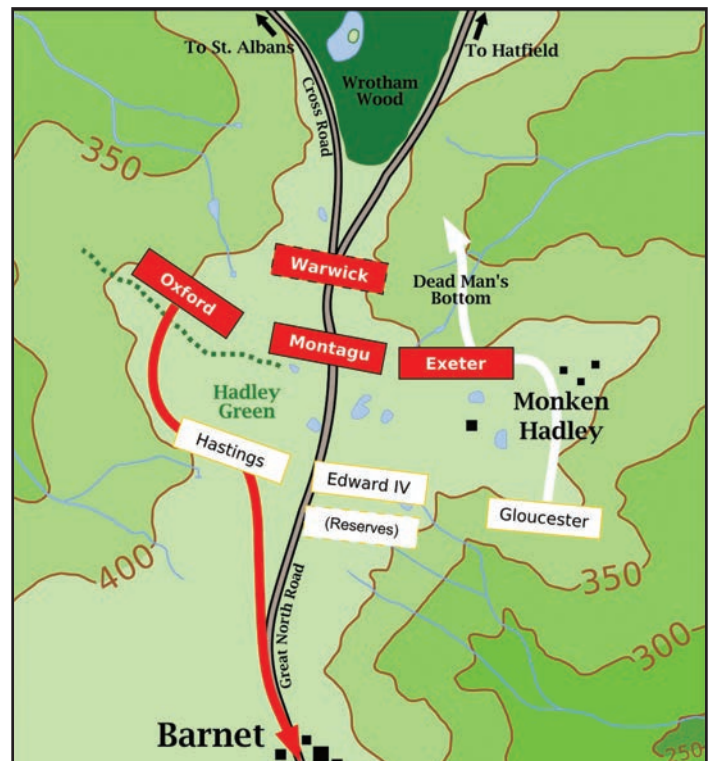
Battle array at Barnet, 14th April 1471

III. My Kingdom for a Horse, 1484-1485

King Richard III defends his crown against Henry Tudor to set the fate of the Plantagenet dynasty.

Seasons: This is a medium scenario (seven Turns, 16 months). Play from June/July 1484 (box 3) Levy through the end of August/September 1485 (box 9).

Sides: Yorkists King, Lancastrians Rebel.

Arts of War: 13 no-rose and 6 three-rose cards per deck.

Lord Cards:

Yorkist—
- Gloucester (2).
- Northumberland (2).
- Norfolk.
- Richard III.

Lancastrian—
- Henry Tudor.
- Jasper Tudor (2).
- Oxford.

Mustered Lord Mats:

*Yorkists—*Gloucester (or Richard III), Northumberland, Norfolk.

*Lancastrians—*Henry Tudor, Jasper Tudor, Oxford.

Map:

- Burgundy **Exile** box marked Yorkist, France Lancastrian (only).
- **Seats** for the Lords listed under Lord cards above, at the Locales specified on the cards.
- The 11 regular **Vassal** marker pairs *other than* Oxford and Norfolk at their Vassal Seats.
- Yorkist (white) **Favour** at London, Calais, Carlisle, Arundel, Gloucester, and York.
- Lancastrian (red) **Favour** at Oxford, Harlech, and Pembroke.
- **Gloucester** (gold ring) at London, **Northumberland** at Carlisle, **Norfolk** at Arundel (white cylinders).
- **Henry Tudor**, **Jasper Tudor**, and **Oxford** in France Exile box (red cylinders).

Calendar:

- Box 3 has the **Levy** marker.
- Box 10 has the **End** marker.

Influence Track:

- Influence marker at 0 on Yorkist (white) side.
- Lancastrian (red) Fortress marker at 1, Town Yorkist (white) at 1, City Yorkist (white) at 2.

King Richard: The Yorkist player at setup or during any Muster (3.4) with Gloucester at London may replace the Gloucester Lord card in place with **Richard III**, affecting various Arts of War.

Ravaged Land: Skip all Grow and Waste (4.8.4-.5).

Victory Threshold: 45+ Influence.

A scene from the battle of Bosworth

III(B). Bosworth, 22 August 1485

Richard III and Henry Tudor clash in an epic final battle.

Seasons: This is a Battle-only mini-scenario. It does not use the game board (so ignore the map, Calendar, and Influence track). Rather than playing any Turns, just Array Lord mats for a Battle (4.4) and fight the Battle out for victory.

Sides: Yorkists King, Lancastrians Rebel.

Arts of War: 13 no-rose and 6 three-rose cards per deck.

Lord Cards:

Yorkist—
- Richard III.
- Northumberland (2).
- Norfolk.

Lancastrian—
- Henry Tudor.
- Jasper Tudor (2).
- Oxford.

Mustered Lord Mats:

*Yorkists—*Richard III, Northumberland, Norfolk.

*Lancastrians—*Henry Tudor, Jasper Tudor, Oxford.

On Bosworth Field: Each player, working behind a screen, secretly chooses four Capability cards. Distribute the Capabilities among the Lords. Then Array the mats, one Lord at Front Center, one at Front Left, and one at Front Right, placing each Lord's Valour tokens (4.4.1). Finally, reveal Arrays and begin the Battle with Round 1 (4.4.2).

Victory: The winner of the Battle wins the scenario. If all Lords on both sides Rout, the game is a draw.

I-III(?). Wars of the Roses, 1459-1485

Royal cousins muster England for three great spasms of fighting, to find by test of arms who will be King.

Wars and Respite: This full-length scenario links versions of Scenarios I, II, and III into a single grand conflict (36 or 37 Turns total), with added rules and altered setups. Play each of three sub-scenarios—called "Wars"—in order. Rule sections 6.1 and 6.2 below detail how to go from one War to the next, and 6.3 lists setup and special rules for each. Refer during play to the separate Wars of the Roses aid sheet for summaries of these special rules and victory conditions for each War.

Heirs and Succession: A specific set of Lords are rank-ordered Heirs for each side. Heirs affect setup and play as explained in the Victory special rules below, Surrender (6.1.1), Succession (6.2.2), and each War's own special rules (6.3). One side of the Wars of the Roses aid sheet illustrates the Succession of these Heirs for each War.

Dynastic Victory: A side that has its entire list of Heirs removed (6.2.1, including Warwick) immediately loses the full Wars of the Roses. *NOTE: This is not possible for the Lancastrians in the first and second Wars because of Henry Tudor, nor for the Yorkists in the first War (only) because of Gloucester.*

War Victory: A side that has all its Heirs listed for the current War only (6.2.1, 6.3) removed by Death, Shipwreck, setup, or special rules (4.4.3, 4.8.2, 6.3) immediately loses that War. A side that wins a Campaign or Threshold Victory in the first or second War (5.1-5.2) wins that War only. In either case, go to Respite and War (6.1).

Final Victory: Ignore Scenario End Victory (5.3) until after the third War, IIIY or IIIL. The side that wins the third War wins the Wars of the Roses.

▶ 6.1 Respite and War

To begin the Wars of the Roses, set up and play the first War, "Plantagenets Go to War" (6.3). That War's outcome will determine which version of the next War to set up.

6.1.1 Surrender. A side in the first or second War may concede that War as the loser (so as to proceed to Renewed War, 6.1.2), just before their last Heir still present in that War (6.2, listed as an Heir in that War's setup but not yet removed) rolls for Death (4.4.3, only, not Disembark, 4.8.2).

6.1.2 Renewed War. At the end of a War, note which Heirs were removed, for example, by leaving them in the game box. Then set up the next War (6.3).

- After the first War, if the Yorkists won the War, set up IIY. If the Lancastrians won, set up IIL.
- After the second War, if the Yorkists won it, set up IIIY. If the Lancastrians won, set up IIIL.

▶ 6.2 Heirs and Succession

6.2.1 Heirs. A Lord's card (1.5.1) notes whether that Lord is an Heir and, if so, what rank. Possible Heirs ranked highest to lowest are as follows.

Yorkists—
- Heir #1: York.
- Heir #2: March or Edward IV (eldest son of York).
- Heir #3: Rutland (middle son).
- Heir #4: Gloucester (1) or (2) or Richard III (youngest son).
- Heir #5: Warwick—perhaps, in the third War only.

Wars of the Roses (6.1, 6.3)

Black arrows = historical path
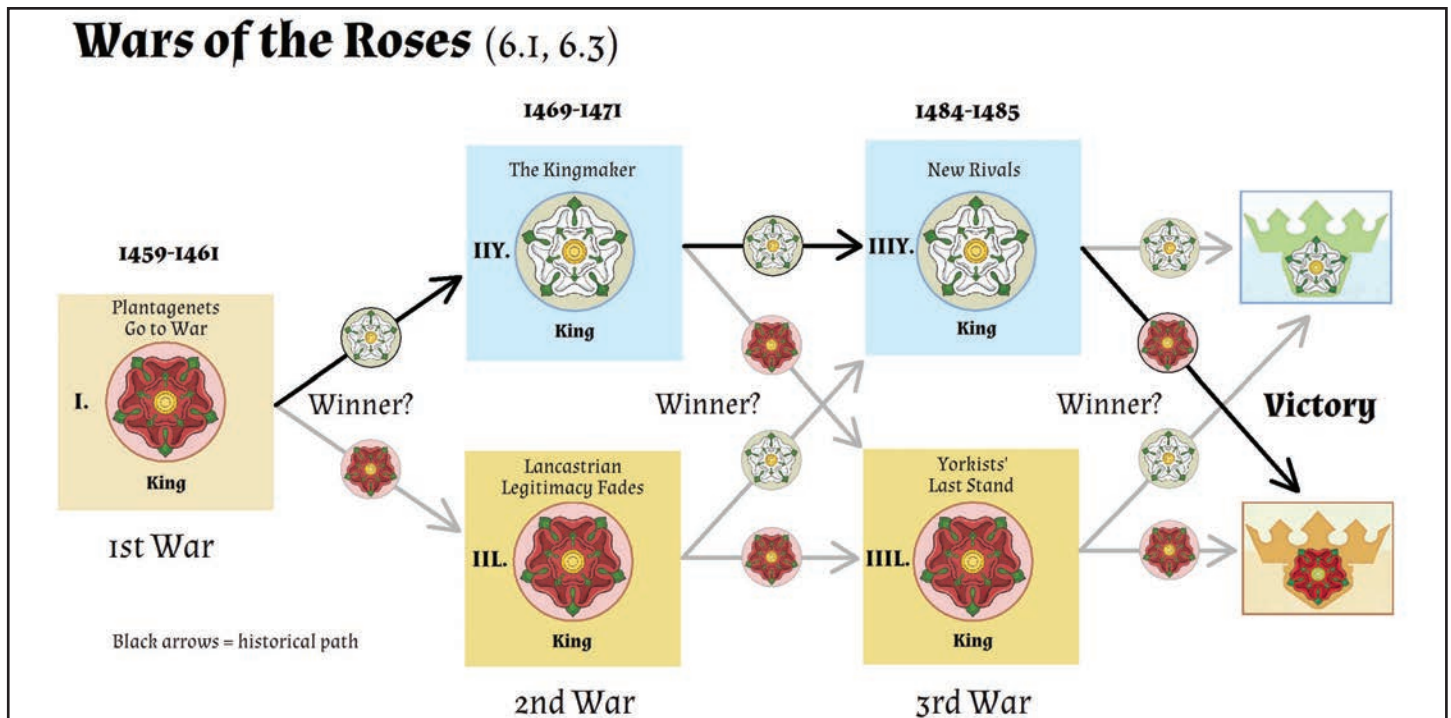
Lancastrians—

- Heir #1: Henry VI.
- Heir #2: Margaret (with her son Prince Edward).
- Heir #3: Somerset (1) (2nd cousin of Henry VI).
- Heir #4: Somerset (2) (next brother in line).
- Heir #5: Henry Tudor (nephew of Henry VI).
- Heir #6: Warwick—perhaps, in the third War only.

KING: The highest-ranking Heir of the King's side present in a War will be King, affecting Succession aspects during setup and play such as added Lords and Arts of War card mix (6.2.2, 6.3).

> **DESIGN NOTE:** *Lancastrians and Yorkists had many possible royal heirs, with shifting recognition over the period of the strength of various claims. The game for purposes of play includes only the most likely heirs. For example, Clarence appears only as a pawn in Warwick's rebellion (War IIY), not as a Yorkist Heir, because his brothers so readily disposed of him as any challenge to their claims.*

6.2.2 Succession. Removal of an Heir by Death or Shipwreck (4.4.3, 4.8.2, not mere Disband or Exile) can bring in new Lords and cards, either upon setup of the next War or—in certain Wars—immediately during play (6.3). Each War's setup or special rules identify who might Succeed whom, when, and to where. The Wars of the Roses aid sheet summarizes the order of Succession by Lord for each War.

> **Important:** Upon Death or Shipwreck, check if the removed Lord is an Heir subject to Succession as specified in the special rules for that War.

REMOVE: An Heir (6.2.1) removed by Death or Shipwreck (4.4.3, 4.8.2) is permanently out of the game and may not return in future Wars (6.1.2). In contrast, a Lord who is not an Heir and is removed might return in the setup of a future War (6.3).

NOTE: Dead Heirs do not return in later Wars. Lords who are not Heirs, in contrast, can Die or Shipwreck and return in a later War (representing other members of the same family, for example). Warwick is not *an Heir until so designated in the third War, so may always return in that War (6.3).*

ADD: Add a new arrival's Command cards to the game, Lord card (to a mat if Mustered), Seat to the map, and cylinder to the Calendar or map.

REPLACE: To replace a Lord "in place", swap Lord cards on the mat currently in use, cylinders in place on the gameboard, and Command cards where they are, including in that side's Plan stack.

TO CALENDAR: Adding a Lord to the Calendar during play places the cylinder in the next Turn box, and during setup into a Calendar box as directed.

SEATS: Exchange any removed Lord's Seat with the new arrival's Seat on the mat, as applicable.

ARTS OF WAR: Sometimes, Succession also adjusts which Arts of War cards are in play. Remove cards from wherever they are, including Held Events and Mustered Capabilities, and add cards to that side's Arts of War deck, as directed. Cards repeated from

one Lord to the next stay where they are *(EXAMPLE: Card Y20 in War IIL)*.

> **PLAY NOTE:** *Loss of a side's Heirs can end a War or the entire scenario. See the Wars of the Roses Victory special rules above and 6.1.1 Surrender.*

6.3 The Wars

I. Plantagenets Go to War, 1459-1461

York and Warwick's rebellion touches off decades of bloodshed among cousins chasing the English crown.

War: This is the first of three Wars of the Roses. Set up Scenario Ia "Henry VI" per page 20.

Seasons: Play from the first Levy of 1459 (box 1) through the last Campaign of 1461 (box 15), using the Wars of the Roses rules starting page 26 and the special rules below (including Succession) in place of those listed for Scenario Ia.

Sides: Lancastrians King, Yorkists Rebel.

Special Rules—

Lancastrian Succession: Lancastrian Heirs present for this War are Henry VI, Margaret (Edward), Somerset (1), and Somerset (2) (only). Removal of Henry VI or Somerset (1) and Muster of Margaret during play triggers additions as listed below. (See also Automatic War Victory special rule below.)

- Removal of Henry VI (4.4.3, 4.8.2) adds Margaret to the next Calendar box (6.2.2). Remove Arts of War cards L15 and L17 from play (wherever they are) and add L27 and L31 to the Lancastrian deck.
- Muster of Margaret immediately assigns Arts of War card L26 EDWARD to her mat as a free, mandatory Capability. Her Disband or removal (3.2.4, 4.4.3, 4.8.2) sets the card aside rather than back into the deck—the Event HENRY RELEASED cannot occur. The Capability returns to Margaret if she Musters anew.
- Removal of Somerset (1) adds Somerset (2) to the next Calendar box (whether or not highest Heir).

Yorkist Succession: Yorkist Heirs present for this War are York, March, and Rutland. Do not replace or add any Yorkists. (But see Automatic War Victory.)

Allied Networks: Lords use Exile boxes as follows.

- Henry VI and any Somerset—Scotland.
- Margaret, Northumberland, Exeter, and Buckingham—France.
- York and Rutland—Ireland.
- March, Warwick, and Salisbury—Burgundy.

Automatic War Victory:

- Removal (4.4.3, 4.8.2) of Henry VI and Somerset (1) immediately wins the War for the Yorkists.
- Removal of York, March, and Rutland immediately wins the War for the Lancastrians.

Victory Threshold: 40+ Influence.

IIV. The Kingmaker, 1469-1471

His power waning as the new King cements rule after the first War of the Roses, Warwick plots a comeback.

War: This is the second War of the Roses if the Yorkists win the first War. Set up Scenario II "Warwick's Rebellion", page 24; however, do *not* yet form Arts of War decks or set up any *Yorkist* Lords or Seats. Modify the setup as below, using Succession to find a Yorkist King and set each side's Lords and Arts of War cards.

Seasons: Play from the first Levy of 1469 (box 1) through the last Campaign of 1471 (box 15).

Sides: Yorkists King, Lancastrians Rebel.

Setup Modifications—

Arts of War: Start Yorkists with all no-rose cards plus Y25, Y26, Y27, Y29, Y30; Lancastrians with all no-rose *except* L4, plus L23, L24, L25, L29, L30, L36. Succession can add or later remove more cards.

Yorkists: Add **Rutland**, *unless* removed in first War, Mustered with Yorkist Favour at Canterbury (slide Yorkist Cities marker to 1); **Devon** in Calendar box 1, **Gloucester** (1) (silver ring) and **Northumberland** (1) in box 9 (6.2.2).

Yorkist Succession: The four Heirs listed below can be present in this War and become King whenever that Heir is the highest-ranked who remains (6.2.1). At setup and in play, adjust for who is King as follows (6.2.2, including cards, mats, cylinders, and Seats).

- *York.* If still present, add **York** as King, Mustered at London. *Unless* removed, Muster **March** at Ludlow. For as long as York remains present (only), add Arts of War cards Y14, Y18, Y19, Y20.
- *March/Edward IV.* If York removed and March present, replace March with **Edward IV** as King, Mustered at London at setup, or in place during play. As long as Edward IV remains (only), add cards Y23, Y24, Y28, Y31.
- *Rutland.* If York and March removed at setup, Rutland as King sets up at London (not Canterbury). Rutland, while King, adds Y20, Y21, Y28, Y35.
- *Gloucester/Richard III.* If Gloucester becomes King, replace him in place with **Richard III**. Richard III adds cards Y32, Y33, Y34, Y35.

In addition, as soon as two or fewer of the above four Heirs remain, add **Pembroke**, at setup Mustered at Pembroke, or during play to the next Calendar box.

Lancastrian Succession: These Heirs can be present and adjust other Lords and/or Arts of War (6.2.2).

- *Henry VI.* If Henry VI survived the first War, he replaces **Margaret** in box 9 of the Calendar, marked Exile. If Henry VI is later removed, add **Margaret** to the next Calendar box (no Exile). For as long as Henry VI remains present (only), add Arts of War cards L17, L18, L20, L21.
- *Margaret (Edward).* When Margaret is present, add cards L27, L28, L31. When Margaret Musters, she uses card L26 EDWARD as per the first War's Lancastrian Succession.

- *Somerset.* If Somerset (1) survived the first War, replace **Somerset (2)** (no ring) with **(1)** in box 9, marked Exile. If Somerset (1) is removed, add **Somerset (2)** to the next Calendar box. Whenever a Somerset is highest Heir, add cards L20, L21, L27.

Special Rules—

Succession: For any Heir removed during play (4.4.3, 4.8.2), conduct Succession as given above, including removing and adding Arts of War (6.2.2).

Shaky Allies: Margaret and Warwick may never enter the same Stronghold.

Foreign Haven: If Warwick chooses Exile upon Approach (4.3.5) or Dies as a *defender* (4.4.3), shift all Lancastrians on the Calendar left to the current Turn and all Yorkists left to the next Turn.

Gloucester: After resolving Event Y28 GLOUCESTER AS HEIR, set the card aside for reference in setup of the next War. Its Capability becomes unavailable.

Natural Causes: After victory in this War, roll two dice each for Henry VI and York, if still present—a roll *less than* the last Turn played removes that Heir. Then roll one die for Edward IV (only, not March)—remove him on a roll of "6".

Victory Threshold: 40+ Influence.

IIC. Lancastrian Legitimacy Fades, 1469-1471

Rejecting the first War's verdict, Warwick rallies the House of York to renew its bid for the crown.

War: This is the second War if the Lancastrians win the first War. Setup as below, with Succession.

Seasons: Play the first Turn of 1469 (box 1) through the last Campaign of 1471 (box 15).

Sides: Lancastrians King, Yorkists Rebel.

Setup—

Arts of War: Lancastrians start with all no-rose cards *except* L4, plus L18, L19, L20, L21, L25, L29, L34; Yorkists with all no-rose plus Y15, Y16, Y17, Y22, Y28, Y29, Y31, Y34. Succession will add and possibly later remove cards.

Lancastrian Lord Cards:
- *Unless* removed in first War, Henry VI, Margaret, Somerset (1), Somerset (2).
- Northumberland, Exeter (1), Oxford, Jasper Tudor (1).

Yorkist Lord Cards:
- *Unless* removed in first War, York, March, Rutland.
- Gloucester (1), Warwick, Salisbury, Devon, Pembroke.

Lancastrian Succession: Lancastrian Heirs are Henry VI, Margaret, Somerset (1), and Somerset (2), less any removed in the first War. The highest ranked is King (6.2.1, Margaret as her son Edward).

- *Henry VI*, so long as King, adds cards L15, L17. If Henry VI removed, add Margaret to the Calendar, box 1 at setup or next box in play (6.2.2).

- *Margaret* upon Muster uses card L26 EDWARD as per first War, Lancastrian Succession. So long as Margaret (Edward) is King, add L27, L31.
- *Somerset* while King adds L16, L27. Any removal of Somerset (1) (whether King or not) replaces Somerset (1) with Somerset (2) in place (6.2.2).

Yorkist Succession: Yorkist Heirs are York, March, Rutland, and Gloucester (1). The highest Heir present adjusts Arts of War cards as follows.

- *York* as highest-ranking Heir adds Y14, Y20.
- *March* or *Rutland* as highest Heir adds Y20, Y21.
- *Gloucester* as highest Heir adds Y25, Y30.

Mustered Lord Mats:

Lancastrians—The King, Somerset (1) or (2) (if not King), Jasper Tudor.

Yorkists—Warwick, Salisbury, Pembroke.

Map:

- France **Exile** box Lancastrian, Burgundy Yorkist.
- **Seat** markers per Lord cards listed above.
- The 11 regular **Vassal** marker pairs other than Devon and Oxford at their Vassal Seats.
- Lancastrian (red) **Favour** at London, Harlech, Wells, Oxford, Exeter, Carlisle.
- Yorkist (white) **Favour** at Calais, York, Ely, Pembroke, Ludlow.
- The **King** at London, **Somerset** at Wells (unless King), **Jasper Tudor** at Harlech (red cylinders).
- **Warwick** at Calais, **Salisbury** at York, and **Pembroke** at Pembroke (white cylinders).

Calendar:

- Box 1 has the Levy marker and Devon (white cylinder).
- Box 2 has **Exeter** and **Oxford** (red cylinders).
- Box 7 has **York**, **March**, **Rutland**, **Gloucester** (silver ring) (white cylinders), all with Exile markers.
- Box 8 has **Northumberland** (red cylinder).

Influence Track:

- Influence marker at 0 on Lancastrian (red) side.
- Fortress marker Yorkist (white) at 2, Town Lancastrian (red) at 0, City Lancastrian (red) at 2.
- Victory Check marker at 40.

Special Rules—

Succession: For Heirs removed in play, conduct Succession as above, adjusting Arts of War (6.2.2).

Gloucester: After resolving Event Y28 Gloucester As Heir, set the card aside for reference in setup of the next War. Its Capability becomes unavailable.

Natural Causes: After victory in this War, roll two dice each for Henry VI and York, if still present—a roll *less than* the last Turn played removes that Heir.

Victory Threshold: 40+ Influence.

IIIV. New Rivals, 1484–1485

Under Yorkist rule, discontent Lancaster rises to a final bout for the Crown of England.

War: This is the third War if the Yorkists win the second War. Set up Scenario III "My Kingdom for a Horse" on page 25; however, hold off choosing cards and setting up any Lords, Seats, or Favour. Modify setup as below, including Succession to find which Yorkist is King and set Arts of War cards.

Seasons: Play seven complete Turns, June/July 1484 (box 3) through August/September 1485 (box 9).

Sides: Yorkists King, Lancastrians Rebel.

Setup Modifications—

Arts of War: Yorkists start with all no-rose cards plus Y36; Lancastrians all no-rose plus L33, L34, L36, L37. Heirs and Succession permanently add cards.

NOTE: All Lords who set up in this War do so Mustered (with mats), none start on the Calendar.

Yorkist Heirs and Lords:

- Yorkist Heirs are York, March or Edward IV, Rutland, and Gloucester (1), Gloucester (2), or Richard III, less any removed in previous Wars.
- If Event Y28 Gloucester As Heir occurred in the second War (set aside per IIY or IIL special rule), and if both Rutland and Gloucester remain, remove Rutland now.
- If Rutland now remains as the only Heir, remove Rutland and add the Yorkist **Warwick** as King at London (6.2.2, with cards, mat, cylinder, and Seat), **Salisbury** at York, and cards Y16, Y17, Y22.
- If exactly one of York, March/Edward IV, or Gloucester/Richard III now remains, add **Northumberland (2)** at Carlisle and card Y37.
- Add **Norfolk** at Arundel.

Yorkist Succession: The highest-ranked among the Heirs listed above who still remain sets up as King at London (6.2.1-6.2.2, adding cards, mat, cylinder, and Seat). The next highest sets up as an Heir who can become King. Remove all other Yorkist Heirs.

- *York.* York as King adds cards Y14, Y21.
- *March/Edward IV.* If York is King and March remains, set up **March** at Ludlow and add card Y20. If March is King, set up **Edward IV** at London instead of March at Ludlow and add Y23, Y24.
- *Rutland.* If he remains as Heir to York or Edward IV, set **Rutland** up at Canterbury. If Rutland and Gloucester remain, set up Rutland as King at London. Rutland as Heir to York adds Y20, Heir to Edward IV Y31, or King Y20, Y21.
- *Gloucester/Richard III.* If York or Edward IV is King and Gloucester remains, set up **Gloucester (1)** (silver ring) at Gloucester. If Rutland is King and Gloucester remains, set up **Gloucester (2)** (gold ring) at London. Gloucester (1) or (2) adds card Y34 plus, if with Edward IV, Y28. If Gloucester is King, set up **Richard III** (gold ring) at London instead of Gloucester and add cards Y32, Y33.

Lancastrian Heir: There is exactly one, either—

• *Margaret* (with Edward, Prince of Wales)—*unless* removed earlier—in the France Exile box. Add L27, L31. She uses card L26 Edward per the first War's Lancastrian Succession, page 27.

• *Henry Tudor*—if no Margaret and if anyone but Edward IV (York, Rutland, Richard III, or Warwick) is King—in the France Exile box. Add cards L32, L35.

• *Warwick* otherwise, at Calais. (In this case, not only King Edward IV but also Richard Neville have survived to fight a final war.) Add cards L23, L30.

Lancastrian Lords: Add **Oxford** and **Jasper Tudor (2)** either in the France Exile box if with Margaret or Henry Tudor or at Calais if with Warwick.

Map: Set London to Yorkist Favour and each side's other marked Lord Seat (only) to that side's Favour.

Influence Track:

• Each Heir (6.2.1, not Warwick) removed in an earlier War by Death, Shipwreck, or Natural Causes special rule costs that side –8 Influence points.

• Adjust City, Town, Fortress markers per Favour on the map.

Special Rules—

Succession: Heir removal affects only setup, not play.

Ravaged Land: Skip all Grow and Waste (4.8.4-.5).

Victory Threshold: 45+ Influence.

IIIL. Yorkists' Last Stand, 1484–1485

Despite defeats, the House of York rallies for one final stab at the crown.

War: This is the third War if the Lancastrians win the second War. Setup as below, modifying for Yorkist and Lancastrian Succession.

Seasons: Play six Turns, August/September 1484 through August/September 1485 (boxes 4 through 9).

Sides: Lancastrians King, Yorkists Rebel.

Setup—

Arts of War: Lancastrians start with all no-rose cards plus L25, L34, L36, Yorkists with all no-rose cards plus Y36. Succession will permanently add more cards.

Lancastrian Lord Cards:

• *Unless* previously removed, Henry VI, Margaret, Somerset (1), and Somerset (2).

• Oxford and Jasper Tudor (2).

Yorkist Lord Cards:

• *Unless* previously removed, York, March, Rutland, Gloucester (1), and Gloucester (2).

• Warwick, Norfolk, and Salisbury.

Lancastrian Succession: Lancastrian Heirs are Henry VI, Margaret, Somerset (1) and (2)—less any removed earlier. The highest ranked is King (6.2.1, Margaret as Edward)—if Somerset (2), replace him with Somerset (1) (his ratings showing the power of the Crown). Remove the other Heirs. The King (only) adds cards as follows.

• *Henry VI* adds L15, L17.

• *Margaret* (Edward) uses card L26 Edward per the first War's Lancastrian Succession, page 27, and adds L27, L31.

• *Somerset* adds L18, L20, L27.

Yorkist Succession:

• Yorkist Heirs are York, March, Rutland, and Gloucester, less any removed, and perhaps Warwick.

• If Edward IV is present from the second War, replace him with **March** or Richard III with **Gloucester (2)**.

• If Event Y28 Gloucester As Heir occurred in the second War (set aside per IIY or IIL special rule) and **Gloucester (2)** remains, or if Gloucester is already highest Heir, remove all other Yorkist Heirs and add card Y35.

• If York remains, add Y14, Y18 and remove all other Heirs except the single next highest; if that is March or Rutland, add Y20; if Gloucester, replace Gloucester (2) with **Gloucester (1)** and add Y34.

• If neither York nor Gloucester remains as the highest Heir, remove all Heirs except Warwick.

• If no other Yorkist Heir remains, add the Yorkist **Warwick** as Heir and add card Y16.

• If Yorkists now have exactly one Heir, add **Salisbury** and cards Y17, Y22.

Mustered Lord Mats:

Lancastrians—The King, Oxford, and Jasper Tudor.

Yorkists—Heir(s), Salisbury if added, and Norfolk.

Map:

• France **Exile** box Lancastrian, Burgundy Yorkist.

• **Seat** markers per Lord cards listed above.

• The 11 regular **Vassal** marker pairs other than Oxford and Norfolk at their Vassal Seats.

• Lancastrian (red) **Favour** at London and at each other Lancastrian Lord Seat marker (only).

• Yorkist (white) **Favour** at each Yorkist Lord Seat marker (only).

• The **King** at London, **Oxford** at Oxford, and **Jasper Tudor** at Pembroke.

• All **Yorkist Lords** per Succession plus **Norfolk** in Burgundy or—if Warwick present—at Calais.

Calendar:

• Box 4 has the **Levy** marker.

• Box 10 has the **End** marker.

Influence Track:

• Start Influence marker at 0. Then each Heir (6.2.1, not Warwick) removed in an earlier War by Death, Shipwreck, or Natural Causes costs that side –8 Influence points.

• Adjust City, Town, and Fortress markers to reflect Favour on the map.

Succession: Heir removal affects only setup, not play.

Ravaged Land: Skip all Grow and Waste (4.8.4-.5).

Victory Threshold: 45+ Influence.

Key Terms Index

60/90 Days—Calendar box, a Turn (1.3.2, 2.2.1).

Active—Acting on Campaign (4.0).

Adjacent—Linked by a Way (1.3.1).

Aftermath—Battle end routine (4.4.4).

Approach—March to enemy (4.3.5).

Area—Grouping of Locales (1.3.1).

Armour—Unit Protection (4.4.2).

Array—Lords in Battle (4.4.1).

Arts of War—card, deck (1.9.1, 3.1).

Asset—Provender, Coin, Cart, or Ship (1.7).

Attack—Initiate Battle (4.3.5, 4.4).

Badge—(Livery Badge) Lord's symbol (1.5.1).

Battle—Fight due to March (4.4).

Battle mat—Array option (4.4.1).

Calendar—Board track for Turns, Ready Lords, and Vassal Service (1.3.2, 2.2).

Campaign—Phase of each Turn (4.0).

Capability—Card aspect (1.9.1, 3.1.2, 3.4.6).

Cart—Transport type (1.7).

Check—Influence test (1.4.2); Death test (4.4.3); Victory test (4.8.3).

City—Stronghold type (1.3.1).

Coat of Arms—Vassal's symbol (1.5.4).

Coin—Asset type (1.7).

Command—Lord rating for Campaign actions (1.5.2, 4.2); card (1.9.2); Activation or action (4.2-4.6).

Cylinder—A Lord's piece (1.5.1).

Death—Permanent Lord removal by Battle (4.4.3)

Defend—Face an Attack (4.4).

Depleted—Locale marker (1.3.1).

Disband—Remove Lord from map (3.2).

Disembark—End Campaign segment (4.8.2)

Dominance—Favour across an entire Area (1.3.1, 4.8.1)

Enemy—Of the other side (1.1, 1.3.1).

Engagement—Lords fighting each other (4.4.1, 4.4.2).

English Ships—Limit on Ship Levy (1.7.3, 3.4.5).

Event—Arts of War card aspect (1.9.1).

Exhausted—Locale marker (1.3.1).

Exile—Lord status on Calendar (3.3.1, 4.3.5), box Locale (1.3.1).

Favour—Markers to set Locale allegiance (1.3.1).

Feed—Eat after Marched/Fought (4.7).

Flank—Fight non-opposite (4.4.2).

Flee—Voluntary Rout from Battle (4.4.2).

Forage—Command action (4.6.2).

Forces—Retinue, Vassal, and Troops units (1.6).

Fortress—Stronghold type (1.3.1).

Friendly—Of the same side (1.3.1).

Front—Forward Array row (4.4.1).

Greed—Discard restriction (1.7.2, 3.1.4, 3.2.1, 4.7).

Grow—Remove Depleted/Exhausted (4.8.4).

Handgunners—Troop type (1.6).

Heirs—Lords in line to be King (1.5.1, 6.2.1).

Hidden Mats—Rules option (1.5.3).

Highway—Way type (1.3.1).

Hit—Combat effect endangering a unit (4.4.2).

Hold/Held—Event type (1.9.1, 3.1.3, 4.4.1).

Influence—Points for victory (1.4.1), task success check (1.4.2), Lord rating for checks (1.5.2).

Intercept—Move to adjacent Marching Enemy (4.3.4).

King—A side (1.1).

Land—Successful Disembark (4.8.2).

Levy—Phase of each Turn (3.0); call into play (3.4.2-.6).

Lieutenant—Lord type for group move (1.5.1, 4.3.1, 4.3.5, 4.6.1).

Livery Badge—Lord's symbol (1.5.1).

Locale—Map space (1.3.1).

Longbowmen—Troop type (1.6).

Lord—Military Leader; card (1.5.1).

Lordship—Lord rating for Levy (1.5.2, 3.4).

Loss—Unit removal in combat (4.4.3).

Loyalty—Vassal rating for Muster (1.5.4, 3.4.3).

Map—Section of game board (1.3.1).

March—Command type (4.3).

Marshal—Group move Lord (1.5.1, 4.3.1, 4.3.5, 4.6.1).

Mat—Display for Lord or Battle Array (1.5.1, 4.4.1).

Melee—Strike type (4.4.2).

Men-at-Arms—Troop type (1.6).

Mercenary—Troop type (1.6).

Militia—Troop type (1.6).

Missile—Strike type (4.4.2).

Moved-Fought—marker (4.3, 4.4, 4.6.1, 4.7).

Muster—Levy Segment, enter play (3.4.2-.6).

Neutral—Stronghold Favouring neither side (1.3.1).

North—A map Area (1.3.1).

On Map—At a Locale (1.3.1).

Parley—Levy and Command action (3.4.1, 4.6.4).

Pass—Command card or action (1.9.2, 4.2.3, 4.6.5).

Path—Way type (1.3.1).

Pay—Expend Coin (3.2).

Pillage—Wreck a Locale (3.2.1, 4.7).

Plan—Stack of Command cards (4.1).

Port—Locale aspect (1.3.1, 4.5, 4.6.1).

Protection—Saving roll (4.4.2).

Provender—Asset type (1.7).

Rating—Lord or Vassal aspect (1.5).

Ready—Able to Muster (3.3.2, 3.4.2).

Recovery—Battle end to actions (4.4.4).

Rebel—A side (1.1).

Reposition—Move in Array (4.4.2).

Reserve—Array back row (4.4.1).

Respite—Transition between Wars (6.1).

Retinue—Forces type (1.5.1, 1.6).

Road—Way type (1.3.1).

Rout—Battle harm to unit/Lord (4.4.2).

Route—Chain of Friendly Locales, Ways, and/or Ports (3.4.1, 4.5.1, 4.6.3, 4.6.4).

Sail—Command action (4.6.1).

Sea—Map aspect affecting use of Ports (1.3.1).

Seat—Stronghold aspect, marker (1.3.1).

Service—Vassal rating delaying Pay (1.5.4, 3.2).

Share—Use Asset for another Lord (1.5.3).

Ship—Transport type (1.7).

Shipwreck—Lord removal by Disembark (4.8.2).

Source—Supply origin (4.5).

South—A map Area (1.3.1).

Special Stronghold—London, Calais, Harlech (1.3.1).

Special Vassal—Vassal type (1.5.4).

Strike—Inflict Hits (4.4.2).

Stronghold—Locale type (1.3.1).

Succession—Adjustments when Heirs Die (6.2.2).

Supply—Command action (4.5).

Tax—Command action (4.6.3).

Threshold—Victory level (4.8.3, 5.2).

Tides of War—Influence scoring segment (4.8.1).

Town—Stronghold type (1.3.1).

Troops—Wood Forces units (1.6).

Transport—Cart or Ship Asset type (1.7).

Turn—60 or 90 Days (1.3.2, 2.2.1).

Unit—Retinue or Vassal counter, Troops piece (1.6).

Unarmoured—Unit Protection roll (4.4.2).

Valour—Lord rating and markers for Battle rerolls (1.5.2, 1.8, 4.4.1-.2).

Vassal—Levied supporters (1.5.4, 3.4.3); Seat type (1.3.1); Forces type (1.6).

Wales—A map Area (1.3.1).

War—Sub-scenario of the full-length scenario (6.3).

Wars of the Roses—Full-length scenario (6.3).

Waste—Asset/Troop adjustment (4.8.5).

Way—Link between Locales (1.3.1).

Action Requirements Summary

		At Friendly Locale?	Route?	Check Influence?	Deplete/ Exhaust?	Special?
Levy	**Lord** (3.4.2)	✓		✓		Target Lord's or Friendly Seat, free of Enemy
	Vassal (3.4.3)	✓		✓		Vassal's Seat Friendly, free of Enemy
	Troops (3.4.4)	✓			✓	At Stronghold (not in Exile box)
	Transport (3.4.5)	✓				At Port or in Exile box: may add Ship instead of Cart
	Capability (3.4.6)	✓				Until 2 cards / Lord (no discard)
	Parley (3.4.1, 4.6.4)	✓	✓			Target Stronghold: Neutral or Enemy Favour
Campaign				✓		Adjacent (or by Sea): no Enemy Lord. At target: no check
	March (4.3)					From Stronghold or Scotland. Path: entire card
	Supply (4.5)		✓		✓	Route to Stronghold or Port: 1 Cart / Prov / Way
	Sail (4.6.1)					Ships from Port, Exile, Sea. Entire card. No Enemy Lord
	Forage (4.6.2)				✓	Enemy or Neutral Locale or Enemy adjacent: roll
	Tax (4.6.3)		✓	✓	✓	Seat or Special Stronghold. Lord's Seat: no check