

# The Wars of the Roses (1455 – 1487)

## MIDGARD HEROIC BATTLES

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While the Wars of the Roses are moving towards the end of the 'heroic age' covered by our rules, the impact of personal leadership on the conflict, the packed battle lines, and the narrative of the fate of nobles on the field can make for a very satisfying game of *Midgard Heroic Battles*.

This pack contains two sample Force lists, loosely based on the armies of Lancaster and York that fought in the Battle of Mortimer's Cross in February 1461. Dismounted men at arms are the most effective foot Unit, as was the case historically, and a single Unit of mounted knights (no longer the battle-winner of previous eras) is fielded on both sides.



To represent the interplay of men at arms, bill and bow, most foot Units have been given the **Replacements** Trait to allow the deployment of the archers in front of the line before withdrawing so that the billmen and men at arms can engage in melee combat. (If you disagree with this approach, simply remove the **Replacements** Trait from all Units at a cost of -2 points each).



In our other Wars of the Roses games, we have used additional Units that do not appear in the Mortimer's Cross sample list, so there are some suggested profiles below. Handgunners seem have been fielded alongside archers in a similar formation, so here they are depicted as Warriors (Formed Archers) with shorter-ranged but more frightening weaponry using the **Hel's Breath** Trait. Light cavalry of the period – scourers or prickers – seem to have been quite well armed, so have the **Spears as Tribute** Trait.

The one rules change that we would suggest with the Wars of the Roses is to remove the single combat rules from the game. Although personal courage was at a premium – witness Richard III's charge at Bosworth – challenges to single combat on the battlefield no longer seem to have been a feature of this conflict. However, capturing enemy nobles – for ransom or execution - was a critical part of this period, and the **Capture of Heroes** rule is a simple addition to the game, if you wish to use it.

### CAPTURE OF HEROES

The late medieval period saw the increasing practice of capturing nobles on the field of battle for a hefty ransom, though this quickly turned to summary execution in the case of the Wars of the Roses.

- When a Hero is killed in Melee Combat (but not from Shooting), roll 1D6.
- If a 1-2 is thrown, they have gone down fighting and the player may now roll on the Hero Death in Combat table. However, if a 3-6 is thrown, the Hero has been captured – the miniature is removed, losing Reputation as usual, but the player does not roll on the Hero Death in Combat table.
- For simplicity, the captured Hero is removed from the table and cannot be recaptured during the game. Their fate can be decided afterwards!

## ADDITIONAL UNITS



Handgunners			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	29	8	8	2	4	2	Handgun (2 ST range)
<b>Hel's Breath</b>	An enemy Unit hit by shooting must roll 2d6 for its Command Test, using the lower score [pg68]						
<b>Replacements</b>	Can attempt to swap places with another Unit with the <b>Replacements</b> trait upon passing a Command Test [pg69]						
Scourers & Prickers			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Light Riders (Noble Riders & Light Chariots)	19	8	4	3	2	2	None
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers						
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]						



Gonnes			Number of Units				
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Monstrosity (Artillery)	20	6	6	3	2	2	Light Artillery
<b>Aloof</b>	Cannot be influenced by friendly Heroes (unless attached to the Unit with the <b>Artillerist</b> or <b>Beast Master</b> trait, as appropriate)						
<b>Blast</b>	Does not halve dice when shooting at a target in a 1 ST corridor to the front. Does not halve dice when shooting at a target in cover						
<b>Fixed</b>	If hit by enemy Shooting, must take a Command Test. If failed, the Unit is given a Shot marker. May not charge. If Unit loses a Combat, it is destroyed.						
<b>Hel's Breath</b>	An enemy Unit hit by shooting must roll 2D6 for its Command Test, using the lower score						
<b>Reluctant</b>	Must pass a Command Test for every move						
<b>Slow</b>	May only move once per Movement Phase						

Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
300	93	207	29	8

This Force is loosely based on the troops commanded by Jasper Tudor and his Lancastrian allies at the Battle of Mortimer's Cross fought on February 2<sup>nd</sup> or 3<sup>rd</sup>, 1461. The Earl of Wiltshire has a special *Shirker* Trait to represent his unwillingness to hang around on the battlefield. There is a small contingent of Irish who have been given Armour 2 due to their inadequate protection, especially against arrows.

### Heroes

#### Jasper Tudor, Earl of Pembroke

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	31	3	0	4	2	4	None

**Army Commander** Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]

**Hold Fast** Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]

#### Owen Tudor

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	33	3	0	4	2	3	None

**Mounted** May move 2 ST per Movement Action [pg73]

**Today We Fight To Win** Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

#### James Butler, Earl of Wiltshire

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	17	2	0	4	2	2	None

**Shirker [special Trait]** Every time this Hero has to make a Risk to Heroes test, they roll an additional 1D6, representing their eagerness to get away from the battle. If killed in melee combat, they never roll on the Hero Death in Combat table.

#### John Fitzgibbon of County Kilkenny

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	4	1	1	None

**TRAITS** none

### Units

#### Men at Arms on Foot

#### Number of Units

1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	34	12	0	4	4	3	None

**Drilled** Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]

**Replacements** Can attempt to swap places with another Unit with the *Replacements* trait upon passing a Command Test [pg69]

**Spears as Tribute** Add +2 Combat Dice until Unit loses any Stamina [pg70]

**Steadfast** Does not take a Command Test if retreated into by friendly Units [pg70]

#### Billmen

#### Number of Units

2

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	23	12	0	3	4	2	None

**Replacements** Can attempt to swap places with another Unit with the *Replacements* trait upon passing a Command Test [pg69]


#### Bowmen

#### Number of Units

3

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	24	8	8	2	4	2	Long Bow

**Replacements** Can attempt to swap places with another Unit with the *Replacements* trait upon passing a Command Test [pg69]

Mounted Men at Arms			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Knights)	26	10	0	4	3	3	None
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
<b>Fearsome</b>	Enemy will retreat one Spear Threw in Melee Combat unless also <i>fearsome</i> . <i>Fearsome</i> troops and supports may pursue defeated enemy one Spear Throw						
<b>Thunderous Charge</b>	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain						
Irish Bonnachts & Gallowglasses			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry with Missiles)	19	10	5	2	4	2	Javelin
<b>Impetuous</b>	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]						
Irish Kerns			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Skirmishers (Shooters)	10	6	6	2 (3)	2	1	Javelins
<b>Agile</b>	No penalties in Rough Terrain						
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers						
Lancastrians at Mortimer's Cross 1461 (400 points)							
Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens			
405	125	280	40	10			
This larger 400 point Force includes a couple more of the commanders from the battle and a company of French or Flemish mercenaries. Increase the number of Units by adding:							
<ul style="list-style-type: none"> <li>• One Bowmen</li> <li>• One Irish Bonnachts and Gallowglasses and add the following Heroes and Unit:</li> </ul>							
Heroes							
Sir William Vaux of Richard's Castle							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	4	1	2	None
<b>On My Command Unleash Hell</b>	Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]						
Sir Nicholas Latimer of Buckland Newton							
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	4	1	2	None
<b>Hold Fast</b>	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						
Unit							
French or Flemish Mercenaries			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	30	12	0	3	4	3	None
<b>Drilled</b>	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
<b>Pikes</b>	+2 integral support save dice against Light Riders, Heavy Riders, a <i>Towering</i> Monstrosity or a Swooping Attack from Flying troops. Support still applies against an enemy with <i>Aura of Dread</i> trait [pg69]						
<b>Replacements</b>	Can attempt to swap places with another Unit with the <i>Replacements</i> trait upon passing a Command Test [pg69]						
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]						

## Force 14: Yorkists at Mortimer's Cross, 1461 (300 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
295	94	201	29	8

Facing off against the Tudors at Mortimer's Cross, this is the army of Edward, Duke of York. Given his charisma and battlefield reputation, he is rated as a Level 4 Legendary Hero. The **Omens** Trait reflects his reaction to the parhelion, which he interpreted as a sign of victory and later used as his 'sun in splendour' device.

### Heroes

#### Edward, Duke of York

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Legendary Hero (Level 4)	46	4	0	4	2	6	None

<b>Army Commander</b>	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]
<b>Favour of the Gods</b>	Once per game, may gain an additional Mighty Deed [pg72]
<b>Omens</b>	May expend 1 Mighty Deed in Phase 1 of Turn 1 to read Omens [pg73]
<b>Today We Fight To Win</b>	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]

#### Edward Neville, Baron Bergavenny

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	27	3	0	4	2	3	None

<b>TRAITS</b>	none
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#### Sir William Hastings

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	21	2	0	4	2	2	None

<b>Hold Fast</b>	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]
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### Units

#### Men at Arms on Foot

#### Number of Units

1

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	34	12	0	4	4	3	None

<b>Drilled</b>	Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]
<b>Replacements</b>	Can attempt to swap places with another Unit with the <b>Replacements</b> trait upon passing a Command Test [pg69]
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]
<b>Steadfast</b>	Does not take a Command Test if retreated into by friendly Units [pg70]

#### Billmen

#### Number of Units

3

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Heavy Infantry)	23	12	0	3	4	2	None

<b>Replacements</b>	Can attempt to swap places with another Unit with the <b>Replacements</b> trait upon passing a Command Test [pg69]
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#### Bowmen

#### Number of Units

3

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Warriors (Formed Archers)	24	8	8	2	4	2	Long Bow

<b>Replacements</b>	Can attempt to swap places with another Unit with the <b>Replacements</b> trait upon passing a Command Test [pg69]
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Mounted Men at Arms			Number of Units				1
Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Heavy Riders (Knights)	26	10	0	4	3	3	None
<b>Counter Charge</b>	If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging Heroes do not gain Reputation						
<b>Disengage</b>	After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back one Spear Throw						
<b>Fearsome</b>	Enemy will retreat one Spear Threw in Melee Combat unless also <i>fearsome</i> . <i>Fearsome</i> troops and supports may pursue defeated enemy one Spear Throw						
<b>Thunderous Charge</b>	Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain						



## Yorkists at Mortimer's Cross, 1461 (400 points)



Total Points	Hero Points	Unit Points	Reputation	Reputation Tokens
404	122	282	39	10

To field a larger Force at 400 Points, increase the number of Units by adding:

- One Men at Arms on Foot
- One Billmen
- One Bowmen

And add the following Heroes:

### Heroes

#### Lord Grey of Ruthin

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	4	1	1	None

**TRAITS** none

#### Sir Roger Vaughan

Type	Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	16	1	0	4	1	2	None

**On My Command Unleash Hell** Once per game, may expend 1 Mighty Deed when attached to a missile-armed Unit armed with bows; Unit gains +d6 Shooting Dice [pg74]