

# Wars of the Roses Army List

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There can be no period better suited for tabletop miniature gaming than the Wars of the Roses. All of the traditional enticements of medieval warfare are present, but with so much more: base treachery, unforgiving weather conditions, meddling foreign powers, temperamental artillery, and unique tactics forced by the presence of the deadly longbow on both sides. The army selection percentages are quite flexible, even to the point of allowing some non-historical combinations of troops. Players who want to recreate a particular army for a specific battle or campaign will easily be able to do so. For those preferring a less restrictive approach, or who enjoy Avalon Hill's *Kingmaker*, the possibility for a Percy army of northern borderers allying with a Neville army of Calais veterans and Burgundian mercenaries also exists.

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## contents

general history	1
army selection limits	2
special rules	2
character profiles	10
personality profiles	11
infantry unit profiles	14
mounted unit profiles	16
special unit profiles	18
references	22
glossary	23

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## general history

The Wars of the Roses is the popular term given to the dynastic struggle between the houses of York and Lancaster, 1455-1487. After a long, unsettling period of military failures in France, an unfavorable marriage resulting in an unpopular French queen, and the king's disturbing spells of insanity, armed conflict first broke out in St. Albans between the forces of King Henry VI and the Duke of York. Over three decades later, many though not all historians consider the wars to have ended following Henry Tudor's triumph on the field of Stoke. In between were three decisive campaigns, with years of peace separating brief but fiercely conducted periods of warfare.

In the first campaign of 1460-1461, five major battles were fought, culminating in the bloodiest day on English soil at Towton. The convincing Yorkist victory firmly established the newly crowned Edward IV as England's reigning monarch. Sporadic warfare and sieges continued in the north along the Scottish border, but it took a clash of egos between Edward and his most important ally, Warwick the Kingmaker, to present the Lancastrians with their next great opportunity to turn the tables on the Yorkist regime.

The second campaign of 1471 was an incredible success against the odds for Edward. He first defeated Warwick at Barnet, and the Kingmaker met his end as he tried to make good his escape. Edward then brought the principal enemy force to battle at Tewkesbury, where a crippling blow was dealt to the Lancastrian cause with the death of Prince Edward, Henry's only heir, on the field. King Henry himself died shortly after, supposedly from "pure melancholy", which ended the Lancaster line once and for all.

Peace held for 12 years, but King Edward's illness and premature death in 1483 left a bitterly polarized court, with each faction's survival depending on control of the throne. Richard, Duke of Gloucester and Edward's trusted brother, was the victor in the political arena and was quickly crowned Richard III. Tragedy followed his reign from the beginning, and the disappearance of Edward's young sons, the Princes in the Tower, led to an erosion of his popular support and a mystery that is still debated today.

The climate was ripe for Henry Tudor to make his attempt to seize the throne, and Shakespeare himself has ensured that the third campaign resulting in the battle of Bosworth Field in 1485 will be remembered as a critical moment in British history. With Richard's death in battle, Tudor became Henry VII, and his hold on the crown was even more firmly secured with the defeat of a strangely mixed army of German mercenaries, Irish, and rebel English, gathered together to support an impostor. With the dispersing of this "Yorkist Pretender" army at Stoke in 1487, Henry VII was undisputed king and the Wars of the Roses came to a close.

## army selection limits

Minimum unit size is five figures. Any unit may upgrade figures to leader, standard bearer, or musician for 5 points per figure.

- Characters – Up to a quarter of the points value of the army.
- Foot units – At least a quarter of the points value of the army.  
(Yorkist Pretender armies: up to a quarter of the army points value.)
- Special units – Up to a quarter of the points value of the army.  
(Yorkist Pretender armies: at least a quarter of the army points value.)
- Mounted units – Up to a quarter of the points value of the army.
- Artillery – No more than one gun per 1000 army points.  
(Purchased as part of the Special Units allotment.)

## special rules

### extra-heavy armor

A new classification of armor is needed for the late medieval period. Extra-heavy armor gives its wearer a +4 save, at a cost of -1 inch to movement. Dismounted knights are entitled to a +3 save *versus* missiles due to well-fashioned armor from the continent. Note that mounted knights do not receive this extra bonus versus missiles, even though wearing the same style of German/Italian armor, due to the horse's vulnerability.

Light armor in *Warhammer Ancient Battles* is a reasonable equivalent to a jack (a padded or quilted garment for the upper body), heavy armor seems comparable to a brigandine (much sturdier than a jack, with embedded metal studs or plates), while extra heavy armor translates into partial or full harness (varying levels of plate armor protection).

Figures wearing extra-heavy armor move 4" during normal moves and 8" during march moves and charges, rather than 3"/6". This is in part to keep the game moving at a brisk pace, and also because of numerous accounts of modern day reenactors doing cartwheels and such while wearing full plate. It also assumes that movement on the battlefield is as dependent on confidence and esprit de corps as it is encumbrance. A levy would advance hesitantly while experienced but more heavily armored household men would advance with resolve, making their effective movement rate about the same.

If this option is used, increase the cost of dismounted knights and dismounted men-at-arms by +1 point per model.

## Longbows

Although longbowmen of the late medieval period are probably the most celebrated missile troops in military history, a BS of 4 (see *Warhammer Ancient Battles*) is too much of an improvement in a period with such large percentages of archers. For this reason, English and Welsh longbowmen have a BS of 3 but do not suffer the -1 modifier for moving while shooting. This gives them a marked advantage over their crossbow- and handgun-armed counterparts without resorting to a BS of 4, and for game purposes ensures that one side or the other is not punished for going on the offensive and attempting to settle the issue by close combat (which decided all battles of the Wars of the Roses).

### Right a sharp shower

English and Welsh longbowmen of the late medieval period were highly regarded for their skill. Their high rate of effective fire was achieved through years of training. There were limits, however, both to endurance and to ammunition supply. Longbowmen may, if stationary, double their fire in a turn. The number of turns they may do this varies according to the following procedure. Whenever Retinue Longbowmen double their fire, roll a D6. On a 1 or 2, the longbowmen have depleted their arrow supply, or are possibly suffering from fatigue. From this point on, no double firing is allowed, and all fire is halved for the rest of the game (picking up expended arrows, etc.). This means any fire from a rank other than the first is halved again, making only one quarter eligible to fire. Shire and Welsh Longbowmen use the same procedure, except they exhaust their arrow supply on a 1, 2 or 3.

### Longbow versus cavalry

In order to get a proper feel, a few minor departures from the core *Warhammer* rules are necessary.

- A mount does not confer a +1 to its rider's saving throw. A knight being able to improve his save *versus* missiles by mounting his destrier simply does not have a good late medieval feel. The points cost for mounted models have been adjusted to reflect this change.
- A longbow no longer causes a -1 armor save on all figures. Rather, it causes a -1 save for cavalry only, which can be countered by the purchase of barding. Barding no longer confers a +1 save in melee, and instead only provides a +1 save against missile fire. Thus a mounted knight on an armored warhorse has the same armor saving throw as his counterpart on foot, and is more vulnerable to missiles as he cannot take advantage of his expensive continental armor's extra protection against arrows while on horseback.

These changes are the result of a thorough study of the period. For those who prefer the Wars of the Roses list to be more compatible to *Warhammer Ancient Battles* and *Armies*

of *Antiquity*, alterations might be appropriate. I encourage the reader to make changes at his discretion.

## Light troops

In the army list, certain troop types are designated as light infantry or light cavalry. These include:

- Retinue longbowmen
- Shire longbowmen
- Welsh longbowmen
- Welsh spearmen
- Welsh border horse
- Irish bonnachts
- Irish kerns
- Border staves
- Irish horse
- French crossbow

Light troops may fight in either skirmish order or close order, as described in *Warhammer Ancient Battles* (see “Light Infantry,” p.56 and “Light Cavalry,” p.56). In skirmish formation, all rules for skirmishers apply (see Skirmishers,” pp. 54-56).

Light infantry can reform from skirmish order to close order if there is a musician in the unit. Reforming takes a full turn. When formed, light infantry in melee are restricted to a maximum rank bonus of +1, regardless of how many additional ranks in the unit.

## combined formations

Where specified by the list, missile troops may be combined with other infantry to form a single regiment, with the missile troops initially making up the front ranks of the unit. When entering close combat, the player controlling the unit may choose one of two options:

- The missile troops may remain in the front ranks, allowing them to stand and shoot against a charging enemy; in this case, any spear or bill-armed figures in the second rank may not fight in close combat.
- The missile troops may retire to the rear ranks; this prohibits them from shooting, but allows up to two full ranks of spearmen, one and one-half ranks of billmen (see “Bills & Polearms” on page 7), or one rank of other infantry, to fight in close combat. A unit in which the missile troops have retired to the rear may bring them forward again by spending an entire turn reforming.

Most longbow units are rated as either light or heavy infantry. If used as a stand-alone unit, they are treated as light infantry for the duration of the game. If they form a combined unit with permitted heavy infantry, they are treated as heavy infantry for the duration of the game.

Additional ranks of longbowmen, if used, fire at half strength as described for “Massed Archery” in *Warhammer Ancient Battles*, p. 23. Despite a mixture of troops, normal rules apply regarding all ranks having the same number of figures, with the exception of the rear rank, which may be smaller. The combined formation always uses the Leadership characteristic of the melee troops and not the missile troops themselves.

Longbows in the rear ranks may still fire even if melee troops are to the front as long as the unit is not engaged. They do so at half effect as outlined in the *Warhammer Ancient Battles* rules for massed archery.

**handguns** Individually operated handguns were used with increasing frequency in the late medieval period. The following rules apply for this weapon:

- Range: 16 inches.
- Fires at S4, with no saving throw allowed.
- May fire only every other turn.
- May not fire if they move in a turn.

Handgunners are always skirmishers. They may be formed into their own units. Alternatively, handgunners may be assigned to specific units of foot, as follows:

- One handgunner may be purchased for every four German pikemen or French/Continental footmen in a given unit. They are attached as skirmishers and may not move greater than 4 inches away from the parent unit.
- Handgunners may stand and fire when charged, and are simply moved to an unengaged side of their parent unit if physically in the path of a charge.
- If fired upon, or if the parent unit is targeted through their screen, a -1 shooting modifier applies due to their dispersal and the smoke generated by their weapons.
- Handgunners share the same fate as their parent unit and rout with them or are destroyed by pursuers should the parent unit be caught.

Note: If rainy weather conditions are part of the scenario, handgunners become light footmen and form the rear ranks of their parent unit.

**veterans** There were situations in Wars of the Roses battles where troops performed admirably or seemed to have an edge on their opposition. A unit may be designated as “Veteran” for a cost of +2 points per model. See *Warhammer Ancient Battles*, pp. 94-95.

Examples of veteran units for this period include the King’s “Yeomen of the Crown” (veteran retinue longbowmen), Cheshire archers (veteran shire longbowmen), Martin Schwartz’s Germans, Salisbury’s troops at Blore Heath, Edward’s army at Tewkesbury (which was the core of the victorious army from Barnet), and I’m sure a case can be made for others. Use of this rule will require some cooperation among the players to ensure it is not abused.

**artillery** Light bombards or small cannons on wheeled carriages were used at the battles of Northampton, Barnet, Tewkesbury, and Bosworth Field. The following rules have been adapted from *Warhammer Fantasy Battles*.

- Range: 48 inches.
- Hits are resolved at S10, with D4 wounds and no armor save.
- With at least 2 crew, a gun may be prolonged up to 4 inches per move, with no march moves possible. May fire every other turn, as reloading takes a full turn. If the crew is forced down to one model, reloading takes 2 turns.

#### **Fire procedure**

1. Line up the gun with the intended path of cannonball flight.
2. Call range, from 1 to 48 inches.
3. Roll the artillery die.
  - If a misfire is rolled, go to the following table and roll a D6.

- 1 Spectacular explosion. Crew takes S5 hit, no save.
- 2 Serious misfire. Gun lost, but crew survives.
- 3-4 Fouled. Takes one turn to clear and reload.
- 5-6 Minor malfunction. May fire normally next turn.

- If a number is rolled, the cannonball hits at the called distance plus the number of inches on the artillery die (2, 4, 6, 8, 10). As you can see, you should attempt to call a distance that is a little short of your target.
- 4. Once the actual spot that the cannonball hits is finalized, roll the artillery die again.
  - On a misfire, it sticks at that spot.
  - Any number represents the distance of the ball's bounce, and 'to wound' rolls are made for any figures in its path along a straight line.

Only one figure per rank (or file if fired on from the flank) may be under threat. The "Look out, sir!" rule applies in this case.

One crewman may be purchased as a master gunner. Once during the game, a master gunner may call for a reroll of any die associated with artillery fire (the three rolls described above in steps 3, 4, and 5), but must live with the second roll even if it is a worse result. This can be of great benefit, as it might prevent the loss of the gun, but temptation for another opportunity at a gloriously destructive shot is inevitable.

Casualties resulting from cannon fire cause certain units, usually with a starting unit Leadership of 5 or less, to take a Panic check. Characters may apply their leadership to this check. In the Wars of the Roses list, only local levies/revolting peasants are subject to this rule.

## scots spearmen

Scots armed with long spear normally fight in a modified phalanx. They should be formed in a block with the same number of ranks as files. If this is not possible due to the number of figures, the number of files must exceed the number of ranks by one. For example, with 20 figures, the Scots player can form a unit 5 across by 4 deep.

As long as they are eligible for a +2 rank bonus or better (at least 3 ranks) and are charged from the front, the following bonuses apply:

- Cavalry lose all charge bonuses for lances or spears.
- All opponents, foot and mounted, are -1 to hit in the first round. Mounted are also -1 to hit in subsequent rounds of combat.
- No warhorse attacks are allowed (keep in mind that I usually do not include warhorse attacks when playing).
- Phalanx movement rules do NOT apply. Scots spearmen move in accordance with *Warhammer Ancient Battles*.
- Scots gain +1 to their leadership for every 2 ranks, up to a maximum of +3. A deep formation of 6 ranks adds +3 to leadership for a total of 9.

None of the above bonuses apply if attacked from flank or rear. Charging Scots retain the leadership bonus for ranks, but gain no other benefits. However, once engaged, Scots spearmen subsequently charged while engaged gain all bonuses against the charging unit if not attacked from the flank or rear.

Scots spearmen may form a square. In this case they receive the special square rank bonus as their leadership bonus. See “Squares” below.

**SQUARES** A square may be formed by either German pikemen or Scots spearmen. The square is intended to portray such units as Swiss forming a “hedgehog”, Flemish fighting “in the manner of a crown”, and sturdy Scots packed into a schiltrons. The following rules are an attempt to depict this formation’s strengths and weaknesses.

- Designated units in the army list may form a square. This takes one turn of nonmovement, after which the models must be set up with an identical number of ranks and files, if possible.
- If a perfect square block is impossible, the players must use their judgment and attempt to arrange their models as close to a square as they are able. For aesthetic purposes, the models should be turned to face outward in all four directions.
- Pikes and spears have their usual advantages, in that pikes strike first, and both weapons may fight in two ranks. Pikes and spears also retain the bonuses for forming a phalanx.
- A square has no flanks or rear and may not move.
- Cavalry may not charge a pike-armed square and fights a spear-armed square at -1 to hit.
- Infantry are at a -1 to hit in the first round versus either pikes or spears.

See the applicable units in the army list for details.

Rank bonuses can be confusing, especially if a square is attacked from more than one side.

- If there are 25+ models in the square, the formation receives +3 for rank bonuses in all combats.
- If there are 16-24 models, the formation receives +2 for rank bonuses in all combats.
- With 15 or less models, no rank bonuses apply.

A square is considered a large target for purposes of missile fire.

Reforming is required should the unit wish to abandon the square and resume normal movement.

## **bills & polearms**

The bill is more of a weapon of collective security rather than of individual skill. The following rules reflect this better than a +1 Strength addition.

- Bills may fight either when charged or charging with the full front rank and one half (rounded down) of the second rank.
- ‘To hit’ rolls are made as normal. Any ‘to hit’ roll of “6” is resolved at S4, with all other hits at S3.
- Armor saves are as normal, with any S4 hits getting the further -1 armor save modifier.

These rules have a better feel for densely packed foot jabbing and raking with their polearms, and still allow for the occasional crushing blow that might occur when a soldier has his opponent at a disadvantage.

Using bills in this manner also frees up weapons with a +1S bonus to be thought of as “double-handed” weapons. The double-handed weapon as described in *Warhammer Ancient Battles* is seldom used because of the severe disadvantages of striking last. Note that in this list the term double-handed weapon refers to heavy melee weapons that provide a +1S bonus with no other qualities.

Prior to the game, players should decide whether the special rules for bills and polearms also apply to halberds.

## Lances & Warhorses

Warhorse attacks have been removed from the list. (The mounted point totals are adjusted accordingly.) However, in light of Sir Anthony Woodville’s famed jousting contest with the Bastard of Burgundy, I feel that the warhorse or destrier should still be included somehow. It seems that in their final pass, Woodville’s horse butted the Bastard of Burgundy’s horse so violently that it died from the impact. The Bastard complained to all who would listen that there must have been armor underneath the covering for the head of Woodville’s horse, even after the covering was checked and none was found. Needless to say these beasts must have been capable of delivering quite a shock.

With this in mind, during a knight’s charge a lance adds +1S and a warhorse adds an additional +1S. Knights still use the lance as in *Warhammer Ancient Battles*, but this method discourages men-at-arms from hitting with an S5, which should be limited if armor is to have a reasonable impact on the game.

Fortunately, the same effect can be obtained by simply giving thrusting spears to any mounted other than knights, but the above will give the reader of this list some insight to my thinking.

## Crossbows

The crossbow in *Warhammer Ancient Battles* is just as powerful a weapon at long ranges as it is at close range, but this does not give a good impression of the qualities of a crossbow bolt. A bolt could be shot with tremendous energy, but its short, stubby shape caused it to quickly lose its “zip”. For this reason, I recommend that a crossbow reduce its strength to 3 at long range, although it still gets a -1 save modifier against mounted targets.

### Pavises

Crossbow units may be equipped with large shields called pavises. These were either used individually or stood up collectively to form a barrier, offering significant protection against missile fire. Pavises came in many different sizes, and for *Warhammer Ancient Battles* purposes may be divided into two classifications: personal pavises and siege pavises.

- A personal pavise may be set up or taken down using a half move. When set up, and fired at from the front, the unit counts as if in soft cover (a -1 modifier). A personal pavise has no effect in melee. They are available to crossbowmen for +2 points per model.
- A siege pavise represents the heavy and unusual protective devices used at 2nd St. Albans. These are permanently fixed to their initial deployment location. When behind a siege pavise, the unit counts as being behind hard cover to its front against missile fire, and behind a defended obstacle for the first round of melee if attacked from their front in hand to hand combat.



The siege pavise barrier is knocked down if the unit moves, loses a round of combat, or the combat goes more than one round. Siege pavises cost 4 points for each rank that it is large enough to protect, and that they be available by scenario or when agreed by both players. The Earl of Warwick had ample time to plan his defenses and carefully place his pavises (some of which were spiked so that they could be laid flat as an obstacle for attacking enemy troops). When he was flanked by Sir Andrew Trollope and the Lancastrians, all of his intricate defenses were rendered useless.

## UNARMORED TARGETS

Unarmored foot in the Wars of the Roses, such as the “bare-legged” Irish at Mortimer’s Cross and Stoke, and the rebelling peasants at Losecoat Field, were decimated by missile fire because they were “naked” (completely unarmored). Some form of body protection was essential in the missile-heavy environment.

For this reason, and to add some value to light armor (which seems costly for its effect), I recommend rerolling all ‘to wound’ results that miss by one die pip when checking missile hits against unarmored targets.

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## CHARACTER PROFILES

**army general** No more than one per army. 140 points.

	M	WS	BS	S	T	W	I	A	Ld
Army General	4	6	3	3	3	3	6	2	9
Warhorse	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may wield double-handed weapon (see Special Rules).

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Any unit within 12 inches of the General may use his leadership value when it takes a leadership test.
- A modifier of -1 to the 12-inch leadership rule for all units on foot applies when the general is mounted.

**army standard bearer** No more than one per army. 80 points.

	M	WS	BS	S	T	W	I	A	Ld
Army standard bearer	4	5	3	3	3	2	5	2	8
Warhorse	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may wield double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Any unit within 12 inches of the Army Standard may reroll any failed Break tests.



Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may wield double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- May be purchased as the army general. Any unit within 12 inches of Edward may use his leadership value when it takes a leadership test.
- A modifier of -1 to the 12-inch leadership rule for all units on foot when Edward is mounted.
- Edward is a Warrior of Legend as described in *Armies of Antiquity* (p. 8) and is entitled to one roll on the ‘victorious generals’ table in *Warhammer Ancient Battles*, p. 95.

**john de vere  
earl of oxford**

140 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may wield double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- When both players agree, may have a 6-inch leadership radius using the same rules as battle leaders for an additional 10 points. Also, may be purchased as a Tudor army general for +25 points. In either case, when mounted, the -1 modifier applies if using his leadership value for units on foot.
- Entitled to one roll on the ‘victorious generals’ table on p. 95 of *Warhammer Ancient Battles*.

**marcin schwartz**

125 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Heavy armor and double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Rule 2 from “Drilled Troops” applies. Causes fear in troops with a Leadership characteristic of 7 or less.
- When fighting other Wars of the Roses armies, and both players agree, may have a 6-inch leadership radius using the same rules as the general for an additional 10 points.

**richard III** 150 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may use a double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- May be purchased as the army general. Any unit within 12 inches may use his leadership value for leadership tests.
- A modifier of -1 to the 12-inch leadership rule for all units on foot when Richard is mounted.
- Causes fear, though he does not confer this advantage to the unit he accompanies.
- Richard is immune to Psychology tests, and takes all break tests with an unmodified value of 10. Again, he does not confer these advantages to any unit he accompanies, and he will remain in melee even if the unit he is with routs.

**sir andrew trollope** 85 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may use a double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Any army with a general and Sir Andrew Trollope may call for a roll-off with the opposing player. Both sides roll a D6 and add their general's leadership value. Ties go to the opposing player. If Sir Andrew's side wins, he may choose one of the options available to a Byzantine general as a Strategicon, as described in *Armies of Antiquity*, p. 28.

**sir john cheney** 70 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, barded warhorse.

Options: When on foot, may use a double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

**sir anTHONY  
woodville  
(earl rivers)** 70 points.

	M	WS	BS	S	T	W	I	A	Ld
	4	5	3	3	3	2	5	2	8
	6	n	n	n	n	n	n	n	n

Equipment: Lance, extra-heavy armor, and barded warhorse.

Options: When on foot, may use a double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- +1 attack when engaged in a challenge.

## infantry unit profiles

**dismounted knights** No more than one unit per army. 20 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Dismounted Knight	4	5	3	3	3	1	4	1	8

Equipment: Extra-heavy armor, double-handed weapon.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- +3 save vs. missiles due to finely crafted, state-of-the-art German or Italian armor.
- Add +1 point if movement is not penalized for armor.

**dismounted  
men-at-arms** Limit of 2 units per army. 16 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Dismounted Man-at-arms	4	4	3	3	3	1	3	1	7

Equipment: Extra-heavy armor, halberd.

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Add +1 point if movement is not penalized for armor.

**retinue billmen** 9 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Retinue Bill	4	3	3	3	3	1	3	1	7

Equipment: Light armor, bill.

Options: May upgrade to heavy armor (+1 point).

Special Rules: See "Bills & Polearms" on page 7.

## Retinue Longbowmen

13 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Retinue longbow	4	3	3	3	3	1	3	1	7

Equipment: English longbow, light armor, stakes.

Options: May have buckler (+1 point).

Special Rules: Light infantry. Counted as heavy infantry if deployed in a combined formation. See “Light Troops” on page 4.

- English longbow: Range 30 inches, S3, a save modifier of -1 versus cavalry.
- If stationary may place stakes, which takes a full turn of no movement or shooting. Cavalry charging stakes take 1 S4 hit per model in the cavalry unit’s front rank.
- May fire twice per turn if stationary, but run the risk of reduced fire capability as outlined in “Longbows” on page 3.
- May form a combined unit with dismounted knights, dismounted men-at-arms, and retinue billmen.

## shire billmen, border foot

7 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Shire bill, border foot	4	2	2	3	3	1	3	1	6

Equipment: Light armor, bill.

Options: Border foot substitute thrusting spears for bills.

Special Rules: See “Bills & Polearms” on page 7.

## shire Longbowmen

10 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Shire Longbow	4	2	3	3	3	1	3	1	6

Equipment: English longbow, stakes.

Options: May have light armor (+2 points).

Special Rules: Light infantry. Counted as heavy infantry if deployed in a combined formation. See “Light Troops” on page 4.

- English longbow: Range 30 inches, S3, a save modifier of -1 versus cavalry.
- If stationary may place stakes, which takes a full turn of no movement or shooting. Cavalry charging stakes take 1 S4 hit per model in the cavalry unit’s front rank.
- May fire twice per turn if stationary, but run the risk of reduced fire capability. See “Longbows” on page 3.
- May form a combined unit with shire billmen or border foot. See “Combined Formations” on page 4.

**levies, peasants** 3 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Levy, Peasant	4	1	1	3	3	1	3	1	5

Equipment: Mixed weapons.

Options: May have buckler (+1 point).

Special Rules: Fear all units except other peasants.

- See “Unarmored Targets” on page9.

**wagon laagers** Limit of 1 laager per army. 45 points per wagon.

	M	WS	BS	S	T	W	I	A	Ld
	4	1	1	3	3	1	3	1	5

Equipment: Each wagon has a crew of five defenders armed with hand weapons.

Special Rules: All wagons must be set up as a single group with no more than 2" between each wagon, and within 12" of the player's table edge.

- Wagons count as a defended obstacle and provide hard cover for models that occupy them or who are behind them.
- All defenders form a single skirmisher unit that must remain with the wagons unless they break or flee.

## mounted unit profiles

**mounted knights** Limit of 1 unit. 24 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Mounted Knight	6	5	3	3	3	1	4	1	8

Equipment: Lance, extra-heavy armor, barded warhorse.

Special Rules: May have up to +1 rank bonus.

- May not be purchased if dismounted knights are used.
- Mounted Knights receive a +2S bonus when charging due to lance and warhorse combined (see “Lances & Warhorses” on page8).

## mounted men-at-arms

Limit of 1 unit. 18 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Mounted Man-at-arms	7	4	3	3	3	1	3	1	7

Equipment: Lance (use rules for thrusting spear), extra-heavy armor, horse.

Special Rules: May have up to +1 rank bonus.

## currouns, hobilars, anglo-irish cavalry

15 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Curroun, hobilar	8	3	3	3	3	1	3	1	7

Equipment: Light armor, thrusting spear, horse.

Options: Anglo-Irish may have shields (+2 points). Other types may upgrade to heavy armor (+2 points).

## northern border staves

Limit of 1 unit. 11 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Stave	8	3	3	3	3	1	3	1	6

Equipment: Mixed weapons.

Options: May have thrusting spear (+1 point), and/or light armor (+2 points).

Special Rules: Light Cavalry. See "Light Troops" on page 4.

- Must be used with at least one unit of Border Foot.

## irish horse

10 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Irish Horse	8	2	3	3	3	1	3	1	5

Equipment: Mixed weapons and javelins, bucklers.

Special Rules: Light Cavalry. See "Light Troops" on page 4.

- If used, the army should normally include at least one unit of Irish Kerns or Bonnachts.



**welsh border horse** 15 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Welsh border horse	8	3	3	3	3	1	3	1	7

Equipment: Light armor, thrusting spear, horse.

Options: May have shields (+2 points). May upgrade to heavy armor (+2 points).

Special Rules: Light Cavalry. See “Light Troops” on page 4.

- If used, the army should normally include at least one unit of Welsh spearmen.

## special unit profiles

**welsh spearmen** 7 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Welsh spearmen	4	3	3	3	3	1	3	1	6

Equipment: Thrusting spear.

Options: May have shield (+1 point). Welsh fielded as Heavy Infantry may have light armor (+2 points).

Special Rules: May be fielded as Heavy or Light Infantry. This decision must be made prior to the game. See “Combined Formations” on page 4.

**welsh longbowmen** 11 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Welsh Longbow	4	3	3	3	3	1	3	1	6

Equipment: English longbow, stakes.

Options: If fielded in a combined formation, may have light armor (+2 points).

Special Rules: Light Infantry. Counted as Heavy Infantry if deployed in a combined formation. See “Light Troops” on page 4.

- English longbow: Range 30 inches, S3, a save modifier of -1 versus cavalry.
- If stationary may place stakes, which takes a full turn without moving or shooting. Cavalry charging stakes take 1 S4 hit per model in the cavalry unit’s front rank.
- May fire twice per turn if stationary, but run the risk of reduced fire capability as outlined in “Longbows” on page 3.

**scots spearmen** Limit of 1 unit. 8 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Scots spearmen	4	3	3	3	3	1	3	1	6

Equipment: Thrusting spears.

Options: May have light armor (+2 points) or buckler (+1 point).

Special Rules: Scots spearmen.

**irish galloglaichs** 11 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Galloglaich	4	4	3	3	3	1	3	1	7

Equipment: Heavy armor and double-handed weapon.

**irish bonnachts kerns** 6 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Bonnachts, kerns	5	3	3	3	3	1	4	1	5

Equipment: Throwing spears, javelins, buckler (wicker shield).

Special Rules: Light Infantry. Counted as Heavy Infantry if deployed in a combined formation. See “Light Troops” on page 4.

- Rule 1 from “Warbands,” except the leadership bonus cannot be greater than +2.
- See “Unarmored Targets” on page 9.

**german pikemen** Limit of 1 unit. 16 points per figure. (More than one unit may be selected for an army containing Martin Schwartz.)

	M	WS	BS	S	T	W	I	A	Ld
Pikeman	4	4	3	3	3	1	3	1	7

Equipment: Light armor, pike.

Options: One unit may upgrade to heavy armor (+1 point).

Special Rules: Stubborn. See *Warhammer Ancient Battles* p. 53.

- Rule 2 from “Drilled Troops” applies. May form a modified Phalanx, if unit has at least 16 models and qualifies for rank bonuses of +2 or better. Phalanx rules are:
  - Cavalry may not charge the front.
  - May charge and fight in two ranks.
  - Movement rules for Phalanx do not apply. German pikemen move in accordance with basic *Warhammer Ancient Battles*.
  - Hand-to-hand attacks to the front of the block suffer a -1 to hit modifier in the first round of combat. All cavalry fight at -1 to hit in all rounds.
  - German pikemen may form a square. (See “Squares” on page 7.)

**handgunners** 8 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
Handgunner	4	3	3	3	3	1	3	1	7

Equipment: Handgun.

Options: May have light armor (+2 points).

Special Rules: See “Handguns” on page 5.

**French & continental crossbowmen** 8 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
French Crossbow	4	3	3	3	3	1	3	1	7

Equipment: Crossbow.

Options: May have light armor (+2 points) and/or personal pavise (+2 points).

Special Rules: Light Infantry. (See “Light Troops” on page 4.)

- See “Pavises” on page 8.
- May form a combined formation with French/Continental Heavy Foot. They are treated as Heavy Infantry if deployed in a combined formation. (See “Combined Formations” on page 4.)

**French & continental heavy foot** 9 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
European Heavy Foot	4	3	3	3	3	1	3	1	7

Equipment: Light armor, halberd.

Options: French, Bretons, and Scots may substitute thrusting spears for halberds.

Special Rules: The player may decide for himself whether the special rules for bills apply to halberds as well. See “Bills & Polearms” on page 7.

**breton javelinmen** 8 points per figure.

	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

Equipment: Throwing spears, javelins, hand weapon, shield.

Special Rules: Light Infantry. (See “Light Troops” on page 4.)

**artillery** Light gun and crew. 40 points per gun. 5 points per artilleryist.

	M	WS	BS	S	T	W	I	A	Ld
Light Gun	n	n	n	n	7	3	n	n	n
Artillerist	4	3	3	3	3	1	3	1	7

Equipment: Hand weapon.

Options: May have light armor (+2 points). May upgrade one artilleryist in the army to master gunner (+10 points).

Special Rules: See “Artillery” on page5.

## REFERENCES

An in-depth look at all military aspects of 15th century warfare in general, and the Wars of the Roses in particular, is available in Andrew Boardman’s *The Medieval Soldier in the Wars of the Roses* (Sutton Publishing 1998). Also, Philip Haigh has done a wonderful job in detailing the individual battles in his work, *The Military Campaigns of the Wars of the Roses* (Bramley Books 1995).

Freezywater Publications is responsible for some commendable accounts of the Towton campaign, Barnet, Tewkesbury, and Bosworth Field. Also of great value to the miniature wargamer are their three-volume set on heraldry and a booklet on standards and badges. Freezywater Publications relevant for this period include:

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Bennet, Michael, *The Battle of Bosworth*, Alan Sutton Publishing 1985.

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—, *Richard II and the Revolution of 1399*, Sutton Publishing 1999.

Boardman, A.W., *The Battle of Towton*, Alan Sutton Publishing 1994.

## glossary

- Wargamers familiar with medieval wargaming will most likely not need this following section. For those new to the Wars of the Roses, it will provide a thumbnail sketch of the various soldiers who fought for York, Lancaster, and Tudor. For those veterans who have already found this fantastic period, it will provide some insight into the list author's perspective. If close scrutiny leaves one with a deep conviction that the author has gone astray with his estimations of the effectiveness of various troop types, the wargamer is highly encouraged to make adjustments as he or she sees fit.
- army general** A senior noble with respectable abilities in both command and fighting skill (in this era often considered to be interrelated). Such peers as the Duke of Somerset, the Earl of Warwick, and Richard III would serve as the Army General.
- army standard bearer** The knight given the honor of carrying the commander's banner. William Brandon, Henry Tudor's standard bearer, was noteworthy in that he was cut down by Richard III himself at Bosworth Field.
- battle leaders** Prominent nobles such as Lord Hastings, the Duke of Exeter, and the Marquis of Montagu, who often commanded the vanward or rearward.
- lords** The lesser nobles who allied with the more powerful magnates in the struggle for the throne of England. Although many were motivated by loyalty to their chosen faction, others declared allegiance based on ambition or self-preservation.
- Irish heroes** Leaders fighting in the same style as the kerns and bonnachts, as any Irish lords would be armed similarly to the English nobility.
- Edward IV** The premiere warrior general of his time. He was 6'3" in height with considerable physical strength. Edward was undefeated on the field of battle, winning decisively at Mortimer's Cross, Towton, Barnet, and Tewkesbury.
- John de Vere, Earl of Oxford** Although a staunch Lancastrian throughout the majority of the Wars of the Roses, he was most famous for his victories at Bosworth Field and Stoke while serving Henry Tudor. He also succeeded in routing the left battle of Edward IV's army at Barnet.
- Martin Schwarz** The colorful German colonel, contracted by Margaret of Burgundy to serve the Yorkist cause in the last campaign of the Wars of the Roses. He made enough of an impression on the English peasantry to be remembered in folk songs long after the wars were over.
- Richard III** Richard served his brother Edward IV faithfully and was in a difficult situation following his brother's death. No one can ever be certain of Richard's political actions and motivations, but it would be difficult to deny his determination on the battlefield. Following his coronation, he experienced little but tragedy in his personal and political life, which his subjects naturally assumed to be a sign of God's displeasure. He was desperate to validate his right to rule through victory in combat, and fought on even

after the battle of Bosworth Field was all but lost. He is reported by some accounts to have boldly charged the position of Henry Tudor, killing Tudor's standard bearer and unhorsing Sir John Cheney before falling victim to a timely attack by the retainers of Sir William Stanley.

- sir andrew trollope Possibly the most accomplished soldier of his age. Trollope is credited with orchestrating the ambush at Wakefield, the flanking maneuver at 2 nd St. Albans, and he may have planted an ambush at Towton. He must have been invaluable to the Duke of Somerset, who was the acting Lancastrian general in these three battles.
- sir john cheney Described as a "giant," Cheney accompanied Henry Tudor on the Bosworth campaign. He was immense, especially for the times, being larger than even Edward IV.
- sir anthony woodville (earl rivers) Woodville was one of the premiere tournament knights of the era, possessing remarkable skills in both jousting and single combat. In a jousting match in 1467, he bested the Bastard of Burgundy in what was arguably the world championship. The next day's competition was conducted on foot with poleaxes, and the king was forced to end the contest by throwing down his gauntlet to prevent a fatal outcome.
- dismounted knights The nobility, squires, and household retainers fighting in full harness. Their stubbornness was a reflection of their awareness of how unlikely escape would be in the event of defeat. Commanders were forced to choose whether to stiffen their battle line, as was most common, or retain a powerful mounted force, as Richard III elected to do at Bosworth Field.
- dismounted men-at-arms Gentry, well harnessed, but less skilled than the household knights. An excellent example of this troop type would be the Welshmen fighting for William Herbert, Earl of Pembroke, at Edgecote Moor.
- retinue billmen Retainers serving in a powerful lord's standing army.
- retinue longbowmen Longbowmen in the permanent service of a noble. These would be similar to the acclaimed longbowmen of the Hundred Years' War.
- shire billmen Shire troops represent the barely trained and less enthusiastic militia supplied by individual cities, towns, and regions, called into to service by Commissions of Array. They were more determined when faced with a legitimate threat close to home, such as when Margaret's primarily northern army looted and pillaged almost to the gates of London in 1461. Border foot were accustomed to raids from across the English-Scots boundaries, and are more likely to be armed with a traditional spear.
- shire longbowmen Less devoted, and sometimes more interested in recreational sports than practicing with his weapon. Still reasonably skilled, but not to the level of his Hundred Years' War predecessor.

levies peasants	Ill-armed foot forced into service to swell numbers, or who came on campaign only in hopes of looting. A classic example is the ragged northern rabble, including some Scots, that joined Margaret for the promise of being allowed to plunder in lieu of wages. Another use of this troop type would be the representation of the disgruntled peasant, who revolted in protest of taxation and poor government. These men, completely unskilled in the ways of war, would nonetheless flock to the banners of such men as Jack Cade, Robin of Redesdale, and Robin of Holderness.
wagon laager	Wagon laagers were used to provide some security to an army's essential supplies and baggage. At Blore Heath, a wagon laager was used to secure the outnumbered Earl of Salisbury's right flank.
mounted knights	Noble knights fighting on armored destriers. Notable moments included the disastrous attacks by Lord Audley at Blore Heath, as well as Richard III's glorious charge at Bosworth Field. Although wargames rules traditionally view English mounted knights as inferior to their continental counterparts, this author is of the opinion that they were certainly competent on horseback, but reluctant or disinclined to normally fight in this manner.
mounted men-at-arms	Gentry mounted either for pursuit, or for a strike from a hidden position.
curours hobilers anglo-irish cavalry	Lesser retainers on horseback. These and possibly heavier mounted made a tremendous impact at Tewkesbury, by taking the initiative after scouting a possible ambush site, and making a timely attack against the rear of the Duke of Somerset's battle. Anglo-Irish cavalry are said to have been present on the rebel army's flanks at Stoke.
northern border staves	Lightly armed horse, skilled in raiding, but little used on the field of battle. They are intended for engagements closer to a skirmish level.
irish horse	The native Irish warrior, using his traditional weapons while mounted.
welsh border horse	Mostly light but sometimes heavier mounted followers of the less-Anglicized Welsh chieftains. Typically operated in conjunction with border foot.
welsh spearmen	There are differing views on how the Welsh of the period operated. The traditional view portrays the Welsh as lightly armed foot, well suited for operating in difficult terrain, but able to fight with some success in the open. I am inclined to believe that by the mid to late 15th century the Welsh were more anglicized, and probably looked very similar to their English counterparts. Both views are covered in the list.
welsh longbowmen	Welsh of probably similar ability to their English shire counterparts. Again, the list allows for the traditional Welsh and the anglicized Welsh.

scots spearmen	The best of the Scots troops who fought for the Lancastrians in the Towton campaign. Irish Galloglaichs Warriors in a long chainmail shirt, wielding double-handed axes, who formed the small professional core of the warring Irish clan chiefs' household troops.
irish donnach's kerns	Two troop types lumped into one classification. The player's choice of deploying in mass or skirmish determines which type they are. The rules for warbands fit descriptions of their fighting style at Mortimer's Cross and Stoke.
german pikemen	Professional mercenaries supplied by Margaret of Burgundy, who was the sister of Edward IV and Richard III. She also happened to be the widow of Charles the Bold, who'd met his end at the hands of the Swiss. These troops, under the infamous Martin Schwartz (in his day, at least), were sent to aid in the attempt to put Lambert Simnel, a Yorkist pretender, on the throne. It is not known if Margaret believed this would succeed, but it made good politics to keep Henry VII occupied to prevent his alliance with France against Burgundy. The pikemen were a mix of Flemish, Swiss, and Germans.
handgunners	Specialists of a variety of nationalities from the continent. Some examples are Burgundians at 2 nd St. Albans and Germans at Stoke.
french/continental crossbowmen	Mercenaries employing the powerful arbalest, often supplied by the French king, who eagerly meddled in English affairs for political advantage against Burgundy.
french/continental heavy foot	Continental troops armed with their own polearm versions or simply spears. These units could include French, Bretons, Scots, and Germans serving in mercenary units under foreign captains. Two notable examples of French captains leading contingents of their countrymen are Pierre de Breze and Philibert de Chandee. De Breze was Margaret's personal champion, while de Chandee led the French who accompanied Henry Tudor on the Bosworth campaign.
breton javelinmen	Bretons served at Mortimer's Cross and Bosworth Field, and it is very likely that some fought in their traditional style with javelins and shields.
artillery	Cannons light enough to be carried on a forced march, and with enough mobility to be of use in the field. Although there is plenty of potential for representing bombards, organ guns, ribauldequins, and the like, a generic light artillery piece is quite adequate for such battles as Barnet, Tewkesbury, and Bosworth Field. King Edward's artillery proved to be sufficient at the battle of Losecoat Field, where it shattered the ragged