

Campaign Rules for the War of the Roses.

Introduction

The rules are designed as a simple set of campaign rules for DBA. They are for two players who should be able to complete a campaign in four or five hours.

Our intention is to introduce additional period flavour, and interest, specific to the War of the Roses.

The rules use a set of cards to simulate the shifting loyalties of the period and to provide variation from battle to battle.

The system of cards is designed to yield a maximum army of 15 elements with an average of 12 as in basic DBA.

Campaign cards

To play this game print the cards provided on strong card. Cut them out to give a set of eighteen.

The pack consists of two Crown cards, six Noble cards and the remainder representing various regional contingents from the War of the Roses.

In addition to providing troops some cards require the use of compulsory terrain. This represents the special nature of some of the contingents and where they fought.

Figures required

To play this campaign you will need more than just two War of the Roses DBA armies. You require the following elements:

Kn	4 (4)	LH	2 (2)
Bd (S)	7 (7)	Bd	7 (7)
Sp	2 (2)	Pk	3 (3)
Ax	6 (6)	Bw	15 (26)
Ps	7 (7)	Art	2 (2)

This represents the maximum of any figure type that can be on the table, for both sides, at any one time. Given other choices you may end up using less. The bracketed figure is the total on all the cards.

Starting the campaign

1. Each player draws one of the two Crown cards.
2. The remaining sixteen cards are shuffled and each player is dealt three additional cards.
3. Each player starts the campaign with four cards and victory is achieved when a player holds eight cards.
4. All the player's cards are left face up at the side of the table with the remainder face down.

Forces for each battle

1. Each player rolls a d6.
2. The winner chooses to **attack** a card from their opponent's hand and selects one of their own cards to place at **risk**.
3. If a Crown card is chosen to be attacked then the attacker's Crown card must be placed at risk.
4. Each player then chooses three cards from their hand to field and the battle begins.

Terrain

To give a specific regional flavour certain contingents introduce compulsory terrain if an opponent attacks them.

1. Essex levies - a marsh passable by Ax and Ps only.
2. Welsh levies - a steep hill passable by Welsh Bw and Ps only.

Otherwise terrain is laid out exactly as in DBA v2.0.

Fighting the battles

The battles are fought using the DBA v2.0 with the following amendments:

1. Superior blades, Bd (S) add 1 when in close combat with other blade. This represents the extra quality associated with the men at arms of the Noble's retinues.
2. Welsh levies, Bw are treated as Ax for terrain effects allowing them to be effective on steep hills.
3. Cheshire levies count as defending a camp until they move.
4. Elements forming a noble's contingent may not form a group with elements from another noble. This represents the highly developed rivalry and distrust between the nobles even on the same side.

Treachery

The shifting allegiances so common in the period are represented as follows:

1. If a player rolls a 1 on the first battle bound one of their Noble contingents freezes.
2. The contingent is chosen at random and stays frozen until either player rolls a 6.
3. If the opponent is the first to roll a 6 then the player's frozen unit is removed from the table.
4. Units lost in this way do not count towards victory.

Victory in battle

1. Once the battle has been decided using the DBA system all losses are recorded.
2. The victor retrieves their risk card and draws a card from the pack.
3. The victor can keep either this card or their opponent's risk card established at the beginning of the battle.
4. If the victor chooses their opponent's risk card the loser receives the card drawn from the pack by the victor.

In this way each player always has at least four cards for the next campaign turn.

Subsequent battles

The procedure is exactly the same as for the first battle expect that units fighting in two consecutive battles carry forward losses incurred in earlier battles.

Player's cards that suffer heavy losses play a much less significant role in future battles. This discourages needlessly aggressive tactics unless there is a prospect of a significant tactical advantage.

Victory in the campaign

The campaign is over when a player:

1. Controls 8 cards or,
2. Captures an opponent's Crown card.

Credits

Mike Parsons and Martin Stephenson developed these rules during late 1999 and early 2000.

If you have any questions or comments please contact us via martin.st@virgin.net.

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Cards for Noble Contingents

<p>Edward IV </p> <p><i>1Kn, 2Bd(S), 1Bd, 1Bw, 1Ps</i></p>	<p>Henry VI </p> <p><i>2Bd(S), 2Bd, 1Bw, 1Ax</i></p>	<p>King of France </p> <p><i>2Kn, 2Sp</i></p>
<p>Henry Percy <i>Earl of Northumberland</i> </p> <p><i>1Kn, 3Bw</i></p>	<p>John De Vere <i>Earl of Oxford</i> </p> <p><i>1Bd(S), 1Bd, 2Bw</i></p>	<p>Richard Neville <i>Earl of Warwick</i> </p> <p><i>1Bd, 2Bw, 1Ps</i></p>
<p>Lord Thomas Stanley </p> <p><i>1Bd(S), 1Bd, 2Bw</i></p>	<p>John Mowbray <i>Duke of Norfolk</i> </p> <p><i>1Bd(S), 1Bd, 1Bw, 1Ps</i></p>	<p>Royal Armouries </p> <p><i>1Art, 2Ps</i></p>

Cards for Levy Contingents

<p>Carlisle Milita </p> <p><i>2Bw, 1Ax</i></p>	<p>Coventry Milita </p> <p><i>1Bw, 2Ax</i></p>	<p>Scottish Borderers </p> <p><i>2Lh</i></p>
<p>Flemish Mercenaries </p> <p><i>3Pk</i></p>	<p>Dutch Gunners </p> <p><i>1Art, 1Ps</i></p>	<p>Cornish Levy </p> <p><i>2Bw, 1Ax</i></p>
<p>Essex Levy </p> <p><i>1Bw, 1Ax, 1Ps</i> <i>Treat as Auxilia for terrain benefits</i> <i>When Attacked Compulsory 1 Marsh</i> <i>(Impassable to all except Ax and Ps)</i></p>	<p>Cheshire Levy </p> <p><i>3Bw(S)</i> <i>Counts as defending a Camp until moved</i></p>	<p>Welsh Levy </p> <p><i>3Bw (Irr)</i> <i>Treat as Auxilia for terrain benefits</i> <i>When Attacked Compulsory 1 Steep Hill</i> <i>(Impassable to all except Bw(Irr) and Ps)</i></p>