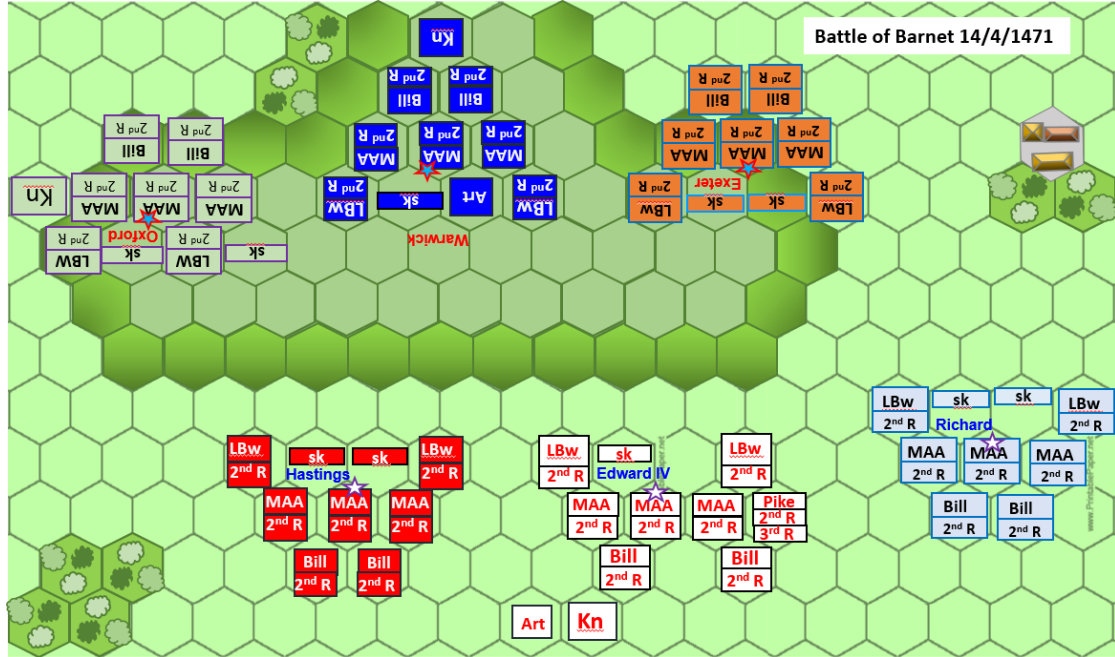


CHARLES THE BOLD SCENARIO

War of the Roses - Battle of Barnet 14 April 1471



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Archers Stakes		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Defensive Stone Tower
	Swamp		Major River

Note: Only full hexes can be entered by stands

Standard Medieval Unit Symbols

	Heavy Infantry with 2 nd rank		Light Cavalry		Long Spear with 2 nd rank
	Foot man-at-arms with second rank		Mounted Sergeant		Artillery
	Billman with 2 nd rank		Medium Cavalry		Longbows
	Longbows with 2 nd Rank		Knights		Pike Phalanx with 3 ranks
	Crossbows		Archers		Skirmishers
	Billman		Men-at-arms on foot		Handgunners
	Scottish Schiltron		Long Spear infantry		
			General		

CHARLES THE BOLD SCENARIO

Battle of Barnet 14 April 1471

Warwick the Kingmaker had been instrumental in winning the throne of England for the King Edward IV. Edward however proved to be his own man and soon sidelined Warwick. Warwick attempted to impose control over Edward by force. Edward fled to Burgundy raised a small force and returned to Northern England where he quickly gathered an army of supporters. Warwick had meanwhile restored the Lancastrian King Henry VI to the throne. As Edward moved South, Warwick moved to oppose him. The battle commenced in heavy fog leading to the two armies forming up overlapping each others left flanks.

Yorkist Commands		
Left - Hastings	Centre – Edward IV +2	Right - Richard of Gloucester +1
3 double rank MAA 2 Double rank Bill 2 Double Rank Archer 2 Skirmisher	1 HC 3 double rank MAA 2 Double rank Bill 1 Triple Rank pike 2 Double Rank Archer 1 Skirmisher 1 Artillery	3 double rank MAA 2 Double rank Bill 2 Double Rank Archer 2 Skirmisher
Lancastrian Commands		
Left - Exeter	Centre – Warwick +1	Right - Oxford
3 double rank MAA 2 Double rank Bill 2 Double Rank Archer 2 Skirmisher	1 HC 3 double rank MAA 2 Double rank Bill 2 Double Rank Archer 1 Skirmisher 1 Artillery	1 HC 3 double rank MAA 2 Double rank Bill 1 Double ranks Welsh 2 Double Rank Archer 2 Skirmisher [

ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a combat or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart for other categories.

MP – Movement Points, SP – Strength Points, IF – Impact Factor, BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

ARMY LIST

Unit	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Knight B	CS, HC	3/2	6	3					3
MAA B	CS, HI, Bill	2/1	6/5	2					3
Bills B	CS, HI, Bill	2	5/4	2					2
Pike B	CS, Pike	2/1	5/4/4	1					2
Welsh B	CS, Long spear	2	5/4	1					2
Archers B	SS, Longbow	2	4/4	0	1	0			2
Skirmish B	SS, Sk, handgun, XBow, LBow	2	2	0	1	0			1
Artillery B	SS, Art	1	2	0	2	2			

Knights have 3 Movement Points in their first move each turn, then 2 for any additional moves. Likewise Pike with 2MP and 1MP.

MAA have 2 Movement Points in their first move each turn, then 1 for any additional moves. In their first 2MP move they can turn one hex face and leave the hex without disorder.

Scenario Rules.

1.0 Any stand that Edward IV, Warwick, or Richard of Gloucester is attached to gets an extra 1D6 in close combat.

2.0 Fog reduces visibility to 2 hexes in the first round and 3 from the second onwards.

3.0 The hill is a gentle slope. No uphill melee benefits, but it is a hill for visibility purposes.

4.0 Knights cannot charge unless they can see an enemy to charge at the very start of their move.

5.0 Archers charged frontally can fire both ranks defensively against mounted at the 2H strength even if they are not in cover or next to a Combat Stand. Archers get an extra +1D6 in any firing against mounted knights and can cause 2 strength points damage. They fire normal defensive fire against foot [ie front rank only in the open, both ranks if in cover].

6.0 Buildings count as impassable terrain and cannot be entered.

7.0 All skirmishers can move once and fire without penalty.

CHARLES THE BOLD SCENARIO

Victory Point Chart.

No. is the number of this kind of stand in the army. BP is the Break Points for each of those stands. TP is the Total Points for that kind of stand in the army. Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost.

Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

York	No.	BP	TP	Stands Lost	Points Lost
Knights	1	3	3		
Men at Arms [both ranks count as 3 points]	18	3	54		
Bills	12	2	24		
Pike	3	2	6		
Archers	12	2	24		
Skirmish	5	1	5		
Artillery	1	1	1		
TOTALS		40	117		

Lancaster	No.	BP	TP	Stands Lost	Points Lost
Knights	2	3	6		
Men at Arms [both ranks count as 3 points]	18	3	54		
Bills	12	2	24		
Welsh	2	2	4		
Archers	12	2	24		
Skirmish	5	1	5		
Artillery	1	1	1		
TOTALS		40	118		