

## War of the Roses 1455-1515

Aggression: 1

Home Territory: Arable

Description	Type	Min – Max	Cost
King or Pretender	Knight ( <i>C-in-C, Barding</i> )	1	17
• Dismount as Blade	Blade	Any	
• If Henry VI, Margaret of Anjou will be in actual command	<i>Trickster CinC</i>		0
• If Edward IV	<i>Inspiring Hero</i>		+3
• If Warwick the Kingmaker 1 Knight, 1 Billmen and 1 Archer must be designated as an Ally			-3
• If Richard III	<i>Lethal</i>		+1
• If Henry Tudor (Henry VII)	<i>High Morale</i>		+1
Loyal Vassal	Knight (General, <i>Barding</i> )	0-1	17
• Dismount as Blades	Blades	Any	
• If Richard of York (Richard III) only if Edward IV is CinC	<i>Lethal</i>		+1
Elizabeth Woodville (Edward IV's Queen) only if Edward IV is CinC	<i>Camp Mage Level 2</i>	0-1	5
Knights	Knights	2-4	6
• Dismount as Blades	Blades	Any	
• Add Barding	<i>Barding</i>	0-2	+1
Curours	Cavalry	2-4	4
• Dismount as Auxilia if Cavalry	Auxilia	Any	0
• Downgrade to Border Staves	Light Mounted	0-3	-1
Archers	Warbows ( <i>Loose Order</i> )	3-6	5
• Upgrade to Hackneys	<i>Hackneys</i>	0-6	+1
Scouts	Skirmishers	0-2	3
• Give Handgunnes	<i>Lethal</i>	0-1	+1
Shire Levy	Hordes	0-3	3
• Make Levy Archers	Bow	0-2	+1
Billmen	Spears ( <i>Polearms</i> )	3-6	6
Bombards	Artillery	1-2	5
Welsh	Spear (Fast)	0-1	6
Irish	Auxilia (Fast)	0-1	4

Special Rules:

Camp Mage: cannot leave Camp but functions as a Level 2 Mage. Adds +4 to Camp CF.

Inspiring Hero: may reroll Close Combat die roll with a +1 but a subsequent roll of "1" removes the Hero and counts a 1 Element lost and if a General that Ability is lost.

## Imposters 1480-1500

Aggression: 4

Home Territory: Arable

Description	Type	Min – Max	Cost
John de la Pole Earl of Lincoln	Knight (C-in-C, <i>Barding</i> )	1	17
• Dismount as Blade	Blade	Any	
Imposter	Camp Imposter	1	0
Knights	Knights	1-2	6
• Dismount as Blades	Blades	Any	
• Add Barding	<i>Barding</i>	0-1	+1
Archers	Warbow	1-3	5
• Hackneys	<i>Hackneys</i>	0-3	+1
Billmen	Spears ( <i>Polearms</i> )	1-3	6
Mercenary Pike	Pike	2-4	5
• Make General as Martin Schwartz		0-1	+10
Mercenary Crossbows or Hangunners	Crossbows	0-2	4
• Make Hangunnes	( <i>Handgunnes</i> )	0-2	0
Scouts (Irish or Mercenary)	Skirmishers	2-4	3
Irish Galloglaich	Blades (Fast)	1-2	6
Irish Kerns	Aux (Fast)	3-6	4

Special Rules:

Camp Imposter: must stay in Camp but raises Camp CF by +1. If lost, count the Camp counts as 2 Elements lost.

If Martin Schwartz is taken, he may only command Mercenaries.

## Using the Lists

The list are designed for 100 point games. For larger games double the Max/Mins except for the CinC.

To play a 12 Element game just take only the mandatory Elements.