

Against The Nature of Gentleness

A War Game of the Wars of the Roses

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ORDER OF PLAY

| Action | Notes |
|----------------------------------|--|
| Collect Income | Every Month |
| Check for Army or Fleet Mutinies | Every turn |
| Upkeep of Units & Unpaid Markers | Every Turn |
| Write movement orders | Done secretly and for both land and sea |
| Sea Movement | Resolve in Following Order <ul style="list-style-type: none">• Embarking• Disembarking• Sea Movement• Patrol Outcomes |
| Sea Battles | |
| Land Movement | |
| Coming into Contact | Adjudicate contact outcomes |
| Land Combat | Resolve in Following Order <ul style="list-style-type: none">• Skirmishes• Battles |
| Sieges | Resolve in Following Order <ul style="list-style-type: none">• Sallies• Storming• Besieging• Negotiations |
| Recruit Units | Dice for arrival of new units, pay for them and place on map |
| Disband Units | |
| Check Support | |
| Turn end | Move turn marker |

Game Basics

The game is divided into turns. Each game turn represents about 3-4 days. All turns will be completed as quickly as possible, hopefully within 5 minutes. The first turn starts in April 1483 and the game is designed to last between 14 and 16 turns.

During the game players will be able to freely talk with one another and move around the room, irrespective of where their actual figure is on the map. Movement orders are written and handed to the umpire. **Players can never move any figures or counters.**

The Map is divided upto into Regions which are used for determining support. Land movement is from point to point, each point being either a town, port, stronghold or village. Sea movement is from Port to Sea Area, or Sea Area to Sea Area etc.

Unit Types

| Unit | Colour of Counter | Recruitment Fee | Cost per turn |
|-------------|-------------------|-----------------|---------------|
| Retainers | Red | £15 | £1 |
| Garrisons | Green | £5 | - |
| Mercenaries | Pink | £10 | £1 |
| Shipping | Blue | £5 | £1 |

- Each Retainer or Mercenary unit represents about 100 men.
- Each Garrison Unit represents 1 dozen siege specialists, and is not a field unit
- Each Shipping unit represents 1 ship.
- Each ship can carry 2 Units of Retainers or Mercenaries

Definitions

Army

An Army is a group of Unit/s with one or more Lords. One of the Lord's is selected to be the Army Leader.

Fleet

As above, but for a group Ship and Land Units.

A Lord's Affinity

Each Lord recruits Units into their affinity. An affinity are retainers and mercenaries whose loyalty is only to their recruiting Lord. They fight, retreat or disband on the order of their Lord. If a Lord and his affinity join an Army or Fleet, the Lord still controls his Units, and they act on the Army Leader's orders with his consent. Mercenaries can be transferred from one Lord's affinity to another, but often will require a new recruitment fee, see the umpire. A Lord's affinity is can also be an Army or Fleet if the Lord is the only Lord in the group.

FINANCIAL RESOURCES

Every Lord starts with: estates owned, officers held and cash in hand. Each estate provides a cash income and retainers. An office provides income and retainers. Cash is always with the Lord, unless another arrangement has been made with the agreement of the umpire.

Strongholds - Castles, Towns and Ports

A stronghold can be either a castle; a walled town or city; or a port is walled and has access to the sea with harbour facilities. All are defensible and have strength rating.

Recruiting Units

Retainers

Retainers can be recruited from a Lord's estates. The recruitment fee is paid when they are recruited. The maximum number of retainers that can be recruited is indicated on the Estate's details.

For Example:

| | |
|-----------------|-----------------------------------|
| <i>Estate:</i> | <i>Richmond</i> |
| <i>Region:</i> | <i>Yorkshire & Lancashire</i> |
| <i>Maximum:</i> | <i>6 Retainers</i> |

For every full or part of a turn a Lord is at his Estate he can roll 1xd3 for the number of Retainers he can recruit that turn. The recruitment fee is paid when they are recruited. If this fee cannot be paid, the new recruits do not join his army, return to the umpires control. Recruitment stops at that estate and can not be resumed.

Mercenaries, Garrisons & Shipping

All Mercenary, Garrison and Shipping units are recruited from the umpire. The cost and terms of service (e.g. length of service, numbers required, etc.) are negotiated.

Mercenaries and Garrison units are recruited from the continent, via the umpire who will represent the foreign powers. The players can choose between the following:

| <u>Ruler</u> | <u>Faction</u> | <u>Starting Location for Units</u> |
|------------------|-----------------|------------------------------------|
| King of France | pro Lancastrian | A French Port |
| Duke of Burgundy | pro Yorkist | A Flemish Port |
| King of Scotland | neutral | Scottish border |
| Duke of Brittany | pro Yorkist | A Brittany port |

Shipping can be recruited from any port. For every full or part of a turn spent in a port 1xd3's worth of shipping is available for hire.

Unpaid Markers

Every turn "upkeep" is paid for all Units. A Lord can only choose to pay or not to pay all Units in a Army or Fleet. They cannot select units to pay or not to pay.

An "unpaid" marker is placed on an Army or Fleet if it is not paid. For every subsequent turn of non-payment, place an additional "unpaid" marker. A Lord may pay an Army or Fleet and remove at unpaid markers at any time during the turn.

If an Army or Fleet splits into two or more Armies or Fleets each new Army or Fleet is given unpaid markers to match the number the original Army or Fleet had.

e.g.: An Army of 15 units has two unpaid markers. At the start of the movement phase the Army is ordered to split into two Armies (Army A = 5; and Army B = 10). Both new Armies have two unpaid markers.

If an Army or Fleet with unpaid markers join another Army or Fleet without unpaid markers, the unpaid markers are not removed and are kept.

Mutinies

Every turn all Armies and Fleets are tested for mutinies. If an Army or Fleet has four unpaid marker it mutinies and has to disband.

Disbanding Units

All Units can be disbanded at any time, or after mutinying. Retainers disperse to their estates and are removed from the game; Mercenaries, Garrisons & Shipping Units are returned to the control of the Umpires.

MOVEMENT

All Lords’ locations are identified and their figure is placed on the map, with an indication as to the size of their Army or Fleet. The actual composition of a Lord’s Army cannot be inspected by other players, unless they are co-located. Only the general size of the Army is indicated for movement purposes.

SEA MOVEMENT

Each turn all Fleets have to either:

1. Move
 2. Patrol a Sea Area/s
 3. Embark Land Units
 4. Stay in port
- whilst at sea a fleet has to move some or all of its movement allocation.
 - a fleet in port can choose to move or not move
 - to patrol Fleet has to start turn in a port

A Fleet can only move if the controlling Lord is with it. If there are several Lords with one Fleet, one Lord is selected to be the leader.

The controlling Lord chooses one from the above 3 options and writes this on an order sheet and hands it to the Umpire who then moves all units and players’ figures. The actual speed of a Fleet moves is determined by a dice roll.

One point of sea movement is either from a sea region to a sea region and from a port to a sea region (or vice versa).

- For each fleet, attempting to move, roll 2xd6, even if there are other fleets in the same sea region.

Modifications to Die Roll

Winter - minus 4 Spring - minus 1
 Summer - n/a Autumn - minus 2
 Interception – minus 4

| Dice Roll | Description | Movement |
|-----------|------------------|---|
| 2 | Storms at Sea | <ul style="list-style-type: none"> • Fleet disperses – 50% lost, randomly selected • Survivors make landfall at random locations on coast. • Ships in ports are not effected |
| 3 – 4 | Gales | <ul style="list-style-type: none"> • Must attempt to take shelter in nearest (randomly determined) port or coastal point, in same sea area. |
| 5 – 7 | Counter Winds | <ul style="list-style-type: none"> • May move up to 1 sea areas. |
| 8 – 10 | Favourable Winds | <ul style="list-style-type: none"> • May move up to 2 sea areas. |
| 11 – 12 | Good Winds | <ul style="list-style-type: none"> • May move up to 3 sea areas. |

Embarking and Disembarking

To disembark, units are placed at a port or landing point chosen, ready to start Land movement, in the same turn. Embarking takes one full turn of no movement for all units involved in the process.

A Lord may embark or disembark in the same turn they arrived at the port where the shipping is, but no units can accompany them.

Coming into Contact – Fleets

Fleets are not able to come into contact through ordinary movement. Only if a fleet engages in patrolling can fleets come into contact and engage in combat.

Patrolling

A Fleet can patrol selected Sea Areas in an attempt to intercept another Fleet. The patrolling Fleet is based on a port and pays an extra £1 per ship per adjoining Sea Area - this is in addition to the usual upkeep. More than one Sea Area can be patrolled, so long as the Sea Areas are contiguous and the extra cost is paid.

For example:

A Fleet of 5 ships is based in Sandwich and at a cost of £10 per turn it can patrol the Straits of Dover and the Wash sea areas.

Intercepting

If another Fleet attempts to move through a Sea Area being patrolled the patrolling Fleet rolls the weather dice (minus 4 in addition to any seasonal modification) and if it can move to the Sea Area from its base port to the Sea Area where the other Fleet is it can intercept.

LAND MOVEMENT

Each turn all Armies have to either

1. MOVE to *place* - move
2. FORAGE at *place* - no movement; forage locality
3. PREPARE at *place* - no movement; prepare for battle (cost of £1 per unit)
4. OCCUPY *place* - no movement; occupy a stronghold
5. BESIEGE *place* - only if enemy occupying a stronghold
6. EMBARK - spend turn embarking onto waiting fleet
7. CONFORM - conforms with the Army Leader's next action

All Lords submit written orders – see above options - even if they just write conform. If no movement option is specified, the default is taken to be CONFORM.

The actual distance an Army moves is determined by the sum of the entire co-located stack of units (Retainers, Garrisons or Mercenaries)

Movement Table

Winter - Minus 1 *Spring* - No change
Summer - Plus 1 *Autumn* - No change

| Army Size | Move | Counter |
|--------------------|-------|--------------------------------------|
| 4 Units | 1d3+6 | Lords' Standard on its own |
| 5 - 20 Units | 1d3+3 | Lord/s Standard/s on 1 unit counter |
| more than 20 units | 1d3+2 | Lord/s Standard/s on 2 unit counters |

Coming into Contact - Armies

When two Armies move onto the same “move point” this is termed *Coming into Contact*. The Army Leaders have to decide what their actions will be from a set of four cards. Each select a card and reveal simultaneously.

Exceptions

- if one army is currently foraging the moving army gets to choose whether to attack. If they attack resolve this as a Skirmish otherwise resolve with the *contact cards*
- if the combined strengths is 10 or less, any combat is resolved as a Skirmish

| | Stand | Evade | Attack | Parley |
|---------------|-------------------|--|--|---|
| Stand | Re-Test next turn | Evader retreats upto 2 moves points; both resume normal movement next turn | Determine outcome of a Battle; standing Army may claim prepared position, if paid for. | Negotiate Re-test next turn |
| Evade | | Both retreat upto 2 move points, and resume normal movement next turn | Determine outcome of a skirmish | Evader retreats upto 2 move points; both resume normal movement next turn |
| Attack | | | Determine outcome of a Battle | Determine outcome of a Battle; parleying army may claim prepared position, if paid for. |
| Parley | | | | Negotiate Retest next turn |

Retreat

All retreat outcomes give the option of retreating into a stronghold; if this is not possible or desirable, the Army has to retreat at least 1 point or upto the maximum indicated.

COMBAT

Skirmishes – All Sea & Low-Level Land Combat

To Determine Outcome

1. All Lords must secretly write down if they intend to:
 - FIGHT – for their Army
 - DEFECT - joining the enemy’s Army
 - RUN AWAY – as it says
2. Calculate the total number of Retainer and Mercenary Units for each side from the committed Lords’ affinities.
3. Roll 1xd6 for each side
4. Modify die roll with any relevant tactical factors – see umpire
5. Announce the outcome
 - Check who dies, is wounded, captured etc.
 - Deduct casualties and calculate loot
 - Losers get their free movement

Deciding Casualties

Roll **2 D6** for each Lord involved, to see if they are Killed or wounded.

| <i>Difference between totals</i> | Winning Side | Loosing Side | Inconclusive |
|---|--|---|---|
| 0 to +3 | Not applicable | Not Applicable | 2 - 3 killed 12 prisoner 10% Units killed |
| +4 to +5 | 2 - 3 Lord killed 10% Units killed 10% of enemy cash | 2 - 3 Lord killed 11 - 12 prisoner 10% Units killed | Not Applicable |
| +6 to +7 | 2 Lord killed 10% Units killed 20% of enemy cash | 2 - 3 Lord killed 10 - 12 prisoner 20% Units killed | Not Applicable |
| +8 or greater | 2 Lord killed 0% Units killed 30% enemy cash | 2 - 4 Lord killed 10 - 12 prisoner 30% Units killed | Not Applicable |

- If a Lord is killed or captured his retainer units disperse and are removed from the game and his mercenaries, garrison and shipping units are returned to the control of the umpire
- Any surviving defeated Lords and their units are allowed a free move of three points on Land or into the next sea area or to port
- In an inconclusive fight, all Lords and their units are allowed a free move of three points or into the next sea area or to port
- If taken prisoner a victorious Lord is randomly determined to be their captor. All of his retainers disperse his mercenaries and shipping return to the control of the umpire and all of his cash is captured by his captor (this is exclusive of other loot).

Battles – Large Scale Land

To Determine Outcome

1. All Lords must secretly write down if they intend to:

- FIGHT – for their Army
 - DEFECT - join the enemy's Army
 - AWAIT – by staying inactive and neutral
2. Calculate the total number of Retainer and Mercenary Units for each side from the committed Lords' affinities.
 3. Add any relevant tactical factors and announcement the calculated totals.
 4. All Lords, again, secretly write down if they intend to:
 - FIGHT – for their Army
 - DEFECT - join the enemy's Army
 5. Recalculate, if necessary
 6. Roll one die (1xd3) for each side and calculate who wins.
 7. Announce the outcome
 - Check who dies, is wounded, captured etc.
 - Deduct casualties and calculate loot
 - Losers get their free movement

Tactical Factors

The Umpire will adjudicate which factors are applicable from a secret list.

Outcome

The victory goes to the side with the greater total. The scale of the victory is determined by the differences in scores. In case of a tie, toss a coin.

| Difference in Advantages | Description of Outcome | Noble Casualties of the Victor | Noble Casualties of the Loser |
|---------------------------------|---|--|--------------------------------------|
| Tie decided by toss of coin | Long mutually exhausting combat resulting in victory through attrition. No pursuit. | 2-4 killed (roll for each player) No loot | 2-5 killed 12 prisoner |
| +1 / +2 | After a stiff resistance the enemy was gradually forced back until they broke. Pursuit was bloody (few prisoners) as most of forces were heavily engaged when the final break came. | 2-5 killed 10% cash looted | 2-6 killed 11-12 prisoner |
| +3 / +4 | After a short resistance by some of the enemy, the defender soon lost heart and left the field. Pursuit allowed the victors to loot the baggage and take some prisoners. | 2-3 killed 25% cash looted | 2-3 killed 10-12 prisoner |
| +5 or greater | The enemy rapidly realised all was lost and put up a token resistance, after a brief combat the enemy was routed, captives and baggage being looted. | 2 killed 50% cash looted | 2-3 killed 8-12 prisoner |

Casualties

- Defeated Lord
 - all retainer units are dispersed and immediately removed from the game
 - all mercenary and garrison units take casualties and are then returned to the control of the Umpire
 - all surviving but defeated Lords immediately retreat 1 or 2 points, or to a stronghold within 1 or 2 points

- Victorious Lord
 - if the Lord is killed all of his retainer units disperse and are removed
 - if the Lord is killed all of his mercenary and garrison units take casualties and are then returned to the Umpire's control
 - If the Lord survives his retainers and mercenaries take casualties (see table below)

| | Casualty Rate | Casualty Rate |
|---------------------------------|----------------------|----------------------|
| <i>Difference In Advantages</i> | Retainers | Mercenaries |
| <i>Toss of coin</i> | 40% | 20% |
| <i>+1 / +2</i> | 20% | 10% |
| <i>+3 / +4</i> | 10% | 0 |
| <i>+5 or greater</i> | 0 | 0 |

SIEGES

All fortified locations are open to whichever army chooses to march to them, unless a Lord has placed a unit in a stronghold as a garrison, who then has the choice of refusing or granting access.

| Strength Rating | Stronghold Description | Examples | Maximum Garrison |
|------------------|-----------------------------------|---|------------------|
| 2 | Castle or Small Town / Port | Tutbury Cirencester | 5 |
| 3 | Large Castle or Large Town / Port | Norham, Corfe, Dover | 10 |
| 4 or 5 | Named Town or Port | York, Bristol, Coventry Berwick, Norwich | 30 |
| 6 or more | Named City | London, Calais | 50 |

Strongholds marked on the Campaign Maps

On the map all named points (cities, towns, ports or castles), are coloured in red, and have a Strength Rating of 2. All larger towns or cities are coloured in yellow and the number denotes strength.

If a stronghold has an (s) after its Strength rating, this means it can be resupplied via the sea.

Besieging a StrongholdGarrison Sallies Out

Before the besieger can act, the garrison can opt to sally forth and attack. Treat as a skirmish combat and resolve.

If the sally attempt is defeated, they can retreat into the castle - apply casualties and allow the besieger their move if not yet taken.

Storming a Stronghold

The besieger can opt to storm a stronghold only once a turn. The umpires have rules governing the outcome.

Investing a Stronghold

The actual strength of a stronghold is secretly determined by the umpire, based in its strength rating, size of garrison and other factors. Eventually a besieger will either starve out the defenders or breach their walls, resulting in a negotiated settlement or a bloody storming of the walls.

SUPPORT

A Lord relies on support from the towns and shires for cash, armed retainers, food and sometimes the goodwill to allow him to pass unhindered.

Each Army passing through and staying in a region has to check for its support. Roll for each Army, taking into account of all the Lords in the Army.

- + 1 if previous turn's reaction was Respect or better in that region
- + 1 if the Army Leader has been on the winning side in a battle during the game
- + 2 for each Estate in that region owned by a Lord
- + 2 for each Estate in that region in which ownership is disputed by a Lord
- + 2 if declaring a Commission of Array

- 1 if previous turn's reaction was Dislike or worse in that region
- 1 if the Army Leader has been on the losing side in a battle during the game
- 2 if foraging
- 3 if occupying a Town or Port

- +/- personal influence of Lord

Roll 2xd6 with above modifiers

| Modified Roll | Outcome | |
|---------------|----------------------|--|
| < 1 | Active Dislike | <ul style="list-style-type: none"> • refuse to open gates of towns • fight skirmish, roll for outcome as if you lost with +6 |
| 2 – 3 | Dislike | <ul style="list-style-type: none"> • refuse to open gates of towns |
| 4 – 7 | Neutral | |
| 8 – 10 | Respect | <ul style="list-style-type: none"> • receive £1 for every Unit in Army |
| 11 – 12 | Popular | <ul style="list-style-type: none"> • receive £1 for every Unit in Army • gain 1 Unit of Retainers |
| > 13 | Enthusiastic Support | <ul style="list-style-type: none"> • receive £2 for every Unit in Army • gain 2 Unit of Retainers |

Game Turn Track

| Turn | Date | Notes |
|------|--------------------|------------------------------|
| 1. | Apr 1483 Week 3 | Spring |
| 2. | " | |
| 3. | Apr 1483 Week 4 | |
| 4. | " | |
| 5. | May 1483 Week 1 | |
| 6. | " | |
| 7. | May 1483 Week 2 | |
| 8. | " | Pay Upkeep Collect Income |
| 9. | May 1483 Week 3 | |
| 10. | " | |
| 11. | May 1483 Week 4 | |
| 12. | " | |
| 13. | June 1483 Week 1 | Summer |
| 14. | " | |
| 15. | June 1483 Week 2 | |
| 16. | " | Pay Upkeep Collect Income |
| 17. | June 1483 Week 3 | |
| 18. | " | |
| 19. | June 1483 Week 4 | |
| 20. | " | |
| 21. | July 1483 Week 1 | |
| 22. | " | |
| 23. | July 1483 Week 2 | |
| 24. | " | Pay Upkeep Collect Income |
| 25. | July 1483 Week 3 | |
| 26. | " | |
| 27. | July 1483 Week 4 | |
| 28. | " | |
| 29. | August 1483 Week 1 | |
| 30. | " | |
| 31. | August 1483 Week 2 | |
| 32. | " | Pay Upkeep Collect Income |