

# *Impudent and Shameless Lords*

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## **GAME SYNOPSIS**

My game aim is to simulate the personal nature of politics in the Middle Ages against the background of a national leadership crisis, made by the weak Kingship of Henry VI.

### **Wealth & Power**

All wealth comes from the Estates and with it power. By owning Estates, a Lord will attract retainers, well-willers, vassals and tenants who all owe their livelihood to the Lord and owe him a duty of service. No matter how rich and powerful, all Lords need to have allies, for without them they cannot control what they have.

Another route to power will be through the acquisition of Offices. Each Office offers an income and a chance to control the reins of power, in your Region.

Military power is provided by your retainers. Men who owe you a duty of military service, but not in a feudal sense. Most retainers' services are retained by a Lord with a cash payment or a land grant. A Lord will raise, his private army, from his tenantry and other well-willers, and march to the support of a Great Lord or the King.

### **Conflict**

#### Conflicts over Estates

The most common conflict will be over Estates. Throughout the game players will have opportunities to acquire more estates as distant relatives die. All disputes are with other players. Disputes can be settled by negotiation, or a simple legal procedure or by force of arms.

#### Raiding and Pillaging

A Lord may wish to raise his retainers and obtain compensation through direct action, raiding and looting another Lord's estates.

#### Revolts and Rebellions

The more the law is ignored by the Lords, the greater the disorder and lawlessness is. If the legal process for settling Land Disputes is ignored, if an Officer of the Crown disputes his replacement or if a Lord resorts to raiding, the men of the Shires will draw the obvious conclusion: to get what you want, you need to use violence.

#### Battle

At times of national crisis the Greater Lords will ask their supporters to muster their retainers and march to their standards, to fight a decisive battle. The defeated Lords will be executed and their estates and titles divided amongst the victors.

### **The Game Structure**

#### The Players

Each player will either represent a Lord or a high-ranking Churchman. One player will represent Queen Margaret of Anjou and Henry VI will be umpire controlled. Each player will have a briefing detailing their Estates, cash reserves, troops, Offices and background.

#### Game Map

England and Wales have been divided into 6 regions. Within each region, there are Estates, Episcopal Sees (Church Lands), Shires, and Towns. Each Region has a small number of Officials who govern for the King, these players take legal decisions, array the Shire Levies and attempt to maintain Law and Order in the Regions.

#### Royal Court

The King and his advisors reside at court. All Offices are appointed from here, including the National Officials like the Treasurer or the Captain of Calais. The Royal Court is the final resort to settle disputes.

## CONVENTIONS USED IN THE RULES

### Dice

If dice are called for in the rules I indicate the number and type of dice needed in the standard Fantasy Role-Playing format.

- 1xd6 = one normal 6 sided die
- 2xd6 = two normal 6 sided dice
- 1xd3 = roll one normal 6 sided die ( $1/2 = 1$  ;  $3/4 = 2$  ;  $5/6 = 3$ ) In worked examples it is written thus. "*The player rolls a 1dx3. getting a 3 (=2)*"

### Patronage Cards

Patronage Cards can be used to influence dice roll and some activities, the Heralds will provide guidance on this. The rules are not explicit to players to avoid exploitation.

### Fractions

All fractions are rounded up to the nearest number, in every circumstance.

### The King

Throughout the rules I refer to the King. By this I am referring to the position, which could be at times either be the anointed Sovereign, the Regent or the Lord Protector. If I wish to refer specifically to Henry VI, I will do so by name.

### The Royal Seal

To indicate who exercises the Royal Prerogative, a Royal Seal is provided. All Royal Writs and promulgation's have to be marked with this, otherwise a Lord can dispute their legality.

### Soldiers

All soldiers or fighting men are represented in the game by a series of coloured counters. In the rules I refer soldiers or fighting men as troops.

### Noble Rank

Below is a list of noble titles in order of precedence and the form of address.

King / Queen	Your Highness
Prince / Princess	Your Highness
Royal Duke *	Your Grace
Duke	Your Grace
Marquis	My Lord
Earl	My Lord
Viscount	My Lord
Baron	My Lord
Knight	Sir

\* Of Royal birth, but not part of the Royal Family, but has greater precedence over other nobles.

## **1 - GAME BASICS**

### **1.# - Player Roles**

A Who's Who will be available on the day with information on the participants, giving information about the Estates they hold, approximate wealth and troops they can call on, the Offices they hold and any political and personal background. On the day, during the plenary briefing, I will introduce all the important nobles, in person to the rest of the players.

#### **The King and Family**

King Henry VI and the infant Prince of Wales are non-played characters though their location and control has to be displayed. The Queen is a player, the only Lady in the game - who will, no doubt, be treated chivalrously.

#### **Nobles**

Each player represents a historical personality, usually of noble rank. Each player uses their patronage, wealth and military might to progress their chosen cause and to serve their liege Lord, the King. They can suffer the extreme penalty, death and attainder, for being on the wrong side.

#### **Great Lords**

A Great Lord is usually a Duke or occasionally a rich Earl, like the Earl of Warwick. They have wealth, status and influence far greater than the rest of the other Lords. They expect the King to take their council and offer them plum appointments, in the running of the Kingdom. Some Great Lords are of Royal Blood.

#### **Lesser Lords**

A Lesser Lord is normally a noble of the rank of Earl, Viscount, or Baron. They own less land and thus control less wealth, status and influence. Great Lords will need Lesser Lords to help control their vast estates and as allies in any military conflict.

#### **Clerics**

Several players will represent Clerics, of high rank, either Archbishop or Bishop. These players will not have a direct military role. They control rich Church Sees (estates) and wield great influence and patronage.

The Bishop of Durham as controller of the County Palatinate, is able to lead an armed force in war.

#### **Yorkists v Lancastrians**

Several Lords have been assigned to one of the two factions. These factions are at best loosely knit group of Lords. After the fighting at St Albans, several players are unambiguously positioned either as a supporter of the Duke of York (Yorkist) or a supporter of the court faction (Lancastrian). Lords not in either faction are referred to as non-aligned. Some non-aligned Lords may be active in attempting to find resolving the conflict between the two factions.

If a player wishes to declare their loyalty to one or other of the factions they may do so and take on the relevant badge. This declaration has to be made as publicly. Leaving a faction is a lot more difficult, only the players can decide whether to believe you.

#### **Death and Inheritance**

All dead players will be recycled in the game, usually with a lesser rank. There is no family inheritance, unless that Lord had a famous son. When a Lord dies his Estates are redistributed to those in favour with the Crown, as Wardships. If a Lord is attainted, by an Act of Parliament, his Estates can be legally given to other Lords by the King.

#### **Umpires**

The following umpires (and numbers of) will assist the players to run the game.

Regional Heralds (6)	The majority of players will interact with the Regional Heralds. Each Regional map will have one Herald. The Herald is in charge of the Region, the recruitment and movement of armies and the fighting of battles, the general administration of the Estates and any legal disputes. They will assist players through the games mechanics as and when necessary.
Royal Herald (1)	The Royal Herald's will assist the Crown and the appointed Offices run the country. They will at all times accompany the King. They will assist in running Parliament and any other public occasions, like a Coronation etc.
Foreign Powers Umpire (1)	One umpire will represent the foreign powers. They will also control any external events that impact on England.
Game Control (1)	The game designer, as a last resort will sort out rules conflicts and give guidance to umpires on unforeseen events and issues arising from play.

**1.1 - Turn Length**

Each ordinary turn (known as a season) represents three months. Each season takes 30 minutes game time to play.

Turn	Game Time	Start Time for Turn	Notes
	Arrive and Setup	08:00	
	Plenary briefing	09:45	
1	Winter 1455/56	10:00	
2	Spring 1456	10:30	
3	Summer 1456	11:00	
4	Autumn 1456	11:30	
5	Winter 1456/57	12:00	
6	Spring 1457	12:30	
7	Summer 1457	13:00	
8	Autumn 1457	13:30	
9	Winter 1457/58	14:00	
10	Spring 1458	14:30	
11	Summer 1458	15:00	
12	Autumn 1458	15:30	
13	Winter 1458/59	16:00	
14	Spring 1459	16:30	
15	Summer 1459	17:00	Game End ?
16	Autumn 1459	17:30	
17	Winter 1459/60	18:00	

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### 1.# - Seasons

Season	Real Time Months	Game Events
Winter	Dec, Jan, Feb	<ul style="list-style-type: none"><li>• Receive Income from Estates &amp; Episcopal Sees</li><li>• Taxes set for Shires</li><li>• Pay &amp; maintain permanent artillery units</li><li>• Pay &amp; maintain garrisons</li></ul>
Spring	Mar, Apr, May	<ul style="list-style-type: none"><li>•</li></ul>
Summer	Jun, Jul, Aug	<ul style="list-style-type: none"><li>•</li></ul>
Autumn	Sep, Oct, Nov	<ul style="list-style-type: none"><li>•</li></ul>

### 1.# - General Description of Turns

#### **The Seasons**

In each season players are free to move around the tables, discuss with other players, pass messages etc. - in effect indulge in politicking. This is to represent the general level of gossip and letter writing that went on in what was a very small section of society.

#### **Campaign Phases**

At the start of a Season a Lord or Lords may decide to muster their retainers for war. When they do so they will inform a Herald and then proceed to Campaign Phases equal to about 5 minutes actual time. There are four Campaign Phase each Season, representing about two weeks. At the end of the fourth phase, an Admin Phase occurs.

#### **Parliament**

When a Parliament is in session, most players will be involved. At this point the normal Seasonal turn and Campaign Phases will be suspended, allowing non-attendees a break and Parliament a chance to resolve its business. The Heralds will reorganise the timetable and inform the players. One session of Parliament will take upto 30 minutes.

### **Order of Play**

Each season lasts 30 minutes. During a season the order of play varies according to the whether the players use Campaign Phases or Ordinary phases. The order of play is thus:

#### Change of Season

1. The Royal Herald announces the start of a new Season
2. If Winter Season:
  - Disband all Rebel Troops
  - Collect Revenue
  - Set and Collect Taxes
3. Disband any troops.
4. Pay as many troops as possible.
5. Calculate the desertion rate for any troops not paid.
6. Players declare if they wish move to Campaign Phases, by attempting to recruit troops. Sometimes this step is missed out, if troops are still in the field, from last season.
7. If no campaigning, proceed to Admin Phase.

#### Campaign Phases (each phase should take 5 minutes)

1. Deploy troops recruited last phase.
2. Regional Herald, asks for movement orders.
3. Players write, movement (land and sea) or recruitment orders and pass them to the Regional Herald.
4. The Regional Herald executes the orders, simultaneously, judging where any conflicts occur.
5. Conflicts are resolved.
6. Repeat to 1 for 4 phases, then proceed to Admin Phase.

#### Admin Phase (should take either full 30 minutes or last 10 minutes of turn)

1. Any current revolts are checked and progressed, as necessary.
2. The Regional Herald asks the players to declare any new Land Disputes. He also checks to see if any random disputes occur too.
3. The Dispute Tracking board is consulted, and updated.
4. Any other events are administered.

**Disorder Pennies** - all disorder pennies are drawn or replaced, as the causal event occurs.

### **1.# - Players Physical Location**

#### Normal Movement

Players are deemed to be where their personal counter is on the map. If a player wishes to talk to another player who is not in the same location, this is OK, so long as the player realises that his counter on the Map represents their position for most of that season.

If the player wishes to relocate they can move their counter without movement restrictions. The only exceptions to this are:

- Sea journeys, the player must prove they have access to shipping .
- If besieged within a stronghold.
- They can only move with one counter of retainers.

#### Campaign Movement

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Any player can announce that they wish to start campaigning, this has to be done at the start of the Season. A Herald will announce this and begin campaign phases. All players, within that region, must then move within the rules, in Section 5.

### Royal Court

The Royal Court will be allowed to meet in private, a room will be set aside for this purpose.

### **1.# - Wealth - Cash & Trade Goods**

Wealth is represented as either Cash or Trade Goods. Cash is gold and silver coins. Trade Goods are perishable goods that can be used for barter and trade in a society that was essentially an exchange economy.

Trade Goods can only be used for one year, at the end of that time, they can be exchanged for cash, but at a low rate of exchange and will then expire. All are colour coded and dated by year of issue, for ease of use.

**2.0 - THE REGIONS**

**2.# - The Regions**

England and Wales are divided into Regions (see map). These are used to administer Estates, for the recruiting of troops, gathering of taxes and the general running of the Kingdom. Some regions may have special roles not found in others.

There are two special locations, Calais and London. Each has Office Holder, with an income, but no Estates. London is part of the South East Region. Calais is controlled by the Foreign Powers Umpire.

Foreign countries, including Scotland, Isle of Man, Ireland, France, and Burgundy are represented as places of refuge. See: Section 12, for more International Politics and the role of the Foreign Powers Umpire.

<b>Region</b>	<b>Counties included</b>
SE England	Kent, Sussex, Surrey, Hampshire, Isle of Wight, Berkshire, Middlesex
SW England	Cornwall, Devon, Somerset, Dorset, Wiltshire
Midlands	Oxfordshire, Bedfordshire, Buckinghamshire, Warwickshire, Northamptonshire, Huntingdonshire, Worcester, Leicestershire, Lincolnshire, Nottinghamshire, Derbyshire, Staffordshire, Rutland, Norfolk, Suffolk, Hertfordshire, Cambridgeshire, Essex
Wales & Marches	Cheshire, Herefordshire, Monmouth, Shropshire, Gloucestershire, North Wales, Mid Wales, South Wales
Lancs & Yorks	Yorkshire, Lancashire,
Scottish Borders	Cumberland, Northumberland, County Durham, Westmoreland

**Special Areas**

London	Part of SE England Region
Dublin	Part of Wales & Marches Region
Calais	Part of SE England Region

**Places of Exile or Refuge**

Scotland		
Ireland		
France		
Burgundy		

**2.# - The Regional Boards**

Each region has Estates, Episcopal Sees, Shires and Strongholds. The players compete for the administration or ownership of these items using patronage, money and sometimes violence to press their suit.

Each Region has a Regional Board that records the current situation:

- Disorder Index
- Revolts
- Tracking legal disputes over Estates
- Estates, ownership, revenue and troop recruitment
- Regional Office Holders

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An example of a Regional Board is provided at the end of these rules.

### **2.# - The Regional Maps**

Each region has a map indicating the locations of the Estates, Episcopal Sees, Shires, Strongholds, Roads, Towns and major geographical features.

### **2.# - Towns**

Besides London and Calais, towns have no special function in the game, other than to provide geographical reference points on the Regional Maps.

### **2.# - Estates**

For the purposes of the game a Lord's manorial holdings have been amalgamated into *Estates*. Each estate represents several villages, manors farms and small market towns owned by a Lord. Each Estate has the following attributes:

Estate Name - Usually based on a nearby market town  
Revenue - sum of cash and trade goods that can be collected annually  
Region - which region it is located in  
Retainers - number of retainers that can be theoretically called upon  
Call-out History - recording the times retainers have been called out  
Patronage - number patronage points the owner receives

Each Estate's location is marked on the Regional Map.

### **2.# - Revenue Collection**

Each estate is valued for its annual revenue. The revenue is mostly generated by rents from tenants, profits from the Lord's farms, acquisition of goods, labour services, and crops from manorial rights, etc.

Revenue is paid in a combination of Cash and Trade Goods, every winter Season.

### **2.# - Ownership of Estates**

Each Estate has an ownership Card. The holder of this card proves that they are the owner of the Estate. See an example at the end of these rules.

At the start of the game Estates are either allocated to a player, are in dispute, or have not yet been allocated to a player.

There are several ways in which Estates can be reallocated! Please note that the old English legal maxim – possession is nine tenths of the law – is in effect here. No umpire can force another player to give up his Estate's Card, even if you have a Writ giving you legal right to them.

### **2.# - The Family Estate**

Each Lord will possess an Estate which is their Family Estate. This Estate will never be the subject of a legal dispute and should be retained by the player as their base, though they may of course sell it if they wish. A Lord bereft of Estates does not have much power or wealth to wield!

### **2.# - Selling Estates**

At any time a Lord may sell their Estate to any player. It is an issue between the two players, but the Regional Herald must be informed so that the change can be marked on the Regional Board and the change over is announced.

Ownership cards must be exchanged to prove ownership.

### **2.# - Disputing an Estate**

There are two ways an Estate can become the subject of a legal dispute over ownership.

### Dispute Cards

Each Dispute Card records the following

- Disputed Estate
- Region
- Name of plaintiff, starting dispute
- Cost to start dispute - in Patronage Cards and Money.
- Cost to appeal a legal ruling on a dispute - in Patronage Cards and Money.

The cost incurred by starting or appealing are paid to the Herald, and represent legal fees and need for local support.

An example of a Dispute Card is provided at the end of these rules.

### 1 - Player Action

At the start of the game each player is given a set of Dispute Cards that they can use to start their legal dispute over ownership of an estate.

### 2 - Random Event

Every Season, the Herald, will check to see if any disputes have arisen from the death of a non-played Lord. The Dispute Card will be handed to the plaintiff for future use.

## **2.# - Processing a Dispute**

Any Estates that are in dispute are declared and a Dispute Tracking Form is placed on the Regional Board. The current owner is known as the incumbent and the other Lord is known as the *plaintiff*. The local Justice of the Peace (JP) (see Section 2.# for details of a JP) can be asked, by either side, for a judicial ruling.

When the JP makes their ruling a *Sheriff's Writ* is issued with the judicial judgement written on it. Either side can appeal to the Lord Chancellor, for a further ruling or if the JP seems to be taking too long to take a decision, the plaintiff or the incumbent can accelerate the process to the appeal stage, by paying the relevant fees.

If there is an appeal, it goes to The Lord Chancellor, who will make his judgement with the King's assent, and pass a *Royal Writ* to the successful plaintiff.

This process is tracked on the Regional board by the Herald, using the Dispute Tracking Form. An example of a Dispute Tracking Card is provided at the end of these rules.

Players may wish to come to a negotiated settlement or simply fight over a Disputed Estate, at any point.

In the unlikely event of an Estate being sold during a dispute, the new owner takes over as the incumbent in the dispute.

## **2.# - Serving a Writ**

On the Issue of any Writ, the Herald publicly declares the ruling and ensures it is given to the player it found in favour of. The Writ has now been served.

A plaintiff with a writ in their favour may ask for assistance from the Sheriff and / or raise a force to enforce it themselves or they may even negotiate.

The only difference between a Sheriff's writ and a Royal Writ is that the King will not take kindly to having his authority disputed. How the King enforces this is upto the King. A Writ does not enforce action on any player within the game.

## **2.# - CHURCH ESTATES (Episcopal Sees)**

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### **2.# - Church Estates**

Church Estates can only be controlled by a Bishop or an Archbishop. Church Estates are allocated at the start of the game. Possession of church Estates cannot be exchanged, bartered or given away.

### **2.# - Church Estates - collecting revenue**

Church Estates are in effect large farms, in which the Lord has been replaced by a monastery or a cathedral etc. Revenue is collected as if it were an Estate.

### **2.# - Church Estates - recruiting troops**

No troops are recruited from a Church Estate. All feudal obligations accruing to a Church Estate are subsumed by the general Regional Shire Levies.

**2.# - SHIRES**

**2.# - Shires**

The Shires are used in the game for three things:

- Calculating Taxation
- Arraying the Shire Levies
- Determining the limits of Revolts

**2.# - Shires - collecting taxes**

A Shire's taxable revenue is the amount that can be taxed. Normally this is expressed in units of £1 out of every £10. Tax rates are set annually, in the Winter turn, by the Treasurer and are paid in Trade Goods.

How the tax burden is allocated is entirely upto the Collector of Taxes. A record of taxation is kept by the Herald on the Regional board.

Note: taxation can effect a Region's Disorder Index.

**Example: Taxing South West**

The King needs funds and asks his Treasurer obtain £120 from the SW.

The Shires are rated at:		The local official collects:	
Cornwall	= £30	£8 out of every £10	= £24 3 disorder pennies
Devon	= £30	£6 out of every £10	= £18 1 disorder penny
Somerset	= £40	£5 out of every £10	= £20
Dorset	= £50	£6 out of every £10	= £30 1 disorder penny
Wilts	= £40	£5 out of every £10	= £20
Gloucs.	= £20	£5 out of every £10	= £10
<b>TOTAL</b>	<b>= £210</b>	<b>TOTAL</b>	<b>= £122</b>

**2.# - Shires - Recruiting Troops**

Each Shire is rated according to how many troops it can recruit. The Commissioner of the Shire Levies chooses how many to ask for. See section 5.#

**2.# - OFFICES**

The King appoints all Officials. As there are 18 Regional Offices and 8 National Offices, the King may need some assistance. The suggested break down of responsibility is laid out in the next table. It is upto the King and the Royal Court to organise this.

**2.# - Regional Offices**

All Regions have the following Offices, some regions have extra ones, which are so noted on the actual Regional Board.

Regional Office	Court Official Who Administers	Rewards, Responsibilities & Prerogatives
Sheriff	Constable	<ul style="list-style-type: none"> <li>• £30 per annum salary</li> <li>• 1 Patronage Card</li> <li>• The Sheriff has a permanent armed force of 3 Retainers. They do not need payment.</li> <li>• They can either effect or fail to implement an arrest warrant for another player in the Region.</li> </ul>
Justice of the Peace (JP)	Chancellor	<ul style="list-style-type: none"> <li>• £30 per annum salary</li> <li>• 1 Patronage Card</li> <li>• The JP can rule on any dispute brought to them, and serve a <i>Sheriff's writ</i>.</li> <li>• Any Lord, who acts illegally (decided by the JP) can be summoned to trial and an arrest warrant issued.</li> </ul>
Collector of Taxes	Treasurer	<ul style="list-style-type: none"> <li>• £30 per annum salary</li> <li>• 1 Patronage Card</li> <li>• They organise the collection of taxes from the Shires, in conjunction with the Treasurer.</li> </ul>

**NB** – The King has a several National Offices (e.g. Chancellor and Captain of Calais etc.) that he can allocate. See: Section 11, Government

**2.# - DISORDER**

The 15<sup>th</sup> Century has a reputation amongst historians for instability and disorder. With poor leadership from the King Regions could rapidly devolve into local fiefdoms ruled by a local magnate, ignoring the King's authority.

**2.# - The Disorder Index**

To simulate this a bag of pennies is put on the Regional Board. These are called the Disorder Pennies. In it are pennies marked with R (Bad Pennies) and unmarked pennies. Every time the criteria below are satisfied a penny is drawn out. If the drawn penny has a R on it, a spontaneous Revolt occurs - see section 7 for the mechanics of a revolt.

**2.# - Disorder Pennies**

Draw a Disorder Penny:

- each season a stronghold is besieged, in that Region
- every occasion a Lord raises troops without a Royal Writ or Commission of Array
- every £1 of tax raised, which is over £5 out of £10, (e.g. if £7 out of every £10 is raised - two pennies are drawn)
- each full season a Revolt exists in the Region
- every Skirmish fought in that Region (Not a Battle - see Combat Rules)
- every disputed Estate, where the JP's or Chancellor's writ is ignored

Take a Disorder Penny off the Regional Board and replace in the bag:

- every time an official Commission of Array is executed
- every disputed Estate that is settled
- every Royal Commission of Enquiry\* sent - remove 2x3 pennies
- every Royal Progression\* - remove 1x6 + 3 pennies

\* see below for definition of these

**2.# - Bad Pennies**

When a Disorder Penny marked "R" (Bad Penny) is drawn, make a note of the incident that caused that Penny to be drawn. This incident will be focused on a location. The Shire that this location is in, is the centre for the Revolt, and a marker is placed on the Regional Map. Note: if the location crosses several Shire boundaries, all those Shires are in revolt.

**2.# - Disorder Index at Start of Game**

The Disorder Index for each Region is pre-set at the start of the game. Please see the Regional Boards for further information.

Each Region may have a different ratio of Bad Pennies to ordinary Disorder Pennies, from another region.

**2.# - A Royal Commission of Enquiry**

A Royal Commission of Enquiry must contain at least two Great Lords (Earls or above), with an appropriate Royal writ. The Commission, with their troops, must visit the Region, using campaign phases. On arriving tension can be reduced by throwing the dice and taking that many disorder pennies from the board - Patronage Cards can be used.

They attempt to settle all disputed Estates, using the Royal Writ as their authority. Any Lord not agreeing to their proposed solution is guilty of treason.

**2.# - A Royal Progression**

The King must proceed to the Shire in Revolt. This is part of campaign movement. On arriving tension is lowered, by throwing a dice and taking that many disorder pennies from the board - Patronage Cards can be used.

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The King uses his authority to settle disputes. Any Lord not agreeing to the King's solution is guilty of High Treason.

### **3.# - PATRONAGE**

#### **3.# - Idea**

All players have patronage cards at the start of the game as a product of the Offices they hold and the Estates they own and sometimes from their status as Great Lords. Patronage is an abstraction of the several social factors, including the influence powerful landowners had over their tenants, a complex system of favours, bribes, threats, and intimidation of tenants and their dependants and the personal power of powerful men, sure of their status and access to the levers of power.

#### **3.# - Extending Patronage**

Patronage can either be used by the Lord who holds the card or it can be "extended" to another Lord. If patronage is extended, the name of the new Lord is written on the card. Once extended, patronage cannot be re-transferred, though the original owner can withdraw the card. It is up to the players to keep track of how they bestow their patronage.

#### **3.# - Patronage Cards**

Each patronage counter has the following information:

- Whether it is Regional or National
- Which Estate, Church See or Office it originates from
- Name of controlling Lord
- Name of Lord that patronage has been extended to

#### **3.# - Using Patronage**

To use your Patronage a player must be physically present in the Region he wishes to influence. The Herald may ask you to describe what activities you are discouraging or encouraging.

Patronage has two applications in the game.

##### 1. Dice Rolls

Patronage Cards can be used to influence the throw of a dice in which a Lord is involved, in areas game areas except in combat or at sea.

The dice roll may be influenced positively or negatively.

##### 2. Influencing Decisions

At times in the game certain actions will require a patronage card to be played. An example of this is starting a Legal Dispute over an Estate. When Patronage is used, the Herald collects the card/s off the players. They are in effect spent.

**NOTE:** The actual mechanics of the uses of Patronage Cards are known to the Heralds and is kept secret.

### **4.# - TROOP TYPES**

#### **4.# - Troop Definitions**

I have simplified Medieval troop types. There are four categories of troops based more on how they were recruited and raised, not by weapons or armour classes.

##### Retainers

Experienced soldiers "retained" by their Lord. All are experienced and well equipped - in some cases their equipment is paid for by their Lord. Some men are knights or

squires, with their own retinue. Most will be tenants on their Lord's estates. Others are not tenants of their Lord, and were known as "extraordinary retainers" and were men who either felt obliged to serve or were sympathetic to the cause, or had simply taken a Lord's coin. In times of war they have to be called to arms to serve their Lord.

Most will be equipped as Men-at-Arms, with harness, sword, polearm and horse, the rest will be archers, some mounted, and armed with a bow, arrows and sword. Despite the varied types of equipment it is likely that a Lord's contingent of retainers fought as a body.

#### Shire Levies

Men who are called out by the Commissioners of Shire Levies are from the small towns, villages and hamlets of a Region. Usually poorly led, poorly equipped, though with a sprinkling of experienced men.

The majority will be equipped with spears, bills or bows. Some will have horses, for riding only. They form the bulk of the armies.

#### Foreign Mercenaries

Mercenaries are engaged to fight on a contractual basis with no oath of allegiance. They equip themselves. If not paid they will mutiny for pay or disband. Without exception these mercenary companies were foreign - e.g. Scottish, German, Irish or Burgundian.

#### Guns

All armies at this time included groups of handgunners. These are assumed to be mixed in with the above troop types.

Larger artillery units, that need mounting on wagons or on specially created trucks are treated separately. There are two types artillery unit: field trains and siege trains. Siege trains cannot be used in battles, only sieges. Field trains can only be used in battles.

At the start of the game several artillery trains are assigned to players.

It costs £300 pa to maintain one strength point of an artillery train and an additional one off payment of £300 to add one strength point to a unit. Mercenary Field Artillery Trains can be hired by the Season, but not Siege Trains.

#### **Example**

The King has one field artillery train of strength 1 and one siege train of strength 2.

Field Artillery Train = £300 x 1 (str)  
Siege Train = £300 x 2 (str)

TOTAL = 300 + 600 = £900

The King spends another £300 to improve the Field Artillery increasing the strength to 2.

Next year this entire Royal arsenal will cost £1200 to maintain.

Field Train = £300 x 2 (str)  
Siege Train = £300 x 2 (str)

TOTAL = 600 + 600 = £1200

An artillery train can be disbanded at any point.

Garrison

Permanent garrisons were expensive. The men composing them were usually highly skilled crossbowmen, sergeants and men-at-arms. As few as twenty men could hold large castles, in effect watching over the castle and forming a cadre for a larger garrison to form on in an emergency.

A garrison cannot be used to form a Field unit - i.e. a Mercenary or Retainers or Shire Levies Counter.

**4.# - Unit Colour Codes**

All troops are represented by coloured counters.

Unit	Colour of Counter	Cost per season, per Counter.
Retainers	Red	£20
Shire Levies	Yellow	£5
Mercenaries	Black	to be negotiated
Artillery Train	Blue	special
Garrison	Green	£40

**4.# - Scale**

- Each Retainers or Mercenaries counter represents about 100 men.
- Each Shire Levies counter represents about 200 men.
- The Garrison counter represents about 20 men.
- A Gun counter represents several guns and about 200 men

**5.# - MUSTERING & ARRAYING TROOPS**

**5.# - Recruiting from Estates**

For each Estate there are several a mustering boxes - used for administering the mustering process. Each box gives the number of Retainers that can be mustered. The number in the first available box is the number of troops that have to be recruited and paid for - no more or no less. Upon raising troops that box is crossed off.

If the Lord wishes to recruit more troops from the same estate they can do so next Season but they have to use the next unchecked box.

The unchecked box with the highest number has to be used up before other boxes. The idea behind this is to represent the declining enthusiasm for a local political war, with little opportunity for looting. If all boxes are checked use the last number - the lowest one.

NB - remember to draw a disorder penny for each Lord who musters troops without an official Writ or a Commission of Array for that Region.

**5.# - Mustering your Retainers**

1. Arrive at Estate
2. At start of the next Phase, hand in Recruitment Orders and proof of ownership of Estate.
3. Rest of phase player cannot move.
4. At start of the next Phase, Retainers are deployed and the player can move with them.

All retainers have to be paid for when they are mustered.

**5.# - Arraying The Shire Levies - with a Commission of Array**

A King (or his delegated Official) can issue a Commission of Array to as many Shires in one Region as he wishes. He has to appoint a Season and location for the array to take place.

1. Arrive at location for Array to take place
2. At start of the next Phase, hand in Recruitment Orders
3. Rest of phase player stays cannot move.
4. At start of the next Phase, Shire Levies are deployed and the player can move with them.

Each Region has a section displaying the dice to roll to determine the number of men available to Commissioner of The Shire Levies. Patronage Cards may be played to influence this.

All Shire Levies are paid for when they are arrayed.

**5.# - Arraying The Shire Levies - without a Commission of Array**

If the player does not have a valid Commission, they proceed as above, except that they can only raise the Shire Levies with their Patronage Cards, they get no dice roll.

All Shire Levies are paid for when they are arrayed.

**5.# - Mercenaries**

Mercenary units are either recruited from foreign rulers or from a foreign country (represented by the foreign country umpire). In each case negotiations will set the price and any terms and conditions of service (e.g. time of service, length of service etc.)

**5.# - Paying the troops**

All units are paid for at the time they are recruited, after that they are paid once a season. This sum represents the victuals and succour (food and wine) needed, their daily pay and the abstracted costs of retaining and equipping a permanently retained retinue. Winter costs are doubled.

**Unit Costs**

Unit Type	Spring / Summer / Autumn	Winter
Retainers	£20	£40
Shire Levies	£5	£10
Garrisons	£40 for year	N/A
Mercenaries	negotiable	negotiable
Artillery Trains per Str Pt	£300 for year	N/A

**5.# - Disbanding the troops**

An Army or parts of an Army, can be disbanded at any point,

**5.# - Desertion**

If the troops are not paid they will start to desert. The numbers that desert will relate to, what type of unit they are, how long they have not been paid for and what time of year it is. Partial payments can be made. All troops not paid for are then assessed for desertion.

An Army commander must pay as much as they can of the current seasons pay.

Seasons with Reduced Pay	Shire Levies	Retainers
First	25%	-
Second	25%	25%



Format for Movement Orders

1. Current location
2. Intended destination - may be more than one phases march away, if so the force will keep moving until it gets there, unless intercepted.
3. Route to take - any notes, diversions, or preferred route.
4. Patronage Cards for Forced Marches are handed in with the Movement Order

**6.# - Player Movement during Campaign Phases**

A player who is either leading or has joined an army with his retinue cannot leave to talk to other players. They have to move within the restrictions imposed by the rules on movement.

All movement uses a point to point system, which is the distance between two localities on the map - a distance of about 10 miles.

Unit Type	Move	Notes
<b>Lord and Household</b> (1 Retainer Counter)	1d6+9 (10 - 15) <b>Cap = 20</b>	Either fleeing or moving rapidly.
<b>Lords' Retinue/s</b> (2-20 Retainer or Mercenary Counters)	1xd6+6 (7 - 12) <b>Cap = 18</b>	A well organised professional body of men that can move quickly, with limited baggage.
<b>Army</b> (greater than 20)	1xd6+3 (4 - 9) <b>Cap = 12</b>	The Medieval Army, with baggage, "food on the hoof" and all the camp followers.

Season	Effect on Movement
Winter	Minus 4 from all movement.
Early Spring	Minus 2 from all movement.
Later Spring	No effect
Summer	No effect
Autumn	No effect

**6.# - Using Patronage to Force March**

If the Lord in control of an Army can attempt to use Patronage Card/s to induce a forced march.

**6.# - Marking Armies on Regional Map**

All players will use an Army Marker to indicate where they and their army is on the Regional Map. On the Regional Board is an area for the Lords and troops that compose an army to be placed. No player, other than the Lords in the Army, are allowed to examine the counters placed here - thus a guess can be made as to the Army's size and composition, but not an exact count.

**6.# SHIPS**

**6.# - Using and Paying for Ships**

There are two ways of obtaining access to shipping. Either a player controls shipping as a benefit of their Office (e.g. the Admiral) or they hire shipping.

An Office Holder does not have to pay for using Official shipping, this cost is deemed to be paid for by the Crown.

If a player wishes to hire a ship, they need to negotiate with a Herald. Each Herald possesses a range of ships, for the Region they control, and they will negotiate their hire. The larger the fleet needed the longer it will take to assemble.

**6.# - Transporting Troops**

Each ship can carry one Retainer, Mercenary or Artillery counter. Shire Levies do not leave the mainland.

**6.# - Ship Movement**

A player must write their ship movement orders and hand them to the Herald, with other orders during the Campaign Phases.

All ship movement has to be in one general direction, from sea region to sea region. Each phase roll 2 d6, for each individual fleet, even if there are other fleets in the same sea region. A fleet does not have to move. The decision to go or not is taken after the dice have been thrown. Patronage cards cannot influence this dice roll.

Dice Roll	Description	Movement
2	Storms at Sea	<ul style="list-style-type: none"><li>• No movement</li><li>• Fleet disperses - 50% lost - Survivors make landfall at random locations along coast.</li><li>• Ships in ports are not effected</li></ul>
3	Gales	<ul style="list-style-type: none"><li>• May move only within the sea area.</li></ul>
4	Counter Winds	<ul style="list-style-type: none"><li>• May move upto 1 sea area in any direction</li></ul>
5 - 8	Good Winds	<ul style="list-style-type: none"><li>• May move upto 2 sea areas in any direction.</li></ul>
9 - 10	Fair Winds	<ul style="list-style-type: none"><li>• May move upto 3 sea areas in any direction</li></ul>
11 - 12	Reaching Winds	<ul style="list-style-type: none"><li>• May move upto 4 sea areas in the direction they wish.</li></ul>

**Modifiers to Ship Movement**

Season	Effect on Movement
Winter	Minus 4
Early Spring	Minus 3
Late Spring	Minus 1
Summer	no effect
Autumn	Minus 2

**6.# - Embarking and Disembarking**

At the end of the phase the controlling player declares whether they wish to land and disembark their troops or remain at sea. If they disembark, they are place at the port they landed at, ready to start Land movement, next phase.

If a player wishes to embark his forces onto a waiting fleet, it takes a full phase to do so, after the phase they arrived at the port.

If a player is moving only themselves and 1 troop counter, they do not have to wait to embark - the Herald will determine how far they can put out to sea - based on available movement.

**6.# - Patrolling and Fleet Manoeuvres**

If a fleet wishes to remain on station to patrol for other fleets they may do so. The controlling player informs the Herald of his intention to do so and pays for the fleet. The patrolling region is three sea areas. The first sea area has to be the sea area the port is based at and the other two must be contiguous to the original sea area. Every phase the player writes down a patrol order, defining the sea areas patrolled - as if it were a move order - this order defaults to the last legitimate order given.

If a fleet moves through one of the patrolled sea areas, the patrolling fleet can ask for details of the other fleet. On receiving them from the Herald, they may choose to attempt to intercept. At this point, and only at this point, are movement dice rolled for the patrolling fleet. If it can move to the sea area where the opposing fleet is it can intercept. If it cannot it does not get another chance to intercept that phase.

Upon interception a sea battle is fought. Use the usual combat rules to determine the outcome.

**7.# - COMBAT**

**7.# - Raiding & Pillaging**

A Lord may wish to Raid and Pillage a particular Estate. They inform the Herald of this and then muster and pay their forces and march to the centre of the Estate - this is marked on the Regional map.

The Lord controlling the Estate may wish to raise as many troops as they can to defend it, from that and other Estates, using the normal recruitment rules.

If the Lord is absent the Herald will run the defence of the estate using the forces available only to that Estate. Use the normal combat rules to determine the outcome.

If the attacking Lord is victorious he may attempt to besiege the local stronghold of the Estate, otherwise his force disperses with their booty - see Combat Rules for details.

**7.# - Skirmishes - forces with a combined size of upto 30**

Idea

Occasionally a Lord and his retinue would attack another Lord and his retainers. Such fights were merely armed brawls in which individual skill and perhaps luck were the crucial factors. One example of this is the Percy's ambush of the Nevill's wedding party at Heworth Moor in 1453<sup>1</sup>.

Rules

1. Calculate the total number of counters for each side.
2. Add any relevant tactical factors to the die roll of each side.
3. Roll one die (1xd6) for each side and calculate who wins.
4. Check who dies, is wounded, captured etc.

Tactical Factors

- For every Lord present +1

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<sup>1</sup> Gillingham p76 & Ross, pp31, 136

## Impudent and Shameless Lords

- If defending Estate from Raid +3
- If defending against a sally from a besieged stronghold +2

### Outcome

- Highest score wins the fight.
- The losing side's troops disperse.
- Calculate casualties, Lords then Troops
- **NOTE:** Only in an inconclusive fight will both sides lose troops, otherwise only the winner will have troops left to lose casualties from.

### Deciding Casualties

Roll 2xd6 for each Lord involved, to see if they are Killed or Captured - Patronage Cards not allowed.

Comparative Score <i>Victory by more than</i>	Winning Side	Losing Side	Inconclusive	Raid & Pillage <i>(Only used if on RAID)</i>
0 to +3	NA	NA	2 - 3 killed 12 prisoner Troops 10%	No Loss
+4 to +5	2 - 3 killed Troops 20%	2 - 3 killed 11 - 12 prisoner	NA	Cross Off 1 Rev Box & Gain Difference
+6 to +7	2 killed Troops 10%	2 - 3 killed 10 - 12 prisoner	NA	Cross Off 1 Rev Box & Gain Difference
+8 or greater	2 killed Troops 0%	2 - 4 killed 10 - 12 prisoner	NA	Cross Off 2 Rev Boxes & Gain Difference

**NB** if a Lord is killed or captured his retinue disperse and are removed from the game.

### Prisoner

A player held prisoner can either be:

1. Executed	<ul style="list-style-type: none"> <li>• A Herald makes the announcement of the execution.</li> <li>• The executed player is sent to see the Game Control to recycle back into the game.</li> <li>• The King receives his titles and estates to dispose of as he wishes.</li> </ul>
2. Ransomed	<ul style="list-style-type: none"> <li>• The captured Lord offers to pay what he can to be released. This can be estates, cash or trade goods. The deal has to be agreed and settled by the end of that Season, otherwise, the Lord is deemed to have been killed.</li> </ul>
3. Imprisoned  (Option only available to the King)	<ul style="list-style-type: none"> <li>• The captured Lord is held in captivity, and can be executed at a later date, thus releasing their estates and title back into the game.</li> <li>• The player is sent to see the Game Control to recycle back into the game.</li> </ul>

**Example of Raid**

The Percies gather a force together to plunder Richard Nevill's estates at Sheriff Hutton. The two Percy brothers gather 10 Retainers. Nevill, being away, has to let the Herald defend his estate. The estate can generate 4 Retainers.

<b>Percy</b>		<b>Nevill</b>	
10 Retainers	- 10	4 Retainers	- 4
2 Lords	- 2	0 Lords	- 0
Dice Roll	- 3	Defending Est	- 3
		Dice Roll	- 3
<b>TOTAL</b>	<b>- 15</b>		<b>- 10</b>

So the Percies win with a +5. As there are no Lords, no test is needed for capture, but the Lord Percy's have to test for being killed, neither were. As it was a raid they cross of one box from the Pocklington estate, the 20 and the receive £5 in trade goods as loot.

If a raiding force attacks an Estate and defeats the forces defending it, test for the capture or death of the nobles, then loot it by crossing off the number of boxes stipulated from that Estates Revenue. The difference between the boxes is the loot gained by the raider, which is paid in Trade Goods.

Pocklington	<b>20</b>	<b>15</b>	<b>13</b>	<b>11</b>
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**7.# - Battles - involving a forces with a combined size over 31**

Order of Play

1. Compare the advantage totals for each side.
2. Roll for a chance occurrence and apply.
3. Apply the outcome.

The herald will attribute the following advantages to each side and then determine the result.

**Advantage**

Rule	Notes
Artillery train better than the enemy.*	<ul style="list-style-type: none"> <li>• An army always attempted to have artillery on the battlefield - its absence was a distinct disadvantage - e.g. Battle of Losecote, 1470.</li> </ul>
Defending a prepared positions.*	<ul style="list-style-type: none"> <li>• Must have not moved in previous phase and announced intention to deploy defensively.</li> </ul>
Total of Retainers & Mercenaries outnumber enemy's Total of Retainers & Mercenaries by 3:2	<ul style="list-style-type: none"> <li>• Check to see that a Double Advantage should be awarded, instead of a single advantage.</li> </ul>
The enemy assembled from disparate Armies, the phase before the battle.	
If the leader has successfully led army in a battle	
Total size outnumber enemy's Army by 3:1	

**Double Advantage**

Rule	Notes
Total of Retainers & Mercenaries outnumber enemy's Total of Retainers & Mercenaries by 3:1	
The enemy have no field artillery train and your side does.	

\* = This advantage is not relevant to a sea battle.

**Chance**

Roll 2xd6 and apply.

Roll	Description	Effect
2 - 3	One side gains an extra advantage from some terrain feature. Toss coin to decide who gets it.	<ul style="list-style-type: none"> <li>• Advantage</li> </ul>
4 - 5	Bad weather, either snow, heavy rain or fog reduces the effectiveness of missile weapons.	<ul style="list-style-type: none"> <li>• No advantage from occupying a defended position</li> <li>• No advantage from artillery</li> </ul>
6 - 12	No effect	<ul style="list-style-type: none"> <li>• No effect</li> </ul>

**7.# - Outcome**

Each advantage equals one point. Each double advantage equals two points. Victory goes to the side with the greater number of points.

In case of a tie - the side who has the most double advantages wins. If this still results in a tie - toss a coin.

<b>Difference in Advantages</b>	<b>Description of Outcome</b>	<b>Noble Casualties of the Victor</b>	<b>Noble Casualties of the Loser</b>
Tie decided by toss of coin	Long mutually exhausting combat resulting in victory through attrition. No pursuit.	2-4 killed (roll for each player)	2-5 killed 12 prisoner
Tie decided by most doubles	Long combat in which the advantage finally told. Limited pursuit.	2-4 killed	2-5 killed 11-12 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	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	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	2-3 killed 8-12 prisoner

**7.# - Casualties**

When a Medieval Army is routed it disperses, those not killed or captured, straggling home. The casualty rate is really a footnote for the chroniclers; the force has been dispersed. Of most importance is how the casualties amongst the nobility is divided.

A defenders forces are dispersed and removed from the game - in effect going back home. An attackers forces take casualties as follows.

*Impudent and Shameless Lords*

	Retainers (if Lord survives)	Retainers (if Lord dead)	Mercenaries	Shire Levies
<b>Casualty Rate</b>				
Toss of coin	50%	75%	50%	not relevant
Most doubles	25%	50%	25%	ditto
+1 / +2	10%	25%	10%	ditto
+3 / +4	10%	10%	10%	ditto
+5 or greater	-	-	-	ditto
<b>Difference in Advantages</b>				

**7.# - Worked Example**

<b><i>The Battle of Losecote, 12th March 1470</i></b>				
Lancs Force	Yorkist Force	Lancs Ad	Yorkists Ad	Notes
20 Retainers 0 Mercenaries	80 Retainers 5 Mercenaries	-	d	<i>Mercenaries plus Retainers 20 v 85 = 1:4 therefore double advantage for Yorkists.</i>
200 Shire Levies	100 Shire Levies	-	-	<i>Army Totals of both sides is 220 v 185 = 1:1 no advantage either way.</i>
0 Artillery	1 Artillery	-	d	<i>Presence of artillery, when enemy have none = a double advantage</i>
No Experienced leader	Edward IV Experienced Leader	-	x	<i>Edward IV experienced Leader (Mortimer's Cross, Towton) Leader = advantage</i>
Deployed Defensively		x	-	<i>Lancs "Deployed Defensively" to give battle</i>
<b>TOTAL</b>		<b>1</b>	<b>5(dd)</b>	<i>The d in brackets indicate that the score includes one double advantage.</i>
<b>Difference</b>			<b>+4</b>	<i>Rout of Lancs, after a short fight..</i>

**8.# - REVOLTS**

A revolt is a violent protest that surfaces from underlying social tensions and conflict in a region, sometimes finding a leader and / or a focus.

A revolt can sometimes be repressed by immediate action, dispersing the rioters and arresting and executing the leaders. If allowed to grow it can lead to full scale anarchy and lawlessness in a region.

**8.# - Starting a Revolt**

A Revolt occurs if *Spontaneous Revolt* occurs when a Bad Penny (A Disorder Penny marked with a "R") is drawn - see Law and Order Rules 2.#. A Revolt is initially controlled by a Herald who in addition determines the Shire/s which are effected by the Revolt.

The intensity of the Revolt is determined by the number of unmarked pennies currently drawn. An existing Revolt may increase in its intensity as further Pennies are drawn out in accordance to the Rules at 2.#.

Drawn Pennies	Description
over 20	<ul style="list-style-type: none"> <li>• Every season a 1d6 is rolled and added to the number of troops in the revolt.</li> <li>• Every season all Estates, Shires, Church Estates cross of their current Revenue Box</li> </ul>
15 - 19	<ul style="list-style-type: none"> <li>• Roaming bands of armed men form and devastate the countryside. Roll (1xd6 +3) to generate the number of Shire Levies.</li> <li>• No revenue can be drawn from the Estates.</li> </ul>
10 - 14	<ul style="list-style-type: none"> <li>• Every Estate crosses off one box from the troop recruitment</li> <li>• Each Shire reduces it total of Levies by one box</li> </ul>
6 - 9	<ul style="list-style-type: none"> <li>• No Commission of Array can be called.</li> </ul>
less than 5	<ul style="list-style-type: none"> <li>• No Taxes can be collected</li> </ul>

**Example**

If there are 18 pennies drawn when a R penny is drawn. A revolt occurs. All the effects in the rows below and including the 15 - 20 row occur (i.e. - no Shire Levies, no taxes, no Estate revenue, loss of troop recruitment box, loss of the current revenue box per Estate / Shire / Episcopal Sees and roaming bands of rebels.

The Herald rolls 1xd6 +3 getting a (2 + 3 = 5), for the number of Shire Levies troops in the rebellion.

**Raising a Revolt**

## *Impudent and Shameless Lords*

Any Lord may attempt to raise a popular revolt to support his political ambitions. To do this he does the following:

1. He seeks the assistance of a Herald
2. He raises his troops, declaring his revolt, with an optional rousing speech.
3. No Disorder Penny is drawn for action 2
4. He gives, the Herald, Patronage Cards to support his Revolt.
5. He rolls 1xd3 plus bonuses from Patronage Cards
6. He draws Disorder Pennies
7. If a Bad Penny is drawn, stop drawing and proceed with the Revolt. Any surplus pennies are not drawn.

### **Example: Starting a Revolt**

Richard Nevill, the Earl of Warwick, lands at Sandwich, in the South East Region. Currently the Disorder Rating is 16.

Warwick uses 2 Patronage Card and rolls two dice - the Herald calculates that he is entitled to draw 4 pennies. On his second draw an R appears and a Revolt starts at a level of disorder of 18 (16+2).

### **Dispersing a Revolt**

At any time a Lord can raise troops (paying the usual cost) and declare his intention to defeat and disperse the rising.

If the Revolt is leaderless it melts away as soon as a any Lord, musters his troops in that Region, with the intention of defeating the Revolt. If the Revolt has a leader, proceed using campaign phases.

### **Assuming the Leadership of a Revolt**

A Lord may assume the leadership a Revolt at any time, taking over control from the Herald, and declaring, publicly their cause. They can bring to the rebels as many troops as they can muster and pay for.

If two or more Lords are competing to lead a Revolt and cannot agree. They can compete for it by using Patronage Cards and rolling a 1xd3, the highest winning.

### **Expanding a Revolt**

As a Revolt progresses through other Shires, it will spread the effects of the Revolt to that Shire too.

### **Automatic Ending of a Revolt**

Any rebels active in the field disperse at the onset of the Winter turn, leaving the Disorder Index at its current total, and the other passive effects of the Revolt are still in effect - e.g. non-collection of taxes.

This simulates the need for a land based population to get back to the land or starve. But the resentment does not end.

**9.# - SIEGES**

**9.# - General**

Contemporary commentators noted that war in England lacked sieges but made up for this with bloody battles. On the Continent warfare often led to protracted and expensive sieges and wholesale destruction of the countryside with few decisive battles. The English way of war was regarded as a civilised way of carrying on. The modern explanation for this phenomena is still a controversial topic amongst historians.

**9.# - A Stronghold**

In these rules a stronghold can range from a simple fortified manor house, through to a large and well fortified castle, using the latest military designs. Each stronghold is rated according to its strength. It can be permanently garrisoned with specially contracted troops.

A Stronghold's strength can be reduced to 0 if it is successfully besieged and taken using a Siege Train. There is not enough time within this game to repair damaged strongholds.

<b>Str</b>	<b>Description</b>	<b>Notes</b>	<b>Minimum Number to Besiege</b>	<b>Max Garrison</b>
<b>1</b>	Fortified Manor House	e.g. Stokesay, Aydon	2	1
<b>3</b>	Local Castle	e.g. Prudhoe, Kidwelly, Guildford, Helmsley	6	3
<b>4</b>	Strategic Castle	e.g. Pembroke, Dover, Bamburgh, Norham, Corfe	12	5
<b>6</b>	City	e.g. London, Calais	30	20

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

The rules for assaulting or investing a stronghold are kept secret, the Herald will process them.

**9.# - Attacking Strongholds and Towns**

During the campaign phases a force may declare its intention march to an enemy stronghold and attack besiege it. Once besieged these are three options: Assault or Investment.

**9.# - Assaulting a Stronghold**

The besieger can opt to storm or assault a stronghold. This is a risky business, costly business in lives - but can be decisive in a short time. An assault on a stronghold is done within campaign phases.

**9.# - Investing a Stronghold**

A more certain, but longer, strategy is to invest a stronghold and starve the defenders into submission. This requires time and manpower and a good logistics tail - i.e. it is expensive.

**9.# - Defending a Stronghold**

Players in Besieged Strongholds

## *Impudent and Shameless Lords*

A player who is inside a besieged stronghold, have few decisions to take. They may do the following:

- Negotiate with the besieger.
- Attempt to sally forth and defeat the besieger, using Skirmish combat rules - see Combat 7.#

### Non Played Defence

If no player is in the besieged stronghold, the Herald controls it.

### **9.# - Disorder Index**

Remember to draw a disorder penny for every turn there is a siege.

### **10.# - ROYAL COURT**

#### **10.# - The Royal Prerogative and Royal Seal**

The King rules his kingdom, via His Royal Prerogative. That is to say, if the King wills it it should happen. How far the King can push this is really upto the players. Every Officer of the Crown, every Regional Office should have all of their powers and privileges suffixed with the phrase - "*at the King's pleasure*". The King can give and take away power, this is His prerogative.

The symbol of the His authority is the Royal Seal. All Royal writs, summonses, etc., that come from the Royal Court, have to be *literally* marked with this seal. If a document is not so marked, a Lord can legitimately claim he can ignore it. How far this will get him with the King, is really upto the King.

#### **10.# - Henry VI - The King**

Henry VI is unwell from the start of the game, with Richard Plantagenet, Duke of York, as Lord Protector. If Henry recovers, the Royal Prerogative and the Royal Seal, should pass to Queen Margaret of Anjou, his wife. This will be a very delicate moment in the game, as the Lord Protector will be asked to hand over the reins of power and patronage, to Margaret.

Control of the King Henry VI is indicated by whoever holds the his card.

#### **10.# - The Offices of State**

The Offices of State represent the highest appointments available. They are crucial for the running of the country and for rewarding loyal supporters. The King, and his Council, appoint Lords to their Offices. If there is a dispute (e.g. Earl of Warwick's defence of Calais against the Duke of Somerset, 1459 <sup>2</sup>) it has to be settled by the players either by direct action or by negotiation.

#### **10.# - Offices - current incumbents**

<b>Appointment</b>	<b>Incumbent, as of Jan 1456</b>
Lord Protector	Richard Plantagenet, Duke of York
Chancellor	Cardinal Thomas Bouchier, Archbishop of Canterbury
Treasurer	Henry Bouchier, Viscount of Essex
Constable of England	Richard Plantagenet, Duke of York
Constable of Calais	Richard Nevill, Earl of Warwick
Lord High Admiral	Henry Holland, Duke of Exeter
Warden of the Scottish Borders*	Lord Egremont
Lieutenant of Ireland	Richard Plantagenet, Duke of York
Bishop of Durham	Laurence Booth
Bishop of Exeter	George Nevill
Archbishop of York	

<sup>2</sup> Gillingham, p107-109

Archbishop of Canterbury	Cardinal Thomas Bourchier
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\* an amalgamation of several historic Offices

**10.# - Offices and their Powers**

<b>Appointment</b>	<b>Powers &amp; Privileges</b>
King / Queen / Regent / Lord Protector	<ul style="list-style-type: none"> <li>• Controls the Royal Seal</li> <li>• Summons, Prorogues or Dismisses Parliament</li> <li>• Appoints or dismisses Lords from Offices</li> <li>• Controls all Estates, Titles of deceased Lords - wardships</li> <li>• Controls all Estates, Titles of attainted Lords</li> </ul>
Chancellor	<ul style="list-style-type: none"> <li>• Rules on Land Dispute appeals</li> <li>• Acts as Speaker for Parliament</li> <li>• Controls the Regional Justices of the Peace</li> <li>• Can issue arrest warrants</li> <li>• Can rule on trials of other Lords</li> </ul>
Treasurer	<ul style="list-style-type: none"> <li>• Controls the Royal Treasury</li> <li>• Sets and maintains the Budget</li> <li>• Sets taxation levels for the Shires</li> <li>• Controls the Regional Tax Collectors</li> </ul>
Constable of England	<ul style="list-style-type: none"> <li>• Controls a standing force of men at Court</li> <li>• Controls most of the Royal Strongholds</li> <li>• Controls the Regional Sheriffs</li> </ul>
Constable of the Tower	<ul style="list-style-type: none"> <li>• Controls London and its Garrison</li> </ul>
Constable of Calais	<ul style="list-style-type: none"> <li>• Controls Calais and its Garrison</li> </ul>
Lord High Admiral	<ul style="list-style-type: none"> <li>• Controls the Royal Fleet, usually based at Southampton</li> </ul>
Warden of the Scottish Borders*	<ul style="list-style-type: none"> <li>• Controls the Royal Strongholds on the Border</li> <li>• Can issue Commissions of Array to the Shire Levies of Northumberland and Cumberland</li> </ul>
Lieutenant of Ireland	<ul style="list-style-type: none"> <li>• Controls Dublin and its Garrison</li> </ul>
Bishop of Durham	<ul style="list-style-type: none"> <li>• Can issue Commissions of Array to the Shire Levies for County Durham</li> <li>• Once appointed cannot be removed except by the Pope</li> </ul>
Bishop of Exeter	<ul style="list-style-type: none"> <li>• Once appointed cannot be removed except by the Pope</li> </ul>
Archbishop of York	<ul style="list-style-type: none"> <li>• Once appointed cannot be removed except by the Pope</li> </ul>
Archbishop of Canterbury	<ul style="list-style-type: none"> <li>• Senior prelate and controller of the Church <u>in</u> England &amp; Wales</li> <li>• Once appointed cannot be removed except by the Pope</li> </ul>

**NOTE:** It is upto the holder of an Office to *control* what is his according to his Office. If they cannot, an umpire cannot force another player to comply. Might is right.

**11.# - PARLIAMENT**

**11.# - Parliament**

For the sake of the game I have had to reduce Parliament and its procedures, so it fits into the game. There is no House of Commons nor MPs. Parliament is more like a Great Council, with senior Lords and Clerics invited to attend. Parliament is in effect a rubber stamping device for the decisions taken by the Council - a situation not too far removed from reality, then as now!

**11.# - Summoning Parliament**

The King with his advisers decides to summon a Parliament. This is announced by the Royal Herald, giving the town and date for the meeting. Parliament can convene, at the earliest, in the next season after the summons was issued.

All issues that the Players wish to debate, in Parliament, have to be sent to the Royal Herald prior to the start of Parliament. These are called Petitions.

All players who wish to attend then move to the location for the Parliament. At the Start of the Season for Parliament to convene all play in the Regions stops to allow Parliamentary business to finish. Those not involved are allowed to watch, but all play is in effect suspended until the end of Parliament. The Heralds will consult and determine at what point the game restarts.

**11.# - Attendees and Size of Parliament**

The following players are allowed to attend.

All holders of National Office

All Clerics

All Lords (Barons, Viscounts, Earls, Marquis, Dukes)

All other players, and those do not wish to attend, take a break, but are allowed to watch and listen to proceedings.

**11.# - Parliamentary Process**

The Chancellor acts as Speaker. The Speaker runs Parliament, rather like a modern Chairperson.

After the Summons has been sent out, the Royal Herald, collects all Petitions. They are passed onto the Speaker, who sets the Running Order! The Royal Herald then announces the Running Order.

Petitions are debated and voted on, a simple majority passes them into an Act. The Royal Herald makes a note of the proceedings.

After 30 minutes, the first session of Parliament ends. At this point the King decides whether to prorogue (suspend) Parliament and run a second session after another season of play or to dismiss Parliament.

All the Heralds consult and a new turn order is established and announced.

**Summary of Parliamentary Process**

1. Summon Parliament - set time and place
2. Petitions are handed to Royal Herald
3. The Season ends and normal game turns are suspended
4. A running order of business is decided by the speaker
5. The Royal Herald announces the Running Order and starts Parliament
6. Debate and voting
7. Parliament is either prorogued or dismissed by the King
8. A new turn order is announced by the Heralds.

**11.# - General Role of Parliament**

The business of Medieval Parliaments was generally directed by the King and His council. They were not talking shops or hotbeds of resurrection. Most decisions were taken by the Royal Council, and passed onto Parliament to gain legal sanction.

I have restricted the game use of Parliament to three procedures:

- Acts of Attainder
- Acts of Promulgation
- Acts of Succession

**11.# - Act of Attainder**

Attainder is the process whereby the victor pursues the vanquished legally, financially and through his family. When a Lord has been attainted he loses all his rights to his

Estates, pensions and other incomes, privileges, rights, and his relatives cannot inherit his titles, or lands. An Act of Attainder can be passed on several Lords, dead or living.

All of the possessions of the attainted Lord, are re-possessed by the Crown and can be granted to other Lords.

**11.# - Act of Promulgation**

On occasion Parliament passed into law Acts that either lifted blame or guilt from Lords for their actions, or confirmed some action, or righted a supposed wrong. Two incidents will serve as examples.

*After St Albans, 1455, Richard Plantagenet, Duke of York, passed an Act through Parliament, in effect placing the blame for the battle on three other people, thus clearing him of blame.*

*Owen Tudor had married, Queen Katherine (Henry V's widow), and was in trouble for marrying without permission. During this period, Owen's sons (half brother's of King Henry VI) took the unusual step of gaining Parliamentary ratification for their Earldoms, earlier bestowed by the King. An insurance against any future actions against them!*

In game terms, the King and his councillors can ask Parliament to pass some declaration they feel necessary for their continued well being!

**11.# - Succession Rights**

If for any reason, the ruling monarch dies childless or dies with an infant to succeed or becomes incapacitated by illness, Parliament has to decide who will succeed the monarch or who will act as Regent or who will act as Lord Protector. The Royal Herald will give guidance on these eventualities.

The post of Regent or Lord Protector finishes when the King achieves their majority or becomes well again. If the King becomes unwell again, the post is not automatically conferred on the same person, it has to be enacted by Parliament.

**12.# - INTERNATIONAL POLITICS**

**12.# - Importance to Game**

As a rule of thumb, if you start negotiating with a foreign power for support you are loosing. From the historical examples I have found, a foreign power was either used as a place of refuge or to find support not currently available in England. And the foreign ruler, usually regarded fugitives as expendable negotiating pawns. Do not look for wizard wheezes here.

*It was a feature of the War of the Roses that between 1460 and 1525 England spawned a number of satellite courts, the courts of dispossessed and exiled in European states.<sup>3</sup>*

**12.# - The Foreign Powers Umpire**

All negotiations will be held via the Foreign Powers Umpire (FPU).

**12.# - Scotland**

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<sup>3</sup> ARTHURSON, Ian "The Perkin Warbeck Conspiracy, 1491-1499" p6

## *Impudent and Shameless Lords*

The traditional enemy of England. In 1450's Scotland was not strong and, though ferocious and barbaric, feared a full English invasion and thus would attempt to limit its interventions to raids.

### **12.# - France**

A growing power in this period and one that had recently kicked England out of virtually all of its French possessions. France had still to assimilate Brittany and some northern regions and needed allies to help it achieve these aims and fight the Burgundians, its mainland rival. King Louis' view will always be coloured that his daughter Queen Margaret of Anjou is the wife of Henry VI and is likely to support her.

### **12.# - Burgundy**

A strong power but perhaps over-extended. It was continually at war with France, the Germans and itself. The Duke of Burgundy had to go cap in hand to the good Burghers of the rich towns in Burgundy to achieve anything, yet those Burgher could raise strong civilian militias to defend their towns and give the Frenchies a sound thrashing. A rich power but perhaps a little unstable and its labyrinthine politics will never produce quick decisions.

### **12.# - Wales**

Not technically a foreign power but it was ruled by virtually independent Marcher Lords who were literally a power to themselves in their Marcher territories. Very much seen as a race apart. A source of good fighting men and places of refuge, but poor.

### **12.# - Ireland**

The King's writ went only as far as his representative Lieutenant of Ireland could effect it, and this usually meant the territory near to Dublin, known as the Pale. Surrounding that were independent Anglo-Irish Lords, who were descended from the Lords settled there by the Normans and beyond them the petty chieftains and princelings of the "naked" Irish. A great source of fighting men and a good place to hide, if they liked you.

## **13.# - RELIGION**

### **13.# - Introduction**

In our secular and cynical age we doubt that God influences the affairs of man. In Medieval times, God, Heaven and Hell have been described as being like foreign countries that Medieval man knew intimately, and knew that one day they would go there. Religion was not questioned by the commonality, the intelligentsia was primarily concerned with divining the influence and purpose of God.

I will not spoil your gaming experience by issuing rules governing the effect/s of religion within the game. Just be aware, that you are a believer and God, in His mercy, rewards His Humble Children.

**A.# - Game Definitions**

<b>Term</b>	<b>Definition</b>	<b>Section</b>
Attainder	A disgraced Lord and his heirs and all his goods and property are forfeit to the crown if subject to an Act of Attainder, passed by Parliament. Several persons can be attained by the same Act.	
Clerics	A player who is a Priest. Clerical players will be of Archbishop or Bishop rank, sometimes of noble birth, though not always. Their appointment brings great wealth, power and influence. They also are educated and often formed the basis of a type of Civil Service.	
Disorder Index	A game mechanism to represent the state of law and order or anarchy in region. It is represented by pennies drawn from a bag. The more pennies out of the bag the worse the disorder.	
Estates	In the regions exist a collection of farms, villages, manors etc. that are parcelled into an estate. Ownership of estates is the source of all Medieval wealth, patronage, and military manpower.	
Great Lords	A member of the upper aristocracy, usually an Earl or a Duke.	
Heralds	Umpires that combine the role of referees and town criers.	
Lords	A member of the aristocracy, with a title. Baron of Egremont etc.	
Parliament	In the game I have reduced the historic Parliament to one House - the House of Commons. It is summoned at the King's will and prorogued at his will also. It will meet in a suitably large city.	
Patronage	Patronage represents the deployment of favours, bribes, and threats.	
Point to Point	All movement is restricted to moving between a series of points on main roads or tracks. They often represent cities, towns, strongholds etc., but sometimes they represent difficult terrain.	
Regional Offices	In the regions, posts exist for the administration of the regions. They have similar, but lesser, benefits than Royal Offices.  Holders obtain these posts through via patronage.	
Regions	Britain has been divided into regions for ease of administration. Each region is represented by a map and playing board. A Region is for administrative purposes.	
Royal Court	The King's personal needs are cared for at court as well as acting as the focus for ceremony and entertainment.	
Royal Offices	These are posts that bring the incumbent income (occasionally a side income) and often troops, strongholds and or estates and patronage. They do require the holder to undertake work for the King.  Holders are appointed by the Crown.	
Royal Strongholds	Castles owned by the King.	
Season	The name used for a game turn, equivalent to 3 months.	
Strongholds	Now more commonly known as a castle. It is defined here as a fortified residence of a Lord or rich commoner.	
Treason	Players can be declared guilty of treason. Treason is defined here as going against the wishes your Sovereign or rebelling against his authority. All other players are free to capture, and deliver a treasonous Lord to the Sovereign.	
Troops	A general term that indicates that the unit comprises of fighting men.	
Wardship	A Lord is given a Wardship by the King on the event of the death a Lord. The Ward controls the Estates of the dead Lord. The King can withdraw this at any point.	

Examples:

**PATRONAGE CARD**

Patronage Card	
SE England	SE England
Controlling Lord:	<i>Earl of Warwick</i>
Extended To:	<i>Lord Scrope</i>
Name of Estate...	

**ESTATE OWNERSHIP CARD**

	Estate Card	
SE England		SE England
<i>The Weald</i>		
SE England		SE England
	Estate Card	

**FAMILY-ESTATE OWNERSHIP CARD**

	Estate Card	
SE England	<i>Family</i>	SE England
<i>Isle of Thanet</i>		
SE England	<i>Family</i>	SE England
	Estate Card	

**DISPUTE (ESTATE) CARD**

Dispute Card	
Scottish Borders	Scottish Borders
Plaintiff:	<i>Percy, Thomas</i>
Incumbent:	<i>Neuill, Richard</i>
<i>Kielder</i>	