

Umpires' Notes

Introduction

These notes are to be read after the main Players' Handbook has been read. They contain rules that are alluded to within the players' handbook and also act as a gloss, giving my reasons for the rules, so that Umpires will be able to interpret my intentions to make decisions that are not covered by the rules.

Role of Umpire

Shamless & Impudent Lords is not a typical wargame, nor is it a political game; although there are both elements within the game. The players should be encouraged to role-play their characters. Good role-play is entirely dependant on the interaction of the players, but a good umpire can facilitate it by referring to events within the game as if they were historical occurrences and not in game jargon.

For instance if Richard Nevill, Earl of Warwick, attempts to raise the good folk of Kent to rise up in rebellion, the umpire should avoid saying "Joe Bloggs has played three patronage cards and rolled a 3 on the dice, giving him 5 chances to draw a Bad Penny". Whilst the umpire is calculating, it would be better to ask the player to declare his rebellion and make a rousing speech.

Game Switches

As I regard this game as a role-playing game, with political, rather than personal goals, I will be attempting to keep the game simmering throughout. Thus if one side seems to be dominating I will throw a few switches. I hope that the players will regard this a good for all in the game. This is not an operational game with winners and losers.

The Game Switches could be:

1. King Henry's illness will be used to increase tension if all seems to be going to well. Controlled by the Game Control.
2. A foreign ruler will be more generous to some exiles, loaning, men, ships and money to aid their attempt against the current King. Controlled by the Foreign Powers Umpire, in conjunction with Game Control.
3. Random disputes in a Region will be ignored or increased to maintain the right sort of pressure on the players. Each Regional Herald will control this and will have a Regional brief to help them.
4. Sudden rebellions, risings may be introduced eg. Welsh risings, French naval raids, Scottish border raids. Again, these will be under the control of the Regional Heralds.

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Disorder Index - Regional Variations

In an attempt to reflect the geographical nature of the political and social tensions of the time, each Region will have the following ratio of pennies marked "R" to ordinary pennies. The idea being that the more R pennies there are the more likely there is to be a revolt but the revolt will be less intense.

All regions have a pre-set Disorder Rating at the start of the game. This varies from Region to Region.

Region	Total (R)	Notes
North East	30 (0)	Controlled by Border Wardens
Yorks & Lancs	30 (6)	Prone to revolts, localised
Midlands	30 (2)	Not liable to revolt
Wales & Borders	30 (0)	Controlled by Marcher Lords
South West	30 (8)	Liable to small and localised revolts
South East	30 (4)	Liable to have a serious revolt

As the situation demands, the Game Control may tell all the Heralds to reduce the tension in the Regions by removing several disorder pennies and putting them back into the bag.

2.# - After a Revolt

After a revolt has been either repressed or dispersed the Lawlessness Index needs to be reset.

- replace one half the pennies if the rebels dispersed
- replace two thirds of the pennies if the rebels were repressed by the use of force

3.# - Using Patronage

When players attempt to use Patronage Cards to influence a dice roll use the following rule/s. Note - this are not explicit rules, for the players.

1. No Patronage Cards can influence a combat, including sieges or a a natural event.
2. For each *National* Patronage Cards add a 1d3 to a dice roll
3. For each *Regional* Patronage Cards played in the their home region add +1 to a dice roll.
4. All *Regional* Patronage Cards played outside their home region have no effect.

3.# - Reissuing Patronage Cards

As Cards are used up they should be handed to the Game Control umpire who will reintroduce them as and when it is deemed good for the game.

5.# - Recruiting Mercenaries

Mercenaries come from two sources.

1. Professional Troops that have received the sanction of the local ruler to assemble, and journey to England to assist whichever side the ruler wishes to win.
2. Bodies of troops with no allegiance, except to their current paymasters.

The local English troops always had trouble distinguishing them and generally lumped all foreign troops together as mercenaries - I have adopted this practice in this game.

Examples of mercenaries are:

Irish, Scottish, Bretons, Burgundians, and Germans. They often provided a specialist service - eg handgunners, crossbowmen etc.

The recruiting Lords need to be in the country from which the mercenaries come from. Make sure you and the player are clear whether the mercenaries are being provided by the local ruler or from being hired from a mercenary band.

I will provide the FPU pre-generated mercenary bands and guidelines for how many troops a local ruler could or would provide, according to the political situation.

Moving Mercenaries

Once negotiations have been completed, the mercenaries need to be led to England by a Lord who has access to shipping (the shipping could be provided by the foreign ruler as part of the bargain). Use the usual movement rules, but keep them off the table, bear in mind that the players in England will only get to know of the landing of Mercenaries the phase after they land (see amphibious landings) or if another source has passed the intelligence on.

5.# - Providing Figures

As the Herald you will control the supply of figures to the Lords. I feel this is necessary for the following reasons:

1. The Lord needs to be in the Region - this should be verified
2. The troops need to be paid for.
3. The recruitment box needs to be checked off and any Disorder Pennies drawn.

At times it is necessary for the Herald to seek the assistance of another Herald to control this aspect of the game whilst concentrate on the rest of the movement.

5.# - Paying Troops

I anticipate that troops may be raised throughout a season as Lords manage to travel back to their Estates to raise their Retainers. The Herald must allow players time to recruit and pay for their troops - though remember, a full phase has to elapse between the announcement of the intention to recruit and the actual deployment of figures on the map.

6.# - Running Campaign Phases

1. Deploy any new troops recruited last phase.
2. Herald demands and receives all movement intention cards
3. Move all troops
4. Resolve any conflicts or battles
5. Announce the intention to recruit troops to be ready next phase
6. Pay for and receive the troop counters from above

Remember the observation of Campaign Phases is restricted to the Region in which troops are deployed.

Umpire Notes:- Force Marches

The rationale behind using Patronage Cards to force march an army is that the Lord uses his personal influence and draws in some favours, to the extent of annoying his allies to achieve his goal - thus in effect he is using up his favours, rather than promising services for compliance with his wishes.

With this in mind all Patronage Cards are alike, except that a Patronage card used to force march in its own region has extra strength. To achieve this bonus most of the march should pass through the region - Herald to decide on close decisions.

Needless to say, the use of patronage cards is declared before any dice are rolled.

A physical cap of movement is in effect, see above table.

Example

Lord Cromwell has assembled his retinue of 10 figures, in the Midlands, and it is his intention to join the main army in South England. He calculates that his minimum move will take him short this phase. He opts to use two patronage cards (one Regional Card from his estates in the Midland, and one National Card from his Office as Treasurer). He thus has an extra $1 \times d3 + 1$ ($1 \times d3$ for the National Card and plus 1 from his card played in its Region) to his $1 \times d6 + 6$. He rolls (5, 2, + 6 + 1 = 14).

Umpire Notes

Storms At Sea

A Lord's vessel is never lost. Place the survivors along the coast but don't tell them where they are and ask what are their intentions.

6.# - Hiring and Using Ships

Each ship can carry one troop figure.

Ships are paid for each Season. There is a base price plus a modifier.

- Cost per Ship = £5 per season
- Modifier $1 \times d3 \times £5$ (**NB** Patronage Cards can influence this!)

Large fleets will take some time to organise and assemble, this is a set time.

- Less than 5 ships - available that season
- Less than 15 ships - available next season
- 16 ships or more - available after one full season has elapsed

9.# - SIEGES

9.# - General

Contemporary commentators, noted that war in England, lacked of 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.

During the War of the Roses, there were few sieges. I have included these rules for the possibility of a siege taking place, but hopefully, few will arise.

9.# - A Stronghold

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

A Strongholds 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.

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

9.# - Paying the Garrison

A Garrison Figure costs £40 per figure per season to hire. All garrison figures are marked as being Garrison Troops and cannot be exchanged for another mobile figure.

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, Investment or Accepting Payment to leave.

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.

A stronghold can hold out for one season per strength point calculated from the season the siege started.

Whenever a Stronghold has been taken after an investment using a Siege Train, its strength is reduced to 0.

Tactical Factors

The following factors alter the Strongholds Strength for the purposes of investment.

Factor	Change to Strength
No garrison	minus 2
Garrison not upto full strength	minus 1
Can be Re-Supplied by Sea	plus 2
Siege Train Deployed	minus 1xd3+2

Example of siege - by investment

Lord Scrope marched to Helmsley and besieges it, during the Late Spring turn. He declares his intention to invest the stronghold and starve out the garrison, which is a strength of 1.

As Helmsley is rated as a Strength 2 stronghold, with the following tactical factors:

- minus 1 for partial garrison

Making the Stronghold's strength 1. Which means it can hold out for 1 season. It will hold out during the Late Spring, Summer, capitulating at the start of the Summer turn.

C - Forced Loans

A town can be threatened with assault in order to extract a loan from the rich citizens of the towns. To do this an Army can march upto a town and declare its intention to intimidate the town, taking a phase to demonstrate outside it. Use the following chart to determine the outcome.

Formula

("Size of Army" *divided by* "Min to Besiege") *multiplied by* "Town Factor" = £'s

e.g. An army of 50 figures attempts to intimidate London. $(50/30 = 2) \times 100 = \text{£}200$.

Str	Type	Notes	Min to Besiege	Town Factor
4	Town	All towns not listed below	12	10
5	Large Town	Coventry, Ipswich, Southampton, Leicester, Northampton, Reading, Nottingham, Hull, Kings Lynn	20	20
6	City	London, Calais, York, Bristol, Norwich	30	100

9.# - Defending a Stronghold
Players in Besieged Strongholds

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

- Negotiate with the besieger.
- Attempt to sally forth and defeat the besieger - 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.