

15MM WAR OF THE ROSES WARFARE RULES by R. Camicia 2015

Rules Outline (Refer to the appropriate section of Ral Partha Rules for explanation)

Event I – Initiative & Command Phase

Each leader roll a d6, highest result wins and can choose if he moves first or second in the move.

Optional: each leader can have different initiative value that can modify the result.

Issue initial orders before the battle begins, they can be changed afterwards from C.in C. via messenger.

Each C. In. C. issues orders to his battles/wings in this phase among these:

- ATTACK = Move fast to close melee with enemies. Shooters can stop to fire at when in range.
- ENGAGE = Move at least half speed toward enemies to shoot at range, then defend.
- DEFEND = Hold ground and charge (for cavalry) all enemies closing at charge range, countercharge for others
- RETIRE = Move towards own baseline without engage any enemy. They can't charge or countercharge unless to free their way out.

Event II – Fire Phase

Direct fire at closest enemy. Arc of fire 22,5° from centre of firers. Only shooters figures can fire in a mixed unit. Ranges of fire: Artillery 48", All others 24", Handgun 10". Roll 2D6.(1D6 for arty) and modify as follows. All units suffering casualties by enemy fire must check morale test immediately.

Fire Modifiers

For each 2 firers casualties if infantry	- 1	For each firers casualty if cavalry	- 1
Mounted firers	- 3	Firers with longbows	- 1
Firers with crossbows	- 2	Firers with handguns	- 3
Target is cavalry	+ 1	Target is artillery or skirmish troops	- 2
Target is 4 or more ranks deep	+ 1	Skirmishers avoiding enemies last move	- 2
All firers (no artillery) which shots at 8" or more (5" for handguns)			- 2
Target is behind soft/medium(& pavises)/hard cover			- 1 / - 2 / - 3

Event III – Movement Phase

Players move – countermove as decided in *Event I*.

Command radius of leaders is 12", all units in the battle/wing/clan must be in that radius to move freely, otherwise can't charge or move toward enemy unless for morale causes.

Turn units per wheeling (at double cost) or change face 90°/180° in one full move. Cavalry changes face 180° in only one half move, skirmish troops or shooters (only for units in maximum 2 ranks deep) do it for free. Shifts are not allowed. All others changes of formation, interpenetration between friendly units and unlimber artillery cost one full move. Interpenetrated troops may not move or charge in the same phase.

Leaders, messengers & not armoured cavalry = 12"

All Infantry = 8"

Full armoured cavalry = 8"

Full armoured Dismounted Knight = 6"

All other Cavalry = 10"

Artillery = 8" until unlimbered then 1"

River crossing = The unit stops at the river bank, next turn moves across the river and stops on the opposite bank. Thereafter it moves normally. Artillery can't cross a river unless at a bridge.

- 2" for climbing hills, crossing walls or hedges, passing a bridge, (- 4" for cavalry and artillery)

- 4" for moving through rough terrains, woods or paddy fields, and changing ranks (only 2" of movement for **all** cavalry, impassable to artillery)

Note: units doing these actions (-4") or changing face/formation or interpenetrating friends can't charge or countercharge in the same move. Units locked in melee, routed, pursuing or **units which fired or fall back** in *Event II* cannot move in this phase.

Event IV – Melee Phase

Opposing units are in melee when they touch each other. Arc of charge 22,5° from center of chargers at the start of the move. The first 2 units must face off. Additional units will have flank and/or rear attacks.

Units fighting two melee simultaneously roll 1D6 in each one. Otherwise roll 2D6, but only 1D6 if the unit is fighting in flank or rear or is 50% or less of initial strength (in this case do not apply modifies for

casualties till 50%). All artillery is removed from play if enemy close contact with it. All skirmishers avoid the contact with enemy not skirmishers moving in the normal move of their attackers and ending at the range of the enemy normal move. They count as “avoiding enemies last move” in the next move.

Melee Modifiers

Shooters other than Longbowmen)	- 2	Attacking from flank	+ 2
Longbowmen	- 1	Attacking from rear	+ 4
Militia	0	Advantage of ground	+ 1
Professional	+1	Opponents are defending earthworks	- 2
Knights	+ 2	Each 2 casualty on an infantry unit	- 1
Cavalry + 1 (I.e. mounted Knights are +3)		Each casualty on a cavalry unit	- 1
Levy	- 2	Infantry attacking enemy behind obstacle	- 1
Veteran or bodyguard (retinue) unit	+1	Cavalry attacking enemy behind obstacle	- 3
Raw unit	- 1	Cavalry vs. standing infantry (not shooters)	- 2
Pike charging infantry or standing vs. Cavalry	+3	Charging uphill	- 2
Cavalry with lances charging or pursuing	+ 2	Outnumbered 3 to 2	- 1
All others charging and pursuing	+1	Outnumbered 2 to 1	- 2
Chivalric, fanatic or Furious in the first melee	+ 1	Outnumbered 3 to 1	- 3
Leader commanding unit	+ 1	Cavalry that fired in this move	- 2
3 rd and 4 th rank of Pike in front melee (each)	+1	Attacked in flank or rear (not vs. frontal enemy)	- 2
Furious unit closing melee in the second/subsequent moves of charge			- 2 / - 3
Interpenetrating/interpenetrated in this move	-3	Unit previously routed in this battle	- 1 (Optional)

Fires/Melees Casualties

Attackers weapons	Target protection			
	None	Light	Heavy	Full
Short bow, Bow shooting	1/3	1/4	1/5	1/6
Xbow, Longbow shooting	1/2	1/3	1/3	1/4
Handgun and Artillery shooting	1/3	1/3	1/3	1/3
All Weapons in melee	1/2	1/3	1/4	1/5

Note: Round all result down for shooting.

In melees round all fractions to the nearest whole number. I.e. 1,50 is 1 and 1,51 is 2).

Melee Results

Units in melee check morale as in the following *Event V*, and the melee continues in the next turns until one or both units are eliminated or forced to run away. There is a risk for leaders if he's commanding a unit that suffer 2 or more casualties from melees. The opposite player roll a 1D6, a roll of 5 incapacitate the leader for 1 move (no command radius, no benefit for morale melee & rally), a roll of 6 kills the leader

Event V – Morale Phase

Any unit which sees a leader hit or a friend unit in rout within 12” (**ONLY IF** it's of the same or superior kind) or suffers a casualty in *Event II or IV* must check a morale test (at the moment it occurs) as follows. At the end of melees losers check their morale first and the winner check only if the losers pass their test. Both test if it's a draw. Roll 1D6 and modify the score with the following modifiers. The unit passes the morale test is the modified score is equal or more the following:

ENEMY UNIT IN MELEE OR MORALE CAUSES	YOUR UNIT				
	Mounted Knights	Foot Knights	All professional troops	All Militia	Levy
Mounted Knights	2	2	3	3	4
Foot Knights	1	2	2	3	4
All Professional	0	1	2	2	3
All Militia	0	0	1	2	3
Levy	- 1	- 1	0	1	2
Test for leader hit or friends in rout	0	0	1	2	3
Test for casualties for shooting at	0*	0	1*	2	3

* = If the unit is chivalric or fanatic a natural 6 makes the unit out of control (**FURIOUS**) and then it **MUST** charge closest enemies in sight **until it closes to melee with the nearest enemy**.

Morale Modifiers

Commanded by leader	+ 1	Attacked in flank	- 1
Chivalric or fanatic unit	+ 1	Attacked in rear	- 2
Veteran or bodyguard (retinue) unit	+ 1	Lost 25% or more men in the unit	- 1
Raw	- 1	Lost 50% or more men in the unit	- 2
Unit loses a melee in the current turn	- 1	Lost 75% or more men in the unit	- 4
Lost commanding leader this turn	- 2	<i>Unit previously routed in this battle (Optional) – 1</i>	
Each friendly unit in rout within 12" (only of the same or superior kind)			- 1

Any unit which fails morale test only fall back half move face to enemy immediately if under fire. Otherwise it routs: it is turned face away from its enemy and must be moved one full move away from opposing unit in the next *Event VI Rally & Rout* phase. The winner can pursue (must if chivalric, fanatic or cavalry) and moves in the same phase of routers. Unit involved with more enemies uses the higher kind of enemy involved as cause of morale. All friendly units that see a rout within 12" at the beginning of *Event V* must also check their morale (only if routers have the same kind point value or more). *Optional: Morale is done per battle. So a friendly unit in rout or a killed leader not of the same battle don't affect morale.*

Event VI –Rally & Rout Phase

At this phase all routing units take 2 hits (only 1 for a cavalry unit), but if they are attacked by enemy (or pursued) don't fight back, simply take 4 hits (only 2 for a cavalry unit) instead of 2. To regain the control of a routed or pursuing unit its owner must rally it.

Now both players can try to rally units in two different ways

- 1) A leader can always rally a unit. He just moves to touch his unit in the next Movement Event. And in the first following Morale Event the unit rallies and (if player wants) turns around to face the enemy. It's now a normal unit
- 2) To rally a unit without a leader roll 1D6: 4, 5 or 6 rallies a *Militia or Professional* unit; 3, 4, 5 or 6 a *Knight* unit. Optional: modify +1 if chivalric or fanatic, -1 if raw. If the die roll fails, remove the routed unit from the game at once. If he succeeds, the unit is rallied and it can turn to face the enemy in the first Morale Event following the next Movement Event. Levy unit cannot be rallied without a leader.
 - Now all the units that are still in rout and pursuing move a full move, routers ignoring all terrain penalties and avoiding any enemy or friend unit, pursuing closing the contact with them.
 - The routers move to own baseline or camp if present on the battlefield.
 - Pursuing units that lose contact with routers rally automatically.
 - Units in rout with 75% or more men lost are removed from field in the next Movement Event.

Making an Army

Players choose the total points to build their armies by mutual agreement. Eg. 1500 points each. Then they can organize units in size, type and armament accordingly. Infantry units can be 8-24 figures size, cavalry 6-12, artillery is only one base sized. All figures in the unit **must** be of the same kind and morale (i.e. raw militia or veteran professional) Units can be mixed (i.e. pike and bows) in this case when in melee or shoot at use the media rounded down for armour and all the changes accordingly (worst).

Figure Point Values

KIND	Knight +4	Professional +3	Militia +2	Levy +1	
MORALE	Chivalric +1	Fanatic +1	Veteran +1	Bodyguard/Retinue +1	Raw -1
PROTECTION	Full armour +4	Heavy armour +3	Light (partial) armour +1	None 0	
WEAPONS	Pike / Polearm / Bill / Halberd / Spear / Short bow / Bow / Pavise +1		Lance / Horse / Longbow / Crossbow / Handgun +2	Artillery + 10	

Note: Obviously an armoured professional mounted crossbowman costs 10 (professional 3 – heavy armour 3 – horse 2 – crossbow 2)

ARMY WING:						
UNIT NAME	BASES	FIGURES	KIND	MORALE	PROTECTION	WEAPONS
Yellow Cavalry	4	12	Knight	Chivalric	Full Armour	Lance, Horse
White Cavalry	3	9	Knight	Veteran	FA	Lance, Horse
Blue Longbowmen	4	16	Militia	=	LA	Longbow
Red Xbowmen+Pavises	6	12+12	Pro	=	HA	Xbow, Pavise