

The Rules

This scenario has been designed to be used with The Perfect Captain's "A Coat of Steel" wargame rules (<http://perfectcaptain.50megs.com/captain.html>). The Coat of Steel rules are primary designed to facilitate open field battles with no consideration of issues associated with street fighting. Therefore the following additions and amendments are included.

Movement in the narrow streets

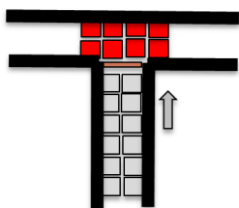
1. All streets are considered to be two bases wide.
2. Due to the narrowness of the streets, and the small frontage of the forces, there is no movement penalty for changes of direction while moving (i.e. turns or wheels).
3. Ranks may exchange places as per the rules, but if bands are further back in a column than the second rank and they wish to move to the front of the column and execute an "Attack" or an "Approach" tactic, then the move is measured from the front of the moving bands.

Handstrokes in the narrow streets

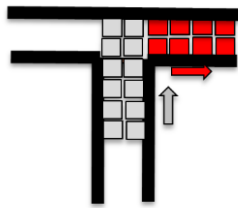
1. When engaged in "handstrokes" in a street or at a barricade only the first two ranks of each force will be considered when calculating the handstroke strength. Hence, only the front two bases of a force are classed as in "contact" and only the two second rank bases are considered for "all fight" or "1/2 Rest". Casualties may be taken from the whole company as required.
2. The barricades are considered obstacles and so the attacker halves his strength in handstrokes. All attacks across a barricade (both attacking and defending force) are classed as "Tired Attacks".
3. If a Lancastrian force defending a barricade is "Pushed back" they must retire in one direction down the street; they remain facing towards the enemy. The victorious Yorkist force may immediately follow up and cross the barricade with four bases.
4. In each subsequent activation, if the Lancastrian force holds its ground, the Yorkist's may move two bases into the street; if the Lancastrians are pushed back, four Yorkist bases may enter the street (see diagrams below).
5. If the Yorkist's have six bases across the barricade at the end of the turn, then the barricade is removed.

Archery down the narrow streets

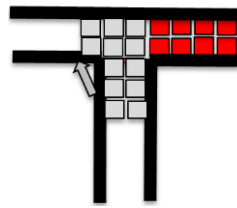
1. To fire bowmen must have line of sight to a target. Line of sight may be traced through a band's own company. Thus bowmen in a column may fire over the heads of bases in front provided they are firing down a straight street and using "Flight" arrows. The range is measured from the head of the ward. Buildings block line of sight.
2. "Flight" arrows used to target a company in a street suffers a -1 intensity.
3. Archery directed against a target immediately behind a barricade suffers a -1 intensity. Hence flight arrows against a target behind a barricade suffer a -2 intensity.
4. When the Lancastrian Mainward suffers a casualty from archery a casualty check is made for Henry. A draw of 11 will wound the king; Henry can survive two wounds but three will kill him. A draw of 12 will kill him.



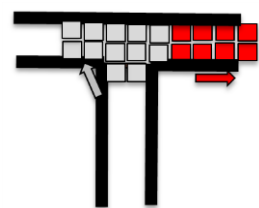
1. The Yorkist host attacks the Lancastrians defending the barricade.



2. They "Pushback" the defenders who move to their left and turn to face. The Yorkist follow-up and 4 bases cross the barricade.



3. In the following turn the Lancastrian's hold their ground and 2 bases cross the barricade. At the end of this turn the barricade is removed.



4. In a subsequent turn the Lancastrian defenders are again pushed back. The Yorkists follow-up, and 4 bases move into the street.



York



Victory conditions

York will win if they drive the Lancastrian force from the field as per the standard rules.

If the Lancastrian Mainward is routed Henry will be captured and York will win.

If Henry is killed York is defeated; regicide is definitely a thing to avoid.

York's forces

Main Ward (courage 4)

Richard, Duke of York - Host commander/Prop/Heir

He is Practiced and Impetuous (One Stratagem)

6 x MAA

2 x RB

8 x RA

Vanward or Rearward (courage 4)

Richard Neville Earl of Salisbury - Ward commander/Peer

He is an Old Soldier (Two Stratagem)

4 x MAA

7 x RA

Ward (courage 4)

Richard Neville Earl of Warwick - Ward commander/Peer

He is Practiced and has Artifice (One Stratagem)

4 X MAA

6 x RA

The Chronicle

York will start with "The Coldness of the king..." verse on their chronicle due to the King being present in the enemy camp.

Force Deployment

The Yorkist commander, Richard, Duke of York, will determine which lane he will attack down. Richard Neville's ward will attack down the other lane and be assigned the title of Van or Rearward accordingly.

The Earl of Warwick's ward received the title of the ward not claimed by the Earl of Salisbury. Warwick's deployment is kept secret and his force is not deployed on the table. Before the game the Yorkist commander will nominate a point along Hollowell Street or St Peter's Street against which Warwick's force will move and attempt to find a way through the line of buildings.

When, and if, Warwick can find a passage through the buildings will be determined by the following procedure. When both other Yorkist wards are engaged, that is in base to base contact with the enemy or their barricades, and Warwick's ward is activated, he may start to attempt to see if his ward can debouch onto Hollowell/St Peter's Street. He does this by drawing a TBS and adding the value to a running total. When the total reaches or exceeds 15 he has found a way through the buildings and he may place his ward on Hollowell/St Peter's Street. The ward may only face in one direction. They must be placed with the ward centre at the point previously chosen by the host commander at the start of the game.

Wars of the Roses Scenario by John Savage

The TBS hazard: Warwick may only draw two TBS each time he is activated. For EACH TBS he draws ONE VERSE is added to the chronicle. A maximum of two verses may be added in this way. Alternatively for each TBS he draws he may reduce his ward's COURAGE BY ONE. His ward's courage may not be reduced below "1". Thus Warwick can draw a maximum of five TBSs over three or more activations. He may "spend" chronicle verses and courage points in any combination he wishes.

If Warwick can't reach 15 points with five draws of TBS his ward will "Withdraw" from the field. The consequences of this withdraw of a ward are covered in the standard rules. If Warwick succeeds in breaking into the town he recovers half of whatever courage he has spent, Fractions Rounded Up, and one verse is removed from The Chronicle.

Historical Note

When Richard of York decided to attack at St Albans he was committing an act of treason. He was attacking a body of men charged with the protection of the King and so was attacking the King himself. At least it would appear that way if he failed. It was therefore vital for him to succeed. Once he defeated Somerset and got his hands on the King he could control the 1455 news cycle and claim that he was protecting the King from his evil advisors all along.

So from the commencement of the attack up to the moment of victory he and all his followers were traitors and the weight of that burden would have placed a great deal of pressure on him and co-conspirators. Richard's main hope rested on Warwick and his surprise attack through the town. For once the Yorkist's had breached the Lancastrian defences their numbers would definitely decide the issue.

Time was therefore of the essence for Richard and Warwick. The longer Warwick took to find a passage the greater the chance that someone in Richard's host would crack under the pressure, or a misadventure would convince a follower that perhaps attacking the consecrated king of the realm was a poor choice and their villa in the south of France was looking like a good place to retire.

It is for this reason that Warwick spends verse chits and his ward's courage to buy TBSs. The longer he takes to reach 15 points the greater the chance that another event will push The Chronicle towards "The Cause is in Doubt..." and "The Cause is in Crisis..." and bring all Richard's plans to naught.





Lancaster



Victory conditions

Lancaster will win if they hold at the barricades and inflict enough losses on the Yorkists to break their wards as per the standard rules. If Warwick fails to break into the town it will make this task easier.

If the Lancastrian Mainward is routed Henry will be captured and York will win.

If Henry is killed his son, Edward the Prince of Wales, will assume the throne and his mother Margaret of Anjou will become regent. Richard Duke of York's coup will have failed and the Yorkist will be defeated.

Lancaster forces

Henry VI – with the mainward

Mainward (nominally 4 but when surprised it will drop to 2 – see below)

Edmund Beaufort, Duke of Somerset - Host commander/Prop/Heir

He is Practiced and has Lethargy (One Stratagem)

Humphrey Stafford, Duke of Buckingham

2 x MAA

4 x RA

Vanward (courage 4)

Henry Beaufort, Earl of Dorset - Ward commander/Peer

He is Audacious (Three Stratagems)

Thomas Clifford, Lord Clifford

2 X MAA

4 X RA

Rearward (courage 4)

Henry Percy, Earl of Northumberland - Ward commander/Peer

He is Practiced (One Stratagem)

Thomas Courtenay Earl of Devon

2 x MAA

4 x RA

The Chronicle

The Lancastrians start with "The odds be great..." verse on their chronicle. When Warwick breaks through into the town "Spur to the rescue..." and "Left us in our distress..." verses are added to the Lancastrian chronicle.

Deployment

The Vanward defends Sopwell Lane, the Rearward defends Shropshire Lane and the Mainward is in reserve in Market Place. There is a barricade at the intersection of Sopwell Lane and Hollowell Street and another at the intersection of Shropshire Lane and Hollowell Street. There is a third barricade on the Lancastrian left across St Peter's Street.

The Mainward chit will not be included in the chit cup, and thus this ward will not be able to activate. When another Lancastrian ward routs, or Warwick comes within line of sight or the mainward, the mainward chit is placed in the chit cup along with the two Lethargy chits and the Action chit. When Warwick's ward does come within line of sight the mainward's courage drops from 4 to 2 due to shock and surprise.

Historical Outcome

Richard appears to have launched three columns against St Albans. Two were directed down the two main roads into the town, Shropshire and Sopwell Lanes. The third, under Warwick, was sent through the “backsides” of the buildings against the line of houses along Hollowell Street. The Yorkist attack down the lanes made no headway against the Lancastrian barricades and they suffered many casualties.

Warwick had more success. His force made its way through the gardens and out houses of the backsides and found an unguarded laneway through the buildings. They erupted onto an empty Hollowell Street. Then making their way to Market Place they came upon the unsuspecting Lancastrian reserve gathered around the King. Warwick ordered his archers to fire. A number of men were killed and both the King and Stafford were wounded. Warwick then charged and the Lancastrians broke. At this point the Duke of Somerset was killed. When the Lancastrians at the barricades realized that Warwick had broken through they abandoned their defenses and fled.

With the rout of the Lancastrian forces Henry found himself alone. The King had been wounded in the neck and he sought shelter in the house of a tanner. There the Yorkists discovered him. Though he feared for his life Richard and his supporters convinced the King that they were his loyal subjects and sought only his welfare. The party then retired to the Abby Church, where they spent the night. In the morning Richard escorted Henry back to Westminster. With the King now under his control a short time later Richard was again made Protector of England.

Loses: York: 60, Lancaster, 100

