

THE BATTLE OF BARNET 1471

1. Introduction:

This is a game of treason, cold steel and blood set in the period of the Wars of the Roses simulating the Battle of Barnet in April 1471. The opposing Lancastrian and Yorkist armies under the command of the Earl of Warwick and King Edward IV respectively, seek the total destruction of the enemy to finally settle the matter of rule in England

2. Game Setup:

The players decide by the throw of a coin who takes the Lancastrians or the Yorkists. The battle field is split into 50 (5 x 10) equal squares (size of a CD Box each) with the references A1-10 / B1-10 / C1-10 / D1-10 / E1-10. The players will mark the positions of their main army and mercenaries on a map (As there was fog on the morning of the battle the positions of the enemy were uncertain)

Therefore there is some flexibility in the initial positions of the main armies which, however, need to be relatively close to the original battle layout. The players can place the troops in the following positions:

Lancastrians:

Warwick: E5, E6, or E7

Oxford: D1 or D2

Montagu: D4 or D5

Exeter: D8 or D9

Yorkists:

Edward IV: A5, A6 or A7

Hastings: A2 or A3

Gloucester: A9 or A10

Once all the positions have been marked the troops are placed openly into their positions on the battle table.

3. Cards/Mercenaries

In order to bring the chance element into the game (e.g. additional mercenary units and chance cards) there is a heap of altogether 24 cards of which each player will pick a total of 8 and keep them secret (i.e. the remaining 8 cards will be removed without being looked at). The position of possible mercenary units will now be marked on the map only and they will appear on the table at the beginning of move No.#2. This means that their first move will be in secret (i.e. hidden by the morning fog). The chance cards can be used at any time during the game.

4. Rules:

Movement:

Foot 20cm / Mounted 30cm (can either move or fire)

Organ gun: 20cm (can either move or fire)

Templates need to be used when changing direction during manoeuvre

When changing formation or direction (face) of unit – this requires one move.

Firing Range (Target may only be a body of troops not any individual):

Templates need to be used to determine angle of fire

Long Bow: 50cm (Hits with 4,5,6 / Saving throw 5,6 when target carries armour - only 1 saving throw)

Regular bow / crossbow / handgun: 30cm (Hits with 5,6 / Saving throw 5,6 for regular bow when target carries armour - only 1 saving throw / No Saving throw possible for crossbow / handgun)

Artillery range as indicated on cards (There must always be at least two figures to operate one gun)

Close Combat:

Cavalry always have +1 combat point

Commanders have an additional +1 combat point

Attack in Flank +1 point / Attack in Rear +2 points

Those firing have -1 combat point when fighting during same move.

Calculation of Combat outcome: All troops involved touching base (foot counts as 1 / mounted counts as 2) are counted. At the end of the first combat round the remaining troops are counted and multiplied by the enemy casualties and vice versa for the other side. Please note that all casualties of the combat round also those killed by missile fire are taken into the calculation. The totals are divided (small by large) and if the difference is 50% or larger the loser is routed. When the figure is <50% the loser retreats 20cm. A second retreat of a unit means automatic rout.

Orders:

Have to be placed upside down at the beginning of each game move and can be turned around at any time during the game move to execute the order (this means that missile fire does not necessarily have to be at the beginning of a move but at the moment when the target is in best range). In this way we can keep track that every unit is considered during the game move and no units move or shoot twice.

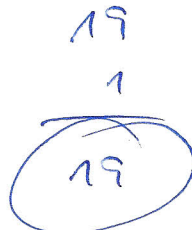
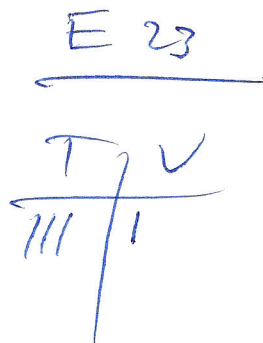
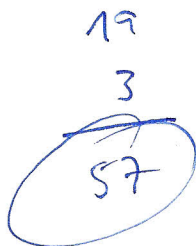
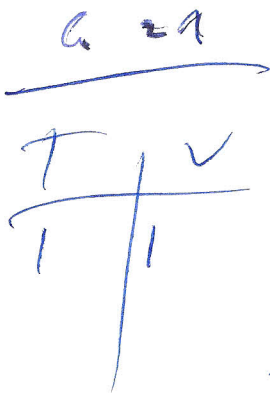
5. Victory Conditions:

1. The enemy army is routed or surrenders
2. One side has lost all of its commanders: Lancastrians 4 (Warwick, Oxford, Montagu, Exeter) / Yorkists 3 (Edward IV, Hastings, Gloucester)

Map Layout for marking troop positions and secret movements:

E1	E2	E3	E4	E5 WARW CAV	E6 WARW INF	E7	E8	E9	E10
D1	D2 OXF.	D3	D4 MONT.	D5	D6 Glouc MERC.	D7 Flam. PORE	D8 EXE.	D9 E.E.	D10
C1	C2	C3	C4	C5	C6 ↓	C7 ↓	C8	C9	C10
B1	B2	B3	B4	B5	B6	B7	B8	B9	B10
A1	A2	A3 HAST.	A4	A5	A6	A7	A8	A9	A10

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Mercenaries:

Mounted Knights
of the King of France.
+1 cavalry combat point
Note: This unit will only serve
with the LANCASTRIANS

Mercenaries:

Sepp and his peasants
serving the famous
"Doppelbock Brew". Can be
used once to intoxicate one
unit until the end of the game.
(As soon as bases touch the
unit will have -1 combat point

Mercenaries:

Flemisch Pikemen
This unit has +1 combat point
on first frontal contact with an
enemy unit. If attacked from
flank or rear there will be an
additional -1 combat point.

Mercenaries:

German Mercenaries
This unit is extremely
vulnerable to "Doppelbock
Brew" and in case of
intoxication have -2 combat
points until end of game.
Immune to "Freeze" spell!

Mercenaries:

Mounted Knights
of the Duke of Burgundy
+1 cavalry combat point
Note: This unit will only serve
with the YORKISTS

Mercenaries:

Janissaries of Sultan
Mohammed II. The sorcerer
can "freeze" one unit for the
no. of moves on an average
dice as soon as bases touch.
(This is the only unit immune
to Sepp's Doppelbock Brew

Mercenaries:

3x Bombards + team
Stationary
Firing Range: 0-100cm
Solid shot bounces 20cm on
impact (no saving throw
possible)

Mercenaries:

2x Organ guns + team
Movement: 20 cm
Firing Range: 0-50cm
4 shots per gun per move
Hit: 4,5,6 (no saving throw
possible)

JOKER

Can be used once only as:
- 1st Class treason card or
- 2nd Class treason card or
- 1st Class Counter treason
Card or
- 2nd Class Counter treason
Card or
- Elite Status Card or
- Fog of War Card

Mercenaries:

4x Mortars + team
Stationary
Firing Range: 25-75cm
Solid shot bounces 10cm on
impact (no saving throw
possible)

1st Class Treason Card

Can be used only once at any
time to force any one unit
(except Warwick's and/or
Edward IV's units) to change
sides immediately

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(except Warwick's and/or
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sides immediately.

1st Class Counter-Treason Card

Can be used only once at any
time to prevent any one unit
from changing sides.

1st Class Counter-Treason Card

Can be used only once at any
time to prevent any one unit
from changing sides.

2nd Class Treason Card

Can be used only once at any
time to force any one
mercenary unit to change
sides immediately.

2nd Class Treason Card

Can be used only once at any
time to force any one
mercenary unit to change
sides immediately.

2nd Class Counter-Treason Card

Can be used only once at any time to prevent any one mercenary unit from changing sides.

2nd Class Counter-Treason Card

Can be used only once at any time to prevent any one mercenary unit from changing sides.

ELITE STATUS (+1) CARD

Can be used only once at any time to provide one unit with an Elite Combat Status of +1 point until the end of the game.

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FOG OF WAR CARD

This card will make one unit invisible on the battle field until the beginning of move No.# 3

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NIL – Bad Luck!

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