



War of the Roses Warmaster Rules

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Warmaster © Games Workshop

The following set of additional rules has been designed to be used in conjunction with the Warmaster set of rules produced by Games Workshop. The rules allow replaying the battles of the War of the Roses period in 15th Century England.

Game Sequence

As per the Warmaster © Rules

Command

As per the Warmaster © Rules

Blunders

As per the Warmaster © Rules

Attacks

As per the Warmaster © Rules

Shooting

As per the Warmaster © Rules, except on drive backs. Units suffering missile hits are driven back d3 cm's per non-save hit.

Hand – to – Hand Combat

As per the Warmaster © Rules

Cannon

As per the Warmaster © Rules for the attack roll. Number of attacks is 2 as per list with a maximum of + 1 attack for extra target bases.

On an attack roll or 1 consult the following table

D6 Roll	Result
1	Spectacular explosion, cannon blows up
2	Serious Misfire, Crew killed
3 – 4	Fouled, takes two turns to clear and reload
5 – 6	Minor malfunction, may fire next turn.

Movement Modifiers

The following modifiers are to be applied for movement

Terrain	Modifier
River	Movement rate is halved.

Confusion

As per the Warmaster © Rules

Commanders (General, Battle Leaders, & Lords)

The Commanders are to be given a competency rating at the beginning of the battle. When the Commander has not been defined in an army list dice for class, D6

The commanders are classified as one of the following.

D6	Classification	Result
6	Rash, first into action	+1 to command
5 – 3	Bold, veteran commander	No adjustments to command
2	Cautious, unwilling to take risks	-1 to command
1	Treacherous, reluctant	-1 to command, each casualty on commander's units, on a roll of 1 on D6 changes side with all stands commanded by him

Retinue Bow

'Right Sharp Shower'

Whilst the supply of arrows is available a retinue Bow stand may use a 'Right Sharp Shower'. If used the stand will have 2 bow attacks. However, there will be a chance that a unit of Retinue Archers that use the 'Right Sharp Shower' will exhaust their supply of available arrows. To simulate this each time a unit uses a 'Right Sharp Shower' a d6 must be rolled, on a result of a 1 the arrows are near exhaustion and the unit may only shoot every other turn and not use the 'Right Sharp Shower' again. Each attempt to use adds a + 1 penalty modifier to the base number, so on second use a roll of 1 or 2 will mean arrows are in short supply.

Orders

At the beginning of a game each battle must be given an objective, i.e. attack, defend, and advance. If the command element is killed then the unit will continue with the last issued orders until changed by new orders conveyed from a herald. Each battle leader has 1 herald.

Army Notes

1. Only two units of Mounted Men at Arms are allowed per army.
2. Each main 'Battle' is to be commanded by a 'Battle Commander' or General (excludes wings).
3. A 'Brigade' or 'Contingent' is made up of a maximum of 8 stands.
4. There is to be a maximum of 3 Lords per 'Battle'.
5. There is to be a maximum of 6 'Battles': - Rear Ward, Main Ward, Van ward, Reserve, Right Wing, and Left Wing.
6. Wings can only contain Cavalry.
7. Command figures to be represented by four Full Harnessed Infantry and Standard Bearer with Lord's Banner. (Can be mounted or dismounted).
8. Bow can move through Bill or and MAA, takes one full move and requires successful command issued.
9. At least 5 other stands per Command stand, at least 2 Bow stands per Bill stand (Retinue or Shire).