



WAR OF THE ROSES

The following Army Organisation List (AOL) will enable you to build a War of the Roses army for War & Conquest.

Please refer to the introductory online Army Organisation List guide document.

This is Version 3, January 2020.

The War of the Roses is a fascinating period of history and putting together army lists offers some challenges to really capture the period. Some options below would not have been available to every protagonist and so it is up to players to make those decisions based on their own research and knowledge. Feedback and observations are most welcome so that the list can be expanded to allow for more detailed variations for the various factions. Not least of which will be the Personalities involved as there is plenty of opportunity for interesting rules and ideas to bring the period to life.

ARMY COMPOSITION

PERSONALITIES OF WAR

Up to 25% of the points value of the army
You must take an Army General. Strategy
Intervention Points may only be pooled for
Personalities from the same historical faction.
You cannot have a King and a Challenger in
the same army (although its plausible they
could be on the same side in a larger game
involving some treachery rules)

MEN-AT-ARMS

Up to 25% of the points value of the army. If
Men-at-Arms are taken, each unit must be
accompanied by a Personality.

CAVALRY FORMATIONS

Up to 25% of the points value of the army.

RETINUE FORMATIONS

At least 25% of the points value of the army.
You must take more longbowmen than
billmen models.

SUPPORTING FORMATIONS

At least 25% of the points value of the army.
You must take more archers than billmen
and/or spearmen models.

ALLIED FORMATIONS

Up to 25% of the points value of the army

LEGENDS OF WAR

Assuming they are being used, an additional
25% of the points value of the army may be
taken as Legends of War. As War of the Roses
armies have none as yet, you can increase the
size of your army with extra Personalities or
Formations selected from any or all of the
above noted categories.

PERSONALITIES OF WAR

0-1 KING

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	1	Army General Loyal	2	10"	140

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

May move independently with an Armour Value of 4

May be mounted for 10 points with an Armour Value of 5

Special: The King may select one formation as Loyal, and must accompany that formation throughout.

0-1 CHALLENGER

Mo	L	S	Abilities	SIPS	ZOC	Pts
9	2	1	Army General Loyal	1	10"	130

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 4

May be mounted for 10 points with an Armour Value of 5

Special: The Challenger may select one formation as Loyal, and must accompany that formation throughout.

KINGMAKER

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	Army General	2	10"	140

Equipment: As unit

Armour Value: As unit

Options: May add up to 2 additional Strategy Intervention Points for 20 points each.

Formation: Personality

May move independently with an Armour Value of 4

May be mounted for 10 points with an Armour Value of 5

Special: If the King or Challenger is not in the army or has been killed, the Kingmaker may become the Army General .

NOBLE

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	2	-	-	10"	90

Equipment: As unit

Armour Value: As unit

Options: May add an additional Strategy Intervention Point for 20 points.

Formation: Personality

A Noble must be placed in a unit at the start of the battle and remain there throughout.

May be mounted for 10 points (so can accompany a mounted formation)

Special: Nobles may use Strategy Intervention Points.

May be upgraded to Army General with 1 Strategy Intervention Point for 30 points and will become Army General if the other Army General options are not in the army or killed during the battle.

PERSONAL STANDARD

Mo	L	S	Abilities	SIPS	ZOC	Pts
8	2	1	Personal Standard	-	-	80

Equipment: As unit

Armour Value: As unit

Options:

Formation: Personality

May move independently with an Armour Value of 3

May be mounted for 10 points with an Armour Value of 4

It is not unreasonable to assign Personal standards to all Nobles within the War of the Roses period (as it would be in Japan up to around 1615) and to allow them to only affect their own retinues. However, for the purposes of this work in progress list, we are keeping it simple.

Special: Increases the Army Generals Zone of Control by 5".

The King, Challenger and Kingmaker may all take a Personal standard. These act exactly like an Army standard for each Personality and extend their Zone of Command for using Strategy Intervention Points.

MEN-AT-ARMS

MOUNTED MEN-AT-ARMS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	3	8	5	Regular	Shock Charge Bonus 1	32

Equipment: Horse, plate armour, hand weapon and lance

Options: One unit may be Resilient at 1 point per model.

Special: So long as the unit is over half strength, it has a Durability value of 8. They may *Dismount*, in which case they assume the dismounted profile below

DISMOUNTED MEN-AT-ARMS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
4	3	4	8	4	Regular	-	23

Equipment: Hand weapon, plate armour and a two-handed weapon.

Options: One unit may be Resilient at 1 point per model.

During this period, most men-at-arms dismounted to fight and this is reflected in their superior killing ability compared to their mounted counterparts- so choose wisely.

Special: Armour Penetration 2 due to two handed weapon

CAVALRY FORMATIONS

HOBILARS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	-	16

Equipment: Horse, hand weapon, thrusting spear and heavy armour

Special:

Options:

SKIRMISH CAVALRY

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	2	Skirmish	-	13

Equipment: Horse, shield, hand weapon and javelins

Special:

Options: May take throwing spear for 1 point per model

RETINUE FORMATIONS

RETINUE BILLMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	-	Regular	-	11

Equipment: Hand weapon, halberd and heavy armour

Special: May combine with Retinue Longbowmen below and the formation remains Regular. Armour Penetration 1 due to halberd

Options: One unit may be Resilient at 1 point per model.

RETINUE LONGBOWMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	11

Equipment: Longbow and light armour.

Special: Up to half the unit may be Retinue billmen

Options: One unit may be Resilient at 1 point per model and can only be combined with Resilient Billmen

Footnote - Retinue may have combined with dismounted Men at Arms, and so, if you wish, you may do so - If the option is taken, only Resilient Retinue can combine with Resilient Men at Arms

SUPPORTING FORMATIONS

BILLMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	-	8

Equipment: Hand weapon, halberd and light armour.

Options: May take Extra Armour at 20 points per unit

Special: May combine with archers below and formation remains Regular.

Armour Penetration¹ due to halberd

SPEARMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	1	Regular	-	8

Equipment: Hand weapon, thrusting spear and either shield or light armour

Options: May take Extra Armour at 20 points per unit

Special: May combine with archers below and formation remains Regular.

ARCHERS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	3	6	-	Light	-	7

Equipment: Bow

Options:

Special: Up to half the unit may be spearmen or billmen above.

PEASANTS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
2	3	2	4	-	Skirmish or Light	-	3

Equipment: Stones

Options: May take javelins at 1 point per model or bows at 2 points per model

Special: May not change between formation type. No skirmish formation of peasants may outnumber a light formation of peasants

ALLIED FORMATIONS

IRISH VETERANS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	4	7	2	Regular	-	16

Equipment: Two-handed weapon and heavy armour

Special: Armour Penetration 2 due to two handed weapon

Options:

IRISH WARRIORS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Light	Warband	8

Equipment: Hand weapon, shield and javelins.

Special:

Options:

MERCENARY PIKEMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	2	Regular	-	12

Equipment: Hand weapon, long thrusting spear and heavy armour

Options:

Special:

I am using the long thrusting spear rule to represent the pikes of the period so that cavalry can charge the front without changing any existing rules. They also gain an advantage over spearmen. Comments welcome!

MISSILE ARMED MERCENARY TROOPS

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Light	-	8

Equipment: Hand weapon and light armour

Special: May combine with Mercenaries below

Options: The unit may have one of the following options at 5 points per model - handgun or crossbow

MERCENARIES

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	7	1	Regular	-	8

Equipment: Hand weapon and light armour

Special: Up to half the unit may be missile armed mercenaries. The formation remains Regular.

Options: The unit may have one of the following options at 3 points per model - shield and thrusting spear or shield and halberd.

JAVELINMEN

CA	SA	KA	Mo	AV	Formation	Abilities	Pts
3	3	3	6	-	Light	-	8

Equipment: Hand weapon, buckler and javelins.

Special: May change into Skirmish formation

Options: Unit may take throwing spear at 1 point per model

LIGHT ARTILLERY

CA	SA	KA	MO	L	S	D	Pts
2	3	3	7	3	2	8	70

Formation: Artillery with 2 crew models

Armour value: 2

Special: The rules are as per the bombard on page 146 of the War & Conquest rulebook.

LEGENDS OF WAR

This will be the place for all those colourful personalities and special units

FEATURE RULES

RESILIENT

Some formations were renowned for their staying power in combat and to simulate this, we use 'Resilient' (which is similar to the Combat Result abilities of 'Drilled').

There are limits to the bravery of Resilient troops, and the 'Resilient' ability ceases to apply once the unit is reduced to half strength or less.

Resilient works as follows when a unit of Resilient troops is required to take a Combat Morale Test -

Combat Result Difference of 1

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient (even if outnumbered), it will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1. Should the defeated unit outnumber the winner by 2 to 1 or more then they will not receive the additional Push and Shove bonus, as the defeated unit is able to hold its ground through weight of numbers.

Combat Result Difference of 2

If the test is failed, the unit will normally rout and flee. Should the defeated unit be Resilient and outnumbers the enemy will still stand. The victorious side receives a +2 Push and Shove bonus rather than +1.

You should advise your opponent that your formations are Resilient

EXTRA ARMOUR

It was not uncommon for some members of a formation to be well armoured in comparison to others, who may have little, or even no armour. Although we assume this was found in Warband style armies and hastily levied troops from the Dark Ages, it is also a good way to provide an Armour benefit to Combined Formations and other formations where only part of the unit may have been well armoured.

A formation with Extra Armour gains a +1 Armour Value while over half strength. Once it drops to half strength or less then the bonus is lost.

To represent the formation on the tabletop, ensure some of the front rank models are equipped with armour or use some extra shields at the back of the unit to remind yourself and your opponent.

LOYAL

A Personality with the Loyal ability who is placed with a Loyal formation must remain with it through the battle. Should the formation flee, it may use the Personalities Morale Value (if higher than its own) when attempting to Rally. You should advise your opponent when placing the Personality

DISMOUNT

Should a formation Dismount, they retain their formation type, arms and equipment unless indicated otherwise in their profile. Simply declare a formation is dismounting at the *START* of their movement phase - they may only make a basic infantry move after dismounting.

We assume any mounts may be kept nearby, and if a formation wishes to remount it may do so. This takes an entire move to do, but the unit may take the opportunity to turn, add or subject ranks or change formation at no movement cost using the rules as found on pages 34, 35 and 36.



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