

Medieval Skirmish Rules - characteristics

The War of the Roses



King Richard III (80 pt)

F	S	D	A	W	C	M/ F
4/-	4	5	3	2	7	4/1

Wargear: Richard carries a sword and wears heavy armour.

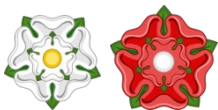
Special Rules:

Crooked: If the Yorkist player wishes to play with the Shakespearian version of Richard III rather than the real version, the “Crooked” rule can be applied. This means that on foot, Richard is able to move 10 cm instead of the regular 14 cm. The rule also means that when Richard loses a fight with a hero, the enemy hero will have a +1 bonus on (one of) his rolled numbers when trying to wound Richard. If this rule is applied, Richard is worth 70 points.

A horse, a horse, my kingdom for a horse: When Richard is dismounted and half of the points of his army have been defeated, he will automatically fail any courage test, except for a courage test concerning his broken force.

Terror: see rulebook.

Optional: horse (5 pt)



Infantry (6 pt)

F	S	D	A	W	C	M/ F
3/4+	3	4	1	1	3	-

Wargear: Sword OR Two-handed weapon OR bow and normal armour





Henry Tudor (80 pt)

F	S	D	A	W	C	M/ F
4/-	5	5	3	2	6	5/2

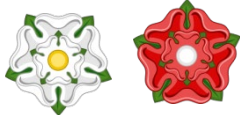
Wargear: Henry carries a sword and wears heavy armour.

Special Rules:

Fearless: see rulebook.

Great leader: Henry's men are loyal to the end. When Henry performs a heroic move, men within 24 cm instead of the regular 14 cm can move with him.

Optional: Horse (5 pt)



Richard Neville, earl of Warwick (95 pt)

F	S	D	A	W	C	M/ F
4/-	4	6	3	1	7	5/4

Wargear: Warwick carries a sword and wears heavy armour.

Special Rules:

The Kingmaker: Since Warwick is considered the Kingmaker, the strongest hero of the side he is fighting for does not have to test his courage. This also means that if Richard III is on the side of Warwick, the "A horse, a horse, my kingdom for a horse" rule does not apply.

Fearless: See rulebook.

Optional: Horse (5 pt)





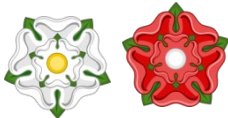
Richard Neville, earl of Salisbury (55 pt)

F	S	D	A	W	C	M/ F
4/-	4	5	2	2	6	2/1

Wargear: Salisbury carries a sword and wears heavy armour

NOTE: Salisbury is, despite the name, not the same person as Warwick. However, he *is* related to Warwick.

Optional: horse (5 pt)



Cavalry (11 pt)

F	S	D	A	W	C	M/ F
3/4+	3	4	1	1	3	-

Wargear: A horse, normal armour and:
Single-handed weapon OR Two-handed weapon

Options: Heavy armour (3 pt), instead of normal armour (1 pt)



Edward, prince of Wales (60 pt)

F	S	D	A	W	C	M/ F
4/-	4	5	2	2	6	4/1

Wargear: the prince of Wales carries a sword and wears heavy armour

Options: horse (5 pt)

