



# Wars of the Roses

## Mapless DBA

### Grand-Campaign

By Bruno

This is a simple way to simulate the whole Wars of the Roses through a series of DBA battles, which will come to an end either when a sole leader survives and becomes King of England, or the special rules for King Henry VI come into effect (see "Victory" below).

The game may involve 2, 3 or 4 players in the following order: Lancaster, York, Neville, Stafford. Neville will support York until the Lancastrians are in play, then will pursue his own run to the crown. Stafford will support Lancaster until they are in play, then will pursue his own run to the crown. In case only 3 players are available, Stafford will be controlled directly by Lancaster.

Leaders in the game are those in line of blood from the ruling house (Lancaster at start) and the pretender house (York at start) as outlined below, listed in order of seniority. Added to the main houses are Neville and Stafford, houses with some royal blood and inherent distant claim to the crown. Each house has its own army, for a total of 4 armies in play.

As long as a house has available leaders, 2 of them are to fight in battle attached to the Kn//Bl elements, the senior leader acting as the army general (for an optional shorter game, additional leaders can be agreed as attached to other Bl elements, up to 4 in each army; the Bl elements with an attached leader are to be clearly declared). If an element containing a leader is destroyed, that leader is assumed killed.

King Henry VI is not a fighting leader but is always assumed to be in his camp with the camp followers. If the camp is taken by the enemy, he is killed on 1 (D6), or captured on 2-3-4 (D6); if the battle is won by the enemy but the camp has not been taken, he is captured on 1-2-3 (D6). Otherwise he will flee to reappear in the next battle.

As long as Henry VI is free and there is at least another Lancaster or Stafford leader, his house will fight on.

If a ruling king is killed (or captured if Henry VI) by the enemy, the senior leader on the winning side will become the new king, unless the Lancaster/Stafford are returning to power and King Henry VI is still alive, in which case he will regain his rightful crown. The new king enemies will become the pretenders in turn.

## VICTORY

The elimination of all of the enemy leaders automatically grants a decisive victory.  
In the event that only King Henry VI and one York/Warwick leader are left in play after a battle:

- if the last battle was a Lancaster/Stafford victory, Henry VI keeps the crown and the York/Warwick surviving leader will inherit the kingdom = marginal York/Warwick victory;
- if the last battle was a York/Warwick victory, Henry VI is deposed and the winning enemy leader will become the new king = major York/Warwick victory.  
In the event that only King Henry VI and one or more Stafford leader are left in play after a battle: Henry VI keeps the crown and the Stafford senior/surviving leader will inherit the kingdom = major Stafford victory;

## LEADERS

### Lancaster line

1. King Henry VI (ruling at start)
2. Prince Edward of Lancaster
3. Holland (Sir Henry Holland), 3rd Duke of Exeter
4. Tudor (Sir Henry Tudor, 2nd Earl of Richmond)
5. Beaufort (Sirs Edmund and Henry Beaufort), Dukes of Somerset

### York line (pretenders at start)

1. Sir Richard Plantagenet, 3rd Duke of York
2. Sir Edward Plantagenet, Earl of March
3. Sir Edmund Plantagenet, Earl of Rutland
4. Sir George Plantagenet, Duke of Clarence
5. Sir Richard Plantagenet, Duke of Gloucester

### Neville line

1. Sir Richard Neville, Earl of Salisbury
2. Sir Richard Neville, Earl of Warwick
3. Sir John Neville, Lord Montague
4. Sir William Neville, Lord Fauconberg

### Stafford line (always pro-Lancaster)

1. Sir Humphrey Stafford, 1st Duke of Buckingham
2. Sir Henry Stafford
3. Sir John Stafford, Earl of Wiltshire (Mordaunt)
4. Sir Humphrey Stafford, Baron Southwick

### ELEMENTS VALUE AND DEFEAT IN BATTLE (optional rule)

Bows/Psiloii/Auxilia/Artillery elements are treated as half-elements when accounted for battle losses.

This optional rule is especially aimed at preventing a victory due to just 4 enemy Bw elements destroyed)

### DEMORALIZATION (optional rule)

In order to give a winning army more chances to kill enemy leaders, a defeated army will follow the demoralization rules as per Big Battle DBA commands, until all of their elements are off-table.

### BATTLE TREACHERY (optional rule)

The shifting allegiances so common in the period are represented as follows:

- if a player rolls a 1 on the first battle bound, any elements who are beyond 600 paces from the general will freeze unless Kn//Bl; if attacked, they defend normally;
- the above elements stay frozen until either player rolls a 6;
- if the owning player is the first to roll a 6 then the frozen elements return loyally in play;
- if the opponent player is the first to roll a 6 then the frozen elements are removed from play;
- elements lost in this way do not count towards victory in battle.

### CLOSING NOTE

My best guess is about 12-15 DBA battles per game, but I haven't given it a try yet. Any suggestion, comments and/or feedbacks are welcome, of course. [[Feedback](#)]