

Scenarios 1455-1461

Errata

p24: Order of Battle

Owen Tudor: *replace 3 Retinue with 2 Retinue*

p39: Order of Battle

Warwick: *replace 1 Retinue with 2 Retinue*

Fauconberg: *replace 1 Household with 1 Superior Retinue*

Fauconberg: *replace 2 Retinue with 1 Retinue*

Percy: *replace 1 Household with 1 Superior Retinue*

replace 1 Inferior Array with 0 Inferior Array

Somerset (2): *replace 0 Inferior Array with 1 Inferior Array*

Clarifications

p7

This paragraph:

Archers in a Street have a narrow frontage and so fire like Small Company (-1 modifier). When in the Town Square they can resume Wide form if they have not been required to Seek Safety.

is replaced with:

York's archers begin with fire capability, and so would be deployed in **Wide** form. However the width of the Street constrains them to a narrow frontage, and so they fire like Small Company (-1 modifier), and the map shows them as offset to indicate this peculiar state. You may wish you to just use 1 stand to represent these fire-capable archers with limited frontage (i.e. while they are in a Street). Whenever the archers leave the Street (usually into the Square), if they are still fire-capable, there will be space to represent them in their conventional side-by-side **Wide** configuration.

Order of Battle

House of York

Left 11 BMP	Centre 18 BMP	Right Rear 11 BMP
Herbert	York(2) (Inspiring)	Ferrers
2 Retinue	1 Household	3 Retinue
1 Inferior Array	3 Retinue	2 Archers
1 Archer	1 Inferior Array	
1 Inferior Archer	2 Archers	
	1 Inferior Archer	

House of Lancaster

Left 12 BMP	Centre 15 BMP	Right Rear 8 BMP
Wiltshire	Jasper Tudor	Owen Tudor
2 Retinue	1 Household	2 Retinue
1 Inferior Array	2 Retinue	1 Archer
3 Kern	1 Inferior Array	1 Inferior Archer
	2 Archers	
	1 Inferior Archer	

Scenario Rules & Reminders

Wiltshire is a Mercenary Commander (see *Rules: Mercenary Commander (p60)*).

Remember that Kern have a **Movement Distance** of D12+1 and may make an **Impetus Throw** when they move into **Support Range**.

Victory Conditions

The usual Test of Resolve victory conditions apply.

Order of Battle

House of York

Left <i>14 BMP</i>	Centre <i>14 BMP</i>	Right <i>11 BMP</i>	Reinforcements <i>8 BMP</i>
Warwick	Edward IV <i>(Inspiring VIP)</i>	Fauconberg	Norfolk
1 Household	1 Household	1 Superior Retinue	1 Household
2 Retinue	3 Retinue	1 Retinue	1 Retinue
1 Inferior Array	2 Archers	1 Inferior Array	2 Archers [Mass]
2 Archers		2 Archers	

House of Lancaster

Left <i>11 BMP</i>	Centre <i>14 BMP</i>	Right <i>14 BMP</i>	Right Flank <i>Indep. Cmd.</i>
Percy	Dacre	Somerset (2)	
1 Superior Retinue	1 Household	1 Household	1 Retinue
2 Retinue	2 Retinue	2 Retinue	
2 Archers	1 Inferior Array	1 Inferior Array	
	2 Archers	2 Archers	

Dwellings, Streets, Lanes, and the Square

The Town Square is almost completely surrounded by Dwellings with the exception of St Peters St, so the Square can only be entered through an adjacent Dwelling or via St Peters Street. The Dwellings to the west of St Peters St and the Town Square are beyond the “table edge” and are displayed only to give a visual impression of a Street/Square.

Troops may enter any other Dwellings, including those to the west of Holywell Hill.

York’s archers begin with fire capability, and so would be deployed in **Wide** form. However the width of the Street constrains them to a narrow frontage, and so they fire like Small Company (-1 modifier), and the map shows them as offset to indicate this peculiar state. You may wish you to just use 1 stand to represent these fire-capable archers with limited frontage (i.e. while they are in a Street). Whenever the archers leave the Street (usually into the Square), if they are still fire-capable, there will be space to represent them in their conventional side-by-side **Wide** configuration.

Remember that a company in a Street/Lane is in contact with Dwellings on both sides of the Street. To enter a Dwelling, it must still pay the **3” Cost** for the **Obstacle Effect** (see Rules: *Streets, Lanes and Squares* (p47)).

Turn Tail movement

The Dwellings to the west of St Peters St and the Town Square are the edge of the table, so troops retreating into these Dwellings will not stop at contact with them but will instead halt within the Dwelling.

Ogle Finds A Gap?

See *Rules: Mind the Gap Event* (p65). When the Yorkists turn the *Event* card, the Player may decide whether to try to find and exploit a Gap - only one attempt may be made in the game. If he/she chooses not to, the *Event* card is not acted upon, and remains in the Game Deck for a subsequent turn.

If the Player decides to try, and the event happens, Ogle is placed on the table and forms an Independent Command (see *Rules: Independent Commands* (p56)), selecting any non-routing Retinue or Archer company from Warwick’s Command. Archer companies in **Wide** do not have to reform to **Mass** if selected, but may do so freely if desired. Ogle’s Command may be placed in contact with any side of any Dwelling on the East of the Town, or in any such Dwelling free of Lancastrian troops.

Once the Mind the Gap attempt has been made, the *Event* card is removed from the Game Deck.