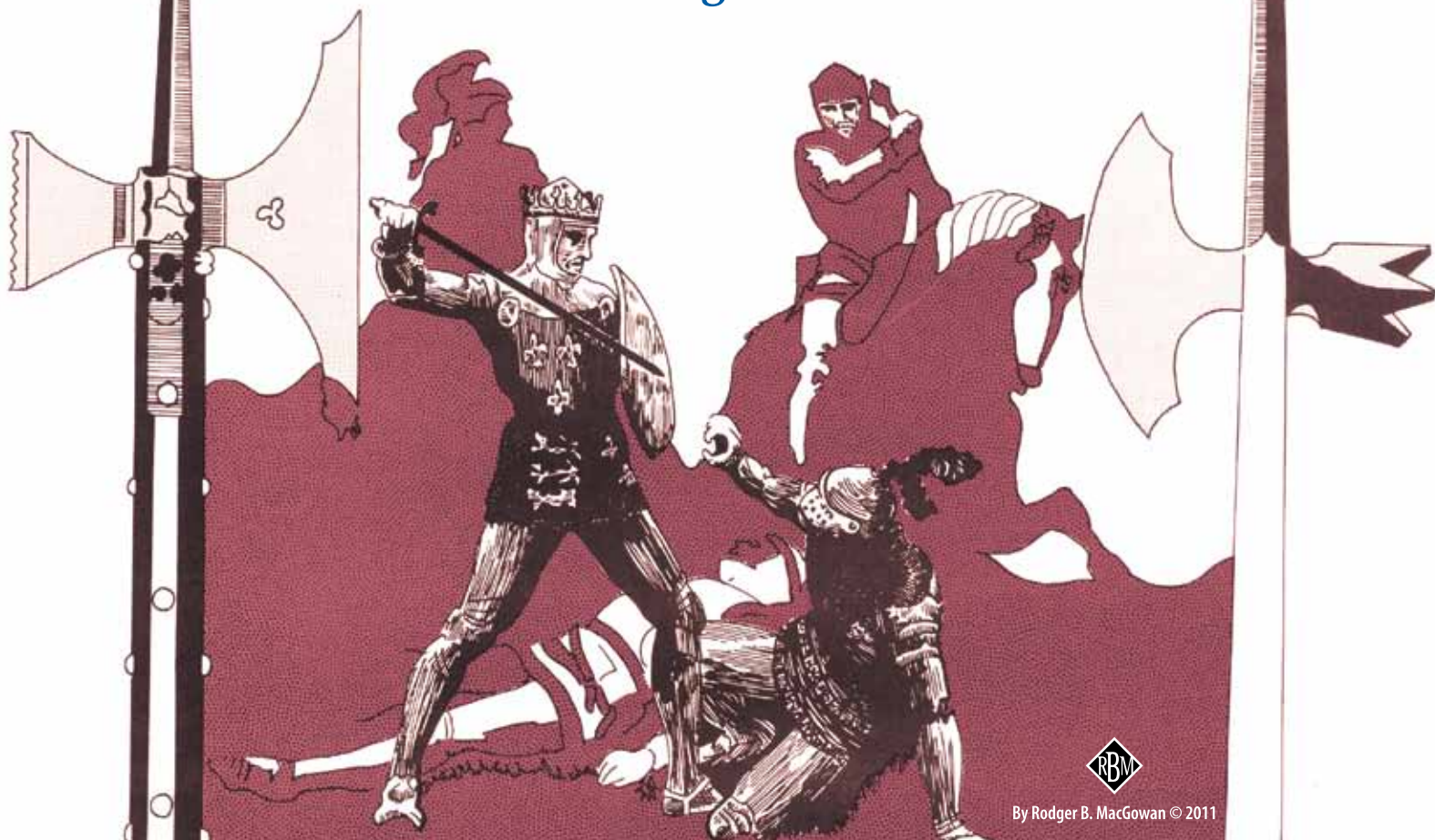




# SVT OF YORK

Tactical Combat During The Wars Of The Roses



By Rodger B. MacGowan © 2011

## RULES & SCENARIOS

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## 1.0 Introduction

*Sun of York* is a card game depicting combat during the English “Wars of the Roses” that took place during the latter half of the 15th Century. These wars for the English Crown can best be described as long periods of peace punctuated by extreme violence. This game represents the exclamation points. Players take command of Yorkist and Lancastrian forces facing off on the field of battle. Each victory strengthens claim to the throne!

### Components

- Two decks of 110 cards each (one Lancastrian and one Yorkist)
- Half-sheet of 140 status markers
- Rulebook
- Two Player Aid Cards
- Five six-sided dice

If you have any questions or comments about the game or its components, please email them to [gmtoffice@gmtgames.com](mailto:gmtoffice@gmtgames.com), or you can post a message to the *Sun of York* discussion board on [ConsimWorld.com](http://ConsimWorld.com) or [BoardGameGeek.com](http://BoardGameGeek.com).

## 2.0 The Cards

Each player works from his own deck of 110 cards during play. The cards in each deck are numbered from 1 to 110. They depict the noble leaders involved in each conflict and the various types of combat units under their command. There are also varieties of terrain types depicted, as well as a collection of “special” cards that provide historical flavor.

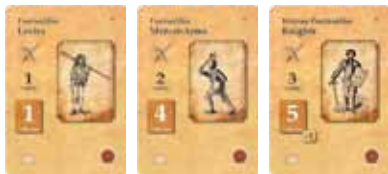
### 2.1 Card Types

The following types of cards and their variations are included:



**2.1.1 Leaders:** These cards depict the nobles in command of the warring factions. They include both noblemen and kings. Noblemen are typically represented by their coats-of-arms. Portraits depict kings. Players will

note that some royalty have two cards, one as nobility and one as a king. Such was the nature of the Wars of the Roses! Leaders have the ability to command units in combat.

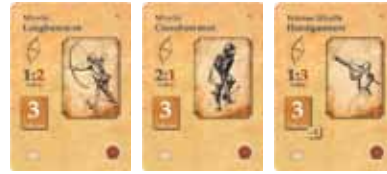


**2.1.2 Footsoldiers:** These cards indicate standard infantry units. They are broken down into several categories, depending on quality and availability to

nobles seeking to assemble armies.

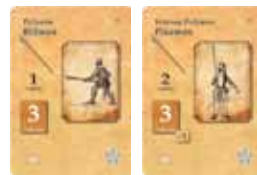
- **Levies:** Farmers, tradesmen and other locals gathered together under the flags of local gentry. These were often little more than mobs with only the most rudimentary weapons.

- **Men-at-Arms:** Professional soldiers with better (read: any) training, often with previous combat experience in Europe.
- **Knights:** Noblemen, highly trained and experienced, complete with retinues and the best equipment. These were the men who directly offered their service to a political faction for political gain. Many of these noblemen and their families ceased to exist as a consequence to their allegiances.



**2.1.3 Missiles:** These cards represent units with the ability to hit targets at long ranges, prior to direct contact.

- **Longbowmen:** The most prevalent type of unit during the wars, often at a ratio of seven- or eight-to-one. They were plentiful and cost-effective.
- **Crossbowmen:** These units represent paid troops from the Continent. Their arms were more effective against the armor of the period (plate armor having replaced chainmail to a large extent), and the units were better trained.
- **Handgunners:** Still fairly rare for the time, but becoming more common. Like crossbowmen, these units represent paid troops from the Continent. These units were used as a first blow, but then had to resort to standard hand-to-hand combat owing to slow reloading times.



**2.1.4 Polearms:** These cards represent units with long arms of varying lengths. These units were generally more effective on the defense, particularly against cavalry.

- **Billmen:** The most common type of polearm-armed units. These units were armed with short spears.
- **Pikemen:** These cards also represent paid troops from the Continent. They are highly skilled and armed with very long spears.



**2.1.5 Cavalry:** These units represent mounted forces. Given the nature of combat during the period, most units equipped with horses preferred to fight dismounted (Men-at-Arms units can be considered dismounted cavalry). There were several occasions where mounted troops were used effectively. The only types of cavalry units available in the game are “Spears.” These represent mobile but lightly armed and armored cavalry formations.



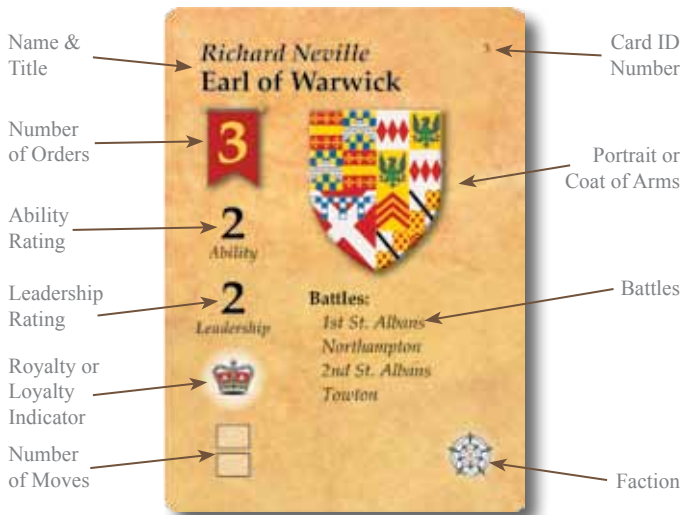
**2.1.6 Terrain:** These cards represent various terrain features common to the battlefields. Towns, churches, hills, woods, streams and bridges are included.



**2.1.7 Special:** These cards are provided to add historical flavor to the game. Each provides a specific effect that either favors or hinders one of the warring factions. The details on how to use each Special card are provided in a later rules section and summarized on the card itself.

## 2.2 Card Effects

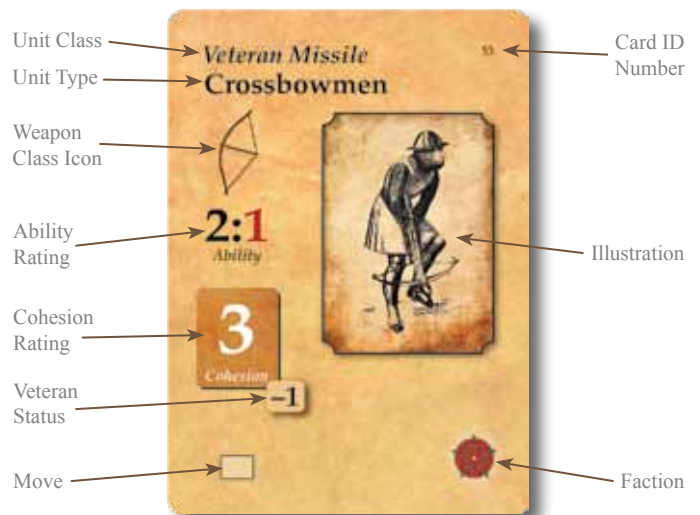
In the lower right corner of each card is an indication of the deck to which it belongs. A white rose represents the Yorkist deck. A red rose indicates the Lancastrian deck. Each card is also noted with different ratings as follows:



### 2.2.1 Leaders

- **Name:** The name and title of the leader.
- **Orders:** This bannered number is the number of orders provided when the card is used as an Orders card.
- **Ability:** Leaders roll a single die when committed to combat. This value indicates the number result (or less) required to inflict a “hit” on an opposing unit.
- **Leadership:** A cumulative modifier deducted from a combat unit’s Morale Check die roll when the leader is present in the same battlefield position.
- **Royalty:** A small crown (👑) on the card indicates the leader is royalty (or may as well be, in the case of Warwick). Royalty is immune to the effects of the “Treason” and “A Warwick” cards.
- **Loyalty:** A small “true-blue” heart icon (💙) indicates that the leader is loyal. Loyal units are also immune to the effects of the “Treason” and “A Warwick” cards if a loyal leader has been deployed in the opposing army. Not only were the royal heirs feuding during the period of the Wars, but so too did many families take the opportunity to settle old scores and grudges.
- **Battles:** Indicates the scenarios in which the leader may actively participate. Unless playing a non-historical “random” scenario, leaders not available for a specific scenario may only be used as Orders cards.

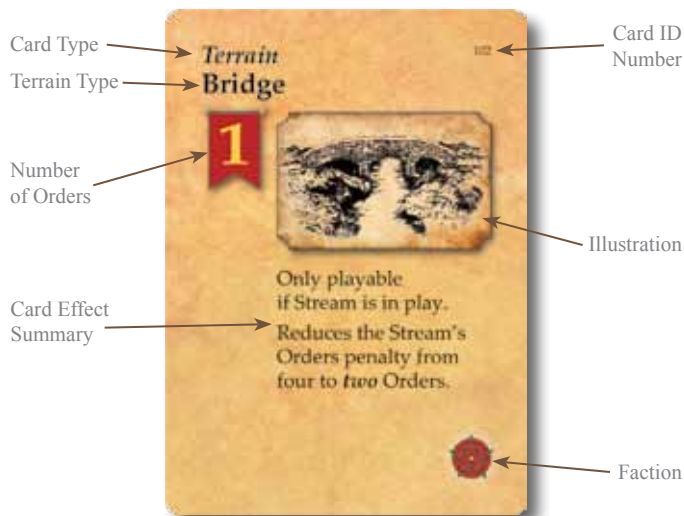
- **Move:** This icon indicates the number of adjacent positions into which a unit may move when receiving orders. A single box indicates only one position. Two boxes indicate that a unit may move up to two positions.



### 2.2.2 Combat Units

- **Name:** Includes the unit class and the unit type. An icon is printed below the unit name to indicate its class (Missile, Polearm, Footsoldier or Cavalry). Some units are also designated as “Veteran” next to their class (e.g., “Veteran Crossbowmen”).
- **Ability:** The number or less required on a combat die roll to cause a hit on an opposing unit. Note that missile units have two ability numbers. The secondary (red) number is for use in long-range attacks.
- **Cohesion:** The number of dice rolled in combat as well as an indication of how many hits the unit can take prior to routing (being discarded). Each hit sustained reduces a unit’s Cohesion by one. A unit that has taken a hit must also make a Morale Check die roll less than or equal to its current Cohesion to keep from retreating during the Morale step.
- **Veteran Status:** As noted above Veteran units are indicated in their unit class. In addition, these units are depicted with a “-1” icon (-1) adjacent to their Cohesion as a reminder that their morale die rolls are reduced by one, in addition to other modifiers.
- **Move:** This icon indicates the number of adjacent positions into which a unit may move when receiving orders. A single box indicates only one position. Two boxes indicate that a unit may move up to two positions.





### 2.2.3 Terrain

- **Orders:** Like the Leader (and Special) cards, this is the number of orders provided when used as an Orders card.
- **Effect:** A brief paragraph summarizing how the terrain effect is used. Refer to rule 7.0 on Terrain cards below for more detailed descriptions of how these cards are used.



### 2.2.4 Special

- **Orders:** Like Leader and Terrain cards, this is the number of orders provided when used as an Orders card.
- **Effect:** A brief paragraph summarizing how the special effect is used. Refer to rule 8.0 on Special cards below for more detailed descriptions of how these cards are used.

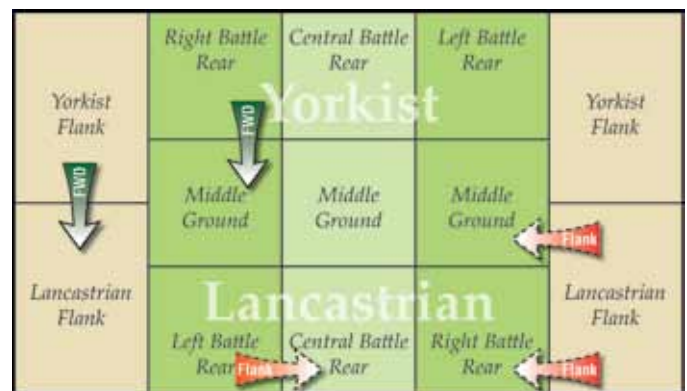
## 3.0 The Battlefield

Unlike most wargames, *Sun of York* does not use a printed mapsheet to regulate movement during combat. Instead, cards are played in an organized fashion within the constraints of your game table. Generally, at least a 3' by 4' area is necessary, or things may be a little too cramped.

### 3.1 Battlefield Layout

The battlefield is organized per the diagram below. Cards are played into three wings (known as “battles” in the period vernacular) each of which includes three positions. There are also two flank positions where cards can be deployed during play to perform flank attacks into the middle ground and rear positions.

Leaders and Combat unit cards are moved forward or backward within their battle. Combat units (only) may move from their friendly flank position to the enemy flank position. Combat units may be moved from a flank position into a battle position, but not vice-versa. Combat units may only be moved to an adjacent position in an adjacent battle from a *captured battle* (a battle whose rear position has been occupied by the enemy) if they begin in an unengaged position that contains a leader and are moved to an unengaged adjacent position (always) or into an enemy occupied position as part of a flank attack (see Victory Conditions and Flank Attacks, below). Positions are adjacent only if they share a common border. Diagonal movement is not permitted.



Combat only occurs in the battle positions (middle ground or rear). Combat is not permitted in flank positions.

### 3.2 Stacking

Each position within a battle can hold four combat units from each side at any one time. In order to move a combat unit into a position that already contains four friendly combat unit cards, one of those four will have to be moved to another position first. A combat unit card may never *voluntarily* move into a position that already contains four combat units, although it may be forced to retreat into one (exception: flank attacks). Unless specified on the card itself, Special and Terrain cards do not count against the four-combat-unit stacking limit. Unless indicated otherwise on the card, Terrain may be placed in any battle or flank position.

### 3.3 Control

Control of positions is important for determining entry modifiers for flank attacks. Flanks and rear positions in each battle are always considered friendly to (controlled by) the side setting up within them. Middle ground positions are considered friendly to the last side that occupied them while free of enemy combat units.

### 3.4 Battlefield Conditions

The conflicts during the Wars of the Roses took place at all times of the year. Fights were resolved when deemed most politically opportune. Given this, there were a wide variety of environmental effects in play throughout the Wars. Each scenario is listed with the appropriate environmental condition. Options are:

- **Good:** No changes
- **Heat:** All orders costs are increased by one.
- **Fog:** Reduce Missile units' long-range fire ability by one (to a minimum of one).
- **Winter:** All units add one to morale rolls. Reduce all Missile units' long-range fire Ability by one (possibly to zero).



Set the appropriate Weather marker to one side of the battle for easy reference.

## 4.0 Initial Deployment

At the beginning of each scenario, each player removes any specified Leader and Terrain cards from their decks and places them in their assigned battlefield positions. Each player shuffles his remaining cards and deals out sixteen cards. Players review these cards and place them facedown as desired in the rear battle positions and retains four of these cards as his/her initial hand. The player described in the scenario as "attacking" has the opportunity to rearrange his deployment after his opponent is finished. Once deployment is completed, all cards assigned to battle positions are flipped face-up. Any non-combat unit cards deployed to battle positions are immediately discarded.

**Example:** A player deals himself 16 cards at the beginning of a historical scenario, comprising 11 combat units, 3 Leaders, 1 Terrain and 1 Special card. Since the Leader and Terrain cards cannot be deployed in a historical scenario (these items are pre-determined by the setup) they can only be used as Orders cards. The player deploys three combat units into his right and left rear positions and four combat units into his central rear position. To keep his opponent guessing during deployment, he also deploys one Leader card into the left and right rear positions. He is left with 1 combat unit, 1 Special, 1 Leader and 1 Terrain card (the latter three of which can be used as orders) in his hand. Once his opponent has finished deploying his units, all cards in the rear battle positions are exposed. The two deployed Leader cards are immediately discarded.

**Less Random Deployment ~ Option #1:** Given the randomness of the setup process, it's possible to have one side with very few troop cards and therefore likely to be slaughtered in no time. To mitigate this possibility, both players may discard any number of non-troop cards prior to deployment and draw replacements. The scenario-defined attacker discards first, followed by the defender at the latter's option. If the attacker discards, the defender gains a +1 bonus to the first initiative roll. If the defender chooses to discard as well, this benefit is forfeited.

**Less Random Deployment ~ Option #2:** For an even less random deployment, players draw their initial deployments from a fully shuffled deck as part of setup, prior to scenario-required discards. Each player continues to draw until he gets an acceptable initial hand. Each player then counts how many cards he discarded to get to that point. The player who discarded the fewest cards gains a +1 bonus to the first initiative roll. All remaining cards are then shuffled back into a deck and any scenario defined discards are completed.

## 5.0 Victory Conditions

In order to win a scenario, your forces must capture the enemy's central battle rear position or both of the enemy's left and right battle rear positions. To capture a position, you must have at least one combat unit card in the position and there may not be any enemy combat unit cards present. Capture is determined at the instant both of these conditions are fulfilled.

Cards may not be played into a captured battle, but cards may be moved within or out of one if a leader is present in the battle position from which the combat units exit. Units entering an adjacent battle from a captured battle may only enter the same position (rear or middle ground) from which they leave (i.e., directly sideways). Units entering an enemy occupied position from a captured battle may constitute a "Flank Attack" (allowing an immediate attack by the moving units). Leaders may move normally within a captured battle but may not be moved into or out of one.

## 6.0 Game Turns



Turns are comprised of two alternating series of steps, prefaced by a die roll to see which side holds the initiative for that turn. The player winning the initiative roll completes the sequence of steps with his cards first, followed by the "losing" player. Play continues through these turns until one side has achieved a Victory Condition.

### 6.1 Initiative

At the beginning of each turn, both sides roll a die and add the highest orders value of their leaders currently deployed into a battle. The player with the highest result has the option of moving first during that turn. If the modified rolls are tied, the player who last won the initiative maintains it or (on the first turn only) the player described as "Attacking" by the scenario description gains the initiative.

## 6.2 Turn Sequence

Once the first player for the turn has been determined, follow the steps indicated below in the order specified. Once the first player has completed the sequence, the other player follows the same sequence. Once the second player is done, the turn is over.

**1. Morale:** Each combat unit that carries “Hit” markers must make a Morale Check for each hit sustained. Each combat unit failing a Morale Check must retreat. Following all combat units’ Morale Checks, each leader that was committed to battle must check for death in battle. Each leader that survives may have his Leader Commitment status adjusted.

**2. Combat:** Each combat unit occupying a position with an enemy combat unit, or able to fire long-range at an enemy combat unit, may conduct an attack. Each unit that conducts an attack is so marked and may not move, nor may leaders committed to combat.

**3. Movement:** Any Orders cards in a player’s hand may be played to create a pool of movement orders. These movement orders are expended to move combat units that have not attacked. Leaders that have not been committed to battle may be moved without spending movement orders.

**4. Discard:** The active player discards any number of cards and draws up to four cards to fill a four-card hand.

### 6.2.1 Morale

Combat unit cards that carry hits at the beginning of a player’s turn must roll a die for each hit sustained. If any of these rolls are greater than the unit’s current Cohesion value, the unit retreats. Deduct the leadership bonus of any leader present in the combat unit’s position from each die roll as well as any veteran status modifier. There are no “automatic” die roll results. A ‘1’ or ‘6’ is *not* an automatic success or failure.

- **Retreat Result:** Combat units that retreat ignore the hits they recently received (discard all Hit markers) and must immediately move back one position. If the position into which it must enter is fully stacked, the unit may move sideways into an unengaged battle (not flank) position that is not fully stacked. If the unit cannot move sideways, it must move backward into the fully stacked position and automatically routs (is discarded). Any units in a fully stacked position into which a retreating unit moves must make immediate Morale Checks (as if hit). Failure to pass these checks results in an immediate Cohesion hit. Units that fail Morale Checks (retreat from) within rear positions are discarded. A unit retreats as soon as it fails a Cohesion check. Any retreat movement and subsequent effects are all resolved before another unit is checked for morale.





**Standing Result:** Each unit that survives its Morale Check roll has its Cohesion value reduced by the number of hits it sustained. Use Cohesion markers to track a unit’s Cohesion after it has suffered one or more hits. A unit whose Cohesion value drops to ‘0’ or less is immediately eliminated.

- **Leader Check:** After all combat units have checked morale, roll a die for every leader that has been committed to combat, every hit sustained via leader combat and/or is alone in a position with enemy units. If any of these rolls results in a value of ‘6,’ the leader is eliminated (or considered “injured” when playing a campaign). A surviving leader left alone in a position immediately falls back toward or into his rear battle position. If alone in a rear position with enemy combat units, the leader is eliminated and the battle captured.

***Example:** A combat unit with a Cohesion of ‘3’ has sustained two hits. During its next Morale step, it rolls two dice. If either of those rolls is greater than ‘3’ the unit ignores the two hits it sustained and retreats toward its rear battle position, maintaining the ‘3’ Cohesion rating. In the next turn it sustains another hit. In the subsequent Morale step it rolls one die. Assuming it rolls a three or less, its Cohesion is reduced to ‘2’ and it remains in its current position.*

### 6.2.2 Combat


Any combat unit that occupies a position together with enemy combat units is considered “engaged” and may attack. Any unengaged Missile unit in a position that is adjacent to an unengaged position in the same battle that contains enemy combat units may attack those enemy units using long-range fire.

- **Unit Cohesion:** All combat units are noted with a Cohesion rating that may decrease as the conflict develops. The current Cohesion of a unit indicates how many dice are rolled during that unit’s attack. For example, a unit with a Cohesion of 2 would roll two dice.
- **Unit Melee Ability:** All combat units are also noted with an Ability rating that may be modified owing to game circumstances (Terrain, Special cards, etc). This is the maximum value that can be rolled on a die to cause a hit to an enemy unit. For example, a unit with an Ability of 3 would cause a hit for each die roll equal to a 1, 2 or 3.
- **Unit Long Range Ability:** Missile units have two Ability ratings. The first (black) number is used when the Missile unit is engaged. The second (red) number is used when the Missile unit is using long-range fire. A unit that is engaged may only use the first rating. A unit that is engaged may never use long-range fire.
-  **Attack Specification:** All units that are going to attack must be determined before any dice are rolled. Place an “Attacked” marker on each unit that attacks as a reminder that they cannot move that turn.
-  **Damage Distribution:** Once all hits in a position have been determined, the defender distributes the hits as evenly as possible among the units in that position. No unit may receive a second hit until all units in the position have received at least one. No unit may sustain hits greater than its current Cohesion until all units in its position have sustained hits equal to their respective Cohesion ratings. A unit is immediately discarded if forced to take more hits than its current Cohesion. Use “Hit” markers to indicate each hit on an enemy unit.



**Example #1:** Three combat units with Cohesion ratings of 3, 2 and 1 sustain a total of seven hits. Each unit is assigned one hit. Since the unit with a Cohesion of 1 cannot sustain another hit, two more hits are assigned to the units with a Cohesion of 3 and 2. The sixth hit can only be applied to the unit with the Cohesion of 3. This leaves one hit to assign. Since all units have sustained the maximum number of hits, one of the units must be discarded.

**Example #2:** Three combat units in a position have all suffered a number of hits equal to their Cohesion ratings. The position suffers three more hits. Each unit must take an additional hit and all three are eliminated.

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**Leader Combat:** At the end of the Morale step, a player may opt to commit a leader in an engaged position to the fight. Mark these leaders as “committed” with a “Leader Commitment” marker. All combat units in a position containing committed leaders have their Ability increased by one per committed leader. Committed leaders also add one to their Leadership rating and add an additional combat die roll using the leader’s specified Ability rating. A committed leader may direct its additional combat die roll in an attempt to hit an opposing leader (committed or not) in the same position. If successful, mark the enemy leader as hit. At the end of the Morale step, committed leaders that have survived their “death rolls” may be withdrawn from combat by removing the “Leader Commitment” marker. Any committed leaders that occupy a position without enemy units must remove their “Leader Commitment” marker after checking for leader death.

### 6.2.3 (A) Standard Movement

Orders are expended to move combat units that did not attack. Generally, combat units may only receive orders once per turn (although some Special cards allow reactivation). These costs may be increased owing to battlefield conditions (Terrain, Special cards, etc).

- **One Order:** Move an unengaged unit into (and possibly through) an adjacent position within a battle.
- **One Order:** Move a unit from the player’s hand into (and possibly through) a rear battle position.
- **Two Orders:** Disengage an engaged unit into an adjacent position within its battle. Disengaging units must move toward their friendly rear positions.
- **Two Orders:** Move a unit from the player’s hand into a friendly flank position or from one flank position to another.

Units beginning their turn in a position containing a leader may be moved without expending orders and may be moved into a position in an adjacent battle from a position in a *captured* battle. Combat units may never voluntarily enter a position that is fully stacked. A leader need not accompany a unit it orders. It may send units forward and then retreat itself.

Combat units entering into a battle position occupied by enemy units must stop immediately. Combat units may move through flank positions that contain enemy combat units.

Uncommitted leaders may be moved without expending orders. Once a leader has been placed into a battle, he may not leave it (unless killed). A leader must be played into the central battle (if no leader occupies the central battle) before one can be played into the left or right battles. If allowed by the scenario, more than one leader may be deployed into a battle, provided that all battles contain at least one leader.

All combat units are noted with a Move value. This rating is the number of adjacent positions through which they can move. Generally, Footsoldier and Missile units move one position. Cavalry units may move two positions except when disengaging (where they can only move one position). Leaders may always move two positions.

**Example:** At the cost of one movement order, a Cavalry unit may be moved from a player’s hand, through a rear battle position and into a battle’s middle ground. At the cost of two orders, an engaged Cavalry or Men-at-Arms unit may be disengaged into an adjacent position. At the cost of one order, a Crossbowmen unit may be moved from an unengaged middle ground into a rear position. At the cost of two orders a combat unit of any kind may be moved from a player’s hand into a friendly flank position.

### 6.2.3 (B) Flank Movement

Combat units may be moved from a player’s hand into flank positions at a cost of two orders per unit. Moving units within flank positions costs an additional *two* orders per unit. Combat units may never engage enemy units within the flank positions. Leaders may never enter flank positions.

Captured battles are also considered flank positions, except that no units may be deployed into them. Units in a captured battle may not receive orders from a player’s hand and may not move without a leader present in their position. Leaders in a captured battle may move freely within the battle and may freely move combat units to different positions, including adjacent positions, as flank moves. Flank moves from captured battles do not require orders. Leaders may not exit a captured battle.

Combat units within a flank position may attempt to enter adjacent battle positions by rolling one die per unit. All attempts must be specified prior to any dice being rolled. In order to succeed, a modified result of 3 or less is required. Modifications are as follows:

- +1 if the moving units are in the enemy’s flank position.
- +1 if the battle position is unfriendly or engaged.
- –1 if the moving unit is Cavalry.
- –1 if the moving unit is moving from woods terrain.
- –# leader’s Leadership rating from within a captured battle.

Combat units that make the flanking roll immediately attack enemy units within the position with a one-point increase to their Ability ratings. After the attack, any of the moving units may remain in the position provided there is space. Any units that do not want to remain in the position or cannot owing to stacking restrictions return to the flank position from where they started movement.

When checking for flank attacks, if the modified die roll is greater than a six, the moving unit is immediately eliminated. Any other result leaves the unit in its flank position.

Units in flank positions may not enter an enemy rear position if enemy units occupy the battle's middle ground, nor may they enter an enemy rear position or the battle's middle ground if enemy units occupy the friendly rear position. In other words, flanking units cannot advance further than the enemy.

Units in flank positions may never enter captured battles. Any units in flank positions adjacent to a captured battle are immediately discarded when the battle is captured.

### 6.2.3 (C) Charging

Hill terrain and some Special cards allow units to "Charge." Charging units may attack immediately after moving into a position containing enemy units. After determining the results of the combat, each charging unit must make a Morale Check (modified normally). Failure to make this roll results in an immediate Cohesion hit applied to the charging unit.

### 6.2.4 Discard


After all movement is completed (including flank attacks), the active player may discard any number of cards from his hand and then draw sufficient cards to fill his four-card hand.

Once the deck has been expended, it is not reshuffled. Play is limited to only those cards in play and in the player's hand (assuming he has a means to use them).

## 7.0 Terrain

Terrain cards are only playable during the initial deployment phase of a scenario. Typically the scenario description indicates which terrain is playable and where it is placed. When using a "random" scenario (see the scenario list), players alternate playing one Terrain card at a time out of their hands, starting with the player who won the initiative.

Only one card of a single type may be placed in a position (one hill, one woods, etc), but different types of terrain may occupy a single position (one position might contain hill, woods and wall terrain). When a position contains more than one type of terrain, the most restrictive terrain effects are used. For example, if position included hill, woods and wall terrain, Cavalry would not be able to enter the position (per the more restrictive wall effects). Terrain benefits are cumulative.

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**Hills:** These cards may be played into any battle position. Missile units increase their long-range fire ability by one. Polearm units increase their Ability rating by one when defending on a hill. Use a "Hill Control" marker to indicate the defending units. Cavalry units may both move and attack (charge) when starting their move on a hill. After charging, a Cavalry unit must make a Morale Check (modified by available leaders). Failure results in an immediate Cohesion hit on the moving unit.

- Woods:** These cards may be placed in any battle or flank position. Cavalry units and Leaders must stop movement when entering a position containing woods. When attacking units in a position containing woods, halve all hits obtained from missile attacks (dropping a remaining fraction) before assigning them to enemy units.
- Stream:** Streams are played to one side of the battlefield and affect a player for the duration of the battle. When affected by a stream, all units deduct two points from all morale rolls (in addition to other modifiers). Moving units from the player's hand into a rear battle position costs *four* orders, rather than one.
- Bridge:** Bridges may only be played on a stream card (which is kept to one side of the battlefield). Play of a bridge card reduces the stream's orders penalty from four to two orders. Bridges may be played during the Movement step to affect a previously played stream card when playing a non-historical "random" scenario.
- Town:** These cards are only playable in battle positions. Units in towns deduct one from Morale Check rolls. Units in towns are also immune to long-range missile fire (but not artillery).
- Battlefield Church:** This card is only playable in battle positions. Units sharing a position with a battlefield church deduct two from Morale Check rolls.
- Walls:** These cards are only playable in battle positions. Wall terrain affects all sides of the position into which it is placed. Cavalry units may exit, but may not enter positions containing walls. Missile units in positions containing wall terrain gain a one-point bonus to their engaged (i.e., not long-range) Ability rating.

## 8.0 Special Cards

Special cards provide additional flavor to the game by allowing each side to take advantage of certain effects that were used historically. These cards are played from a player's hand. Some of these cards may be played as part of the initial deployment, per special scenario rules.

- Charge:** This card is played on an unengaged position during the Movement step. All combat units able to move within that position may advance into an adjacent position and immediately attack with a one-point bonus to their Ability rating. Stacking may not be violated within the position entered. After resolving the attack, each charging unit must make a Morale Check (modified by available Leaders) or suffer an immediate Cohesion hit.
- Ambush:** Play this card to initiate a valid flank move for one unit. Deduct two from the flank die roll. This card can be alternatively used to attack an additional time with a single Footsoldier or Missile unit.
- Artillery:** Play in any position as part of initial deployment or move into an adjacent position at the cost of two orders. Artillery does not count against stacking. Artillery may not engage. Engaged artillery is immediately eliminated.



Artillery fires once at any combat unit in an adjacent position (engaged or unengaged) with a strength of 2 and an Ability rating of 5 and is then removed from the game. When applying damage, ignore terrain effects of any terrain occupied by the defending unit.

- **Rally:** May be played on any position during the Movement step. At the cost of one order per combat unit in an engaged position, or at no cost in an unengaged position, roll a die for each combat unit and deduct that number of Cohesion hits. Units in an engaged position are not required to benefit from the card. Rallied units may be subsequently moved with additional orders.

*Example: If there are four units with Cohesion hits in an engaged position, a player may only wish to expend three orders to check three of them.*

- **Battle Confusion:** Play on an unengaged enemy position during your Combat step and roll a die. On a result of 2 or less, all units in that position attack friendly units in an adjacent position within the same or adjacent battle. Subtract one (-1) from the roll if conditions are “Winter” or two (-2) if conditions are “Fog.”
- **Fatigue:** Place Fatigue markers on each unit in any position during your Discard step. Reduce all fatigued units’ Ability ratings by one and increase their Orders cost by one. Units remain fatigued until the end of a turn where they begin fatigued and unengaged.
- **Treason!:** Play during Movement step. Select an unengaged enemy Leader in play who is subject to the effects of the card and roll a die. If the roll is greater than the Leader’s Orders rating, the Leader is discarded. Each unit in that Leader’s position must pass a Morale Check or is discarded from the game as well. Alternatively, play any number of combat units from your hand in an automatic flank attack into any non-central battle position per the flank rules. When completed, any units not remaining within the attacked position may be returned to your hand or discarded.
- **A Warwick!:** Play during your Combat step in a scenario taking place before 1468 on any engaged position to resolve a second attack. All units involved in this attack gain a one-point (+1) bonus to their Ability ratings. During or after 1468 play during the Movement step and select a non-royal, unengaged enemy Leader and check for treason as if the “Treason!” card has been played.
- **Margaret of Anjou:** Play this card to one side of the battlefield. The card provides three orders per turn that can be used to reactivate units for movement or attack during the appropriate steps. This card can only be used as in a “random” scenario or as part of: 1st St. Albans, 2nd St. Albans or Tewkesbury.
- **King Henry VI:** You must (upon drawing) play to one side of the battlefield. The Lancastrian hand size is reduced to three cards. All Lancastrian combat units deduct one from their morale rolls. The card provides three orders per turn. The card may only be played in a random scenario or as part of: 1st St. Albans, Ludford Bridge or Northampton.

## 9.0 Scenarios

There are three ways in which *Sun of York* can be played. You can recreate one of the many historical scenarios (which specify Leader and Terrain placement), or you may play a “random” scenario, or you may play a series of historical scenarios as part of a campaign.

In several of the historical scenarios, one side may have to discard a number of cards before play. Cards are discarded after setup requirements are complete, but before deployments are drawn (unless using the second “less random” deployment option).

### 9.1 Historical Scenarios



#### 9.1.1 The First Battle of St. Albans – 22 May 1455

Richard, the Duke of York has been voicing opinions regarding heredity. In an effort to put issues to rest, King Henry VI has called a council to include all major nobles, York included. York perceives this as a trap and schemes to capture the king to keep him under “protection.” Lord Somerset’s spies get wind of the endeavor and muster an army to intercept York. The two forces meet at St. Albans and the Wars of the Roses are begun.

##### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Yorkists place Duke of York (right battle rear), Earl of Warwick (central battle rear), Earl of Salisbury (left battle rear).
- Lancastrians place 2nd Duke of Somerset (left battle rear), Lord Clifford and a Town (central battle rear), King Henry VI
- Lancastrians remove Margaret of Anjou from the deck, reshuffle and eliminate 20 cards. Return Margaret of Anjou to the deck and reshuffle. The Duke of Buckingham may be played if drawn (this card represents Humphrey Earl Stafford, son of the Duke of Buckingham).

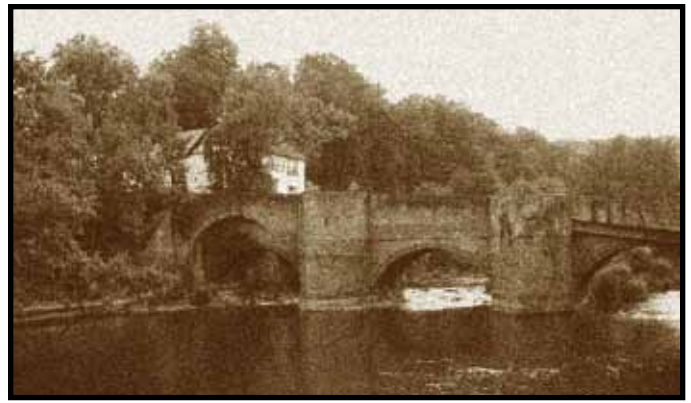


### 9.1.2 The Battle of Blore Heath – 23 September 1459

Queen Margaret wants to charge the Yorkist leaders with treason. To do so, she calls for a council of leading (Lancastrian) lords. The Duke of York catches wind of this meeting and hatches a plan to intercept King Henry VI on his way to the meeting.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Yorkists place Earl of Salisbury (central battle rear), Woods (central battle rear and left battle rear).
- Yorkists shuffle and eliminate 40 cards.
- Lancastrians place Lord Audley (central battle rear), Stream and Bridge. Lord Dudley may be played into a rear battle position if drawn. If Audley is removed before Dudley arrives, Dudley must be placed in the central rear battle position.
- During setup, the Lancastrians roll a die. On a roll of '1,' Margaret of Anjou is available for play.



### 9.1.3 The Battle of Ludford Bridge – 12 October 1459

The Duke of York has vowed allegiance to the king (again) and has been promised pardon if he surrenders his army. The Duke has agreed, but Queen Margaret does not buy it! She goes on the offensive and finds the Yorkists encamped at Ludford Bridge. Before the Yorkists can muster, the elite part of their army (under Andrew Trollope) defects. This hypothetical scenario gives the Yorkists a chance to fight out the battle they historically abandoned.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Yorkists place Duke of York and Hill (central battle rear), Earl of Salisbury and Hill (left battle rear).
- Yorkists shuffle and roll a die. On a 1–3, eliminate 40 cards. On a 4–6, eliminate 60 cards.
- Lancastrians place King Henry VI during set up.



### 9.1.4 The Battle of Northampton – 10 July 1460

The Earl of Warwick (“The Kingmaker”) and the Earl of March (the future King Edward IV) have been busy building support among the nobility. They have raised an army over 20,000 and placed it in a position to attack King Henry’s army that had set itself in a fortified position with its back against the Nene River. Little did King Henry know that the loyalty of his right wing (under Lord Grey) was ... questionable.



**Special Rules:**

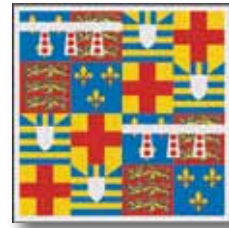
- Yorkists are attacking.
- Conditions are good.
- Yorkists place Lord Fauconberg (left battle rear), Earl of Warwick (central battle rear), Earl of March (right battle rear).
- Lancastrians place Duke of Buckingham and a Wall (central battle rear), Lord Grey (right battle rear), King Henry VI and a Stream.
- Lancastrians shuffle and eliminate 40 cards.

**9.1.5 The Battle of Wakefield – 30 December 1460**

The Duke of York has moved north to fortify his political position. While staying at Sandal Castle, the Duke notes a small Lancastrian force forming for a possible siege. The Duke opts to meet this force on the field. Far too late he discovers there are four times more Lancastrians waiting in the wings.

**Special Rules:**

- Lancastrians are attacking.
- Conditions are good.
- Lancastrians place 3rd Duke of Somerset (central battle rear), Lord Roos and Woods (left battle middle ground).
- Lancastrians may play Clifford, 3rd Earl of Northumberland or the Duke of Exeter into battle during movement.
- Yorkists place Duke of York (central battle middle ground).
- Yorkists may play the Earl of Salisbury into battle during movement.
- Yorkists may only receive an eight-card initial deployment. During deployment, only combat units may be placed with the Duke of York (i.e., nothing that will be discarded upon revelation).
- Yorkists reshuffle their deck after deployment and eliminate 50 cards.

**9.1.6 The Battle of Mortimer's Cross – 3 February 1461**

After hearing of the Yorkist disaster at Wakefield, the Lancastrians plan to finish the Yorkists once and for all. A largely mercenary army is acquired and moved against the Duke of York's son, Edward (the Earl of March). The day before the battle, Edward's army sees "three suns shining full clear" over the battlefield. Edward uses this sighting as a sign of the Holy Trinity watching over his forces. The Yorkist backbone is strengthened for the coming fight.

**Special Rules:**

- Lancastrians are attacking.
- Conditions are good.
- Lancastrians place Earl of Wiltshire (left battle rear), Earl of Pembroke (central battle rear).
- Yorkists place Earl of March (central battle rear), Stream and Bridge.
- Lancastrians shuffle and eliminate 30 cards.

**9.1.7 The Second Battle of St. Albans – 17 February 1461**

Warwick leaves London with the captured King Henry VI in tow. His army makes it as far as St. Albans before intercepting Lancastrians discover it. Poor planning results in Warwick's necessary abandoning of the town and in the process he loses King Henry to the enemy. The Lancastrian force falls on Warwick's rear-guard before he can get his army reorganized.

**Special Rules:**

- Lancastrians are attacking.
- Conditions are good.
- Yorkists place no leaders initially, but may play Warwick into battle during movement.
- Lancastrians start with Margaret of Anjou.





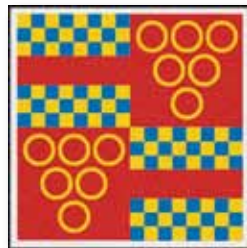
### 9.1.8 The First Battle of Ferrybridge – 27 March 1461

The Yorkist advance guard has encamped across the River Aire. A nearby Lancastrian force falls upon it during the night and catches its leader (Lord Fitzwalter) literally napping.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Long-range fire may not be used.
- Yorkists place no Leaders initially, but may play Lord Fitzwalter into the central battle rear during movement if drawn.

- Lancastrians place Lord Clifford (central battle rear).  
**Historical Note:** The Buckingham represented here is actually *Henry* Stafford, grandson and heir to Humphrey. The Staffords suffered greatly during the Wars.



### 9.1.9 The Second Battle of Ferrybridge – 28 March 1461

Lord Clifford's success against the Yorkist advance force is short-lived as Lord Fauconberg brings up the Yorkist van the following morning.

#### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Yorkists place Lord Fauconberg (central battle rear).
- Lancastrians place Lord Clifford (central battle rear).



### 9.1.10 The Battle of Towton – 29 March 1461

Two monstrous armies of nearly 40,000 men each met south of Towton. A driving wind caused the Lancastrian archers to be ineffective and the army was forced to advance into the Yorkist arrow-storm before meeting hand-to-hand. Estimates place casualties at 28,000 dead, the vast majority, Lancastrian.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are winter.
- Lancastrian Missile units do not gain the benefit of Hill terrain.
- Lancastrians place 3rd Duke of Buckingham and Hill (central battle rear), Duke of Exeter and Hill (left battle rear), 3rd Earl of Northumberland and Hill (right battle rear).
- Yorkists place Earl of Warwick and a Hill (left battle rear), King Edward IV and a Hill (central battle rear), Lord Fauconberg and a Hill (right battle rear), Woods (left flank).
- Yorkists shuffle and eliminate 10 cards.



### 9.1.11 The Battle of Hedgeley Moor – 25 April 1464

After the victory at Towton, King Edward IV has virtually secured his reign over England. All he needs is King Henry, who is in exile in Scotland. In an effort to lay his hands on the King without bloodshed, King Edward dispatches Lord Montague to meet with Scottish envoys. After slipping past an ambush, Lord Montague's army meets the Lancastrian northern forces and engages them in battle.

#### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Yorkists place Lord Montague (central battle rear).
- Lancastrians place 3rd Duke of Northumberland (right battle rear), 3rd Duke of Somerset (central battle rear), Lord Roos (left battle rear).



### 9.1.12 The Battle of Hexham – 15 May 1464

Lord Montague hears that the remaining northern Lancastrian forces are heading south. As they approach his position, he takes the initiative and attacks before receiving reinforcements from King Edward.

#### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Lancastrians place Stream and Bridge terrain.
- Lancastrians may play no Leaders.
- Yorkists place Lord Montague (central battle rear) and Hills in each rear battle position.



### 9.1.13 The Battle of Edgecote Moor – 26 July 1469

Warwick has shifted his allegiance, owing to King Edward's treachery. Taking the King's brother Clarence under his wing, he plots to replace the King by hook or by crook. Warwick has dispatched one of his captains, Sir John Conyers (aka Robin of Redesdale) to stir up an insurrection. While trying to regroup with Warwick, Conyers discovers a Yorkist force and attacks.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- No Leaders or Terrain are placed initially. The Yorkists may play the Earls of Pembroke and Devon and the Lancastrians, Robyn of Redesdale.
- The Lacastrians can play the Earl of Warwick after Robyn of Redesdale has been deployed. If Warwick is played as an Orders card prior to Redesdale being deployed, set his card aside. As soon as Redesdale is deployed, reshuffle Warwick into what remains of the Lancastrian deck.



### 9.1.14 The Battle of Losecote Field – 12 March 1470

After quelling the Robin of Redesdale revolt, another is begun in Lincolnshire by upstart Robert Welles. Edward moves quickly to deal with it in person.

#### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Lancastrians place Robert Welles (central battle rear).
- Yorkists place King Edward IV (central battle rear).
- Yorkists shuffle and eliminate 15 cards.





### 9.1.15 The Battle of Barnet – 14 April 1471

King Edward's supporters abandon him and he flees to Burgundy. Warwick places the puppet Henry VI back on the throne. Upon building a mercenary army and regaining the trust of his brother Clarence, Edward returns to meet Warwick in battle on a foggy day in April.

#### Special Rules:

- Yorkists are attacking.
- Conditions are fog.
- Lancastrians place Earl of Warwick (central battle rear), Wall (right battle rear).
- Yorkists place Lord Hastings (left battle rear), King Edward IV (central battle rear), Duke of Gloucester (right battle rear).



### 9.1.16 The Battle of Tewkesbury – 4 May 1471

Edward IV is back and Henry VI is in the Tower of London. Queen Margaret moves to build an army under her son, the Prince of Wales. Edward finally runs down the last of the Lancastrians near the Welsh border. With no option remaining, Margaret turns to attack.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Lancastrians place 3rd Duke of Somerset (right battle rear), Edward Plantagenet (Prince of Wales, central battle rear), Earl of Devon (left battle rear). **Historical Note:** The 3rd Duke of Somerset represents Edmund Beaufort, the 4th Duke of Somerset.
- Yorkists place Duke of Gloucester and Hill (left battle rear), King Edward IV (central battle rear), Lord Hastings (right battle rear), Woods (left flank).
- Yorkists shuffle and eliminate 20 cards.



### 9.1.17 The Battle of Bosworth – 22 August 1485

King Edward IV is dead. King Edward V is dead. Who is left to rule England but the late king's uncle and protector, the Duke of Gloucester ... make that King Richard III? A distant Lancastrian relation, Henry Tudor ... that's who! Will the day see the fall of the Plantagenets and the rise of the Tudors, or will King Richard exchange his kingdom for a horse?

#### Special Rules:

- Yorkists are attacking.
- Conditions are good.
- Cavalry may not enter Yorkist left or Lancastrian right flank.
- Flank move rolls out of the Yorkist left or Lancastrian right flank positions are at an additional +1.
- Yorkists place King Richard III and Hill (central battle rear), Hill (both right and left battle rear).
- Lancastrians place King Henry VII (central battle rear).
- Lancastrians shuffle and eliminate 30 cards.





### 9.1.18 The Battle of Stoke – 16 June 1487

Lambert Simnel, a pretender to the Yorkist family title has challenged King Henry VII's right to the throne. The king must nip this rebellion in the bud or his tenuous grip on the crown may be lost.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Lancastrians place Hills in the following positions: right flank, right battle middle ground, central battle middle ground.
- Lancastrians may play Henry VII into the central battle rear during a Movement step, if drawn.
- Yorkists place Lambert Simnel (central battle rear), and Hills in the following positions: left flank.



### 9.1.19 The Battle of Shrewsbury – 21 July 1403

Arguably the first battle of the Wars of the Roses, Shrewsbury was the first effort to remove a Lancastrian King from the English throne. The previously supportive Percy family has grown disenchanted with King Henry IV and his lack of reward for their efforts in helping him wrest the throne from Richard II. A rebel force under Henry "Hotspur" Percy and his brother Thomas Percy intend to replace Henry IV with Edward Mortimer, Earl of March. King Henry and his son Harry (later known as Henry V) intercept the rebel force outside of Shrewsbury.

#### Special Rules:

- Lancastrians are attacking.
- Conditions are good.
- Lancastrians place King Henry IV (central battle rear), Henry Monmouth (Prince of Wales, left battle rear) and Earl of Stafford (right battle rear). Hills are placed in each rear battle position.
- Yorkists place Henry "Hotspur" Percy (central battle rear), Earl of Worcester (left battle rear) and Earl of Douglas (right battle rear). Hills are placed in each rear battle position. Yorkists also place a Battlefield Church in the center battle middle ground.
- Yorkists shuffle and eliminate 30 cards.

## Game Credits

**Design and Development:** Mike Nagel

**Art Director:** Rodger MacGowan

**Box Art & Package Design:** Rodger MacGowan

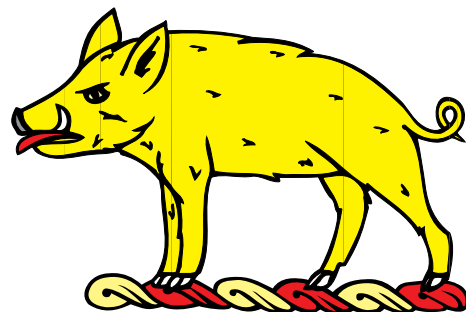
**Game Graphics:** Charles Kibler, Rodger MacGowan

**Proofreaders:** Bill Blackmer, Kevin Duke, Hans Kortling, Audrey Nagel

**Playtesters:** Bill Alderman, Jeremy Billones, Jim Heenahan, Andy Lewis, Mike Mirfin, Tai Mirfin, John Texeira, Mark van Roekel, Bill Blackmer

**Production Coordination:** Tony Curtis

**Producers:** Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, Mark Simonitch





### 9.1.20 The Skirmish at Heworth Moor – 24 August 1453

Prior to the first battle of St. Albans, the animosity between the Percy and Neville families broke out in hostilities while members of the latter house were returning home from the wedding of Thomas Neville. The result of this wedding would be the transfer of Percy holdings to the Nevilles owing to the groom's attachment to the daughter of Lord Cromwell (who had obtained these estates). Although there is not indication that anyone was injured at this battle, it is an indication of the feud that would finally elevate to bloody blows during the Wars of the Roses.

This is a small battle that is ideal as an introduction to the basics of the *Sun of York* combat system.

#### Special Rules:

- Lancastrians (Percys) are attacking.
- Conditions are good.
- Only the central battle is in play. No flanks are used.
- Discard all Missile, Polearm, Cavalry, Special and Terrain cards from both decks. Leaders may only be used as Orders cards.
- Both sides only receive an eight-card initial deployment. Four cards are placed in the central battle rear and the rest maintained as an initial hand.



### 9.2 Random Scenario

If players do not want to go through the trouble of selecting and setting up one of the above scenarios and opt instead to just start hacking away, this option is available.

Prior to dealing initial deployments, players cut their decks and examine the identification number of the selected cards. The higher number is the attacker.

Each player then shuffles and deals his initial 16-card deployment and places it as desired between the rear battle positions and his hand, subject to the issues outlined below.

- **Leaders:** Players may place any number of Leaders facedown in their rear battle positions. When these positions are revealed, all but one Leader from each position must be immediately discarded. Leaders placed in the player's hand are automatically considered to be Orders cards, as are all additional Leaders remaining in the deck.
- **Terrain:** Players may place any number of Terrain cards into battle positions as part of their initial deployment. These cards, however, are immediately discarded when revealed. Any Terrain cards remaining in a player's hand may then be played one at a time (attacker first) into appropriate positions; friendly or enemy. A player may not "pass" when placing terrain. Opting not to play terrain disallows further terrain placement by that player. Any Terrain cards remaining in a player's hand after placement is complete become Orders cards (exception: bridge). After all terrain has been placed, each player draws sufficiently from their decks to fill their hand to four cards. Play then begins with the first initiative roll.





### 9.3 Wars of the Roses Campaign

To get as much of the flavor of the Wars of the Roses as possible while playing *Sun of York*, your best option is to play it as a campaign. This is accomplished by playing all of the scenarios in sequence, with the exception of Ludford Bridge (which is hypothetical), Shrewsbury (a preface to the Wars) and Heworth Moor (just a skirmish). The first player to reach nine victories is the winner. A sudden death victory comes with either the death of Lambert Simnel (Lancastrian victory) or Henry VII (Yorkist victory), provided that the winning side has at least three more victories than his opponent.

**9.3.1 Noble Deaths:** After each battle, rolls must be made for the nobles present. A modified die roll of less than '1' results in the noble's demise (and perhaps his head on a spike).

- -1: On the winning side, but injured.
- -2: On the losing side but uninjured.
- -3: On the losing side and injured.
- +1: Henry VI still lives.

Royalty and noblemen are ignored within deployment requirements when the specified leaders are dead.



**9.3.2 Regarding Henry VI:** It can be argued that King Henry VI was the reason for the Wars of the Roses. He was not a particularly effective leader, coming into the role far too young, prone to piety and fancy, and misled by his advisors. Had he been a stronger leader, the Duke of York may never have assumed the posture he chose. During the Wars, Henry VI assumed one of three general postures. He led battles from his tent, he was the nobility's (both factions) puppet or he suffered nervous breakdowns.

To represent Henry VI's role, the following rules are in effect:

Roll a die after each battle to determine Henry's status. Subtract one (-1) from the die roll if Henry was present and/or it was a Lancastrian loss (to a possible modification of -2).

dr	Result
1	Henry is captured.
2	Henry is "perturbed" and unavailable for the next battle.
3-5	Henry is in good spirits, but only available for the next battle if included in its setup.
6	Henry is at the next battle.



While Henry VI is captured and Edward IV has been crowned (see below), roll a die before each scenario. Deduct one (-1) from the die roll if the Yorkists have achieved at least four victories up to that point.

dr	Result
1-3	King Henry VI is dead!
4	King Henry VI remains a prisoner!
5	King Henry VI escapes but he is "perturbed" and unavailable for the next battle.
6	King Henry VI escapes and is in good spirits, but only available for the next battle if included in its setup.



The Margaret of Anjou card is available for all scenarios that normally include her as part of deployment until Henry VI is killed. From that point, her card may only be used as orders.

**9.3.3 Crowning Kings:** The Edward IV card may only be used as an Orders card until the Earl of March is crowned. Edward is crowned as soon as the Duke of York is dead and Henry VI has been captured. As soon as both of these conditions are met, the Earl of March card becomes an Orders card for the remainder of the campaign and the King Edward IV card may be used as a Leader. All other royalty Leader cards may only be used as Orders cards until their predecessor is killed. At that point, their predecessor's card becomes an orders only card and their royal card becomes available as a Leader card. As soon as Henry VI dies, he is replaced by Henry VII. When Edward IV dies, he is replaced by Richard III (whose Duke of Gloucester card becomes orders only). When Richard III dies, he is replaced by Lambert Simnel. If a scenario is reached that includes a royal successor in its deployment, the player has the option to use a senior faction leader (i.e., the current King or the Duke of York) or the listed leader's noble card.





## Designer's Notes

I've always held a fascination for the period of the late 15th Century England, otherwise known as the Wars of the Roses. This interest started with the acquisition of Avalon Hill's classic war game *Kingmaker* back in the early 1980s. The more I read on the subject, however, the less of a simulation this game became (fun though it is) up to the point of determining that it is incorrect in virtually all of its assumptions.

This led me to start designing my own game on the period, as there were no other games on the subject. To provide the proper historical detail and flavor, I figured that a card-driven design would be the ideal way to go. Upon gathering as much detail as I could, the design process began. And so it remains...once I can get back to it. No, this process did not result in *Sun of York*!

The design of *Sun of York* began afterward and several years ago at the PrezCon game convention in Charlottesville, Virginia. After having not touched them in some time, there was a revival of Columbia Games' *Dixie* series of games. These games consist solely of cards used to represent units and the game is played in a miniatures-like fashion on the tabletop, organized similarly to the battle boards used in Columbia's block games. Several plays of *Dixie* proved to fertilize the planted seeds from my card-driven design to sprout an idea of how to resolve combat in that latter game. An option has been created to play out Columbia's *Napoleon* game using their Napoleonic *Dixie* variant game, *Eagles*, as a tactical combat system. Wouldn't it be cool to do the same thing with my Wars of the Roses design?

With the high that comes with a good game convention still lingering, I sat down to assemble *Sun of York* (named from the first few lines of Shakespeare's "Richard III").

At the outset, I knew that both players (Lancaster and York) would have to have their own decks of cards. This would allow me to vary the forces and specific factors affecting each. But what would those decks consist of? What students of the period soon discover is that accurate roles (the "orders of battle") of armies at the various battles are virtually non-existent. There are, however, good roles of the types of units available for combat in general as nobles registered their vassals and how they might be equipped. Since the game would be all about the battles themselves, I opted not to guess at the units that were at a battle. Instead, I opted to randomly assign units based upon the *likelihood* that they would be available. With the percentages of unit types available, I could create the card decks based upon these ratios (simplified by opting to use decks of 100 cards, each). Players will note that there are a lot more Longbow units than any other type as these were the most prevalent type of unit, by roughly eight-to-one. Handgunners, on the other hand, were extremely rare.

This rarity in itself does not keep a card from being played if it comes up, which can lead to non-historical availability of units over many plays. All a player needs to do is work through the deck until the best units come into his hand and onto the battlefield. This issue is mitigated through the Orders system. Getting a unit in a hand of cards is not sufficient. It still has to be moved into combat, and this takes orders. Cards that can be used as orders make up a relatively small fraction of each deck. This forces players to discard cards—often very good ones—while trying to find the orders required to reinforce their units in combat. Players must be willing to part with these good combat units in order to maximize card flow. Failure to maintain good card flow means loss of momentum and loss of momentum means disaster on the battlefield.

Three types of cards can be alternatively used for orders: Leaders, Terrain and Special.

Creating the Leader cards was quite straightforward. I limited the selection to only those leaders who had a direct impact on the scenarios included in the game. These were all rated according to how well they generally succeeded during the Wars (their Leadership rating) and their aggressiveness (Ability). The Order rating assigned to them is a reflection of these combined values.

The Terrain cards are roughly equivalent for both forces, and the Order ratings of these cards are low owing to their more generic nature. These cards are important as they really define the historical nature of the scenarios more than any other aspect of the game.

The Special cards are where the nature of the conflict being depicted floats to the surface and where the difference between the factions begins to show. Although both decks share a few Special cards (Artillery, Rally and Fatigue), each has aces up their sleeves that can turn the tide in battle. The Lancastrians hold major threats in King Henry VI and Margaret of Anjou and the ever-present possibility of Treason can knock the Yorkists back on their heels. On the other hand, the Yorkists have an innate aggressiveness and the ability to kick the Lancastrians when they're down through the play of Charges and Battle Confusion. Warwick is also a powerful factor, but his effectiveness changes depending upon the battle being played (as he switched factions after Edward IV's marriage to Elizabeth Woodville).

The final major differentiation between the Yorkists and the Lancastrians is the number of Orders cards available in each deck. Even though both decks share the same amount of orders, the Yorkists have fewer Orders cards. This means that they can bring a lot of power to bear at intervals, whereas the Lancastrians can continually nibble away.

While testing the game, the play area also changed substantially. Unlike the Columbia Games titles that only have rear areas divided by a centerline, I wanted to include the feel of the approach of opposing forces. This was important particularly with regards to showing the effectiveness of missile units. My initial play tests used five ranks to really emphasize movement on the battlefield. Unfortunately this caused two major problems. First, the length of the game went on far too long. Second, I was running out of space on a table to play and be able to keep track of which units were in which rank. As cool as it was to show movement in this fashion, two of the ranks had to go. This cut play time in half and made it possible to play within a three-foot-deep area.

With this change put into place, the game as it now exists was pretty much complete.

A last major decision was to determine what scenarios to include. Those players familiar with my *Flying Colors* games know that I highly prize “bang for the buck.” It was important to include as many scenarios as possible. So I included all of the major ones and dug up a couple of more obscure battles as well. The original “desktop published” version of the game included 18 scenarios. When GMT Games agreed to give the game the professional treatment, it gave me the flexibility of adding 10 more cards to each deck (as a standard card run is 55 cards). This allowed me to add the Battle of Shrewsbury from 50 years prior to the period of the Wars themselves (as this battle could be considered the first battle of the Wars). To make it an even 20 scenarios, I opted to also add an all new “skirmish” scenario that strips away much of the game’s inherent complexity and allows new players to focus on simply moving units around and hacking away. Given sufficient opportunity during “real life” I hope to put together several more of these skirmishes for publication in C3i.

In addition to the individual battles (which are sufficient to keep players busy for days in themselves), I also wanted players to get a feel for the entire period. In essence, give them a taste of the larger game I’ve been working on and hope someday to complete. To this end, I put together the campaign game. I found the design of this campaign effective and evocative as the period of the Wars is often described as long stretches of peace punctuated by extreme violence. Essentially, what happened between these battles is not as important as the battles themselves. At least not to the everyman pulled into combat. So the campaign rule adds the “wound licking” periods between each battle and extends victory to the faction that does well enough in those battles. Of particular importance was to show the effect that the Wars had on Henry VI and vice-versa. Depending upon how Henry’s mental state might be after a battle, he may or may not be around for the next one. This is a double-edged sword as his presence at a battle limits Lancastrian options by limiting hand-size, but is an ever-present pool of orders so momentum, once gained, can be retained to a certain extent. Attach the presence

of Margaret of Anjou (the power behind Henry’s throne) and the Lancastrians become odds-on favorites to win a battle. To counter this early Lancastrian threat is the balancing addition of Edward of March and Richard of Gloucester to the Yorkist side, mid-campaign. These two strong leaders are more than a match for most Lancastrians, so it’s up to the latter to strike early. As a campaign progresses, favor shifts to the Yorkist. The one constant during the campaign is the presence of the King Maker himself, Richard Neville. He provides a safety net for both sides during the course of a campaign. I believe that these factors successfully mimic the progress of the Wars themselves, without the machinations occurring during the long stretches of peace in the “green and pleasant land.”

I believe that the system used in *Sun of York* provides a good narrative in describing the actions that occurred during the battles of the Wars of the Roses. These were bloody, chaotic scrums as battles during civil wars often are; not carefully scripted waltzes. Forces lined up and went at it, with victory going to the side best able to sustain the clash of shields. This leads me to note one aspect of the game that some players may find hard to grasp and that is why retreating units ignore Cohesion hits. Essentially, morale is more that a unit’s ability to maintain its position once combat has started. Within the scope of the game, morale is more of a unit’s ability to get *into* combat in the first place. Remember that in a civil war, it is brother against brother. In many instances, the sides were defined according to family grudges. In others, the forces were called up to fulfill duty or obligations to a noble with his own agenda. Morale is a measure of the size of said obligation against the sharpness of the spear, pole or axe lowered across the soon to be bloody field. Units that retreat are a measure of those who opted to keep their skin intact. Those who stay are subject to the slings and arrows of outrageous fortune. It is also why leaders are so important. Leaders get the troops where they need to be and keep them there, increasing their effectiveness through courage required by commitment to battle. Without a leader, a battle soon collapses as the army flees from the field. Keeping this mechanic in mind not only helps a player understand the game’s level of simulation, but also reinforces the tactic of a forward defense. If you can’t keep your army forward, you soon won’t have an army at all.

I’d like to conclude these notes by making a few important acknowledgments. The first is to acknowledge, again, the game system’s roots in Columbia Games’ *Dixie* design and its designer Tom Dalgliesh. Second, I’d like to thank David Rayner and the members of the WARSROSES Yahoo group who assisted with getting the coats of arms together. Third, I’d like to acknowledge all the players who were willing to take a chance on my second desktop-published design and helped it earn a nomination for the DTP game of the year. And finally, I’d like to thank all of the folks who helped *Sun of York* climb up the P500 list to publication. It’s been a long road and I truly hope that you’ll find the wait worthwhile. Thank you all for your continued support and inspiration!

Mike Nagel





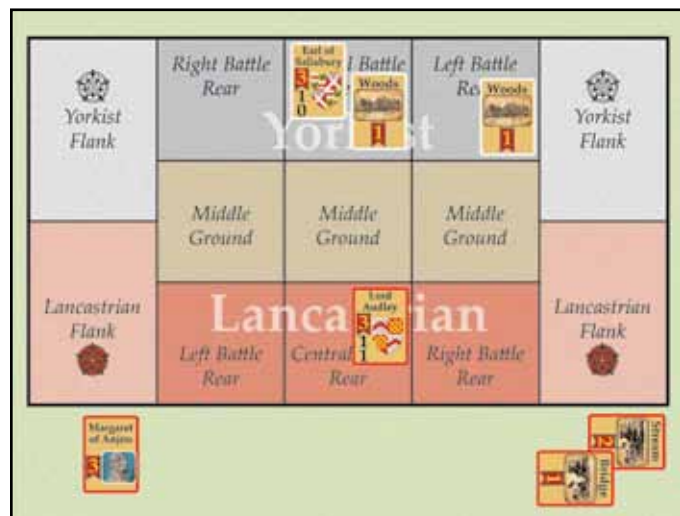
## Detailed Example of Play

In this example of play, we'll work through the setup of a scenario and go through a couple of turns to describe as much of the game system as possible. A good scenario to use is *The Battle of Blore Heath* (9.1.2). Within this description of the action, cards are referred to either by their names or, for combat units, by their type and Ability/Cohesion ratings. Further, all card names are printed in *this style*.

### 1) Setup

We start by setting up the battlefield. Per the scenario instructions, the Yorkist player looks through his deck, locates and pulls out the *Earl of Salisbury* leader card and places it in the central battle rear position. *Woods* cards are placed in both the central and left-rear positions. With these cards placed, the Yorkist player shuffles his deck and then (randomly) discards 40 cards (due to the smaller size of the Yorkist force at this battle).

The Lancastrian player similarly places the *Lord Audley* leader card in his central battle rear position. The *Stream* and *Bridge* cards are placed to one side of the combat area for reference (the Lancastrians have their backs to a bridged stream). The Lancastrian player then rolls a die to determine if *Margaret of Anjou* is present at the battle. We'll assume that a die roll of '1' is rolled and that she is there. *Margaret* is placed to one side of the combat area as well. The Lancastrian player then shuffles his deck.



### 2) Deployment

Each player now deals himself 16 cards from his side's deck. The Yorkist player receives the following cards and places them face-down, thus:

**Left Battle Rear:** *Men-at-Arms* (2/3), *Longbowmen* (1:2/2), *Levies* (2/3), *Bridge* (1)

**Central Battle Rear:** *Longbowmen* (1:2/1), *Crossbowmen* (2:1/3), *Longbowmen* (1:2/3), *Men-at-Arms* (2/3)

**Right Battle Rear:** *Longbowmen* (1:2/2), *Longbowmen* (1:2/2), *Crossbowmen* (2:1/4), *Battlefield Church* (1)

**Hand:** *Longbowmen* (1:2/1), *Longbowmen* (1:2/1), *Stream* (2), *King Richard III* (4)

The Lancastrian player receives the following cards and places them face-down at the same time (since the Lancastrian side is attacking, he can adjust placement *after* the Yorkist side has finished deploying):

**Right Battle Rear:** *Levies* (1/3), *Levies* (1/2), *Levies* (1/2), *Lord Roos* (2)

**Central Battle Rear:** *Billmen* (1/3), *Men-at-Arms* (2/4), *Crossbowmen* (2:1/4), *Billmen* (1/2)

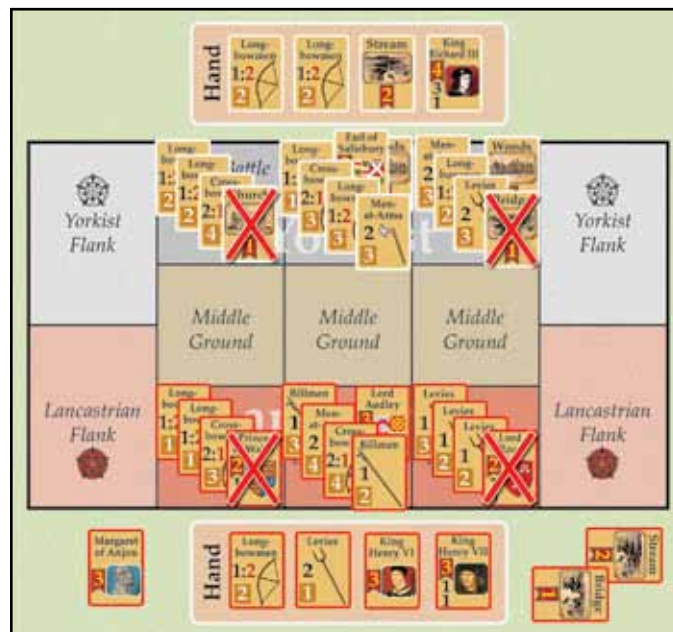
**Left Battle Rear:** *Longbowmen* (1:2/1), *Longbowmen* (1:2/1), *Crossbowmen* (2:1/3), *Prince of Wales* (2)

**Hand:** *Longbowmen* (1:2/1), *Levies* (2/1), *King Henry VI* (3), *King Henry VII* (3)

Each player now flips over his deployments. Since neither Leaders, Terrain nor Special cards (other than *Artillery*) can be deployed, the following cards are immediately discarded:

**Yorkist:** *Bridge* and *Battlefield Church*

**Lancastrian:** *Lord Roos* and *Prince of Wales*



The battle is ready to start!

### 3) Turn 1 ~ Initiative

Each player rolls a die and adds the best Orders rating of his Leader (each side only has a single Leader currently on the battlefield, so this is a no-brainer). The high roller has the option to go first or second during the turn. York rolls a 3 (modified to 6) and Lancaster also rolls a 3 (modified to a 6). A tie! Ordinarily the side that had the initiative during the previous turn retains it on ties. Since this is the *first* turn, the side designated as "attacking" wins ties, so the initiative falls to the Lancastrians. They opt to let the Yorkists go first (a risky move since the Lancastrians are attacking).



#### 4) Turn 1 ~ Yorkist Morale

Since no Yorkist units have sustained any hits yet, this step is skipped.

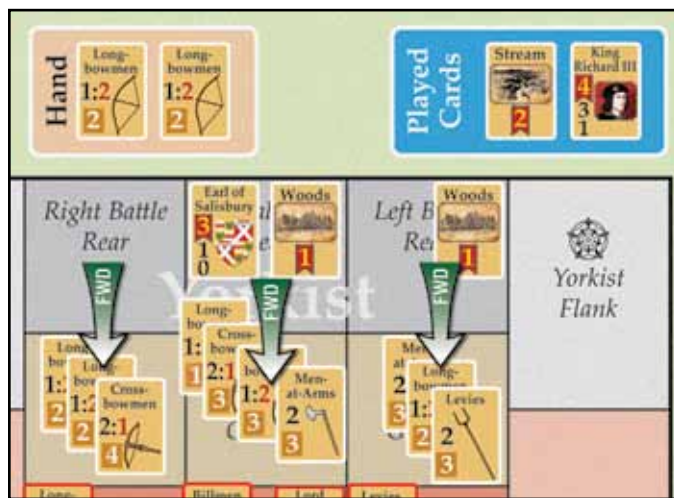
#### 5) Turn 1 ~ Yorkist Combat

Since no Lancastrian units are in range for missile combat and there are no engaged positions yet, this step is also skipped.

#### 6) Turn 1 ~ Yorkist Movement

Since the *Earl of Salisbury* accompanies the units in the Yorkist central rear battle, he orders them forward into the middle ground—but opts not to follow them personally, remaining in the rear.

The Yorkist player now plays both *Richard III* and the *Stream* for their Orders ratings of 4 and 2, respectively. This provides enough orders to move the three units in each of the left and right rear battles forward as well.



#### 7) Turn 1 ~ Yorkist Discard

The Yorkist now discards the two low value *Longbowmen* in his hand and draws four new cards: *Longbowmen* (1:2/1), *Longbowmen* (1:2/1), *Men-at-Arms* (2/3) and the *Earl of March* (5).



Play now passes to the Lancastrians.

#### 8) Turn 1 ~ Lancastrian Morale

Since no Lancastrian units have suffered any hits, this step is skipped.

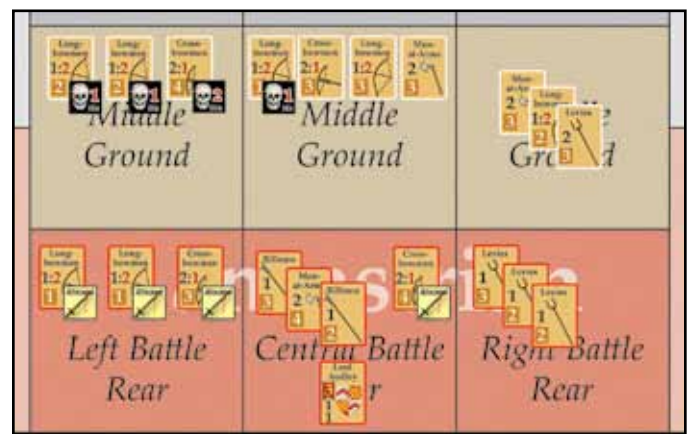
#### 9) Turn 1 ~ Lancastrian Combat

Since the Yorkists advanced, the Lancastrian archers have lots of targets. The Lancastrian player opts to fire all of his Missile units in the left flank at the advancing Yorkists. The *Crossbowmen* (2:1/3) unit rolls three dice and hits on a '1.' Two of the dice come up with a '1', fetching two hits. The two *Longbowmen* (1:2/1) both fire simultaneously, since they have the same Ability ratings (it saves time). They each roll one die and hit on a '2.' They get one hit each (hot shooting!). This results in a total of four hits to apply on the three Yorkist units. Each target unit must take one hit before any unit can take a second; so three hits are distributed evenly across three units. This leaves one hit remaining to apply. Since the *Crossbowmen* unit has a higher Cohesion rating, the Yorkist assigns the last hit to them. Each of the firing Lancastrian units is marked as fired.

Next, there is one Missile unit in the central battle, a *Crossbowmen* (2:1/4) that fires. It rolls four dice (for '1s') and gets one hit. The Yorkist places it on the *Longbowmen* (1:2/1) unit. Why? The clever Yorkist player knows that this unit is likely to fail its Morale Check and will fall back, ignoring the hit. It will likely live to fight later. If it suffered this hit in a rear battle, this tactic would not be a good idea, unless a better unit was ready to take its place. Sometimes a player *wants* a unit to rout!

The Lancastrian player now has an important decision to make. Since *Margaret of Anjou* is at the battle, she can reactivate up to three units to fight again during this Combat step. Or, she can reactivate units that have fought to move during the upcoming Movement step. Or, she can hold off completely and wait to move up to three units twice during the upcoming Movement step. Or, any combination of these options for up to three units.

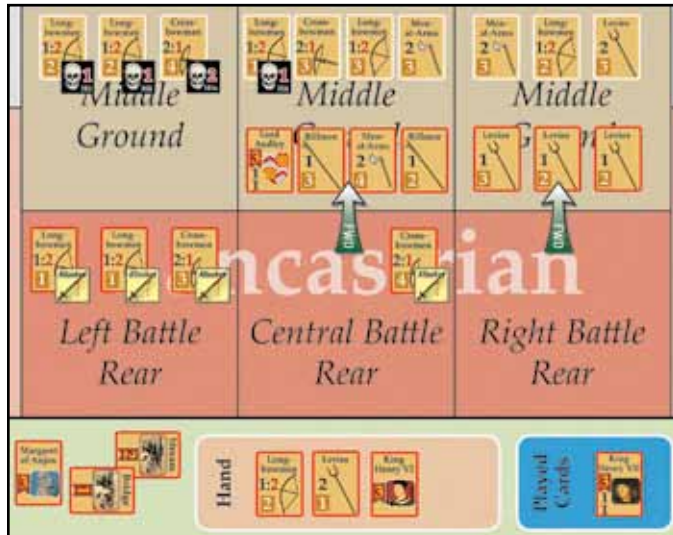
As it is, *Margaret* is used to reactivate the three units in the left battle to fire again and achieves a total of zero hits. *Whoops!*



## 10) Turn 1 ~ Lancastrian Movement

Now, any units that did not attack may move, if possible.

In the center, *Lord Audley* leads the two *Billmen* and the *Men-at-Arms* into the middle ground to engage the Yorkist units. He then plays *Henry VII* for three orders to move the three units in the right battle forward as well.



## 11) Turn 1 ~ Lancastrian Discard

The Lancastrian player now discards the weak *Levies* and *Longbowmen* cards and draws three cards: *Handgunners* (1:3/3), *Longbowmen* (1:2/3) and *Levies* (1/1).



This ends the first turn.

## 12) Turn 2 ~ Initiative Check

For the Lancastrians, here's where the risk of allowing the Yorkists to go first the previous turn can pay off. Both sides roll their initiative dice and the Lancastrians win and opt to go first this time. This has given the Lancastrian player back-to-back turns!

## 13) Turn 2 ~ Lancastrian Morale Check

Again, since Lancastrian units have not suffered any hits, no checks need be made. However, at this time, the Lancastrian player opts to commit *Lord Audley* to combat. This bumps up the Ability ratings of all Lancastrian units sharing the same position with him. "For King Henry and Queen Margaret ...Forward!!"

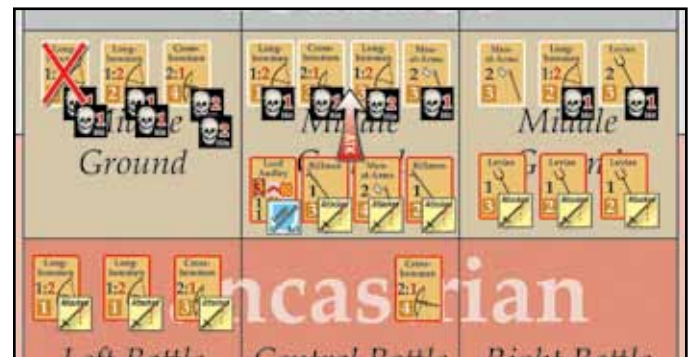
## 14) Turn 2 ~ Lancastrian Combat

Starting on the left battle, the *Crossbowmen* and two *Longbowmen* units fire and obtain two hits. Both of these must be applied to the two Yorkist *Longbowmen* units since the *Crossbowmen* unit has already sustained two hits. The three Lancastrian units are marked as attacked.

In the center, *Lord Audley* leads two *Billmen* units (Cohesion 3 and 2, with Abilities of 1, each) and a *Men-at-Arms* (2/4). With regards to the *Billmen*, 5 dice are rolled, looking for a roll of '2.' Two hits are scored. Next, the *Men-at-Arms* rolls four dice, looking for a '3' and gets two hits as well. Since Lord Audley has been committed, he can also attack with one die using his Ability of 1. He attacks, but misses. Since the Yorkist *Longbowmen* (1:2/1) unit has already suffered a hit, the other three units must suffer hits first. This leaves one hit left to apply. Since the *Longbowmen* (1:2/1) cannot receive another hit, as it will drive the hit count higher than its Cohesion, the hit must be applied to one of the other units. The Yorkist player gives it to the *Longbowmen* (1:2/3), since it's the weakest in melee. The attacking units are so marked.

On the right, the Lancastrians have three *Levies* units, each with Abilities of '1.' Seven dice are rolled and two hits are scored. The Yorkist player applies these to the *Longbowmen* and the *Levies*. Again, the attacking units are marked.

The Lancastrian player now has the option to use *Margaret* again. The choice is even tougher this time as there are two Yorkist units in the Lancastrian left middle ground on the ropes. Unfortunately, the *Crossbowmen* unit in support can still sustain two more hits before any of them have a chance of being eliminated outright. There is only a small chance of taking any of these units out completely. However, if the chance is not taken now, the odds are that these units will fall back and ignore any hits taken so far. *Margaret* has ordered another attack! Miraculously, three hits are scored. Two hits must be assigned to the *Crossbowmen*. The final hit eliminates one of the *Longbowmen* units (it is discarded).



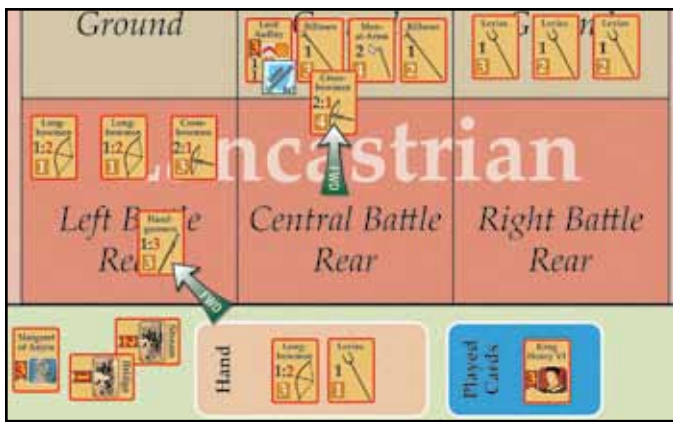
## 15) Turn 2 ~ Lancastrian Movement

Now, the Lancastrian player can move any units that have not attacked. Unfortunately, that's only the *Crossbowmen* in the rear central battle. However, at this time, reinforcements can also be brought in from the Lancastrian player's hand at a cost of two orders, each. The Lancastrian player plays the *Henry VI* card for three orders. This allows the movement of the *Crossbowmen* forward into the central battle's middle ground to join *Lord Audley* (one order) and the movement of the *Handgunners* from hand to left battle rear (two orders).

Had one of the units with *Lord Audley* not attacked, he could order them to move backward into a rear position. Unfortunately, it's all attack, all the time, for *Lord Audley*!

(refer to illustration at top of next column)





### 16) Turn 2 ~ Lancastrian Discard

The Lancastrian player dumps the *Levies* (1/1) card in his hand and draws three new cards: *Longbowmen* (1:2/1), *Longbowmen* (1:2/1) and *Knights* (3/5). This last card is particularly fine, but unfortunately the Lancastrian player has burned all of his Orders. There will be lots of discarding in the Lancastrian future!

Play now passes to the Yorkists.

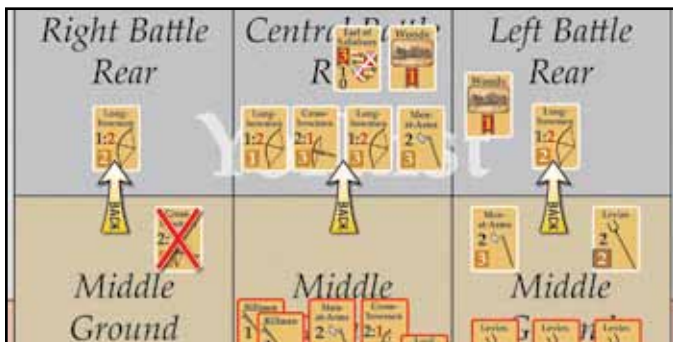
### 17) Turn 2 ~ Yorkist Morale Check

Due to the Lancastrian double-turn, Yorkist units have taken hits across the board.

Starting with the left battle middle ground, the *Longbowmen* with a Cohesion of 2 has one hit and rolls one die (needing a 2 or less to stay in place). It rolls a six, falls back to the left rear position and discards the hits. The *Levies* have a Cohesion of 3, also with one hit. It rolls one die and gets a 3. It reduces its Cohesion by one for the single hit it sustained and remains in place.

Now for the central middle ground position. There are four units, three with a single hit and each with Cohesion rating of 3 and one with a single hit and a Cohesion rating of 1. All four of them check and all four fail! Each falls back and discards their hits.

Finally, the right battle that's taken the brunt of combat so far. Two units remain: a *Longbowmen* unit with two hits and a Cohesion rating of 2 and a *Crossbowmen* unit with four hits and a Cohesion rating of 4. The *Longbowmen* unit rolls two dice and gets a 1 and a 4. The 4 causes a failure and the unit discards the hits and falls back. The *Crossbowmen* unit rolls four dice and gets a 4, 3, 3, 1. All rolls succeed, so the unit's Cohesion rating is lowered for each. Unfortunately, this drops the Cohesion to zero and the unit is eliminated.



### 18) Turn 2 ~ Yorkist Combat

The Yorkists have units in both the central and left battles that can attack.

Since the units in the center were forced to retreat, they are now unengaged and can use missile fire to attack the Lancastrian units in the middle. However, *Salisbury* realizes that *Audley* is in a position to engage him in his rear central area which, if lost, loses the battle! *Salisbury* tells his men to hold their fire and prepare to advance!

In the left battle, the *Levies* unit (now a 2/2) rolls two dice and gets no hits. The *Men-at-Arms* rolls three dice and gets two hits. The Lancastrian applies a hit to each of the *Levies* (1/2) units.

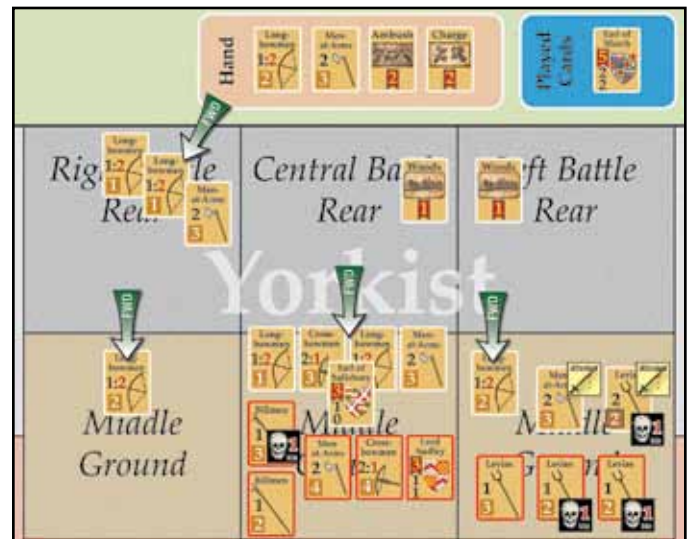
The two units that attacked are so marked.

### 19) Turn 2 ~ Yorkist Movement

Again, the *Earl of Salisbury* sends the units in his position (the ones that recently retreated) back into the middle ground. This time, however, he follows them. Next, the Yorkist plays the *Earl of March* card for 5(!) orders and moves the remaining *Longbowmen* in the right battle into the middle ground, moves the *Longbowmen* in the left battle rear into the middle ground, and moves three units from his hand into the right battle rear position.

### 20) Turn 2 ~ Yorkist Discard

The Yorkist player has managed to play all of his cards, so he simply draws four more: *Longbowmen* (1:2/1), *Men-at-Arms* (2/4), *Ambush* (2) and *Charge* (2).



This ends the second turn, and the example of play. The game will go on, but who will win? Even though the Yorkists seem to have their backs against the wall, they've drawn some excellent Special cards that could drive the Lancastrians back. In addition, they haven't lost much strength. A solid push against the Lancastrians is still possible. On the other hand, *Margaret* is still a powerful weapon for the Lancastrians and their units in play are superior. Can they get those knights into play when they're needed? Will *Lord Audley* be killed as he was historically? Only a full play through will tell!



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