




Crown of Roses: Combat example

To help prospective players understand how combat works a little better, I've elected to recreate the Skirmish at Ferrybridge. On 28 March 1461, a small force of Yorkists moved in and began to repair a damaged bridge over the River Aire. Several Lancastrian commanders, who are attempting to prevent the Yorkist Army from crossing, are trying to drive them off. For this battle, Lancaster is the Attacker, and York the Defender.

In combat each unit has a number of steps (block edges) that indicate how many hits they can sustain. Each step they have has one or more dice symbols on it. Each symbol is one die roll for combat capability. The icon indicates the value of that particular die in combat. They are referred to by color normally, as the dice they roll are of that color. So a "Green" will roll a green die, and so on. There are three colors that are used, and each has its own hit chance. The dice are standard six-sided dice.

| Symbol | Hits On: | Causes Rout: |
|---|------------|--------------|
|  Red | 4, 5, 6, 7 | 1, 6*, 7 |
|  Blue | 5, 6 | 1, 7 |
|  Green | 6 | 7 |

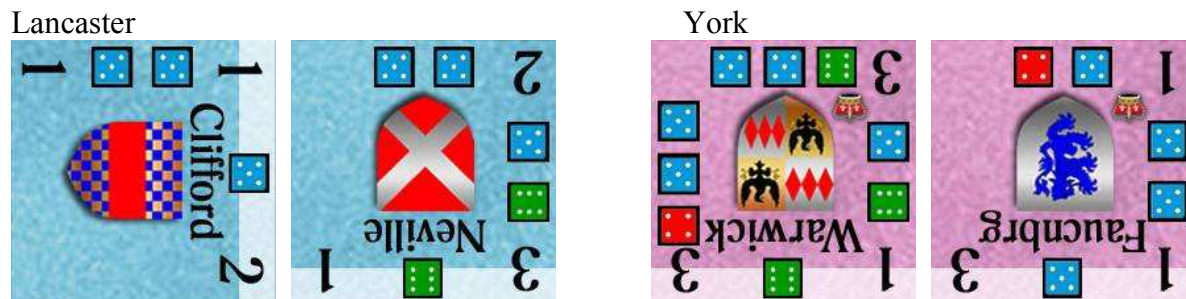
All combat die rolls are considered "simultaneous", any damage scored by one side does not reduce the number of dice that the other side rolls in that round. Damage is allocated to the strongest unit first, but the definition of "Strongest" is reassessed after each damage point.

Routs are always applied to the weakest unit present, as defined at the moment that the result is taken. It is possible for an already routed unit to rout multiple times. If it suffers a second rout result, it is "disordered".

Following combat, each unit gets to check to see if the noble was killed in the fighting or perhaps even captured by the enemy (where it is likely they will be executed).

Round 1:

Step 1 (Force Selection): Lancaster Leader is Clifford, with a total force of 4 Blue. York Leader is Warwick, with a total force of 1 Red, 3 Blue, and 1 Green.



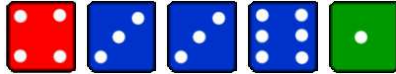
Step 2 (Attempt Rallies): There is no one to Rally, as no one has been routed yet.
 Step 3 Attacker Withdrawal): Clifford declines to withdraw before combat.

Step 4 (Defender Retreat) and 5 (Attacker Retreat) are not performed on round 1.

Steps 6 (Battle Charge Declaration), 7 (Battle Charge Rolls), and 8 (Battle Charge Resolution) are not performed in this combat, as there are no units that can charge (only a Royal heir can charge). They will be skipped each round.

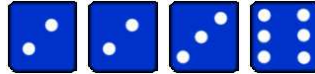
Step 9 (Line Combat Rolls):

York rolls:



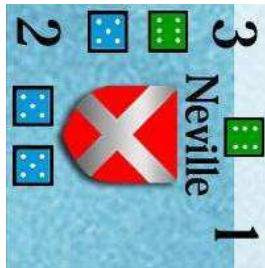
Hit Miss Miss Hit Miss

Lancaster rolls:



Miss Miss Miss Hit

Step 10 (Damage Allocation): York has to take 1 hit on the strongest unit, which is Warwick. He rotates him one side. Lancaster suffers two hits, taking the first on Clifford and the second on Neville.



Step 11 (Rout Allocation): No Routs were scored, so all units remain in place.

Round 2:

Step 1: Neither side has any reserves.

Step 2: Since no one is routed, there are no rally attempts.

Step 3: is only performed on round 1.

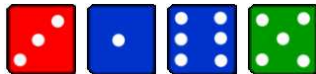
Step 4: Warwick, knowing that he has the superior force, declines to withdraw.

Step 5: Lancaster, with fewer dice, has some thinking to do. While Clifford and Neville are neutral nobles, and not terribly powerful overall, can he really afford to lose one? Clifford can only take one hit – but if he gets lucky, he might manage to reduce Fauconberg or even to kill Warwick in the post-combat. He decides that losing Clifford is worth it if Warwick also dies, so he'll fight one more round.

Step 6-8: Skipped

Step 9, Line Combat:

York rolls:



Miss Rout Hit Miss

Lancaster rolls:



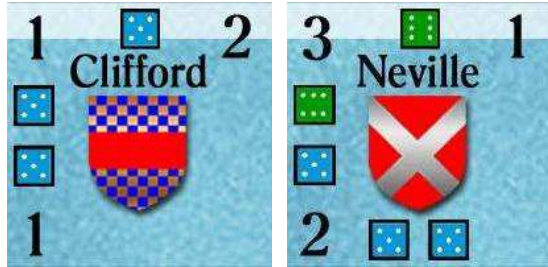
Miss Rout Miss

Step 10: Lancaster has to take 1 hit, which must be applied to Neville, as he is the strongest unit. York takes no damage, but suffers a rout.

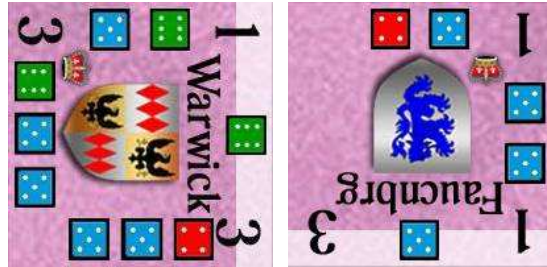
Step 11: Each side now routs one unit each – for Lancaster the weakest unit is Clifford. For York the weakest is either Warwick (BG) or Fauconberg (RB) at the owner's discretion. He selects Warwick.

Round 3:

ROUTED



ROUTED



Step 1: No Changes

Step 2: Each player has one Routed unit that can attempt to Rally now. However, both are confident that combat is going to end in a Lancastrian retreat and don't see a point to making any Rally attempt (failure would disorder the unit, making it more likely to be captured or killed during post-combat).

Step 3 is only performed on round 1.

Step 4: Fauconberg, now in command of the Yorkist force, declines to withdraw.

Step 5: Lancaster, seeing the position as hopeless, retreats.

Step 6-11: Skipped, as the battle is over

Post-combat: No units were eliminated or disordered, so no checks are made. The Lancastrians retreat.