

RICHARD III AT BOSWORTH

Points 486
Scouting Points 7

#	Base	Pts	Ord	Exp	Wgt	Armed With	Strength	Orders
G	General: Richard of York	30					654321	
1	Men-At-Arms	42	CO	Vet	KN	LA (SH)	151413121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
2	Men-At-Arms	42	CO	Vet	KN	LA (SH)	151413121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG

Forward Battle

SG1	Sub-General: Norfolk	20					654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
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L1	Leader 1	10					654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
3	Retinue Archers	24	OO	Av	H/MI	LB	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
4	Shire Levy Archers	19	OO	Lvy	MI	LB, ½SH	87654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
5	Shire Levy Archers	19	OO	Lvy	MI	LB, ½SH	87654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
6	Foreign Handgunners	30	CO	Av	HI	HG	121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
7	Foreign Handgunners	30	CO	Av	HI	HG	121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG

L2	Leader 2	10					654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
8	Retinue Billmen	30	CO	Av	HI	PO	121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
9	Shire Levy Billmen	22	CO	Lvy	MI	PO	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
10	Shire Levy Billmen	22	CO	Lvy	MI	PO	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
11	Shire Levy Billmen	22	CO	Lvy	MI	PO	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG

Rear Battle

L3	Leader: Northumberland	10					654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
12	Curours	36	CO	Vet	HC	LA	151413121110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
13	Border Staves	24	OO	Av	MC	LA	1110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
14	Border Staves	24	OO	Av	MC	LA	1110987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
15	Border Foot	10	OO	Av	MI	HS, ¼2H, ¼LB	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG
16	Border Foot	10	OO	Av	MI	HS, ¼2H, ¼LB	10987654321	AAAAAFAFFFFFHHHHHHRRRRRRGGG

Defeat Conditions: "Big Man Down" (Richard III)

Northumberland is not fully committed to Richard's cause: although he will not fight against Richard, he may be unwilling to fight for him. He starts the game on the left of Richard's line with Hold orders. His orders can only change as a result of changing circumstances on the battlefield not as a result of Richard spending command points to do so. Roll a dice each time one of the following circumstances occurs:

- If Richard moves forward off of the hill, roll 1d6.
- On a score of 6, Northumberland takes on Attack orders and joins Richard in the battle.
 - If Richard becomes involved in a melee, roll 1d6.
- On a score of 4-6, Northumberland takes Attack orders and goes to Richard's aid.
- On a score of 1-2, Northumberland takes Retreat orders. On a 5-6 he takes Attack orders.
 - If Richard is wounded, roll 1d6
 - On a 1-3 Northumberland takes Retreat orders. On a 4-6 he takes Attack orders and tries to rescue him.

Once Northumberland's orders have changed from Hold to either Attack or Retreat, they may not be changed again.