

### The Battle of Barnet: Special Rules

1. Note that Sub-Generals also command their own troops.
2. Heavy fog covers the battlefield. This means that the following special rules apply:
  - a) **Spotting.** Officers roll 4d6 rather than 2d6 for spotting rolls, and all penalties for distance and terrain are doubled.
  - b) **Shooting.** The maximum range for longbows is reduced to 10".
  - c) **Confusion.** Once during the game, each player can call "mistaken identity" when an enemy base has friends from a different brigade within their arc of fire and in range. The base must then shoot at the friendly base unless the owning player rolls a 5 or 6 on a d6. If the roll succeeds, the base may not shoot at all that turn: nobles are rushing around shouting "Don't shoot!". If the roll fails, the base shoots at the specified target, with that base taking casualties and making morale checks as usual.
  - d) **Movement.** Once a player has moved a base, a d6 is rolled. If the score is 1, then the base has drifted 1d6" to the left. If the score is 6, then the base has drifted 1d6" to the right. If this drifting causes them to bump into a friendly base, then they just line up beside/behind them.
3. If the Yorkist SG (Edward) takes any casualties, then Gloucester, Hastings and their troops become Ally Troops as Clarence takes command.