

Lancaster 1

Lord Henry Beaufort, Duke of Somerset

You are the Commander in Chief of the Lancastrian Forces. Although you are taking guidance from that wretched Trollope fellow, you are in command here and don't let anyone forget it!

The Lancastrian Queen, Margaret of Anjou, has taken the field supported by yourself, the Duke of Exeter and the wretched Percy's of Nothumberland. You seek to liberate Henry VI, who is imprisoned by the vile traitor Richard Neville, Earl of Warwick. You also need to take London, the key city for the realm. It is most unlikely that the Londoners will open their gates to you unless you roundly smash Warwick's intercepting force.

The army has marched south from York sacking and burning in a most improper way but then again, if the Queen will insist on raising the Northern Levy, she must expect this sort of thing. Fortunately, most of the mosstroopers have gone home now, laden with booty, leaving you with a slightly more manageable army.

Now someone told you Warwick was a good general. Not by the looks of his current deployment, he isn't. He's set up his army stretched across four miles of heath, trying to cover all approaches to London. He has four main defensive sites each one protected by a swathe of caltrops and netting designed to foil any attack. His left flank is based on St Albans.

Now that irritating Trollope chap convinced the Queen to refrain from a full frontal assault and do something quite ignoble. You're going to go round the flank and hit the Warwick fellow in the side. Now, were it some other blighter, a bit more noble, then you'd cut up rough about it, but if it's only the wretched Neville's then who cares?

You've marched quickly and silently down Watling Street and are about to crash into Neville's younger brother's position. You need to take both it and St Albans quickly before his elder brother can get reinforcements to him.

Problems

The wretched Percy's are along aren't they? Little better than barbarians and known rebels and traitors in the past. Although you are nominally in command of the army, the Percy's account as Allied troops for purposes of you commanding them because they simply think they're above taking your orders.

The wretched fellow Jasper Tudor was supposed to be leading a large force of Welsh troops to join you and replace your losses. You have heard a rumour that he has been intercepted by the young Duke of York to the West. The fate of either Tudor or York is unknown as is the outcome of any battle they might have fought. You need to smash Neville quickly just in case.

Bonus

It is a sad world when a nobleman does not stick to his honour isn't it? Fortunately, the vile traitor is among the ranks of the Yorkists. Sir John Lovelace commands a contingent of Kentish troops who have agreed to change sides when the signal is given. They will remain apparently loyal to Warwick until you spend Command Points on them as if they were an allied command.

Primary Mission

- Liberate Henry VI
- Smash the Neville army, kill as many senior commanders as possible
- Take London

Lancaster 2

Lord Henry Percy, Earl of Northumberland

You are the Commander of the Van of the Army of the King, Henry VI.

The Lancastrian Queen, Margaret of Anjou, has taken the field supported by yourself, the Duke of Exeter and that oaf, the Duke of Somerset. You seek to liberate Henry VI who is imprisoned by the vile traitor Richard Neville, Earl of Warwick. You also need to take London, the key city for the realm. It is most unlikely that the Londoners will open their gates to you unless you roundly smash Warwick's intercepting force.

The army has marched South from York sacking and burning in the traditional manner. If these Southern vermin will rebel against their anointed king then the Queen must expect this sort of thing. Fortunately, most of the mosstroopers responsible for the worst of the outrages have gone home now, laden with booty, leaving you with a slightly more manageable army.

Now someone told you Warwick was a good general. Not by the looks of his current deployment, he isn't. He's set up his army stretched across four miles of heath, trying to cover all approaches to London. He has four main defensive sites each one protected by a swathe of caltrops and netting designed to foil any attack. His left flank is based on St Albans.

Now the Queen's favourite, Trollope, convinced the Queen to refrain from a full frontal assault and do something quite sensible. You're going to go round the flank and hit the Warwick fellow in the side. You've marched quickly and silently down Watling Street and are about to crash into Neville's younger brother's position. You need to take both it and St Albans quickly before his elder brother can get reinforcements to him.

Problems

That Somerset oaf has been a thorn in your flesh all the way from York, bitching about how some of the lads have been pillaging and looting. Your troops will be very loath to take any orders from him. It will cost double command points to receive any command aid from Somerset in relation to your troops.

Primary Missions

- Liberate Henry VI
- Smash the Neville Army, kill as many senior commanders as possible
- Take London
- If Somerset dies, then, well it won't be a terrible loss now will it?

Lancaster 3

Mercenary Captain A

These English wars are certainly lucrative but things appear to be hotting up in this one in a manner that makes you edgy. In Italy, wars are based around careful maneuver and positioning: the actual hand to hand fighting is limited and casualties are few. You thought it would be that way here. However, the English seem to be getting more and more angry about this little dynastic dispute and have started lopping the heads off prisoners. That means they will have no concerns whatsoever about the fate of your men.

Primary Missions

- Your side wins the battle (so you will continue to be paid).
- You do not suffer extensive casualties. Your future rests on your company surviving. Don't let the patron use you as arrow fodder. However, don't make it obvious.

Lancaster 4

Mercenary Captain B

These English wars are certainly lucrative but things appear to be hotting up in this one in a manner that makes you edgy. In Italy, wars are based around careful maneuver and positioning: the actual hand to hand fighting is limited and casualties are few. You thought it would be that way here. However, the English seem to be getting more and more angry about this little dynastic dispute and have started lopping the heads off prisoners. That means they will have no concerns whatsoever about the fate of your men.

Primary Missions

- Your side wins the battle (so you will continue to be paid).
- You do not suffer extensive casualties. Your future rests on your company surviving. Don't let the patron use you as arrow fodder. However, don't make it obvious.