

## Special Event

### EXTRA ARROW SUPPLY

When one of your Archer companies has shot off its initial allocation of six rounds they get an extra two rounds of shooting.



## Special Event

### FAUCONBERG'S GAMBIT

Trick enemy Archers so their long range shots drop short. Play after they roll their dice - so they waste their arrows and get no hits.



## Special Event

### FLANK ATTACK

One of your units uses dead ground to make a surprise flank attack – the enemy unit cannot react and turn to face.



## Special Event

### TERRAIN ADVANTAGE

The front of one of your Infantry Companies is protected by a hidden ditch. The enemy can't charge you and will take two Disarray Tokens if they try to cross.



## Special Event

### AMBUSH

You have an extra band of Skirmishers hidden in an unoccupied building, wood or other patch of bad going, anywhere on the battlefield.



## Special Event

### FALSE COLOURS

Play on an unengaged enemy unit. They are unsure of the allegiance of your units and cannot move this turn or shoot unless you attack or shoot first.



## Special Event

### TREACHERY!

Play this card on one leaderless enemy Company or Squadron.

Roll a D6:

1, 2, 3: it turns around and marches off the field.

4, 5, 6: It changes sides and will attack the nearest enemy. Then it acts as one of your own units.



## Special Event

### SUDDEN HEAVY RAIN SHOWER!

No shooting (except for javelins) for the rest of this turn.

You must play this card **INMEDIATLY** - it cannot be saved for later.



## Special Event

### LOCAL TRUCE

Play this card on a leaderless enemy unit after it has fought a TIED round of Melee. All combatants immediately back off one move distance and take no further part in the battle UNLESS they are attacked or shot at.



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## FORFEIT

Play on an enemy unit when it is given an Order Token - this turn it can take only one (not two) actions.



## RE-ROLL

Re-roll one die or a hand of dice.



## SPECIAL EVENT

Draw a card from the Special Event deck. Play it now or save it to play any time later in the battle.



## Bonus

Dice to draw a card from the Bonus deck.

ALSO

Continue any Melee if this is the first Bonus card drawn this turn. See CONTINUING MELEE p.19.



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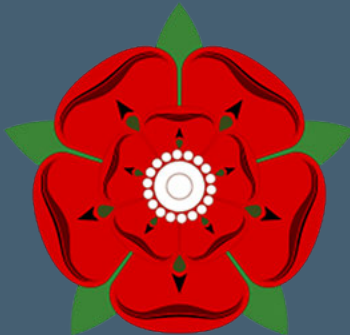


## PERK

Take a free action with one unengaged friendly unit.



Skirmishers  
and Artillery



LANCASTRIAN

Skirmishers  
and Artillery



YORKIST

## DUMMY

Keep this card to make the enemy think you might have a trick up your sleeve.





**BONUS DECK**

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**BONUS DECK**

*Play Deck*

*Play Deck*

**BONUS DECK**

*Play Deck*

*Play Deck*

**BONUS DECK**

Yorkist Leader

Yorkist Leader

Yorkist Leader

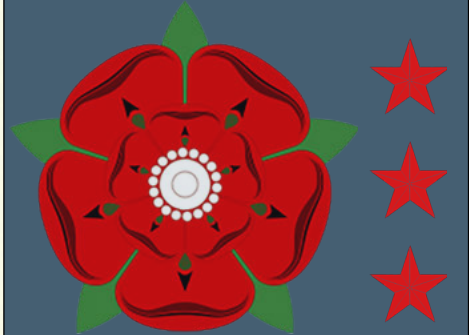


Yorkist Leader

Lancastrian Leader

## LEADER CARDS

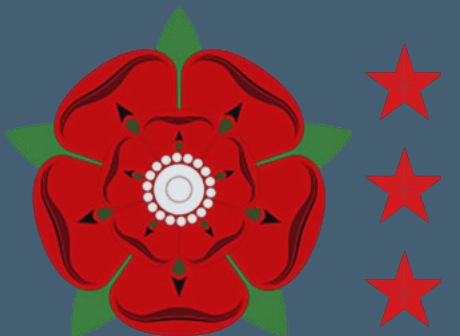
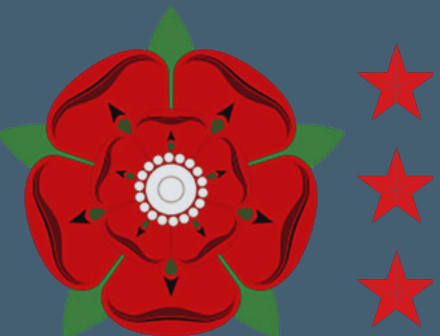
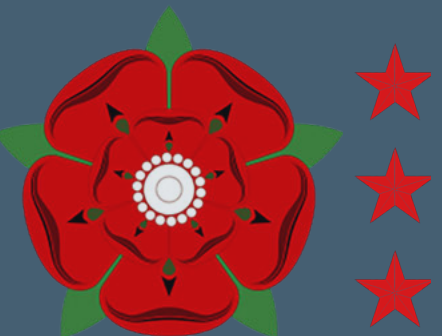
Give each Leader a name (write it in the white box) and a Command Class. The Command Class is the same as the Leader's number of Wounds. Use the cards to track the number of Wounds.



Lancastrian Leader

Lancastrian Leader

Lancastrian Leader



Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

Play Deck

## TOKENS

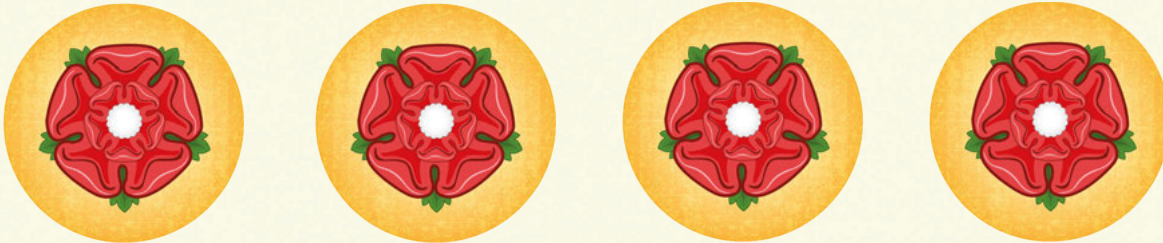
You will need at least three sets of each.

With thanks to Sarissa Precision for providing the artwork

### ORDERS - YORKISH



### ORDERS - LANCASTRIAN



### ARMY MORALE



### DISARRAY



### DAUNTED





# NEVER MIND THE BILLHOOKS - CRIBSHEET

Type	Points per figure	Move (Charge)	Shoot (ins)	Melee x D6 per figure	Save	Notes
Knights	3	8 (12)		2	4, 5, 6	Save: 3, 4, 5, 6 in Melee.
Light Horse	1 ½	10 (14)		1 ½	5, 6	Save: 4, 5, 6 in Melee. Mounted Archers and Crossbowmen may dismount and skirmish.
Men-at-Arms	2	6		1 ½	3, 4, 5, 6	Save: 4, 5, 6 if shot by a crossbow or handgun.
Bills/Pikes	1	6		1	4, 5, 6	
Archers	1	6	9S, 15L	½	5, 6	May shoot twice in a turn. Hit: 5, 6 at Short range, 6 at Long.
Crossbows & Handgunners	1	8	0-12	½	5, 6	Hit: 5, 6 at any range up to 12".
Kern (Darts)	1	8	0-6	1	5, 6	Hit: 5, 6 at any range up to 6".
Skirmishing Archers	1	8	0-12	½	5, 6	Hit: 5, 6 at any range up to 12". Shoot once in a turn.
Gun & 3 Crew	9	4	0-30	½	5, 6	Count crew x 2 when shooting. Hit: 6 at any range. All hits are automatic Kills. 3 or more 1s = Gun blows up!

Type	Points	Move (Charge)	Actions: (1) Move himself (2) Order a Unit (3) Rally a Unit (4) Order and move with a Unit.
Hero	5	8 (12 mtd)	Can do three of these actions.
Commander	5	8 (12 mtd)	Can do two of these actions.
Dolt	5	8 (12 mtd)	Can do one of these actions.

## Initial Manoeuvre phase:

Take turns to move one Unit (or formation) at a time. This phase ends when somebody shoots or attacks.

## Regular Game Turns:

Draw cards for the order of play:

- When a Bonus card is drawn: dice for it. Discard it if the roll is tied. Fight any ongoing Melees when the first Bonus card is drawn in a turn.

- When a Leader's card is drawn: take order tokens (Dolt 1, Commander 2, Hero 3). Put them next to unit(s) to order them or next to him (to move him).

- Order each Unit to take up to two actions: Move, Wheel, Shoot or Rally. Only Archer companies can shoot twice. To Rally, a Leader needs to join the Unit.

- Place a token next to a Unit to order it, or next to a Leader to move him.

- Work out all Shooting or Melees immediately, as they happen.

## Test Morale immediately:

- If a Unit loses a Melee.
- If a Unit sees equal or higher Points Value friends rout past (within 12") or through it.
- If a Leader is killed or quits a Melee.

## Infantry roll 2D6, Cavalry D6+ 1, Skirmishers 1D6.

5 or more and greater than the Unit's losses = PASS  
5 or more and equal/less than the Unit's losses = DAUNTED  
4 or less = BROKEN

**The Turn ends** when there is only one card left in the draw pile. This last card is always ignored. Then:

- Any undaunted Units which did nothing this turn may Rally off one Disarray token or Shoot once (Archers only).
- Test Morale for any Unit which is Daunted or reduced to half strength or less (unless it is engaged in an ongoing Melee or has just won one).
- Remove all the order tokens from the battlefield.
- Re-shuffle all the cards in the Play Deck and the Bonus Deck and start a new turn.