

BOSWORTH 1485



INTRODUCTION

Bosworth 1485 simulates the last part of the War of the Roses in England between the York and Lancaster families. Henry Tudor's objective is to land from France to claim the throne occupied by Richard III of York. The latter must do his utmost to repel the invasion of his detested pretender, even if he is not really popular and can't really on the loyalty of his vassals...

Bosworth 1485 lasts 20 turns, each of 2 days between the 29th July and 7th September 1485. It opposes deux players, one representing Richard III of York, having just recently usurped the throne of his nephew, and the other representing Henry Tudor, heir of the Lancaster family.

- The **Yorkist**, let by devious Richard III, control England at the start and their aim is to keep it under the King's hand, thanks to his barons.
- The **Lancastrian** Henry Tudor starts as an exile in France and must first land, then find allies to overthrow his opponent.

Politics and diplomacy are the order of the day on this attempt to seize the British isles. The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 2h30

Favored Side: None

Most Difficult Side to Play: Lancastrian

Bosworth 1485 lasts 20 turns, each turn being 2 days between the 29th July and 7th September 1485.

The **Lancastrian player** always plays first, followed by the **York player**.



FORCES

The **Lancastrian player** controls the **Lancastrian (red)** and **French (blue)** units.

The **York player** controls the **York (white)** units.

MAPBOARD

The map shows essentially England, Wales and some parts of Scotland and Ireland, as well as the English-held city of Calais on the continent.



The York player controls all the regions on map at start of the game, except the offmap box labelled 'France'.

The 'France' offmap box cannot be entered by York. French units may attack Calais from the 'France' box. Scotland cannot be entered by anyone.



VICTORY

IMMEDIATE VICTORY

- For the **Lancastrian player** if he kills Richard III or controls all cities in England and Wales.
- For the **York player** if all 3 **Lancastrian** leaders Henry Tudor, Jasper Tudor and John de Vere are eliminated.
- Or for the player that reaches or exceeds 30 VP at the end of a turn.

END GAME VICTORY

The side with most VP at the end of the scenario wins the game.

VP BONUS

- Each time the **Lancastrian player** captures a city, he gets +1 VP.
- At the end of the game, the **York player** earns 1 VP per city that he still controls.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase to collect income, pay maintenance and buy new units. Income is provided by regions not occupied by the enemy.

Cost of units and cards:

- Logistical unit / Infantry (except the ones below): \$1
- Cavalry / Bombards / Fleet / King's Gard / Mercenary / extra card: \$3
- All others: \$2

REINFORCEMENTS

There are no automatic reinforcements in this scenario: all those that arrive are doing so via the play of a card.

ELIMINATION OF HEIRS

A specific battle card, available for each side, will increase strongly the chance one (or both) of the holder of the royal title be eliminated in a battle where both of them are present. So beware of those decisive fights.



SUPPLY

There is no supply phase in this scenario.