

The Battle of Newark, 26 March 1471

General Idea

This is a 'what if' Wars of the Roses scenario for Tree of Battles rules with two relatively small armies. It assumes that a skirmish which actually took place in 1471 turned into a full blown battle. A full Battle Report can be found on my blog at <http://legio-wargames.com/#/blog/4553964887/The-March-to-Barnet-II-26-March-1471/1712439>

Historical Background

Having landed in Yorkshire 5 days earlier Edward IV marches south from York on 19 March 1471. His army is still relatively small, consisting of little more than his own retinue, that of his brother Richard Duke of Gloucester and some Flemish mercenaries. By 25th March he reaches Nottingham where he is joined by Sir William Stanley's contingent and other reinforcements raised in the Midlands by Lord William Hastings.

On the day that Edward sets out from York, John de Vere, Earl of Oxford sets out from Bury St Edmunds. He plans a rendezvous at King's Lynn with Henry Holland Duke of Exeter and William Viscount Beaumont on 22 March. Then they swing west towards Newark, to intercept Edward. In addition to their own retinues and retainers the Lancastrian force includes around 4,000 men from East Anglia and the Fens

At Nottingham Edward hears of Oxford and Exeter's arrival at Newark and decides to march out to meet them.

What happens next is not entirely clear but it appears that after a brief encounter with Edward's scouts the Lancastrians withdraw. This game presumes that they stand and hold their ground and a full blown battle ensues.

Scale

1 stand represents approximately 250 men on foot, 100 mounted men or 4 guns.

Orders of Battle

Yorkists choose 25 stands from the list below and organise into 2 Battles under King Edward IV (5 Command Points) and Richard Duke of Gloucester (3 Command Points). King Edward is Marshal of the Host.

Royal Archers - up to 2 stands archers, armoured, A Grade
Retinues - 2-3 stands, Men at Arms, full harness, A Grade
Retainers - 2-6 Archers, lightly armoured B Grade
Retainers - 2-6 heavy infantry (billmen) armoured, B Grade
Midlands Archers - 2-6 archers, lightly armoured, C Grade
Midlands Billmen - 2-6 heavy infantry (billmen), lightly armoured, C Grade
Flemish Mercenaries - 1-2 handgunners, lightly armoured, B Grade
Flemish Mercenaries - up to 4 pikemen, armoured, B Grade
Scourers - up to 2 light horse, lightly armoured, B Grade
Artillery - up to 1 gun

Notable Yorkist leaders likely to have been present and the livery colours worn by their retainers included:

Edward IV, livery murrey (dark red or crimson) and blue

Richard of Gloucester, livery murrey and blue
William Hastings, livery murrey and blue
William Stanley, livery red
Sir Gilbert Debenham
Sir Henry Wingfield of Orford

Lancastrians choose 20 stands from the list below and organise into 2 Battles under John de Vere, Earl of Oxford (4 Command Points) and Henry Holland, Duke of Exeter (3 Command Points). Oxford is the Marshal of the Host.

Retinues - 2 Men at Arms, full harness, A grade

Retainers - 2-6 Archers, lightly armoured

Retainers - up to 4 heavy infantry (billmen), armoured, B Grade

East Anglian Archers - 4-8 archers, lightly armoured, C Grade

East Anglian Billmen - 4-8 heavy infantry (billmen), armoured, C Grade

Scourers - up to 2 light horse, lightly armoured, B Grade

Artillery - up to 1 gun

Notable Lancastrian leaders likely to have been present and the livery colours worn by their retainers included:

Earl of Oxford, livery tawney (orange-brown)

Duke of Exeter, livery white and red

William Beaumont, livery white

Table set up and deployment

This is an attack on a defended position with the Yorkists the attackers. The Yorkist player sets up the terrain and the Lancastrian chooses sides. There must be at least 4 terrain items which may be hills, woods or marsh. The Lancastrians then set up anywhere on their table side no closer than bow range from the centre. Once all his troops are deployed the Yorkists may set up anywhere on their side of the table no closer than bow range from the centre. The Yorkists have initiative on the first turn. Dice for initiative on succeeding turns.