

Bosworth

a Midgard Scenario
by Brad Schaive &
Tim Wright

This game won a PELA award at Fall In 2025, and now you can try playing the same scenario at home. The terrain, armies, and scenario come courtesy of the Springfield, Illinois wargame club TDAK, “The Dice Always Know.” Before Fall In, the TDAK team stopped by Little Wars TV headquarters to run Bosworth for a filmed episode.

That video battle report is available now on YouTube, and it’s an absolute stunner. There are hundreds of gorgeous 28mm Perry Miniatures arrayed across a 12’ tabletop with colorful heraldry, led by some of the most famous (and infamous) magnates of the Wars of the Roses. And now, it’s your turn!

We are proud to present Brad & Tim’s scenario, exactly as they designed it after a dozen playtest sessions with their local game club. The author of *Midgard*, James Morris, presents his own version of Bosworth in the 2025 Lard Magazine, and studying the different scenario design approaches is pretty interesting (if you’re into that sort of thing, which we very much are).

The orders of battle are intended for *Midgard Heroic Battles*, published in 2024 by Reisswitz Press, an arm of the Too Fat Lardies community. One of the nice features of *Midgard* is that, from a mechanical and design perspective, it is highly compatible with *Hail Caesar* by Warlord Games and reasonably easy to convert army lists to *Lion Rampant* by Osprey. If you’re a fan of these other popular games, this scenario should still be quite playable for you with a minimum of tweaking.



Brad & Tim discuss
their design process
in a bonus interview!

SCENARIO NOTES

Brad & Tim designed their scenario to play as a large convention game. This meant it needed to be balanced and incorporate as many players as possible with a minimum of delay. So, what then is to be done about Bosworth's famed delayers, the Stanley brothers? Scan the QR code for a direct link to watch an interview where Brad & Tim discuss incorporating the Stanleys. They opted for a minimum of complexity.

STANLEY COMMITMENT

The Stanley contingent will join the Tudors, as they did historically. Starting as early as Turn 2, the Stanleys may move and enter the battle. The Stanley player may choose to delay his involvement longer. Until the Stanleys commit, the Yorkists may not shoot or engage them. As soon as the Stanley contingent commits, immediately add +2 Renown to the Yorkist side.

NORTHUMBERLAND

In part to compensate for Stanley's defection, as well as keeping all convention players active, Northumberland's contingent is free to move and engage as normal. Historically, this force stood by and watched the battle!

NO CHALLENGES

There are no personal challenges. Hero units may attach and engage directly using the standard combat rules, but individual challenges are not allowed.

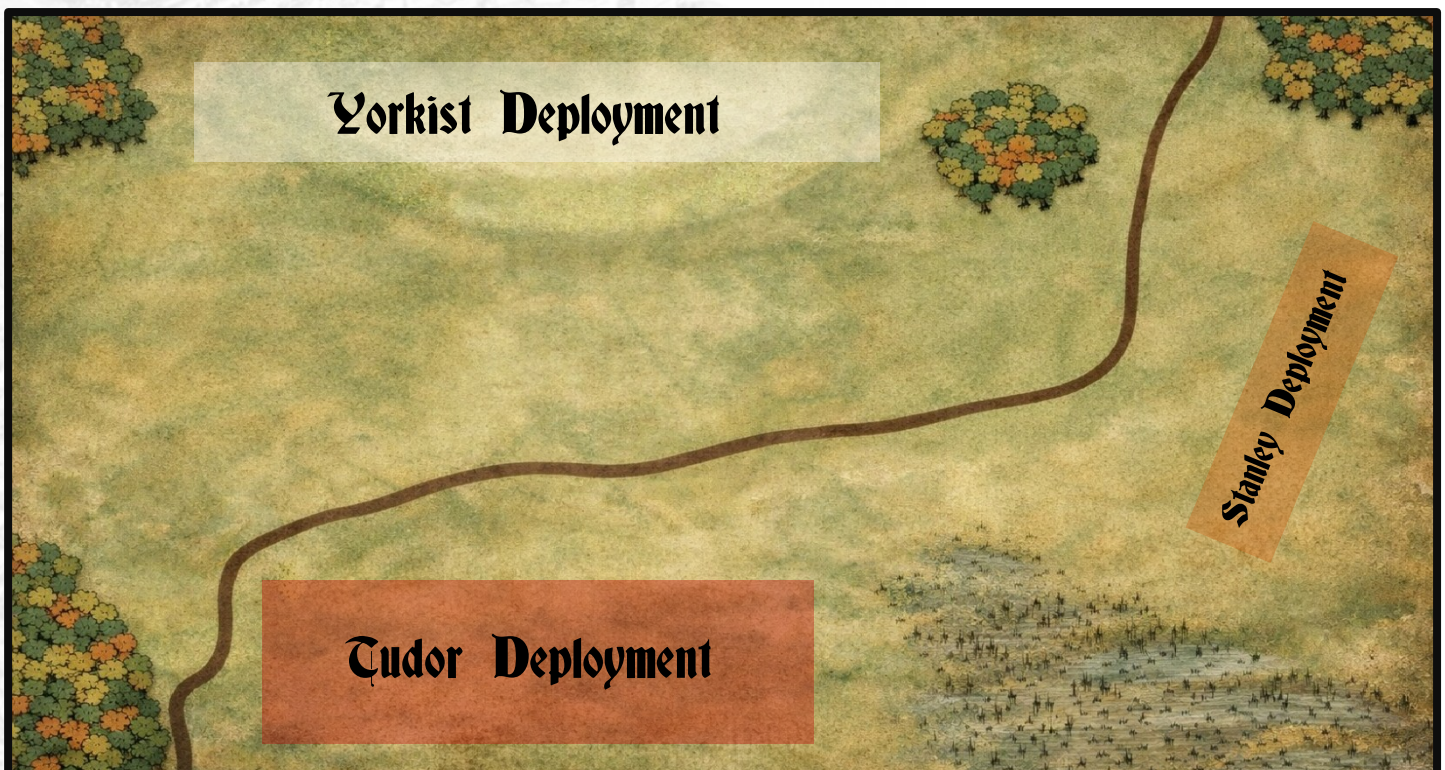
OBJECTIVES

Both sides begin the game with 11 Renown in their starting cups. This number was chosen because it lends itself well to a 2-3 hour battle. For a more attritional fight, you can elect to start at 13 or as high as 15 Renown per side. This will extend your battle to 3-4 hours (which some clubs may prefer). There is no turn limit.

The objective is simple. The crown of England is at stake. Reduce the opposing army to 0 Renown. The death of Richard III or Henry Tudor will end the battle earlier. Your claimant to the throne must survive!

DEPLOYMENT

At 28mm scale, this battle is played on a 12'x5' table. For 15mm and smaller figures, you could easily reduce your playing area. The details of Bosworth battlefield are, rather famously, the subject of ongoing historical debate. This scenario features a mostly open field with a few small patches of light woods. There are two key terrain features: (1) A gentle hill where the Yorkist army deploys; and (2) A marsh separating the Tudor and Stanley contingents. The road is strictly for visual interest and offers no movement bonus. The marsh is rough going and cannot be entered by mounted.





Yorkist Army

11 Renown

King Richard III 155 points								
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits
LVL 3 HERO	1	33	3	0	4	2	4	Mounted; Army Commander; Today We Fight
KNIGHTS	2	26	10	0	4	3	3	Mounted; Fearsome; Counter Charge; Thunderous Charge
LT. CAV.	1	19	8	0	3	2	2	Mounted; Evade; Spears as Tribute; Disengage
LONGBOWMEN	1	22	8	8	2	4	2	Longbow
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute

Duke of Norfolk 137 points								
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits
LVL 2 HERO	1	23	2	0	4	2	2	Mounted; On My Command Unleash Hell
ARTILLERY	1	20	6	6	3	2	2	Aloof; Blast; Hell's Breath; Fixed; Slow
BILLMEN	1	21	12	-	3	4	2	
LONGBOWMEN	2	22	8	8	2	4	2	Longbow
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute

Earl of Northumberland 138 points								
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits
LVL 2 HERO	1	23	2	0	4	2	2	Mounted; Hold Fire
BILLMEN	2	21	12	-	3	4	2	
LONGBOWMEN	2	22	8	8	2	4	2	Longbow
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute





Tudor Army

11 Renown

Henry Tudor									123 points
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits	
LVL 2 HERO	1	19	2	0	4	2	3	Mounted; Army Commander	
SKIRMISHER	2	13	6	6	2(3)	2	1	Skirmishers, Evade, Agile, Longbow	
GUNNERS	1	23	8	8	2	2	2	Missiles, Hell's Breath	
KNIGHTS	1	26	10	-	4	3	3	Mounted, Fearsome, Thunderous Charge	
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute	

Earl of Oxford									121 points
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits	
LVL 3 HERO	1	23	2	0	4	2	2	Mounted; Hold Fast	
BILLMEN	2	21	12	-	3	4	2		
LONGBOWMEN	1	22	8	8	2	4	2	Longbow	
GUNNERS	1	23	8	8	2	2	2	Missiles, Hell's Breath	
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute	

Philibert de Chandee									138 points
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits	
LVL 2 HERO	1	23	2	0	4	2	2	Mounted; Auxiliaries	
ARTILLERY	1	20	6	6	3	2	2	Aloof, Blast, Hell's Breath, Fixed, Slow, Blast	
PIKEMEN	3	26	12	-	3	4	3	Spears as Tribute; Pikes	

May Not Commit Until Turn 2. Once committed, add +2 Renown to Yorkist side!

Baron Stanley									110 points
Type	Qty	Points	Combat	Shoot	Armor	Stamina	Reputation	Traits	
LVL 2 HERO	1	25	2	0	4	2	3	Mounted; Inspiring	
SKIRMISHERS	1	13	6	6	2(3)	2	1	Longbow, Skirmish	
BILLMEN	2	21	12	-	3	4	2		
LONGBOWMEN	1	22	8	8	2	4	2	Longbow	
FOOT KNIGHTS	1	29	12	-	4	4	3	Spears as Tribute	