Random War of the Roses Armies

To try and spice up our table top games I have come up with a way of randomising the units each commander has.

1. Get a deck of playing cards, 2 packs will make it easier
2. Each side picks either Reds or Blacks, they can both choose the same.
3. Each CinC rolls 1 Dav + 1 D6 for each Battle commander. As each side would normally have a Van, main and rear battle then they would roll 1DAV and 2 D6 giving a range of 4-17 units.
4. Shuffle the pack and one side at a time is dealt the number of cards. Face down. For added variation you could use 2 decks of cards to select from.
5. Each CinC now rolls a Dav. The result is the number of cards he can select and look at.
6. Card values equate to :
    i. Ace = Artillery (Red light Black Heavy)
    ii. 2=Retinue Bows
    iii. 3 = Retinue Blade
    iv. 4 = Shire bow
    v. 5 = Shire Blade
    vi. 6 = Knights (Hearts = Bodyguard, Spades = Lesser knights)
    vii. 7 = Mercenary Pike (Red French Black Scottish)
    viii. 8 = Mercenary Handgun (Dummy if not your colour)
    ix. 9 = Mercenary Crossbows (Dummy if not your colour)
    x. 10 = Scurriers
    xi. J = Welsh Bows
    xii. Q = Welsh Spears
    xiii. K = Town Militia Red= Spears/Blades Black = Bows
    xiv. Joker = Rabble
7. The cards he has looked at can be allocated to any of his commanders including himself or if they wish then can place any number of the cards they have viewed into the discard pile and draw replacement cards from the deck although they are not allowed to view the replacement cards.
8. All remaining cards are randomly allocated without viewing.
9. The abilities of the commanders need to be allocated. With a full set of cards draw 1 card for each commander Spade= Inept, Club = Pondering, Heart= Effective and a Diamond = Exceptional. Option. Draw an extra card if the CinC won his last battle. Cards are allocated.
10. Once side A has completed this process side B does the same with a complete deck.
11. When both sides have completed this process they set up the armies and play.

This process is trying to represent a commander not always knowing who/what will turn out to support them.

Example:

A commander chooses Red and 2 battle commanders. He therefore rolls 1xDav & 2D6. He rolls a total of 15.

The CinC now rolls a DAV to see which units he knew he had. Rolling only a 2 he picks two cards and views them and then allocates them to himself or sub-commanders.

He picks the two aces and feels full of confidence. He allocates one to each sub commander. He then allocates the rest without looking at them to all the commanders. See below.

Sub-Commander 1	CinC	Sub-Commander 2
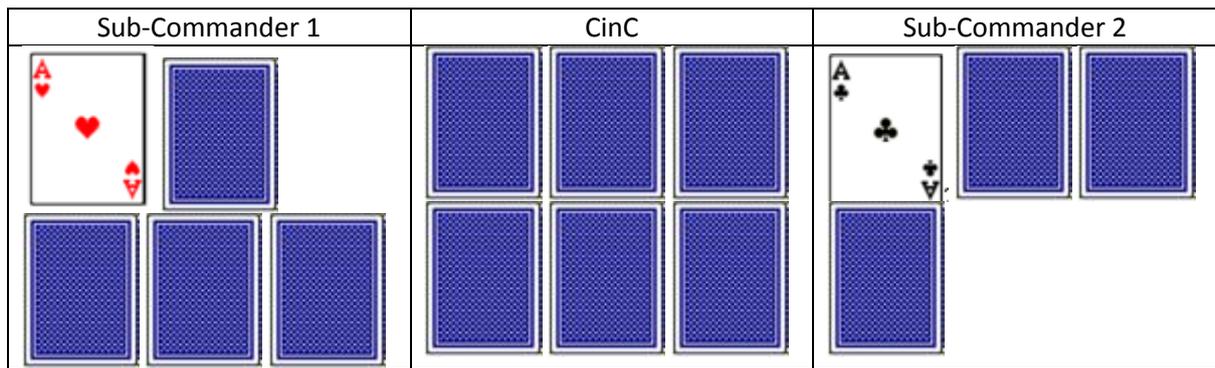
He now turns the cards over!

Sub-Commander 1	CinC	Sub-Commander 2
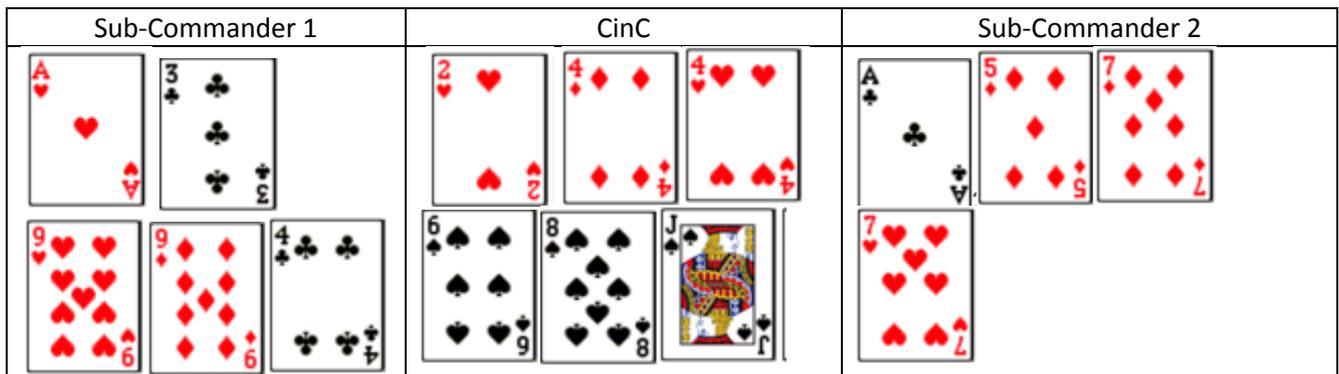
Therefore the CinC has:

1 x Retinue Bow, 2x Shire bows, 1x Lesser Knights and 1x Welsh bows. The eight being black is classed as a dummy.
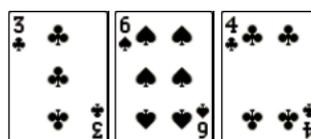
Sub-commander 1 has:

1x Artillery Light, 1x Retinue Blades, 2x mercenary Crossbows and 1x shire bows.

Sub-Commander 2 has:

1x Artillery Heavy, 1x Shire Blade and 2x Mercenary French pikes.

Commander's abilities

Seeing that the CinC lost his last battle he draws 3 cards. Not great.

He allocates the Inept rating to Sub-commander v1 and Pondering ratings to himself and Sub-commander 2.

I hope you enjoy this concept and it generates some truly challenging armies to command and hopefully beat.

If you don't have any playing cards handy you can always use an app like https://www.random.org/playing-cards/