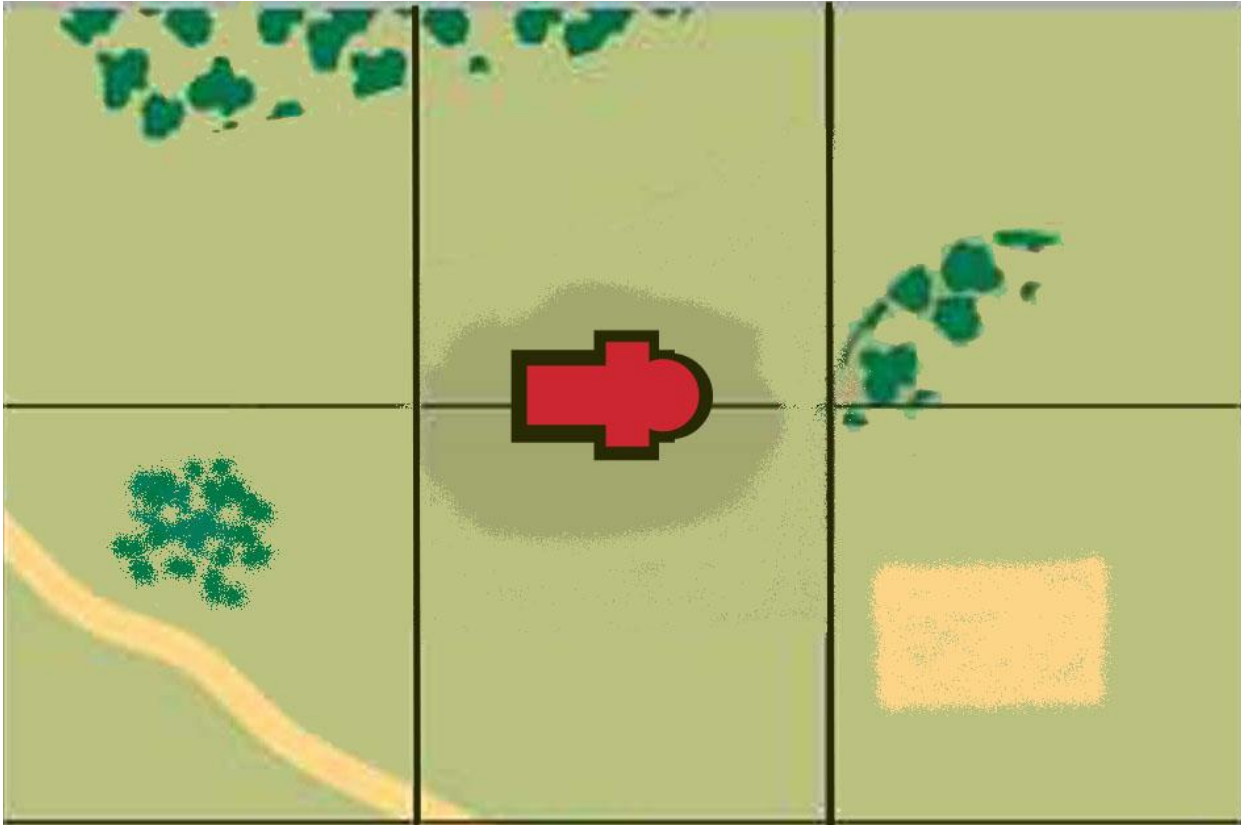


Wars of the Roses Campaign – Scenario – Bash the Bishop



Following the above diagram. Battle is set up on an 6ft by 4ft table.

Your Retinue has been sent to collect a Bishop, who has been on Pilgrimage locally, and escort him home (you need his influence).

Decide who is Attacker or Defender as follows:

Roll dice for it, Highest roll is the Attacker.

Deployment : Attacker deploys first – choosing a Table Edge, and deploying a single unit. Then the Defender deploys all units. Finally the Attacker deploys the rest of their force.

Starting the Game: The Attackers go first.

Objective: Contact the Bishop and escort him off by your Long Table edge.

The Bishop is in the Church. He will come out and join a single unBattered unit if that unit remains in contact with the church for a whole turn.

During that turn the unit may not move or Attack, it can Defend, but must remain in contact and unBattered at the end. It can shoot.

If opposing units are both in contact then the Bishop will remain hidden! Once the Bishop joins a unit he will move with it as normal. If the unit is Destroyed, Routed, or Battered by an Attack the Bishop will move to the winning Unit, but if a unit is Destroyed or Routed by Shooting or Failed Rally tests, then the Bishop will try to hide in the church (moves at 6" in every player turn). If the Bishop is moving with a Battered unit it will remain with it unless the unit Routs or all models are removed.

Game ends: when the Bishop is taken off the table, or only one Retinue is left on the Table, in which case they can claim the Bishop.

The side with possession of the Bishop at the end of the game gains 5 Glory. This is reduced to 3 Glory, if the Bishop leaves the Table with a Battered unit, that retreats off.