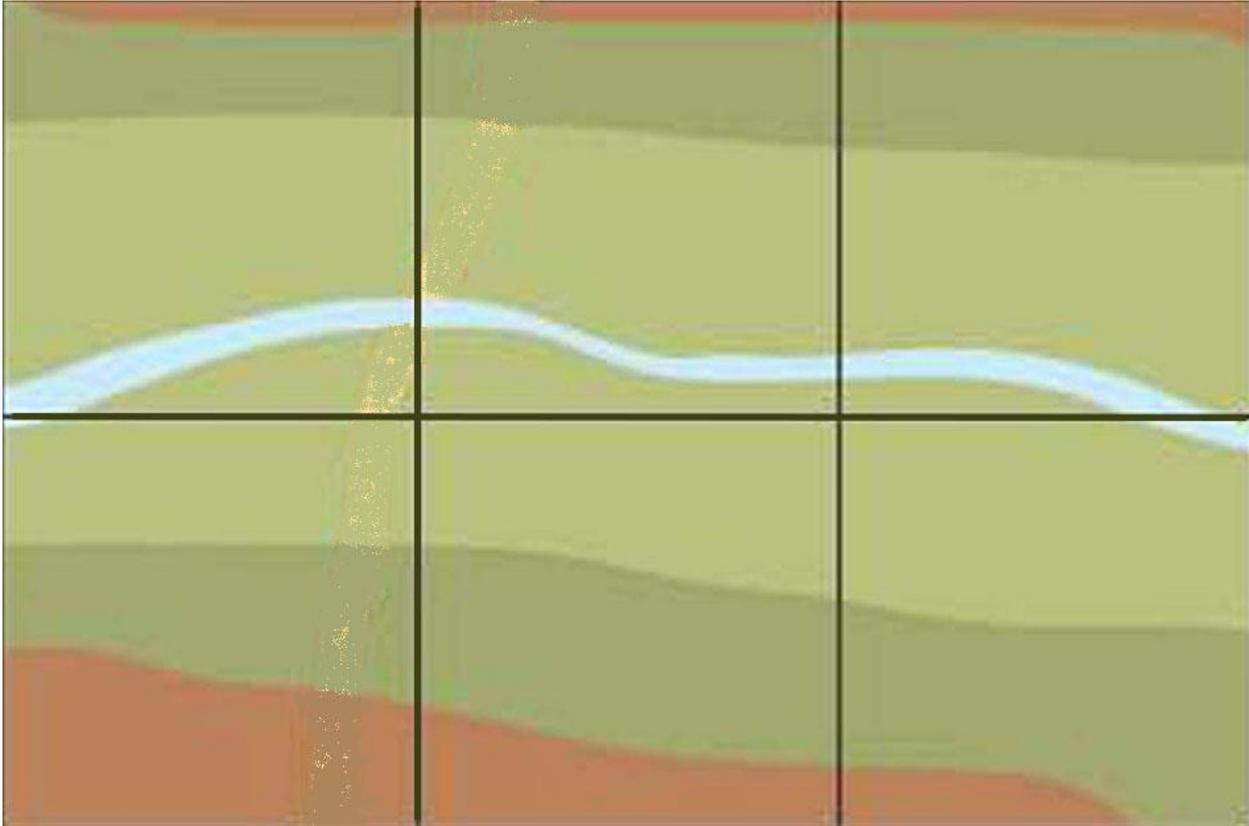# Wars of the Roses Campaign – Scenario – Bring Home the Bacon

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

The table represents a River Valley. The river can be crossed as difficult ground. The hills North and South start as normal hills, but grade to Difficult Ground. The Long Tables edges count as impassable terrain.

You are two opposing raiding parties, carrying loot. You meet and must pass each other to get home!

Decide who is Attacker or Defender as follows:

Roll dice for it, Highest roll is the Attacker.

Deployment : Attacker deploys first – choosing a short table edge and deploys one unit. Then the Defender, deploys a single unit on the opposite short edge.

Each side will need two Loot Tokens (anything will do, I suggest a small coin). Give this to a unit, who are designated as carrying it. It must be visible.

Starting the Game: The Attackers go first. Moving remaining units on to the table by move activations. The Defender will do the same.

Objective: Each side want to get their loot home, by exiting the opposite table edge. If possible they also want to recover stolen loot. Loot tokens remain with a unit unless it is Destroyed or routed, Battered units retain their loot, unless they are also forced to retreat in an Attack activation.

If a unit is Destroyed, Routed or Battered and Forced back in an Attack they pass the token to the victorious unit.

If a unit is Destroyed or Routed, by shooting, or when Retreating, then the Token is dropped. A dropped Token can be picked up by any unit that ends it move into contact with the Token by a Move Activation.

A unit may only carry one Loot Token at a time.

Ending the Game: The game ends if there are no Loot Tokens left on the Table, or when only one Retinue remains on the table.

Glory – Gain 2 Glory for Each Loot Token successfully moved off the table (not with a retreating), or in your possession when the game ends.