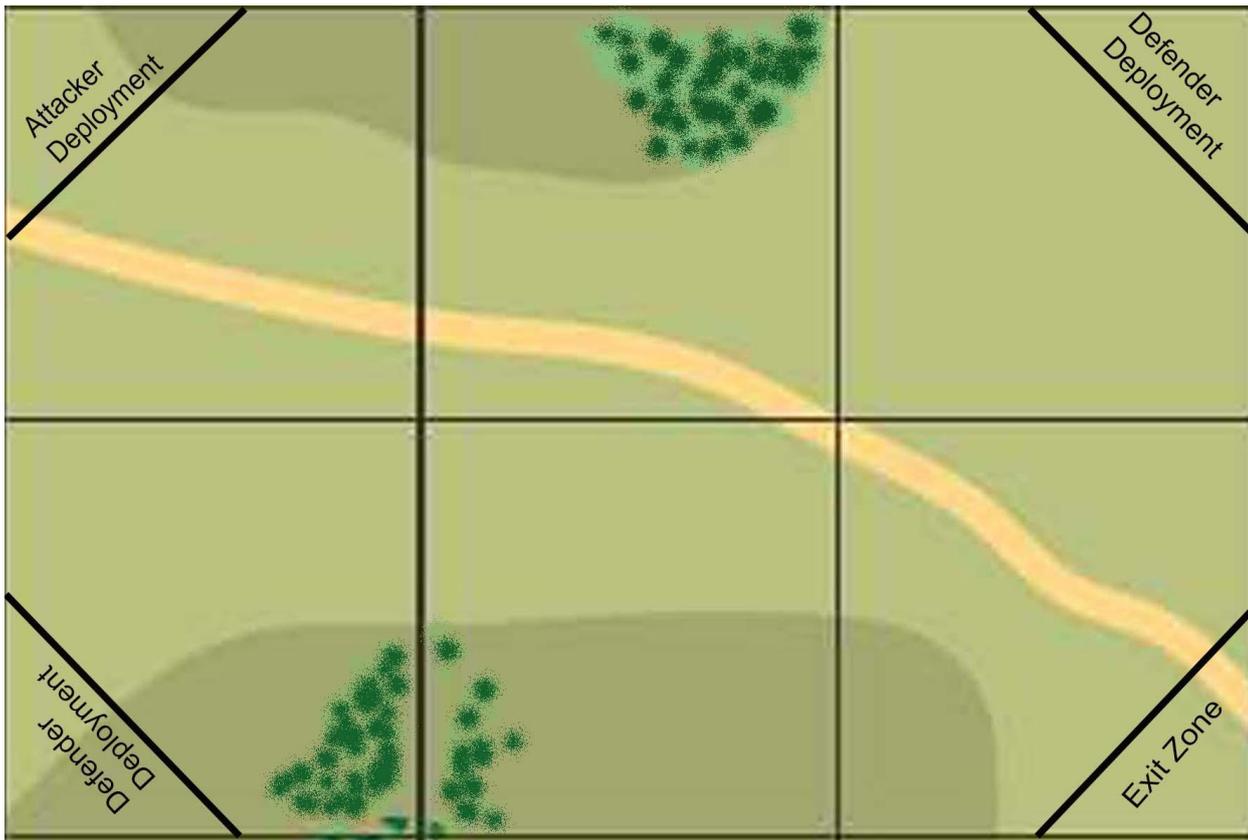# Wars of the Roses Campaign – Scenario – Escort

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

Decide who is Attacker or Defender as follows:

Roll dice for it, Highest roll is the Attacker.

Deployment : Attacker deploys first – in the designated Zone. Then the Defender. Up to half (15pts) of the Defenders points are Deployed in the South West Zone the rest in the North East Zone.

Starting the Game: The Attackers go first.

Objective: The Attacker is escorting a major dignitary to join their main force. By moving their force from their Deployment Zone to the Exit Zone.

Game ends when either the Attacker moves their Leaders Unit off the table in the Exit Zone, or the Leaders Unit is Wiped Out, Routed or Retreats off the Table in any other Direction.

Retreat – both sides retreat towards the nearest long table edge in a straight line if they fail a Rally test. But avoiding Deployment and Exit Zones.

The Attacker will gain 5 Glory if they move Half or more of their points off table via the Exit Zone, including the Leaders Unit.

The Attacker will gain 3 Glory if they move more than half their points off table via the Exit Zone, without the Leaders Unit.

The Attacker will gain 2 Glory if they move the Leaders unit off table via the Exit Zone, but with less than half their point.

The Defender gains 5 Points if they Wipe Out, Rout or force to Retreat off Table, the opposing Leaders Unit, and prevent more than Half or more of the opponents points to leave via the Exit Zone.

The Defender gains 3 Glory if they Wipe Out, Rout or force to Retreat off Table, the opposing Leaders Unit, but allow Half or More of their force to leave the table. Or if the opposing Leaders Unit leaves the table via the Exit Zone, but with less than Half their points.