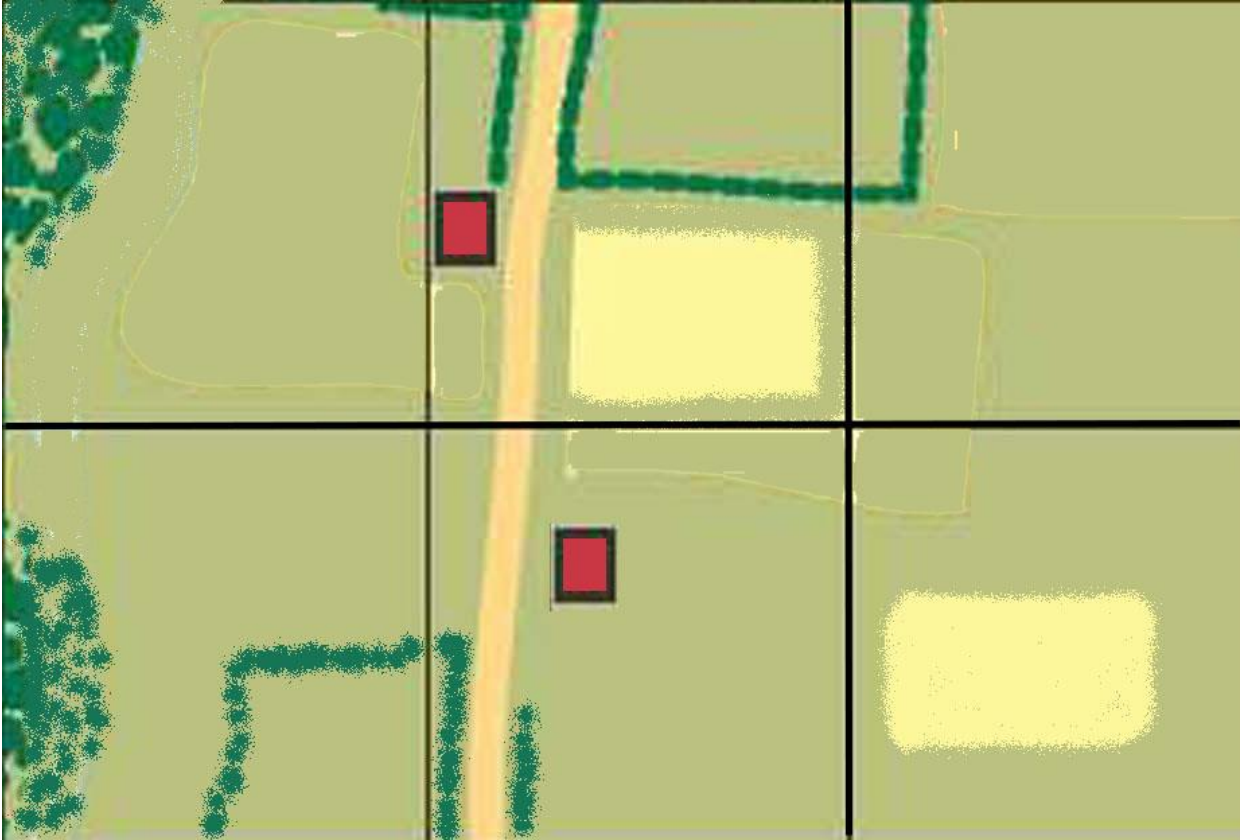


Wars of the Roses Campaign – Scenario – Collecting Taxes



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

Deploy Four Tax Tokens – place one in each building and the other two anywhere in the centre of the table, at least 6” apart. I suggest you place one each or by mutual agreement.

Decide who is Attacker or Defender as follows:

Roll dice for it, Highest roll is the Attacker.

Deployment : Attacker chooses a long table edge. The Defender has the opposite edge. Deploy as per the rule book.

Starting the Game: The Attackers go first.

Objective: Collect Tax Tokens, to collect a token, just move on to it and end your move. For the tokens in the Buildings just move into contact, this can only be done by foot, as mounted troops cannot enter the building. Next turn you can move off with the token, unless you are forced to retreat before then in which case you didn't have time to pick it up.

Your aim is to get the Tax Tokens off the table, you move as normal and cannot voluntarily drop a Token. Tax Tokens are dropped if a unit is Destroyed or Routed, otherwise you keep the token even if beaten in an Attack.

Game ends: When all Tokens are off the Table, or only one Token remains on the Table, in which case any remaining Tokens are claimed.

Each Token is worth 2 Glory. However any Token that leaves the table with a retreating unit, does not score.