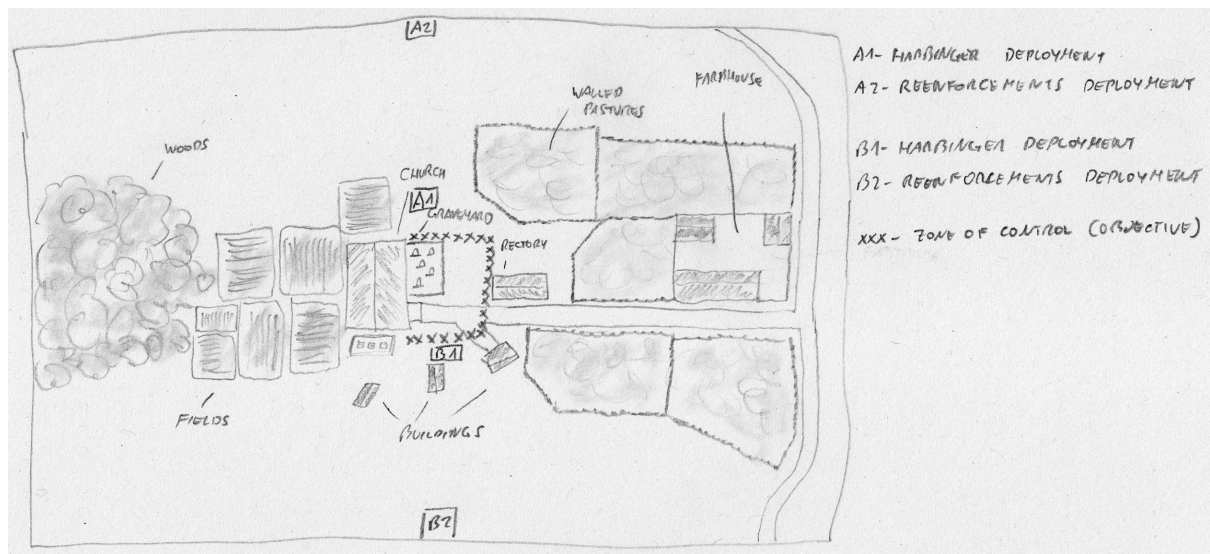


# B&B (Billeting & Bickering)

*A scenario for Wars of the Roses skirmishing using the Sharp Practice rules by TooFatLardies*

The Yorkist harbinger wants to secure lodging for his commander in the local rectory. To his dismay, the Lancastrian harbinger has the same idea. Both have called for a nearby patrol of reinforcements, but the situation may escalate fast...



The harbingers (BM Status II) and their escorts (1x archers, 1x billmen) are already in the village. They are set up 35cm from each other in the middle of the table (both players should chose their position in secret before setting up the troops at the same time). After those are set up, the players put their other units on the table.

The side that holds the church grounds at the end of turn 10 has won.



## Forces

### *Yorkists*

#### Group 1 (Harbinger)

##### Big Man Status II

1 group of 6 billmen (Q: good, AS: 5+)

1 group of 6 archers (Q: good, weedy coves, AS: 5+)

#### Group 2 (Reenforcements)

##### Big Man Status III

##### Big Man Status I

##### Big Man Status I

1 group of 6 archers (Q: good, weedy coves, AS: 5+)

1 group of 6 handgonners (Q: regular, weedy coves, AS: 6+)

1 group of 6 Welsh skirmishers (Q: regular, AS: -, +1 movement per dice)

### *Lancastarians*

#### Group 1 (Harbinger)

##### Big Man Status II

1 group of 6 billmen (Q: good, AS: 5+)

1 group of 6 archers (Q: good, weedy coves, AS: 5+)

#### Group 2 (Reenforcements)

##### Big Man Status III

##### Big Man Status I

##### Big Man Status I

1 group of 6 archers (Q: good, weedy coves, AS: 5+)

1 group of 6 handgonners (Q: regular, weedy coves, AS: 6+)

1 group of 6 Scottish pikes (Q: regular, AS: 5+)