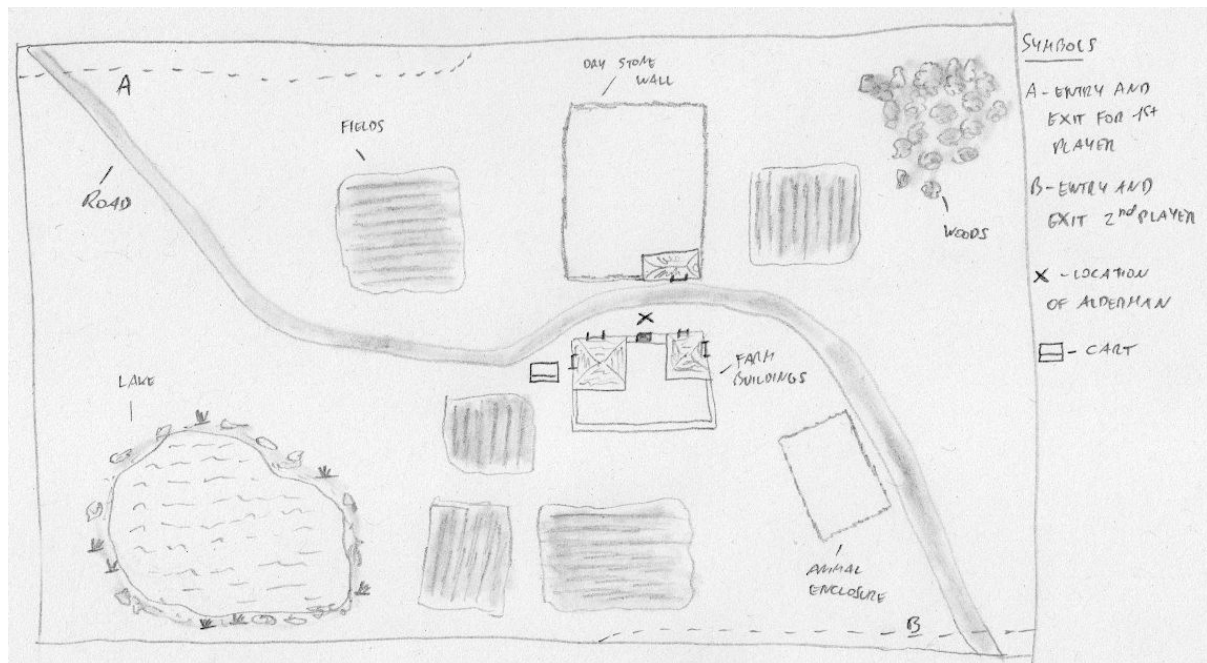


A Shopping Trip

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

The Lancastarian as well as the Yorkist vanguards have received word that a farmer nearby offers a cart of ale for sale. Both send a small detachment of troops to acquire the goods, preferably by honest means as each faction wants to get the support of the locals.



To acquire the cart, one has to bargain with the alderman. This can be done by any Big Men adjacent to the alderman by spending one action dice. Roll 2D6, on 12+ he succeeds and the cart is his. Apply the following modifiers:



Big Men may try to struck a deal with the village alderman using one action dice. Roll 2D6, on a 12+ he succeeds.

Modifiers:

Per 2 status Levels (round up)	+1
Per additional initiative spent	+1
BM approaches alone (min. 10cm from any friendly unit)	+2
BM's side has made no act of aggression yet	+2
No units of BM's side are nearer than 10cm to the cart	+2

The side which controls the cart may activate it normally, like any other group, for one initiative. The cart moves 1D6+1 per action dice on the road, but 1D6-2 offroad, and may not enter light or heavy terrain. It may turn up to 90° per movement action.

The cart can be captured by simply moving a group into fisticuffs with it. Fisticuffs is not resolved but the cart immediately changes hands. If an enemy group is attached to the cart resolve fisticuffs with this group normally. Whoever wins owns the cart.

If the cart is taken by someone before a deal is struck with the alderman, the villagers immediately enter the battle at the side of the other player.

The player who moves the cart off his table side wins.

Forces

Yorkists

Big Man Status IV

Big Man Status III

Big Man Status II

1 group of 6 men-at-arms (Q: good, AS: 4+)

2 groups of 6 billmen (Q: good, AS: 5+)

2 groups of 6 archers (Q: good, weedy coves, AS: 5+)

Lancastarians

Big Man Status IV

Big Man Status III

Big Man Status II

1 group of 6 men-at-arms (Q: good, AS: 4+)

2 groups of 6 billmen (Q: good, AS: 5+)

2 groups of 6 archers (Q: good, weedy coves, AS: 5+)

Villagers

Big Man Status I

1 group of 8 villagers (Q: poor, AS: none)