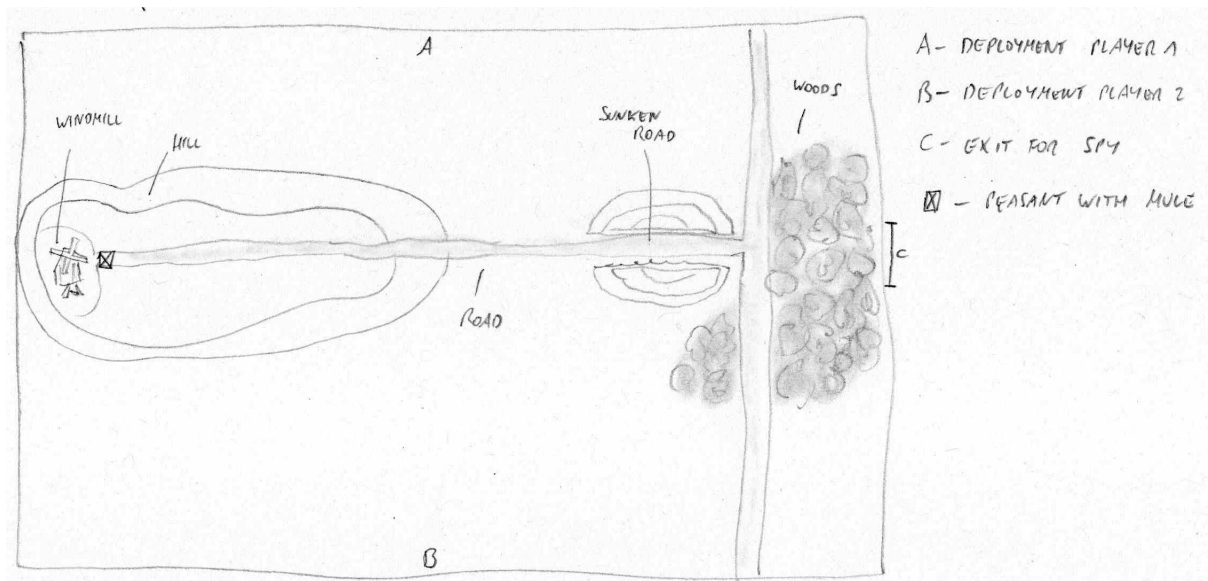


Trouble at t'Mill

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

The Yorkist and the Lancastarian commanders have gotten word that a spy, whom they both suspect to be a double-agent, hides in a nearby windmill. They want to catch and debrief him, but he is known to be a cunning fox - will he be able to escape in some fancy disguise?



At the start of the game, a peasant with his mule is standing at the mill. At the Tiffin card, a D6 will be rolled: On a 3+, they start to move along the road at the speed of $1D6+1$ movement units (and will continue so when Tiffin comes up). Could this be the spy in disguise? Any unit in base to base contact may interrogate him by spending 1 action dice. On a 5+, it's the spy, who will surrender immediately.

Entering the windmill costs 1 action dice, searching it costs 1 action dice. On a 3+, the spy is in there and surrenders immediately.

If the spy is not in the windmill, he's disguised as the peasant and vice versa.



Moving the spy

The spy is captured by moving into base to base contact with him. If captured, the spy stays in contact with the group that is escorting him. If this group enters melee, he will try to make

a run for it: Roll a D6, on a 4+ he succeeds and moves 1D6 movement units towards his exit (or in its general direction, if the way is blocked). If not recaptured, he will continue fleeing towards his exit at each Tiffin card for 2D6 movement units (apply normal terrain modifiers).

If he does not succeed in fleeing, he will stay with the group that wins melee.

The player that captures the spy and gets him to his table edge has won. If the spy leaves the table at his exit, both players lose.

Forces

Yorkists

Big Man Status IV

Big Man Status III

Big Man Status II

Big Man Status I

Big Man Status I

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

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

1 group of 6 billmen (Q: good, 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

Big Man Status IV

Big Man Status III

Big Man Status II

Big Man Status I

Big Man Status I

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

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

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

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

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