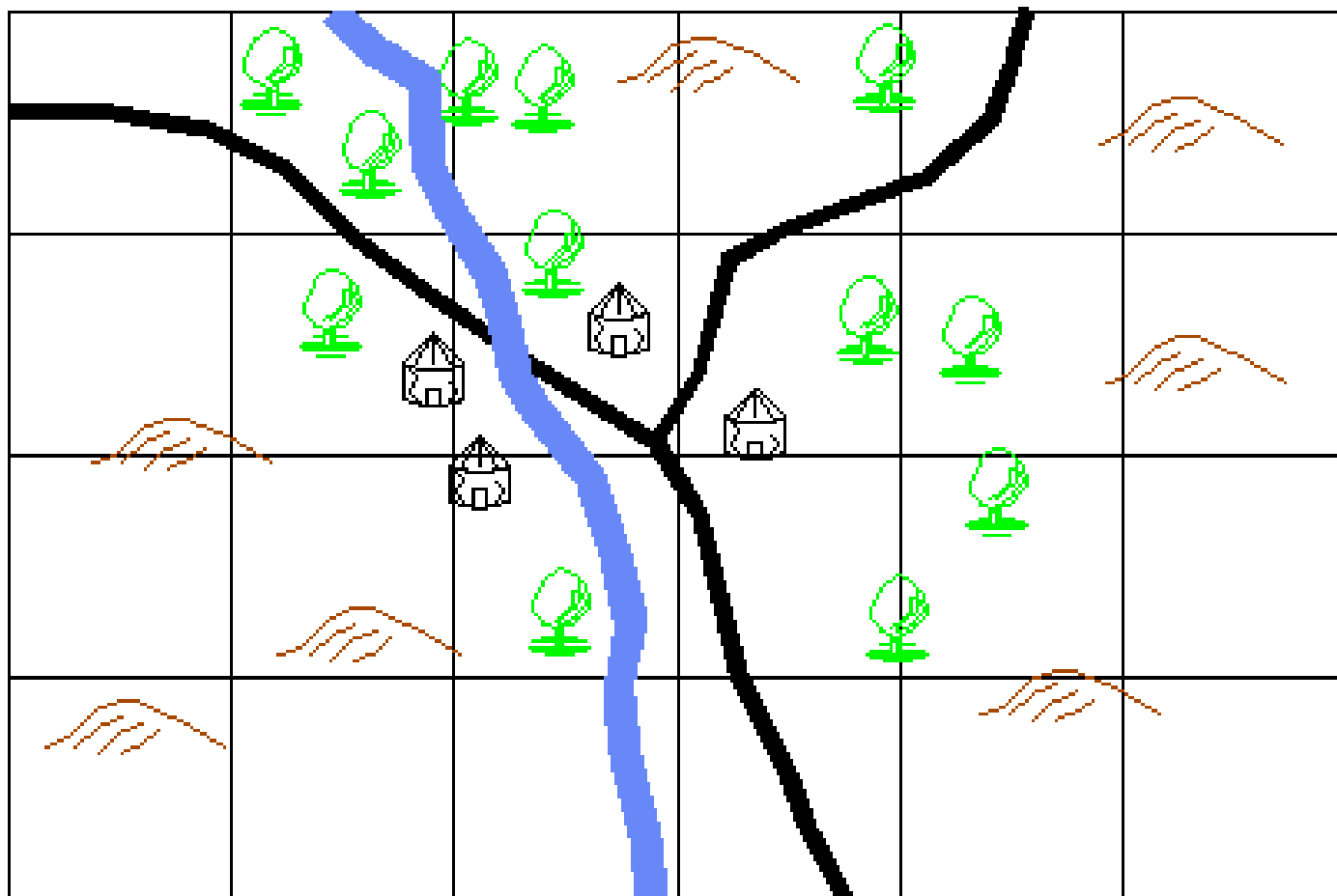


Ford Fight — a Knights & Knaves Scenario from Historic Enterprises



Ford Fight

Two rival clans claim ownership of the river ford. To that end, each has sent a party out to secure it. The winners get to keep the ford and charge toll on all who cross.

A third player can be added if desired. He/she will control the peasants in the village. The villagers would like to keep the tolls too.

Game notes: The river is not fordable at any point except where it crosses the road. If any figure attempts to cross with out some flotation device or a bridge, roll on the falling table. A fall means he drowned in the attempt. Any figure that falls in the river, except at the ford will also drown. When setting up the game, make sure to clearly mark the area of the ford.

Tax Uprising — a Knights & Knaves Scenario from Historic Enterprises

Forces Side 1

Figure Class	Morale Value	Moral Bonus	Melee Skill	Shooting Skill	Original Armor/Stamina	Number Present
Lord	10	+3	10	-	7	1
Destrier	-	-	-	-	3/6	1
SGT	7-8	+1	8-9	-	4-6	5
SGT	7-8	+1	8-9	7-8	4-6	1
Soldier	7	-	7	-	4-6	12
Soldier	7	-	6-7	4-6	3-4	5

Forces Side 2

Figure Class	Morale Value	Moral Bonus	Melee Skill	Shooting Skill	Original Armor/Stamina	Number Present
Lord	10	+3	10	-	7	1
Destrier	-	-	-	-	3/6	1
SGT	8	+1	7-9	-	3-6	3
SGT	8	+1	7-9	7-8	3-6	1
Soldier	7	-	6-8	-	3-6	14
Soldier	7	-	6-8	4-6	3-4	5

Forces Side 3 (optional peasants)

Figure Class	Morale Value	Moral Bonus	Melee Skill	Shooting Skill	Original Armor/Stamina	Number Present
Lord	10	+3	9	-	7-9	1
SGT	8	+1	6-7	-	4-5	4
SGT	8	+1	5-6	5-7	3-5	2
Peasant	3-6	-	4-6	-	3-4	20
Peasant	3-6	-	4-6	4-7	3-4	10

Victory Conditions: You win if your lord is still alive and you have killed or driven off all opponents.