

## **Border War**

a Castles, Cogs, & Chevauchées Scenario from Historic Enterprises

### **The story so far ...**

The baronies of Rolling Mists and Long Lake have been feuding for years. Border disputes, skirmishes and small raids have punctuated their combined history. The past winter has been harsh, keeping both barons prisoners of the weather inside their cold, damp castles. Plenty of time to brood over past insults and offences. Now, as March approaches it brings with it a militant spirit and a desire to settle the score once and for all.

### **Campaign Setup**

Prior to play, players will have to set up the economics of the area. Each player should choose a castle and then alternate choosing towns and villages until all are allocated. Each player then needs to name his towns and villages and assign them classes. We suggest only one town and no more than 1/3 of the villages rated class "A". Feel free to add villages and roads as you see fit. The campaign will start in March with the first resource acquisition.

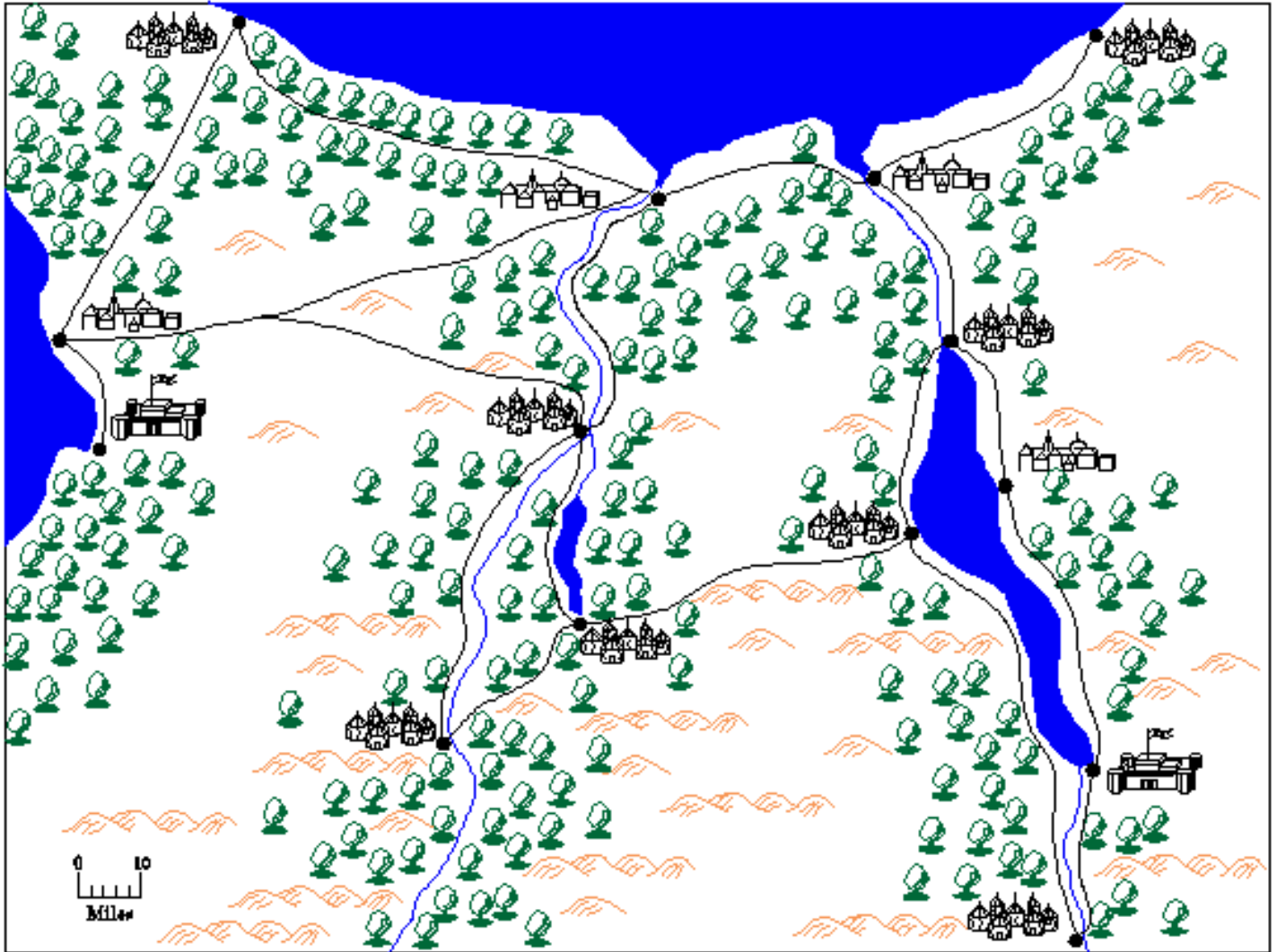
### **Victory Conditions**

Players can set their own victory conditions but here are a few examples:

1. One side captures all towns, villages and castle of the other. (Too obvious)
2. One side captures and holds all towns for one year.

The player with the most money in the bank at the end of 5 years.

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