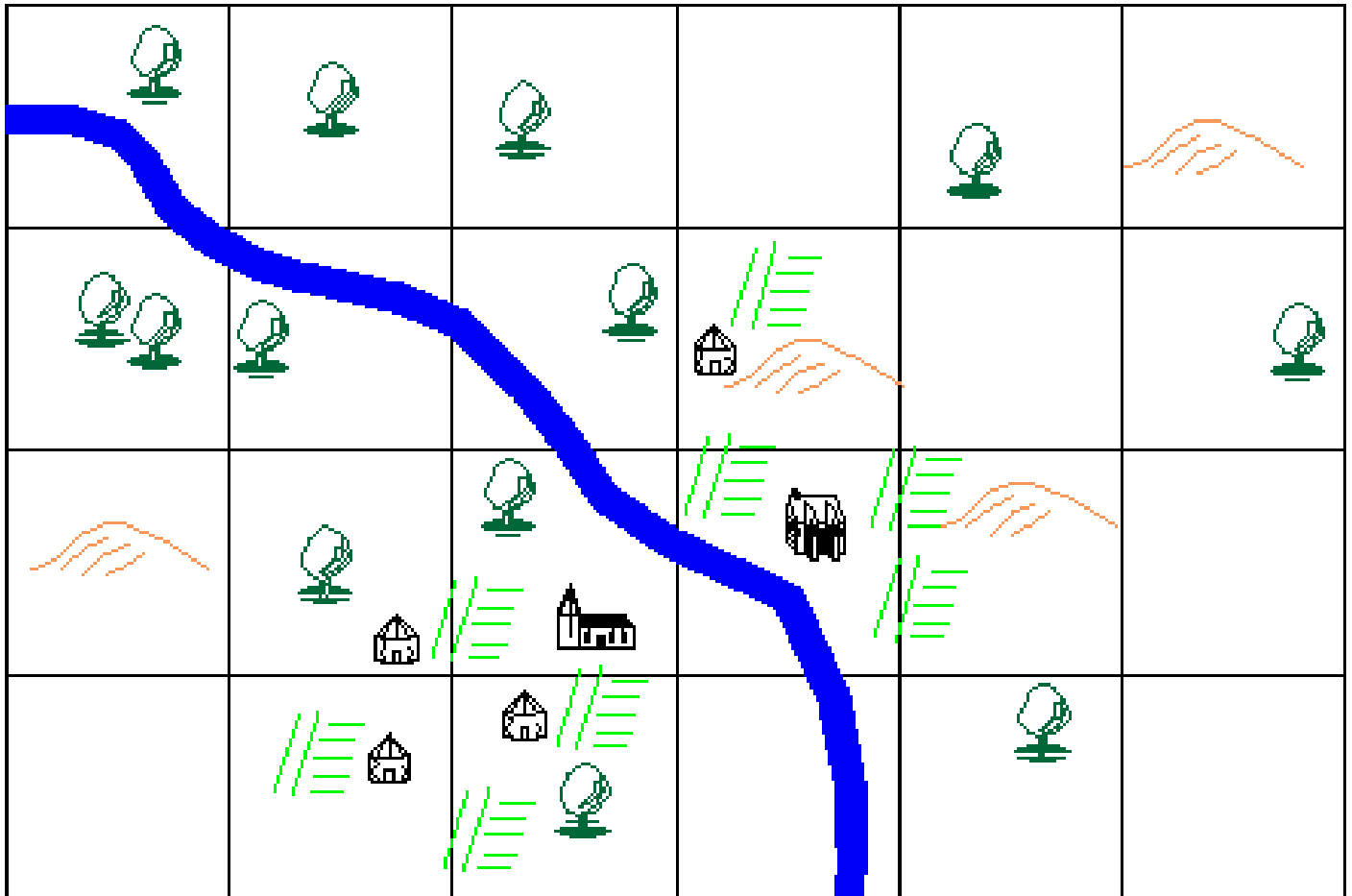


**Tax Uprising** — a Knights & Knaves Scenario from Historic Enterprises



**Tax uprising west of the river.  
Film at 11.**

The lord of the manner has levied yet another tax.

"We're mad as hell and we won't take it anymore!" was the cry heard from every mud hut.

It's the household troops against the villagers in a cage match. Only problem is, heavy rains have swollen the river and the lord has to ferry his men across the stream in anything that will float. Can he make it in time before the villagers ax the tax collectors and sink his boats? Will the lord resort to killing blows against his own peasants (he doesn't want to work the fields!)?

Play it and see.

**Tax Uprising** — a Knights & Knaves Scenario from Historic Enterprises

**Forces Side 1 (Lord of the manor)**

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

Between 5 and 8 figures detached across the river collecting taxes from the village. The rest snug in the manor house.

**Forces Side 2 (Pesants)**

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

The lord and SGTs will have real weapons (that's why they are who they are) the rest of the peasants will have "other" weapons. Those with shooting skill will have something to shoot (slings, short bows). Up to 7 peasants may be on the manor house side of the river.

**Special rules:** The river is un-fordable. It may be crossed only by boat or bridge. Any figure falling into the water in armor drowns. Un-armored figures dice on the falling table. Any result of stunned or disabled results in death.

**Victory conditions:** Peasants win if they kill or disable the lord or 3/4 of his lance and have the tax money. Lord wins if he extricates his tax (use a marker to simulate the money chest) and doesn't kill more than 1/4 of the peasants. The lord may order any figures in command to deliver non-fatal blows. A non fatal blow does 1/2 normal damage but doesn't kill, only render unconscious/out of the action. Arrows, spears and thrown weapons cannot be used to inflict non-fatal blows.