

*Tiger Miniatures*  
*Tudor Irish Scenario*  
*Tudor English Returning Home*



### Tudor Irish

Unit	No	Using	F	O	?	Morale	Bases
Hv Cav	1	Spear	5	1	N	2	2
Lt Cav	1	Jav	2	0	Y	2	1
Warband	5	Axe	5	2	N	2	2
Gallowgls	3	Axe	4	2	N	2	2
Bonnachts	3	Axe	3	2	N	2	2
Skirmish	3	Jav	2	0	Y	4	1
Skirmish	1	Bow	2	0	Y	4	1
Skirmish	1	Sling	2	0	Y	3	1

### Tudor Anglo-Irish

Unit	No	Using	F	O	?	Morale	Bases
Hvy Cav	1	Spear	5	1	N	2	2
Lt Cav	1	Spear	3	0	N	2	1
Hvy Inf	3	Axe	4	1	N	2	2
Med Inf	6	Axe	4	2	Y	2	2
Skirmish	3	Jav	2	0	Y	3	1
Skirmish	1	Bow	2	0	Y	4	1
	1	Sling	2	0	Y	4	1
Mercs	2	Pike	5	1	N	2	2

### Rule Additions

When crossing water throw normal dice and use some of your dice to get there. Then discarding the used dice, remove the highest and what is left are the dice you can use to cross the water. Similarly with rough terrain.

When in the water or rough terrain, take your normal dice, remove one and then throw them.

Remember, in this scenario, if you split your command make sure you have a sub-commander and that all troops, if they want to advance, need to be within 12 inches of this commander. They can attach for fighting.

Moving heavily laden wagons down the roads use 1D6.  
 To take such wagons across country throw 1D6, halve the result and round up.

