EDWARD AT BANNOCKBURN

The Battle of Bannockburn

24 June 1314

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[1.0] INTRODUCTION

Edward at Bannockburn is a simulation of the battle between the Scottish and English armies on 24 June 1314, in the lowlands of Scotland during that nation's war of independence. The battle of Bannockburn was of great historical importance, for the resulting Scottish victory there brought an end to English military domination of the lowlands and secured King Robert Bruce's claim to the throne of Scotland.

In purely military terms, the importance of the battle lay in the tactical lessons learned there by the English, both from the virtues of the Scottish system and from the faults of their own. Once those lessons were digested and used in the field, the English army became the best in Europe, capable of achieving such victories as Crecy, Poitiers, Navarette, and Agincourt.

[2.0] HOW TO PLAY THE GAME

The sequence of activities in the game is based on a three-tiered structure. These tiers are the Game turn, the player turn, and the phase. Each game consists of the play of 10 complete Game turns.

[2.1] THE GAME TURN

Each game turn consists of a first player's turn and a second player's turn. Finally, each player turn is comprised of a series of six different phases during which certain activities are performed.

Each game turn starts with the Scottish phasing first.

The players rally routed units. Units which have previously been attacked and routed may be rallied if the units are stacked with leaders who are not being *disobeyed.* Each player may rally all of his units which are stacked with such leaders.

At the end of the phase, both players remove all Disobeyed markers that are stacked with their leaders.

The players move routed units. The phasing player must move all of his routed units toward his designated *Friendly* edge of the map. Then, the non-phasing player must move all of his routed units toward his own Friendly edge of the map. Rout movement is unrelated to normal, voluntary movement of units. Basically, routed units are moved a number of hexes equal to the rout level they have suffered in combat. Each Rout Movement phase, a routed unit is moved toward the designated edge of the map until the unit is either rallied or moved off the map and thereby eliminated from play.

The phasing player moves his units. The phasing player may now move any or all of his leaders and unrouted units. In general, a player moves his units in order to improve their positions for attacking.

During the Movement phase, the phasing player may change the combat mode of his units which possess two modes. Since the different modes represent different combat capabilities, the player must plan his attacks during the Movement phase. Cavalry units may execute charges, which increase the likelihood of success in the attacks they make in the Melee Combat phase. Leaders should be moved on to routed units so that those units may be rallied.

Both players simultaneously conduct fire combat attacks. Each unrouted unit which is in Ranged Combat mode may attack an Enemy unit that is within its range. During this phase, both players may make attacks with all of their units which are in Ranged Combat mode. The outcome of a ranged attack depends upon the weapon type of the attacking unit, the armor type of the defending unit, and the range in hexes from the attacking unit to the defending unit. The players cross-reference these three factors on the *Ranged Combat Results Table*, roll two dice, and compare the die roll result with the results on the table. If the defending unit has been hit, the defending unit's morale must be checked.

To check a unit's morale, one die is rolled, and the result is cross-referenced with the unit's Morale rating on the *Morale Effects Table*. If the morale check indicates that the unit has been routed, a Rout marker is placed on the unit.

The phasing player conducts melee attacks. The phasing player may conduct melee attacks against Enemy units which are adjacent to his unrouted units in Melee Combat mode. The outcome of a melee attack depends upon the type of the attacking unit and the type of the defending unit. The player cross-references these two factors on the *Melee Combat Results Table*, rolls two dice, and compares the die roll result with the results on the table. If necessary, the players check the morale of the defending unit and apply any rout results.

The non-phasing player conducts melee attacks. The non-phasing player now conducts melee attacks as described in the preceding paragraph.

The players maneuver their units and conduct attacks with the aim of destroying their opponent's army. The players are awarded Victory Points for each Enemy unit they destroy and each Enemy leader they capture. At the completion of the tenth game turn, the players compare their Victory Point totals and determine the victor by consulting the Levels of Victory Case in the Exclusive Rules.

[2.2] SET-UP FOR PLAY

Place the Game Turn marker on the Game turn track with the Scottish (Blue) side up

After the players have decided who will play which side, they are to place the unit counters on the map in accordance with the setup hexes printed on the map. *(see section 2.4)* for detailed unit setup details.

The Gascon Crossbow, English Longbow, and Scottish Cavalry units may be setup in either mode, as the owning player sees fit.

Scottish Schiltrom units must begin the game in open order formation, though they may change formation starting with the Scottish Movement phase of Game turn 1.

All of the English player's infantry units, except for crossbow and longbow units, begin the game in a *Disorganized* state, and are thus placed on the map with the side of the counter marked as *Disorganized (red bar)* face up.

All English cavalry units begin the game stacked with Lance markers. If the Scottish cavalry units are set up in Cavalry mode, they too receive Lance markers.

[2.3] THE GAME MAP

The 20" x 30" map sheet portrays the battlefield on which the battle was fought. A hexagonal grid pattern is printed on the map to regulate movement and location of the playing pieces and to calculate ranges which affect Ranged combat. There are several different types of terrain and terrain elevations indicated on the map, all of which are explained in the Terrain Section of the rules and the Terrain Key printed on the map.

[2.3l] MAP LEGEND

(A) Elevation 0: *Marshy.*

(B) Elevation 1: *Flat lands and fields.*

(C) Elevation 2: *Hills.*

(D) English Friendly Map Edge: *Highlighted hexes along the Eastern map edge. English units move towards these hexes when routing or fatigued.*

(E) Scottish Friendly Map Edge: *Highlighted hexes along the Southern and Eastern map edge. Scottish units move towards these hexes when routing or fatigued.*

(F) Game Turn Track: *Used to keep track of the current game turn.*
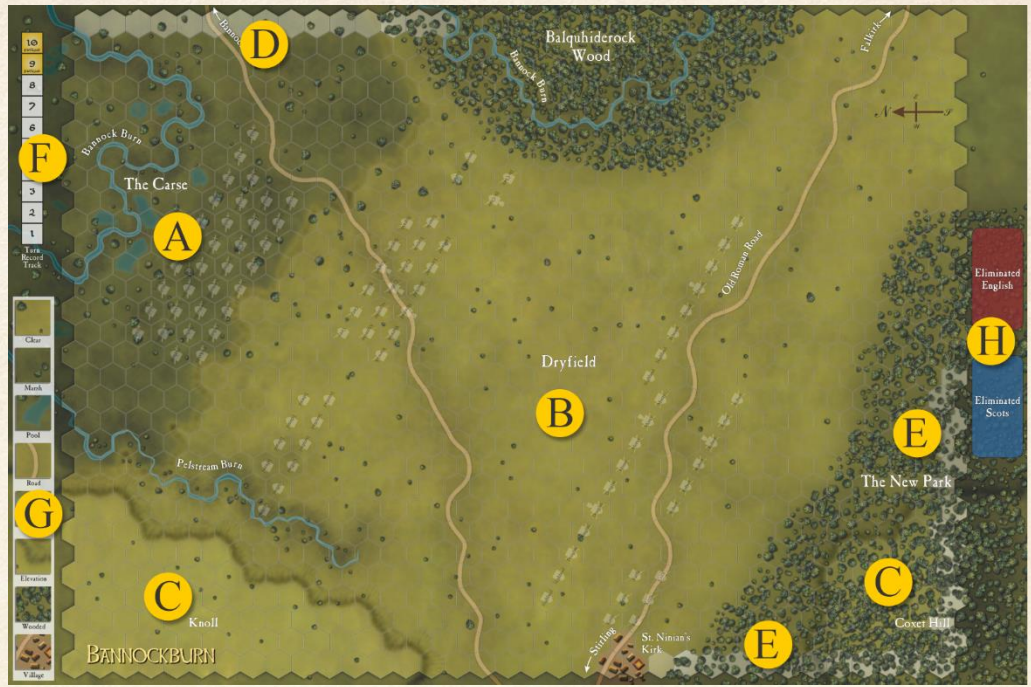
(G) Terrain Key: *Lists the terrain types on the map.*

(H) Eliminated and Captured Unit Holding Boxes: *All eliminated or captured units are placed here.*

[2.32] TERRAIN KEY

CLEAR: 1 Movement Point to enter a clear hex. Clear hexes have no effect on movement or combat.

MARSH: 2 Movement Points to enter a marsh hex. Cavalry may not charge through marsh hexes. Does not block line of sight.

POOLS: Impassable to all units. Does not block line of sight.

BURN (Stream): Full movement to cross hexside. May not melee across hexside. Does not block line of sight for ranged combat.

ROAD: 1 Movement point for combat units to enter or move along a road hex. .5 Movement Points for leaders on a road.

WOODED: 2 Movement Points to enter a wooded hex. Cavalry units may not enter a wooded hex. Schiltroms may not form/enter in close order formation. Blocks line of sight. Affects melee and ranged combat.

VILLAGE: 2 Movement Points to enter. Blocks line of sight through village. Affects ranged combat.

ELEVATION: 1 Movement Point to cross contour going downhill. 2 Movement Points to cross going uphill. Cavalry units may not charge downhill across a contour. Blocks line of sight in some cases.

[2.4] INITIAL UNIT PLACEMENT

The map is printed with the initial setup for the units. When placing units, their facing is in the same direction as the unit symbol on the map. One combat counter is placed in each of the indicated hexes. Leader counters are placed on top of combat units where indicated.

Unit Placement Legend on Map

When Commander is placed with unit

Unit type Symbol — Hereford

Unit Name —

Irish N-3-E

Where units with same name have different factors

Unit Placement Overview

English units are setup in the Northern half of the map, Scottish units in the Southern half as shown below.
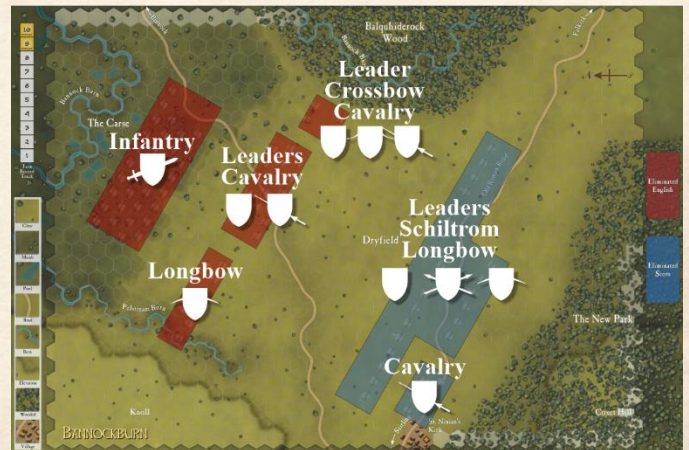
[3.0] GAME EQUIPMENT

Each game of *Edward at Bannockburn* should include game charts and tables, 225 playing pieces, rule book, and game map.

[3.1] THE GAME MAP

(see section 2.3)

[3.2] GAME CHARTS AND TABLES

Various charts and tables are provided with the game to simplify and illustrate certain game functions. These include the *Ranged Combat Results Table*, *Melee Combat Results Table*, *Morale Effects Table*, *Terrain and Terrain and Movement Chart* and the *Morale Effects Table*.

[3.3] THE PLAYING PIECES

There are 225 single (½" x ½") and back printed counters included with each game of *Edward at Bannockburn*. The actual military units in the game, infantry, cavalry, and historical commanders, are represented by combat unit counters. In addition, informational counters are included to convey information about the status of a given combat unit.

[3.31] Sample Units

Leader Unit

Combat Unit
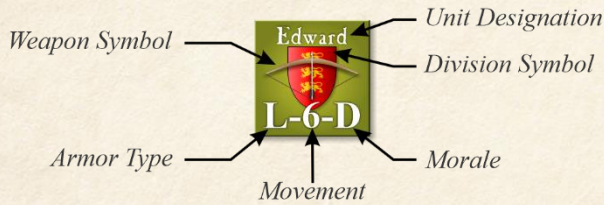
[3.32] Weapon Symbols

Each combat unit counter is printed with a weapon symbol to indicate the unit type. Leaders are not printed with weapon symbols.

Longbow	Crossbow
Melee	Melee (Disorganized)
Schiltrom (Close Order)	Schiltrom (Open Order)
Cavalry	
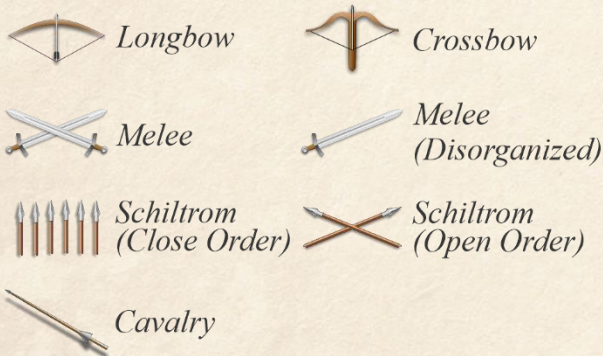
[3.33] Unit Modes

Many units are printed on both sides, representing two possible modes, different conditions, or levels.

Front — Back

- Cavalry Mode — Infantry Mode
- Ranged Mode — Melee Mode
- Organized — Disorganized
- Close Order — Open order

[3.34] Armor Type Code

Armor types are represented on the counters by the following letter codes:

Armor Type	Abbreviated as
Plate	P
Mail	M
Leather	L
Non-armored	N

[3.35] Game Markers:

Game markers are used to keep track of varying conditions during the game.

Front — Back

- Charge — Melee
- Rout Level 1 — Rout Level 2
- Rout Level 3 — Rout Level 4
- English Game Turn — Scottish Game Turn
- Lance equipped — Disobeyed

[4.0] SEQUENCE OF PLAY

The game is played in a sequence of ten game turns. Each game turn is divided into two player turns. Each player turn consists of a sequence of phases. There are two types of phases which occur in a player turn: those in which only the player whose player turn is in progress is active, and those in which both players are active. Of the phases in which both players are active, there are two phases during which both players perform activities simultaneously: the Rout Removal phase and the Ranged Combat phase. Both players are also active during the Rout Removal phase, although they do not move their units simultaneously. Remember, the player whose player turn is in progress is referred to as the phasing player; the other player is called the non-phasing player.

[4.1] SCOTTISH PLAYER TURN

The Scottish player executes his player turn as defined below:

1. **Simultaneous Rout Removal Phase**
   Both players remove all rout markers from their combat units which are stacked with leaders who are not being disobeyed *(see Section 12.0)*. All disobeyed markers are removed at the end of the phase.

2. **Rout Movement Phase**
   The Scottish player moves his combat units which have rout markers on them. Then the English player moves his units which have rout markers on them. *(see section 11.0)*.

3. **Scottish Movement Phase**
   The Scottish player may move all, some, or none of his unrouted combat units and leaders within the restrictions of movement. Units which have two modes may change mode. Routed units may not be moved during this phase *(see section 5.0)*.

4. **Simultaneous Ranged Combat Phase**
   Both players may direct ranged combat at each other's units. Only unrouted units in Ranged Combat mode may conduct ranged combat attacks. Note that though combat is resolved sequentially, all results are applied simultaneously at the end of the phase *(see section 8.0)*.

5. **Scottish Player Melee Phase**
   The Scottish player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee results are applied immediately *(see section 9.0)*.

6. **English Player Melee Phase**
   The English player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee attack results are applied immediately.

[4.2] ENGLISH PLAYER TURN

The Game Turn marker is flipped to the English (green) side. The English player now executes his player turn defined below:

1. **Simultaneous Rout Removal Phase**
   Both players remove all rout markers from their combat units which are stacked with leaders who are not being disobeyed *(see section 12.0)*. All disobeyed markers are removed at the end of the phase.

2. **Rout Movement Phase**
   The English player moves his combat units which have rout markers on them. Then the Scottish player moves his units which have rout markers on them. *(see section 11.0)*.

3. **English Movement Phase**
   The English player may move all, some, or none of his unrouted combat units and leaders within the restrictions of movement. Units which have two modes may change mode. Routed units may not be moved during this phase *(see section 5.0)*.

4. **Simultaneous Ranged Combat Phase**
   Both players may direct ranged combat at each other's units. Only unrouted units in Ranged Combat mode may conduct ranged combat attacks. Note that though combat is resolved sequentially, all results are applied simultaneously at the end of the phase *(see section 8.0)*.

5. **English Player Melee Phase**
   The Scottish player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee results are applied immediately *(see section 9.0)*.

6. **Scottish Player Melee Phase**
   The Scottish player's unrouted units that are in Melee Combat mode may melee attack any Enemy units adjacent to them. Individual melee results are applied immediately *(see section 9.0)*.

[4.3] ADVANCING TO NEXT GAME TURN

After both players have completed their turns, the Game Turn marker is flipped to the Scottish (blue) side, then advanced one space on the Game Turn Record track to mark the passage of one game turn.

At the end of game turn ten, the game is over and Victory Points are calculated.

[5.0] MOVEMENT AND COMBAT UNITS

During his Movement phase, the player may move as many of his leaders and unrouted combat units as he desires according to the movement rules. Single counter units may be moved in any direction or combination of directions. The movement of units are restricted by their facing. The distance in hexes that each unit may move is restricted by the unit's Movement Point Allowance. Certain cavalry units may conduct charges which favorably affect the probabilities for success when those units attack in the Melee Combat phase.

During the Movement phase, the phasing player may move his units in any order he desires. Combat units may be moved either individually or with leaders. During the Movement phase, the phasing player must complete the movement of each unit or stack before moving another unit or stack.

Each unit or stack is moved separately, tracing a path through contiguous hexes on the map. As each unit enters a hex, a portion of its Movement Point Allowance must be expended. The number of Movement Points expended varies according to the type of terrain in the hex. The cost for each type of terrain is listed on the *Terrain and Movement Cost Chart.*

[5.1] HOW TO MOVE UNITS

During the Movement phase, only the phasing player's units may be moved. He may choose to move all, some, or none of his eligible units and leaders according to the rules for movement. Units controlled by the opposing player must remain stationary during the Movement phase.

Movement is calculated in terms of Movement Points. The number of Movement Points expended by a unit during a Movement phase may not exceed that unit's Movement Point Allowance. Unused portions of a unit's Movement Point Allowance may never be accumulated from one Movement phase to another or transferred between units.

The total distance *(in hexes)* which a given unit may be moved in a single Movement phase varies according to the terrain in the hexes the unit enters in tracing its path of movement through the hexgrid. See the *Terrain and Movement Chart* for a summary of how terrain affects movement.

A combat unit may be moved freely into a hex containing a leader *(Enemy or Friendly)* at no additional Movement Point cost.

A Friendly unit may never be moved into or through a hex containing another combat unit *(Enemy or Friendly)* during the Movement phase.

[5.2] FACING

Facing represents the orientation of a counter unit within the hex it occupies. The direction in which a unit is facing indicates the unit's direction for movement and combat purposes. All counter units on the map must be oriented in a single, unambiguous direction.

Each counter must be oriented so that the front *(the top of the counter when placed right side up)* faces toward one of the six hex vertices. If the positioning of a player's counter is ambiguous, his opponent may decide its exact position.

A unit may move into either of its two front hexes without requiring a facing change. This is considered a "straight line:' for purposes of movement and charging.

[5.21] Infantry, Cavalry, and Schiltrom in open order Facing Changes

Units may freely pivot or oblique as many times as they wish at any time during their movement phase, with the exception of charging cavalry *(see section 5.3).*

[5.22] Schiltron in Close Order Facing Changes

Once per movement phase a Schiltrom may do one of the following: Reverse direction at a cost of three Movement Points. Pivot its facing by one or two hexsides or oblique one hex at a cost of two Movement Points.

Oblique   Straight   Pivot   Reverse
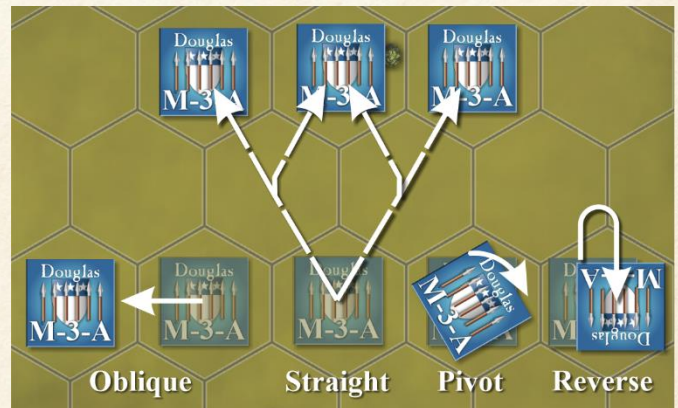
[5.3] CAVALRY CHARGES

To have a cavalry unit perform a charge, a player must have a clear line of sight to the target at the start of the charge, and move the unit during his Movement phase through at least three clear terrain hexes in a straight line *(by entering into one of its two front hexes),* without pivoting or obliquing, and end its movement adjacent to an Enemy unit.

The charging cavalry unit may charge any of the three enemy units after moving three clear hexes in a straight line. A Charge counter is placed pointing at the target unit.

When a charge is executed, a Charge marker, with the arrow of the marker pointing at the target unit, is placed on the charging unit. In the subsequent Melee phase, the phasing player may perform a melee attack against the target unit using the die roll modifier listed for charges on the *Melee Combat Results Table.*

A Charge marker is removed from play immediately after the melee attack is executed.

When a charging cavalry unit is the object of a ranged combat attack, *two* is subtracted from the number needed to hit on the *Ranged Combat Results Table*.

Leather armored and non-armored cavalry may never charge.

[5.4] MODE CHANGES

Certain units which fought at the battle of Bannockburn were equipped with two weapons of different types *(ranged combat weapons and melee combat weapons)* or were capable of employing distinctly different deployments. In the game, such units are said to possess different "modes".

Only units which are back printed with a second mode may change mode. A change of mode is a change of combat capabilities of a unit, both offensively and defensively.

Note: The English infantry units, except for the longbow and crossbow units, have only one mode and are back printed with the disorganized state.

A unit which is in Ranged Combat Mode may conduct only ranged attacks. A unit which is in Melee Combat Mode may conduct only melee attacks. A unit's mode may be changed only during the owning player's Movement phase.

[5.41] Changing Modes

The change of a unit's mode is performed at the end of the owning player's Movement phase *(except for schiltroms)*. A change of mode is represented by simply flipping the unit counter over.

A player may only change the mode of a unit during the Friendly Movement phase. At no other time in the Game turn may a unit's mode be changed.

For English longbows units there is no cost to change modes. The Scottish cavalry, Schiltron, and Gascon crossbow unit must pay Movement Points to change modes.

A unit which is currently routed may not undergo a change of mode except for the Schiltron which is flipped to its open order side.

[5.42] Scottish Cavalry Dismounted Mode

Scottish cavalry units may change mode once during the game. That is, they may dismount but never remount. English cavalry units have only one mode and may never be dismounted.

The cost in Movement Points for a Scottish cavalry unit to change mode is eight. Thus, such a unit cannot move and change mode in the same Movement phase.

When a Scottish cavalry unit is changed to dismounted mode, it is then treated as a melee infantry unit for the remainder of the game.

If a Scottish cavalry unit is changed to the dismounted mode while still stacked with its lance marker, the lance marker is removed from play. Lance markers may only be used when in cavalry mode.

[5.43] Gascon Crossbow Unit

The Movement Point Cost for the Gascon crossbow unit to change mode is six. Thus, this unit cannot move and change mode in the same Movement phase. Unlike the Scottish cavalry, however, the Gascon crossbow unit may change mode more than once during the game.

[5.5] SCOTTISH SCHILTROM

The schiltrom *(or Schiltron)* was a highly efficient formation of pikemen which the Scottish used to great effect at the Battle of Bannockburn. The offensive strength of the schiltrom could be considerably increased by closing the ranks of the unit, thus forming a solid wall of pikes and shields.

Moreover, in close order, schiltroms were especially formidable when defending against cavalry and melee infantry. In close order, however, they were also easy targets for archers. To simulate the importance of the schiltrom's formations, the following rules are employed.

[5.51] Schiltrom Mode Change

During the Scottish Movement phase, the player may change the formation of the schiltrom.

A change of a *schiltrom's* formation follows the procedure for the change of weapon modes. At a cost of two Movement Points, the *schiltrom* can close or open ranks. The *schiltrom* can change formations at the end of its movement.

Schiltroms may never change formation at any point in the game turn other than the Scottish Movement phase.

When a *schiltrom* changes formation, the counter on the map is simply flipped to the corresponding side of the counter representing the formation it is changing to.

A routed *schiltrom* in close order formation must change to open order formation at the beginning of its rout movement, at no Movement Point Cost. If rallied, the unit may change back to close order formation as normal during Scottish Movement.

[5.52] Effects of Schiltrom Formation on Combat

Schiltroms are listed separately on the Melee Combat Table from other types of infantry. On the Melee Combat Table, results for *schiltroms* are given for units in open order formation. Modifications are made only when a *schiltrom* is in close order formation.

When a *schiltrom* in close order formation is attacked in melee combat, *two* is subtracted from the number needed to hit on the *Melee Combat Table*. When a *Schiltrom* is conducting a melee attack, *two* is added to the number needed to hit on the *Melee Combat Table*.

When a *schiltrom* in close order formation is attacked by ranged combat, *two* is added to the number needed to hit on the *Ranged Combat Table*. Furthermore, if such an attack by an English *longbow* unit succeeds and the morale of the *schiltrom* unit must be checked, *two* is subtracted from the die roll on the *Morale Effects Table*.

[5.6] ENGLISH LONGBOW UNITS

The English longbow units are divided into three divisions: *Hereford's* Division, *Clifford's* Division, and *King Edward's* Division.

The division to which each English longbow unit belongs is indicated on the unit's counter.

[5.61] English Longbow in Direct Command

To get a bonus with ranged combat, an English longbow unit must be in Direct Command.

In order to be in Direct Command, an English longbow unit-must fulfill at least one of the following conditions:

1. *The longbow unit is adjacent to an unrouted cavalry unit of the same division.*

2. *The longbow unit is two hexes away from an unrouted cavalry unit of the same division, and the intervening hex is either unoccupied or occupied by another unrouted unit of the same division.*

3. *The longbow unit is stacked with the leader of the division to which it belongs.*

If an English longbow unit is in Direct Command when it executes a ranged combat attack one is subtracted from the die roll on the Ranged Combat Table.

## [5.62] Special English Longbow Attacks

If an English longbow unit is two hexes away from a Scottish unit, and the intervening hex is occupied by an English cavalry unit, that longbow unit *may* shoot at the Scottish unit, despite being unable to observe the Scottish unit.

Only English longbow units may make such an attack. Moreover, a longbow unit may shoot over only an English cavalry unit that is neither routed nor conducting a charge.

If the cavalry unit over which the longbow unit shoots is not of the same division, *two* is subtracted from the number needed to hit on the *Ranged Combat Results Table*.

The range used for a Longbow unit when it shoots over a cavalry unit is *three (despite the fact that the actual distance is only two hexes).*

Special Longbow Attacks
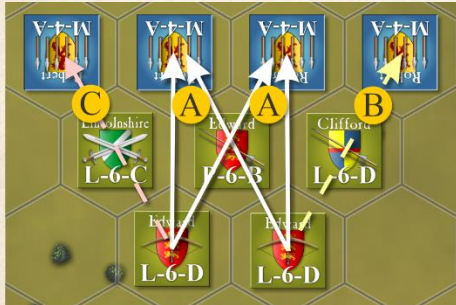
(A): *The Edward longbow units **may** shoot at the Scottish units with no penalty, as the intervening Edward cavalry unit is from the same division.*

(B): *The longbow unit **may** shoot at the Scottish unit with a -2 "to hit" modifier, as the intervening Clifford cavalry unit is from a different division.*

(C): *The longbow unit **may not** shoot at the Scottish, as the intervening Linconshire infantry unit is not a cavalry unit.*

[5.7] DISORGANIZED ENGLISH

To simulate the disorganized state of the English infantry on the morning of 24 June, most of the English infantry units begin the game unable to move or attack normally. While disorganized, English infantry units have Movement Allowances of two. Such units may not attack Enemy units.

All English infantry counters except Longbow and Gascon Crossbow units begin the game with the disorganized counter side face up.

[5.71] Organizing English Units

During the English Movement phase of each game turn, starting with game turn one, Dice are rolled for each disorganized division *(all units with same division symbol)* that he has not moved during that phase.

On a successful die roll, or two die rolls if division is larger than four units, the division is considered to have been organized, and all counters under the command are then flipped over to show their normal strength.

For divisions with more than 4 units, the division is split in half *(left and right)* and two rolls are taken as if they were a three or four unit division. The effects are applied separately for each half, so it is possible for one half of a unit to organize while the other half doesn't.

Division Size	Roll on 1d6 to Organize
1-2 Units	3-
3-4 Units	2-
5-6 Units	Two Rolls at 2-

The die roll to organize a division is that division's movement for that Movement phase. A unit may not be moved and attempt to organize during the same Movement phase. Once a division has been organized, it cannot again become disorganized.

Disorganized units have a Movement Allowance of two if moved from their Friendly edge of the map when Fatigue is in effect.

[5.8] MOVING UNITS OFF THE MAP

Units may never voluntarily leave the map. Units which leave the map due to rout movement are considered eliminated for Victory Point purposes. Units which leave the map may never return to play.

[6.0] STACKING

The placement of more than one counter in a hex is called stacking. No more than one combat unit may be in a hex at any given time. One or more leader units may be stacked with a Friendly combat unit.

[6.1] STACKING RESTRICTIONS

A combat unit may not be moved through or into a hex containing another combat unit at any time during any phase.

Leaders are not considered combat units and may be stacked freely with Friendly combat units and other leaders of their own side.

Any number of informational markers may be freely stacked in hexes occupied by combat units and leaders.

Friendly leaders may never be moved into a hex containing an Enemy combat unit or leader.

A combat unit may be moved into a hex containing only an Enemy leader (s*ee section 12.4*).

[6.2] HOW STACKING AFFECTS MOVEMENT AND COMBAT

There is never any additional Movement Point cost to stack combat units with leaders and informational markers within a given hex.

Only a combat unit under attack in a specific hex is affected by melee and ranged combat. Leaders stacked with a combat unit that suffers an adverse combat result *(i.e., an increase in that unit's rout level)* are disobeyed *(see section 12.3)*. If a combat unit which is stacked with a leader is eliminated, the leader is disobeyed and remains in the hex.

[7.0] TERRAIN EFFECTS ON MOVEMENT AND COMBAT

The terrain features printed on the map represent the physical characteristics of the given battlefield. These terrain features have various effects upon the movement and combat capabilities of combat units and leaders.

All of the terrain features depicted on the map are identified on the *Terrain Key (see map)*.

[7.1] CLEAR TERRAIN

There is a cost of one Movement Point to move a unit into a clear terrain hex.

[7.2] POOLS

Pool terrain features are prohibited for movement to all units. No unit may ever move into or through hexes containing pools. Pools terrain blocks rout movement *(see section 11.2)*. Pools do not block line of sight

[7.3] ROADS

Roads have no effect on movement combat units. Leaders moving on roads expend ½ Movement Point while moving on roads.

[7.4] MARSH TERRAIN

A unit entering or moving through a marsh hex must expend two Movement Points.

Schiltroms must spend one additional Movement Point if performing a facing change *(see section 5.22 for Schiltrom facing changes)*.

[7.41] Effect on Combat

A cavalry unit may not conduct a charge into or through marsh hexes. Therefore, a cavalry unit that attacks a unit in a marsh hex or is itself in a marsh hex may never gain the beneficial die roll modification for charging or using a lance.

[7.5] ELEVATION

Terrain is divided into distinct levels of elevation, each distinguished by a lighter shade of color. The edges which divide different levels of elevation are called *contours*.

A hex is considered to consist entirely of the lowest elevation represented in a contour hex for line of sight and movement purposes *(see section 8.31 for detailed elevation line of sight rules)*.
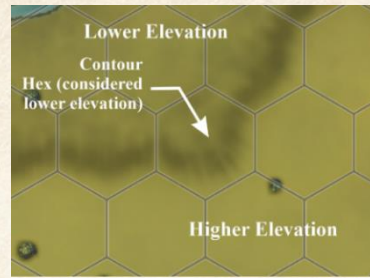
Two Movement Points must be expended to cross a contour hexside if the unit is moving from a lower level of elevation to a higher level.

There is no additional Movement Point cost to move across a contour level to a lower level, or along a contour line. *(see section 8.31 for detailed village and wooded line of sight rules)*

[7.51] Effect on Combat

Cavalry units may not charge across a contour hexside to a lower elevation but may charge across a contour hexside into a higher elevation. *See section 8.32 for Line of Sight in ranged Combat.*

[7.6] VILLAGE AND WOODED TERRAIN

Units must expend two Movement Points to move into or through village or wooded hexes. Cavalry units may not enter wooded or village hexes. Schiltroms may not enter village or wooded hexes while in close order formation. Neither may they change mode to close order formation while in these hexes.

[7.61] Effect on Combat

A cavalry unit may not conduct melee combat into a village or wooded hexes. All other units subtract *two* from their number needed to hit on the *Melee Combat Results Table* when attacking into or through a village or wooded hex. *(see section 8.32 for detailed village and wooded line of sight rules)*

[7.7] BURN (Stream) TERRAIN

A unit must expend all of its Movement Points to cross a burn.

[7.71] Effect on Combat

Units may not conduct melee combat across a Burn. Burns do not block line of sight and have no effects on ranged combat.

[8.0] RANGED COMBAT

Ranged combat takes place during the Ranged Combat phase of each player turn. Only units in Ranged Combat mode may shoot. In general, a ranged unit may attack any unit within range to which an unblocked line of sight may be traced.

Ranged combat is always voluntary and all results are applied simultaneously, after all ranged combat has been resolved. Each unrouted unit in Ranged Combat mode may make one attack per Ranged Combat phase. An Enemy unit may be attacked by each Friendly unit in Ranged Combat mode capable of attacking it.

A ranged unit can only shoot at one unit per phase. A unit may be attacked by more than one unit in a single phase, in which case each attack is resolved separately.

[8.1] FACING FOR RANGED UNITS

For the purposes of ranged combat only, units are not affected by the facing rules. Thus, ranged units in Ranged Combat Mode may shoot in any direction. The line of sight for such a unit is judged from the central point of either hex the unit occupies to the target.

[8.2] RESOLVING RANGED COMBAT

The owning player announces at which enemy unit a unit is shooting and consults the *Ranged Combat Results Table*.

The player cross-references the target unit's armor type with the shooting unit's weapon type and range, then applies all modifiers from the *Ranged Combat To Hit Modifiers Table*. This will yield the chance of affecting the target unit.

Two dice are rolled, and if the number rolled is equal to or less than the modified number calculated from the ranged combat tables, the target unit has been hit, and must check morale on the *Morale Table* at the end of the phase.

Note: Players may take Morale checks as they happen for ease of tracking unit condition, but the effects are not applied until the end of the phase.

If a unit suffers multiple combat results in the current Ranged Combat phase, any subsequent check after the first, uses the die roll modifier for the new rout level.

[8.3] LINE OF SIGHT AND RANGED COMBAT

In order for a unit to be able to shoot, the player must trace a line of sight from the shooting unit to the target. Terrain and combat units may prevent ranged combat by blocking the line of sight between a shooting unit and its target.

Leader units alone do not block line of sight.

A ranged unit may never shoot at a target unit it is unable to observe. To observe a target, a unit must be able to trace a line of sight free of blocking units and terrain.

Line of sight is traced from the central point of the hex occupied by the shooting unit to the central point of the hex occupied by the target unit. If the line of sight passes through any part of a hex occupied by a combat unit or by blocking terrain, the line of sight is considered blocked and the attack impossible.

If a line of sight passes along a hexside between two hexes, only one of which contains blocking units or terrain, the line of sight is not blocked.
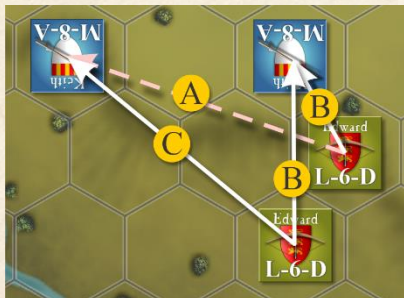
[8.31] Elevation Effects on Line of Sight

If the two units occupy hexes on different levels of elevation, the line of sight is blocked if it traverses any hex which is on a higher elevation level than both of the units.

If the shooting and target unit occupy hexes which are at the same level of elevation, and the line of sight traverses any hex which is on a higher elevation than either of the two units, the line of sight is blocked.

(A): The longbow unit may not shoot at the Scottish unit as the line of sight is blocked by the intervening hill.

(B): The longbow unit may shoot at the Scottish unit on the hill which is on a higher elevation.

(C): The longbow unit may shoot at the Scottish unit as they are on the same elevation with no intervening hills (entire contour hex counts as lower elevation).

[8.32] Wooded or Village Hexes Effects on Line of Sight

A line of sight may never be traced, into or through wooded or village hexes, regardless of the elevations of the target and shooting unit.

A unit located in a village or tree line hex may shoot from that hex, by subtracting *two* from the number needed to hit on the *Ranged Combat Results Table*.

(A): The longbow unit may not shoot at the Scottish unit as the line of sight is blocked by the village.

(B): The longbow unit may not shoot at the Scottish unit as the line of sight is blocked by unit (C) and blocking terrain (village).

(C), The English Longbow unit has a clear line of sight to this unit as only one hexside contains blocking terrain (village).

(D): The English Longbow unit has a clear line of sight to this unit.

(A): The Gascon crossbow unit may shoot at either Scottish longbow units as it is shooting from a tree line, with no other blocking terrain in the way.

(B): The Gascon crossbow unit may not shoot at the Scottish infantry unit as the line of sight cannot be traced through a wooded hex. Note: the two units may conduct combat in the Melee phase (at -2 to melee)

(C): The Scottish longbow units may not shoot at the Gascon unit as a line of sight cannot be traced into a wooded hex.
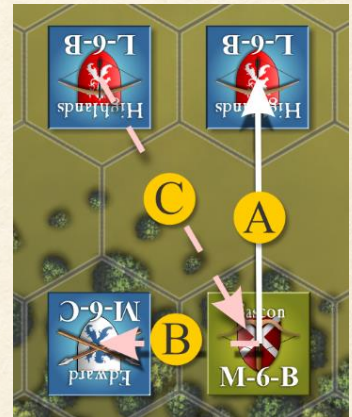
[9.0] MELEE COMBAT

Melee combat may occur only between opposing combat units which occupy adjacent hexes during a Melee phase. A unit may never attack more than one Enemy combat unit during a Melee phase. A unit may be attacked by each unrouted Enemy unit in Melee Combat mode that is adjacent to it.

Melee combat is always voluntary and all results are applied immediately, unlike ranged combat.

[9.1] RESOLVING MELEE COMBAT

All targets of attacks are designated before resolving any melee attacks. A Melee marker is placed on the attacking unit pointing at the unit that is the target of the attack. Units that have a charge marker already placed on then do not need to place a melee marker. Remove the Melee marker after resolving an attack.

Melee combats may be resolved in any sequence the owning player desires.

The player cross-references the target unit type with the attacking unit type, then applies all modifiers from the *Melee Combat To Hit Modifiers Table*. This will yield the chance of affecting the target unit.

Two dice are rolled, and if the number rolled is equal to or less than the modified number calculated from the melee combat tables, the target unit has been hit and must check morale on the *Morale Effects Table*.

If a defending unit suffers a melee combat result, that unit's morale must immediately be checked using the *Morale Effects Table*.

A unit must check morale for each result it has suffered.

If a unit suffers multiple melee combat results in the current Melee Combat phase, any subsequent check after the first, uses the die roll modifier for the new rout level.

Note: Melee combat results are applied immediately after each attack, as melee combat is not considered to be simultaneous.

[9.2] RESTRICTIONS ON MELEE COMBAT

A melee unit can only melee once per phase. A unit may be melee attacked by more than one unit in a single phase, in which case each melee is resolved separately. If the unit suffers a rout result from an attack, any subsequent check on the *Morale Effects Table* during that phase uses the die roll modifier for the new rout level.

Units attacking an enemy unit that is in a wooded hex subtracts *two* to the number needed to hit on the *Melee Combat Results Table*.

Units *(except for a Schiltrom in close order)* attacking a unit in their Flank hexes subtracts *two* from the number needed to hit on the *Melee Combat Results Table*.

A Schiltrom unit in close order cannot melee an Enemy unit in its Flank or Rear hexes.

No unit can attack through its Rear hexes.

[9.4] LANCES

Cavalry units may be equipped with lances. During the set-up for play, Lance markers are placed with the cavalry units.

Lance markers affect the resolution of melee attacks conducted by charging cavalry units in the following manner: When a cavalry unit with a Lance marker charges an Enemy unit, four is subtracted from the die roll on the *Melee Combat Results Table*.

Note: This is in addition to the modification for making a charge. If the attack results in the defender consulting the Morale Effects Table, two is subtracted from the defender's morale die roll.

A Lance marker may be used only once; as soon as a lance is used in an attack, it is removed from play. If a unit has a lance and charges and melee attacks an Enemy unit, its lance must be used.

If a unit charges and does not melee attack the Enemy unit *(it might be routed during ranged combat)*, or if the unit melee attacks without charging, the lance is not used.

[10.0] UNIT MORALE

If a unit suffers a result due to ranged or melee combat, that unit must check for morale using the *Morale Effects Table*.

When checking for morale on the *Morale Effects Table*, find the column corresponding to the Morale Rating of the affected unit. Roll one die adding or subtracting any applicable modifiers as listed on the *Morale Effects Chart*, and cross reference the modified die roll result with the Morale Rating column.

[10.1] MORALE EFFECTS

All results on the *Morale Effects Table* are expressed in terms of rout levels. A Rout Level marker is placed on the affected unit to note its Rout Level.

Routed units may not engage in ranged combat, melee combat, or normal movement.

Routed units are moved during subsequent Rout Movement phases according to the rules for rout movement.

Rout Levels are cumulative; that is, if a unit with a Rout Level of 1 has an additional rout result of Rout 2, the Rout 1 marker would be replaced with a Rout 3 level marker.

If a unit is routed above a Rout Level of 4, it is eliminated and immediately removed from play.

[10.2] MORALE DIE ROLL MODIFICATIONS

Under certain circumstances, modifications are made to the die roll results for the *Morale Effects Table*. In addition to the standard die roll modifiers described in the following Cases, there are modifiers exclusive to each game. All such modifiers are listed with the *Morale Effects Table*. All die roll modifications are cumulative.

The current Rout Level of a unit whose morale is being checked is subtracted from the die roll on the *Morale Effects Table*. For example, if a unit with a Rout Level of 2 were attacked and forced to check morale, two would be subtracted from the die roll.

When fatigue is in effect *(after game turn 8)*, *two* is subtracted from all die rolls on the *Morale Effects Table*.

If a unit is attacked through ranged or melee combat, and there is an Enemy unit occupying the *rear center hex* of that unit, one is subtracted from the die roll on the *Morale Effects Table*.

[11.0] ROUT MOVEMENT

During the Rout Movement phase both players in turn must move all units with Rout markers on them. The phasing player moves all of his routed units first, then the non-phasing player moves all of his routed units.

Each player's routed units must move toward the designated Friendly map edge by moving in any of the valid directions *(see section 11.3)*.

Routed units move a number of hexes dictated by their Rout Levels and movement point allowances, regardless of Movement Point costs for terrain.

[11.1] MOVEMENT OF ROUTED UNITS

Routed units with a Movement Point Allowance of 6 or less must be moved one hex *(regardless of terrain)* toward the owning player's Friendly map edge for each Rout Level.

Routed units with a movement point allowance greater than 6 must be moved two hexes *(regardless of terrain)* toward the owning player's Friendly map edge for each Rout Level.

Leaders which are stacked with routed units may be moved with those units during rout movement. Such movement in no way affects a leader's movement during the Movement phase.

A routed unit must be moved each Rout Movement phase, until it is either rallied or eliminated. Moreover, a routed unit must always be moved the full number of hexes dictated by the rules for rout movement or suffer the appropriate rout level increase.

[11.2] BLOCKED ROUT MOVEMENT

A unit's rout movement can be blocked by prohibited terrain and other combat units *(enemy and friendly)*. If a unit is prevented from fulfilling its rout movement, or if the unit must deviate from its designated directions of rout movement, that unit's Rout Level is increased.

Routing units may not rout adjacent to enemy units at any time during its rout movement.

If a routed unit with a Movement Allowance of 6 or less cannot fulfill its rout movement or must deviate from its designated directions of rout movement, that unit's Rout Level is increased by one for each hex either not moved, or moved in deviation from those designated directions.

If a routed unit's Movement Allowance is greater than 6, its Rout Level is increased by one if it cannot be retreated the full two hexes for each Rout Level. It does not matter whether the unit is not able to retreat at all or is only able to retreat one hex and the unit's Rout Level is increased by one in either case.

Increased rout levels during rout movement are applied after a unit completes its rout movement. Units will end rout movement facing in the direction of their movement.

A routed unit must always be moved in the way which causes the least increase to its Rout Level. If a routed unit can be moved in such a way as to satisfy any or all of its rout movement requirement, it must be so moved.

If there is no way for a routed unit to be moved without increasing its rout level, the unit may remain stationary instead of moving.

[11.3] FRIENDLY MAP EDGES FOR ROUTED UNITS

Routing units must perform the below movement or suffer the penalties outlined *(see section 11.2)*.

The English and Scottish Friendly map edges are shown as highlighted hexes on the map *(see Section 3.1)*.

[11.31] English Unit Rout Direction

When an English unit engages in rout movement, it must be moved towards the hexes of the Eastern edge of the map lying North of the Bannock Burn *(Eastern section of the burn located in the Balqhiderock Wood)*.

Routed units must be moved into hexes which are either *Northeast*, or *Southeast* of the unit's current position, and **closer to** their Friendly map edge during rout movement.

A routing English unit may move directly *North (Towards the Bannock Burn on the Northern edge of the map)*, without penalty, if a friendly unit blocks its path and prevents it from moving in a *Northeast* or *Southeast* direction. This is the only case where a routing unit may violate the rout movement rule.

[11.32] Scottish Unit Rout Direction

When a Scottish unit engages in rout movement, it must be moved towards the hexes of the Western or Southern edge of the map between St. Ninian's Kirk *(Village)* and the Western half of the Southern edge of the map

Routed units must be moved into hexes which are *South*, or *Southwest* of the unit's current position, and **closer to** their Friendly map edge during rout movement.

(A): The English unit must rout to the Northeast towards their Friendly map edge. It cannot move to the Southwest as it would bring the unit adjacent to an enemy unit.

(B): The Scottish Schiltrom has the option of moving South or Southwest. The unit is flipped to its Open Order formation.

(C): The English unit may rout to the North without penalty as a friendly unit blocks its Northeast movement.

[12.0] LEADERS

[12.1] MOVEMENT OF LEADERS

Leaders are treated as combat units for all purposes of movement. However, leaders may be moved through and stacked on top of Friendly combat units.

All leaders have eight Movement Points.

[12.2] EFFECT OF LEADERS ON ROUTED UNITS

If a leader who is not disobeyed is stacked with a routed unit at the beginning of the Rout Removal phase, the Rout marker on that unit is removed, and the unit is not considered routed for any purpose, regardless of what the unit's Rout Level was.

Any Scottish leader can rally any routed Scottish unit. Similarly, any English leader can rally any routed English unit.

[12.3] DISOBEDIENCE OF LEADERS AND ITS EFFECTS

If a leader is stacked with a combat unit which suffers an increase in its Rout Level due to combat, then that leader is considered disobeyed, and a disobeyed marker is placed on the leader counter to note that leader's status.

A disobeyed leader may not remove the Rout marker from a unit with which it is stacked.

During each Simultaneous Rout Removal phase, all disobeyed markers are removed from the map.

[12.4] CAPTURING LEADERS

When a combat unit is moved into or through a hex containing only an enemy leader, that leader is immediately captured and removed from play.

[13.0] FATIGUE

After game turn 8, the effects of fatigue on movement and morale come into effect.

All leaders and combat units are considered to be fatigued.

[13.1] EFFECTS OF FATIGUE ON MOVEMENT

The Movement Point Allowance of each fatigued unit and leader is halved unless the unit or leader is moved toward its Friendly map edge.

If a fatigued unit or leader is moved parallel to or away from its Friendly map edge at any point in its movement, then it's Movement Point Allowance is automatically halved for that Movement phase.

A fatigued unit or leader cannot be moved away from its Friendly map edge if such movement would cause it to expend more than half its Movement Point Allowance.

If a unit or leader is moved toward its Friendly map edge, its Movement Point Allowance is normal.

Fatigue has no effect upon rout movement.

Note: Units only leave the map due to rout movement, not fatigue movement (see section 5.8).

[13.2] EFFECTS OF FATIGUE ON MORALE

If the morale of a fatigued unit must be checked, *two* is subtracted from the die roll on the *Morale Effects Table*.

[14.0] VICTORY CONDITIONS

At the end of Game turn Ten, the players determine who has won the game. Victory is determined by Victory Points, which are awarded to players for the elimination of Enemy units and the capture of Enemy leaders.

The English player's Victory Point total is subtracted from the Scottish player's Victory Point total to obtain the level of victory.

[14.1] VICTORY POINT SCHEDULE

Note that the number of points indicated below are awarded for the capture or elimination of each individual unit. Points awarded for a given unit are awarded according to the unit's type.

English Victory Points

The English player receives Victory Points according to the following schedule for eliminated Scottish units or captured Scottish leaders.

Eliminated or Captured	Victory Points Awarded
King Robert Bruce:	30
Other Scottish Leaders:	6
Schiltrom Infantry:	10
Cavalry:	10
Infantry:	4

Scottish Victory Points

The Scottish player receives Victory Points according to the following schedule for eliminated English units or captured English leaders.

Eliminated or Captured	Victory Points Awarded
King Edward:	10
Other English Leaders:	2
Cavalry:	5
Infantry:	2

Units that have been moved off the map due to rout are considered eliminated for purposes of victory conditions.

[14.2] LEVELS OF VICTORY

The Victory Point Level (Level of Victory) is obtained by subtracting the English player's Victory Point Level from the Scottish player's Victory Point Level.

Victory Point Level	Level of Victory
50 or more	Decisive Scottish Victory
30-49	Substantive Scottish Victory
20-29	Marginal Scottish Victory
10-19	Marginal English Victory
0-9	Substantive English Victory
Less than 0	Decisive English Victory

[15.0] CHARTS AND TABLES

[15.1] RANGED COMBAT RESULTS TABLE

	Firing Weapon Type and Range				
	Longbow			Crossbow	
Target Unit Type	1	2	3	1-2	3-4
Plate	5-	4-	3-	3-	2-
Mail	6-	5-	4-	4-	3-
Leather	7-	6-	5-	5-	4-
Non-Armored	8-	7-	6-	6-	5-

Roll equal to, or less than the number listed on 2d6 to force the target unit to make a roll on the Morale Effects Table.

Ranged Combat Results To Hit Modifiers

Condition	Mod
Attacker is *Longbow in Direct Command:*	*+1*
Attacker is *shooting from Village or Tree Line:*	*-2*
Defender is *Schiltrom in Close Formation:*	*+2*
Defender is *Charging cavalry:*	*-2*

All modifiers are cumulative.
Modifiers are added to, or subtracted from the number needed to hit on the Ranged Combat Results Table.

[15.2] MELEE COMBAT RESULTS TABLE

	Attacking Unit Type				
Defending Unit Type	P Cav	M-Cav	M/L Inf	N Inf	Schiltrom
Plate Cav	NA	5-	6-	NA	9-
Mail Cav	6-	NA	7-	4-	-
Mail Inf	7-	6-	6-	4-	6-
Leather Inf	9-	8-	7-	5-	7-
Non-Armored Inf	-	9-	8-	NA	8-
Schiltrom	5-	NA	6-	4-	-

NA = Not Applicable.
Roll equal to, or less than the number listed on 2d6 to force the target unit to make a roll on the Morale Effects Table.

Melee Combat Results To-Hit Modifiers

Condition	Mod
Attacker is *Charging with lance:*	*+4*
Attacker is *in Rear hex of target unit:*	*+4*
Attacker is *Charging without Lance:*	*+2*
Attacker is *Schiltrom in Close Formation:*	*+2*
Attacker is *attacking through Flank hex: (except Schiltrom in close formation)*	*-2*
Defender is *in Ranged Combat Mode:*	*+2*
Defender is *Schiltrom in Close Formation:*	*-2*
Defender is *in Village or Wooded hex*	*-2*

All modifiers are cumulative.
Modifiers are added to, or subtracted from the number needed to hit on the Melee Combat Results Table.

[15.3] MORALE EFFECTS TABLE

	Morale Rating				
Die Roll	A	B	C	D	E
-1	+2	+3	+3	+3	+3
0	+2	+2	+3	+3	+3
1	+1	+2	+2	+2	+3
2	+1	+1	+2	+2	+2
3	-	+1	+1	+2	+2
4	-	-	+1	+1	+2
5	-	-	-	+1	+1
6	-	-	-	-	+1
7	-	-	-	-	-

A units Rout level is increased by the amount shown in the table.
Units that incur a Rout level greater than 4 are eliminated.

Morale Effects Die Roll Modifiers

Condition	Mod
The current rout level of the unit is *subtracted from the die roll.*	*var*
Unit with an *enemy unit in the Rear hex:*	*-1*
If *fatigue is in effect:*	*-2*
Unit was attacked by *charging cavalry armed with lance:*	*-2*
Unit is *Schiltrom in close formation attacked by ranged English longbow unit:*	*-2*

Added or subtracted from Morale roll result.
Units that incur a Rout Level greater than 4 are eliminated.

[15.4] TERRAIN AND MOVEMENT CHART

Condition	Movement Point Cost	Effects and Limitations
Moving in Clear hex	1	None.
Leader on Road	.5	Only while moving on road. All other units move as normal while on road.
Entering Village Hex	2	May not shoot into village, may shoot from village at -2 to ranged combat. Cavalry may not enter or attack into a village. Schiltron in Close Order formation may not enter. Schiltron may not change to Close Order formation. Blocks line of sight. *(see section 8.32).*
Crossing Contour Hex Downhill	1	Cavalry may not charge downhill through contour line. May block line of sight. *(see section 8.31).*
Crossing Contour Hex Uphill	2	None.
Crossing Burn Hexside	Full MP	May not attack across Burn.
Entering Marsh hex	2/+1	Cavalry may not charge into or through a marsh hex. Schiltroms spend one additional Movement Point if performing a facing change.
Entering Wooded Hex	2	May not shoot into wooded, may shoot from wooded at +2 to ranged combat. Cavalry may not enter or attack into a wooded hex. Schiltron in Close Order formation may not enter. Schiltron may not change to Close Order formation in Wooded hex. All melee -2 into, or through wooded hexes.
Entering Pool Hex	Prohibited	None.
Gascon Crossbow Mode Change	6	None.
Scottish Cavalry Mode Change	8	May only change once during a game *(Cavalry to Infantry).*
Schiltrom Mode Change	2	Mode Change is performed at start of Schiltrom's movement. If routing, no Movement Points are spent to change to *Open Order*.
English Longbow Mode Change	Free	None.
Attempting to Organize Division	Full MP	None.
Schiltron in Close Order Pivot or Oblique	2	*Pivot* up to two hexsides, or *Oblique* one hex. *(3 points if in Marsh hex).*
Schiltron in Close Order Reversing	3	Three hexsides *(Prohibited in marsh hex).*
All other unit facing changes	Free	None.