



44

STIRLING BRIDGE

September 11, 1297

Setup Order

-  x 8
-  x 8
-  x 8
-  x 8
-  x 1
-  x 1
-  x 1

Following the Earl of Surrey's crushing victory over the Dwarven aristocracy at Dunbar, John Balliol, the King of Scots, was forced to surrender and denounce his treaty with the French. The king's reputation was already deeply tarnished following King Edward's self-appointment as Lord Paramount of Scotland which turned Balliol into a mere vassal on his own lands. With this supposed "conquest" of his land, his standing fell even further, and discontent among the populace became rampant. The English king's comment that "he who rides himself of s*** does a good job" likely didn't help diplomatic matters either...

William Wallace - a fiercely independent troublemaker, who had been driven mad by the death of his mistress at the hands of an English sheriff - was soon leading raids against the English occupiers. Joined by his companion, De Moray, and bands of like-minded patriots, the Scottish dwarves soon took up a position on Abbey Craig, on the far bank of the River Forth, near Stirling Castle.

BRIEFING

John de Warenne
7th Earl of Surrey

 x 4 Victory Conditions **5**

William Wallace & Andrew de Moray

 x 6 Victory Conditions **5E**

The English, led by an over-confident Surrey, approached from the South and had begun crossing Stirling Bridge when the dwarves charged down the hills. With half of their troops on the other side of the river, the English forces were soon cut down to pieces. The remnants of their army quickly fled down to Berwick.

News of Wallace's victory spread like wildfire through the complacent Dwarven nobility, reawakening their national sentiment and deep distrust of the English. By March of the following year, Wallace was knighted and appointed sole Guardian of Scotland.



Special Rules

- **A** The Standard camp gains 3 Victory Banners as long as it controls (occupies) Stirling Bridge.
- River Forth is impassable, except at the bridge and the very shallow ford, neither of which stops a unit's movement.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow



Weapon type: Mele (Point Blank), and Ranged - up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes - on **U**, except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.

4

FALKIRK

July 22, 1298



Special Rules

- Marsh Terrain tiles in the middle of the map come from the Call to Arms expansion. If you do not have this expansion, you may use river tiles instead, with the following terrain rules:

Movement: A unit that enters a Marsh Terrain hex must stop and may move no further on that turn. Follow-on moves are subject to the same terrain movement restrictions.

Battle:

• A unit that moves onto a Marsh Terrain hex may still battle that turn.

• A unit on a Marsh Terrain hex battles with a maximum of 2 dice.

• A unit attacking an enemy unit on a Marsh Terrain hex battles with a maximum of 2 dice.

Line of Sight: A Marsh Terrain does not block line of sight.

- All Pennant Archer units are Long Bow units.

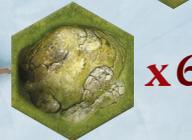
- Medieval Lore rules are in effect.



Setup Order



11x



x6

BRIEFING

Edward I
Hammer of the Scots



x5

Victory Conditions

6

William Wallace
Guardian of Scotland



x5

Victory Conditions

6

45



Wallace's triumph proved to be short-lived... Hearing of Surrey's defeat at Stirling Bridge, and of Wallace's further raids into Northern England, King Edward hastily concluded a truce with Philip the Fair and was soon rushing back from Flanders to land his troops in the North. Upon summoning the Dwarven nobility to York and seeing none of the familiar Clan Chiefs' faces appear to his side, Edward soon realized just how much Wallace had changed the mood in Scotland and began preparing for war. In the summer of 1298, the two finally met in the fields at Falkirk.

The backbone of Wallace's army was his now infamous schiltrons - a terrifying dense forest of spears assembled into impenetrable hedgehogs - interspersed with contingents of archers. Confident, Wallace waited...

The first English columns came on rapidly and rolled onto boggy ground, before Edward could fully deploy his army. Hit by volleys of arrows from the Scottish archers, the English cavalry swerved to the left to find firmer ground, then closed its files and charged.

The sight of the lowered lances was too much for the Dwarven cavalry, who quickly dispersed. Wallace's bowmen suffered a worse fate, with many of them caught in the open between their Dwarven allies and showered alive on the Knight's lances. But the schiltrons held firm!

With no enemy horse or archers left to harass his troops, Edward ordered his bowmen forward. Soon, wave upon wave of deadly arrows hailed down upon Wallace's schiltrons. The stalwart dwarves could not withstand such firepower, and when Edward unleashed his cavalry a final time, his knights rode roughshod over the field, hacking down the survivors.



BANNOCKBURN

June 23, 1314

The siege of Stirling Castle had begun in 1313; with both camps failing to make enough headway to force a decision. Edward Bruce, unbeknownst to his brother Robert, made a pact with the castle's commander, Sir Philip Mowbray - If no relief came to the besieged troops by mid-summer of 1314, they would submit to Bruce's rule and control.

The English king could not allow the castle to fall, nor this act of insubordination to stand. He prepared for war - intent on not only relieving Stirling Castle, but also, and more importantly, destroying the Scottish army once and for all.

Well aware of the folly of his brother's pact, Bruce marched onto Stirling at the head of his own troops. As he deployed his command under the cover of the surrounding woods and hills, the English vanguard reached them.

Seeing the Scots in the midst of their deployment, the English knights must have thought the dwarves were unprepared. They lowered their lances and charged. But Bruce's schiltrons were unfazed and ready. Despite repeated charges, the English knights could not break them. Edward ordered his archers forward, but they were soon pushed back by an unexpected Dwarven cavalry charge! This was too much for the English troops' morale, who began running in retreat. Hundreds would die in their attempt to swim back across the Bannock.

Although another ten years would elapse before the English formally recognized Scottish independence, Bannockburn was the decisive turn of the tide in the First Scottish War.

Setup Order

-  x7
- 8x 
-  x7
- 4x 

BRIEFING



Edward II King of England

 x5

Victory Conditions **5**



Robert the Bruce King of Scotland

 x6

Victory Conditions **5E**



Special Rules

- The entire Bannock Burn is a fordable stream.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow




Weapon type: Melee (Point Blank), and Ranged - up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes - on , except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.



DUPPLIN MOOR

August 10-11, 1332



Special Rules

- A Scottish unit that exits the board through the center section of the battlefield on the English (Pennant) side gains a victory banner. Remove the unit and place its Standard banner on the Scottish Victory Track.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.



Setup Order



BRIEFING

Henry Beaumont



Victory Conditions

6

Domhnall II
Earl of Mar



Victory Conditions

6

47



The death of Robert the Bruce in 1329 left an infant king on the throne. As always, this quickly led to trouble... In the winter of 1331, Edward Balliol stepped forward to contest the Crown of Scotland, spurred on by the English and their ill-fated allies at Bannockburn, chief among them Henry Beaumont. Setting sail from France, Balliol's army landed on August 6th, then quickly marched under Beaumont's command to engage the Earl of Mar, Regent of Scotland, and his Northern forces.

The two camps came into view of each other soon after Balliol's landing, with the Scots laughing heartily at the puny forces under Beaumont's command. Afraid of finding himself sandwiched between Mar's already much larger army and the fast approaching forces of the Earl of Dunbar at his rear, Beaumont kept his cool. Under cover of darkness, he snuck his troops across the River Earn to surprise the over-confident and fast asleep snoring dwarves.

The English were badly outnumbered, but the Dwarves were angry and confused upon being awakened. Still partly asleep, accusations of treachery among their own kin began flying - how else could the English surprise them? The Dwarves were in such disarray that even their commanders, the Earl of Mar and Lord Robert, were fighting each other for the honor of leading the charge against the now bemused English.

Cool as their arrows in the morning dew, the English longbowmen waited until the raging dwarves were closing in on them to unleash a flurry of arrows. Chaos ensued, with hundreds of dwarves fled in retreat, only to impale themselves on their own schiltrons' spears. The worst Scottish rout since Falkirk, Dupplin Moor left a bitter taste on many a dwarf's tongue.



NEVILLE'S CROSS

October 17, 1346

As Philip VI battled Edward III in the south of France, the English threatened to open up a second front by landing additional armies in the north. Under strenuous pleas from Philip to revive the Auld Alliance and battle the English on two shores, King David led a Scottish army across the English border.

With Edward in France, King David anticipated an easy stroll through the northern marches. Little did he know that Edward, ever cautious, had asked Sir Ralph de Neville to lay in wait for the Scots. The English army deployed on a narrow front between two rivers near Neville's Cross, one of several ancient crosses that encircled the city of Durham.

In command of the Scottish vanguard, the Earl of Moray pressed forward but became tangled in the woods, presenting an ideal target for the English archers. The Scottish made good progress on the left and charged home with spears, but were forced back by the arrival of the English cavalry.

The King's division was then exposed and David was captured, bound and dragged off to the Tower of London. By dusk the dwarves could endure no more and fled.

Setup Order

-  **x11**
-  **11x**
-  **x5**
-  **1x**

BRIEFING



Sir Ralph de Neville

 **x6**
Victory Conditions **5**



David II King of Scots

 **x6**
Victory Conditions **5E**



Special Rules

- River Wear is impassable, except at the bridge. River Browney is impassable.
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.

Long Bow



Weapon type:
Melee (Point Blank),
and Ranged – up to 4 hexes.

Damage: Per Unit's Banner color.

Bonus Strike: Yes – on , except at Point Blank.

Special: Do not collect Lore tokens. When used on the move, reduce the number of dice rolled by 1.