

CHARLES THE BOLD SCENARIO

Scottish War of Independence - Battle of Falkirk 1298



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Archers Stakes		Woods on the flat
	Hill top		Towns
	Defensive Trench on a hilltop		Defensive Works
	Trench on the flat		Defensive Stone Tower
	Swamp		Major River

Note: Only full hexes can be entered by stands

Standard Medieval Unit Symbols

	Heavy Infantry with 2 nd rank		Light Cavalry		Long Spear with 2 nd rank
	Foot man-at-arms with second rank		Mounted Sergeant		Artillery
	Billman with 2 nd rank		Medium Cavalry		Longbows
	Longbows with 2 nd Rank		Knights		Pike Phalanx with 3 ranks
	Crossbows		Archers		Skirmishers
	Billman		Men-at-arms on foot		Handgunners
	Scottish Schiltron		Long Spear infantry		
			General		

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Battle of Falkirk 22 July 1298

In 1296 Edward I of England declared himself overlord of Scotland deposing the Scottish king. Rebellion against English rule soon followed. William Wallace was one of the most successful leaders of the independence movement. Edward determined to bring Wallace to battle and end the revolt.

English Commands			
Left – Earl of Surrey	Centre Left – Earl of Lincoln	Centre Right - Bishop of Duham	Right – King Edward +2
2 Knights 1 Sergeants	1 Knights 1 Sergeants 3 Two Rank Foot 1 Two Rank Bow 2 Crossbow 1 Skirmish	1 Knights 1 Sergeants 3 Two Rank Foot 2 Two Rank Bow 1 Skirmish	1 Knights 1 Sergeants 3 Two Rank Foot 1 Mtd X-Bow 2Two Rank Bow 2 Irish Kerns
Scottish Commands			
Left	Centre Left	Centre Right – Wallace +1	Right
3 Three Rank Long Spear 1 Skirmish	3 Three Rank Long Spear 1 Skirmish	4 Three Rank Long Spear 1 Skirmish	3 Three Rank Long Spear 1 Skirmish
Reserve			
1 Sergeants 1 Medium Cav			

ARMY LIST DEFINITIONS

Unit – Type of Unit, Order Rating A, B or C.

Cat – category of unit, is it a combat or support stand, what kind of unit, what special weapons or missiles does it carry. See the Abbreviation Chart for other categories.

MP – Movement Points, SP – Strength Points, IF – Impact Factor, BP – Break Points

?H – number of D6 added or subtracted at that firing range for stands with missile ability.

Imp.P - Poorly trained Impetuous stand

ARMY LIST -

English Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Knight C	CS, HC, Imp P	3/2	7	4					3
Mounted Sergeant B	CS, HC	3	6	3					3
Mounted Crossbow B	SS, LC, XBow	4	3	1	0	-1			1
English Foot B	CS, HI, various weapons	2	5/4	1					2
Archers B	SS, Shot, Longbow	2	4/4	0	0	0	-2		2
Irish Kern C	CS, LI, Javelin	2	4	1	0	-1			2
Crossbows B	SS, Shot, XBow	2	4	0	0	-1	-2		2
Skirmish XBow B	SS, Sk, XBow	2	2	0	0	-1			1
Scottish Stands	Cat	MP	SP	IF	2H	3H	4H	6H	BP
Mounted Sergeant B	CS, HC	3	6	3					3
Medium Cav B	CS, MC	3	5	2					
Schiltron C	CS, Long Spear	1	4/4/4	1					2
Skirmish Bow B	SS, Sk, Bow	2	2	0	0	-1			1

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Scenario Rules.

Command range is 4 hexes for all commanders except for Edward I. Any English stands within 6 hexes of Edward are considered within command range when taking order tests.

Terrain rules

The swamp is impassable to all.

All stands halt on entering the stream but can make a second move out of it. They do not disorder. Shot and skirmishers in the stream cannot fire. Stand in the stream contacting an enemy do not get impetus. There is no benefit defending the stream banks against stands in the stream.

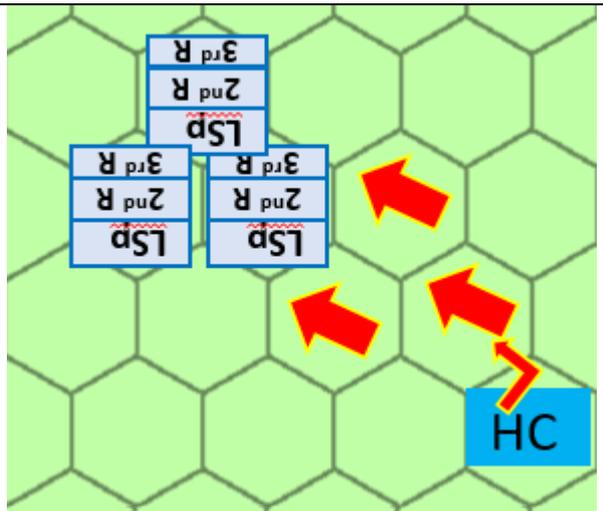
Impetuous Knights

English Knight stands are impetuous if they are within 5 hexes of the schiltrons. They remain impetuous until they have taken 1SP loss. They then operate normally. They will advance into the stream impetuously but avoid the swamp or woods. Impetuous stands must move straight ahead a full move towards the enemy if they start the turn in the impetuous movement zone. If they enter the zone facing on an angle relative to the nearest enemy they must turn towards the nearest enemy stand as soon as possible and advance accordingly.

They must be the first stands to be moved in their command whilst they are still impetuous.

Impetuous example.

If the English knights commenced the turn as shown they would turn to face the schiltrons. Turning like this is a full turn for the knights. They could make a second move and charge if they wished, as they automatically disorder on contacting the schiltron they would not need to test for disorder as a result of moving twice. They could also choose to wait until next turn when they would have to charge.



English Longbows

The back rank of the longbows fires at -1 effect. It must fire at the same target the front rank fires on.

Defensive Fire without cover

Longbow men in the open get no defensive fire against HC.

Only the front rank can defensive fire against attacking foot stands.

Defensive Fire with cover

If in cover or in terrain that removes the attackers Impact they can fire defensively with both ranks.

Supporting Fire

If in the open and supporting a Combat Stand Longbows can fire their front rank at full normal DF effect even if the attacker is HC or MC.

If in the open and supporting a Shot Stand Longbows can fire their front rank at half effect if the attacker is on foot.

If in cover and supporting a CS or Shot both ranks can fire at full effect against any.

Scottish Schiltron

All of the Scottish spear men are in Schiltron formation. A schiltron is formed of Spear men formed up 3 stands deep in one hex. [You can face the rear stand backwards to signify that the stands are in schiltron formation.] The individual pike blocks in the schiltrons are locked into that formation and stay in it until reduced to one stand.

Additionally the pike stands in the four blocks of schiltrons in this scenario must stay together in the formation and order they commence in. If they move they move as one large block in any direction. If one stand is engaged in close combat the other stands cannot move.

A schiltron has no facing and has no rear or flanks. If it is attacked it fights as Long Spears 2 ranks deep from any direction. It can move 1 hex in any direction but immediately disorders. Schiltrons can move to contact any cavalry, but will not pursue cavalry it defeats in battle. It gets no impact against cavalry.

Once a schiltron is reduced to 1 stand it becomes a standard stand of long spear men. This lone stand can be faced in any direction and moves and acts normally as for a LS stand. It can leave the larger schiltron block formation at this stage and can be forced to retreat if beaten.

No one gets an impact bonus attacking a schiltron. Any cavalry attacking a schiltron automatically becomes disordered on contact. Heavy Cavalry must bounce after a round of combat where they do not cause more casualties than they take. Heavy cavalry can take 2SP of damage attacking a schiltron.

A schiltron does not retreat if beaten in close combat, it just continues to fight on the spot.

Skirmishers

All skirmishers and light horse can move and fire once without a movement penalty.

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Victory Point Chart.

No. is the number of this kind of stand in the army. BP is the Break Points for each of those stands. TP is the Total Points for that kind of stand in the army. Keep a tally of each stand lost. Multiply this by the BP to get the number of points lost.

Immediately the points lost tally passes the army break point that army has broken and has lost. If both sides pass their army BP in the one final melee then it is a draw unless the scenario specifies otherwise. Losses are determined for the whole army.

English	No.	BP	TP	Stands Lost	Points Lost
Knights and Mounted Sergeants	9	3	27		
English Foot	18	2	36		
Longbows and X-Bows	12	2	24		
Kerns	2	2	4		
Skirmishers	3	1	3		
Mtd X-Bow	1	1	1		
		95/40			
Scottish	No.	BP	TP	Stands Lost	Points Lost
Mounted Sergeants	1	3	3		
Medium Cavalry	1	2	2		
Scottish Spears	39	2	78		
Skirmishers	3	1	3		
		86/45			