Rebellion
Warrior Profiles

Rebellion

Warrior Profiles

This document is designed to compliement the Rebellion Rules and the Forces of the Rebellion army lists for wargaming the First Scottish War of Independence by eBob Miniatures.

FotR (Forces of the Rebellion) presents the player with suitable army lists for gaming various scenarios appropriate to the period. The profiles presented here flesh out the heroes and the warriors listed in FotR and give the detail required to play the game using the Rebellion rules.

Each warrior type or hero has a list of characteristics and abilities which define the character and also lists various equipment, arms and armour options available. However, if the players are using armies generated from the FotR lists then the equipment options shown in FotR take precedence over the possible options shown here.

For example, the Lowlander profile shows equipment options including shield, short bow and pike, however FotR shows that if the warrior is being taken as a pikeman then he is not permitted to also carry a bow. Likewise Lowlander archers are not permitted to take a shield etc.

For many of the army lists in FotR it is not possible to comprehensively list all of the famous named heroes that may have taken part in certain campaigns such as the battle of Falkirk or Bannockburn, and so only 3 or 4 heroes may be listed in FotR. Each hero listed here in the profiles shows the army lists for which he may be taken.

If players have done their own research and have identified a named hero that took part in a particular campaign, they are encouraged to generate a random hero profile using the rules in the main rules document and include the hero in their army.

The profiles also indicate wether a warrior or hero is appropriate for either and Early or Late force, or both and the primary alliance is also shown. Some heroes such as Robert de Brus, Earl of Carrick may be taken by either the Scottish player or the English player as he fought on both sides at various times during the period. These heroes are less expensive than other heroes of similar strength because of the possibility of defection. If both players choose to include the same hero refer to the defections section of the main rules document.

Note that equipment items shown as costing 0pts are free and may be included even if not listed as an option under the Forces of Rebellion army list.

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Scottish Warriors

Highlander

Points Cost: 5 *(light infantry/light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	2
SK	Skill	3
ST	Stamina	1
C	Courage	3

Weapons & armour options:

Sidearm *(short sword/axe)*	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm *(halberd)*	2pts	(d6+1)
Spear	1pt	(d6)
Small shield	1pt	
Small bow	1pt	
Light horse	5pts	

Highlanders are fiercely brave warriors but lightly armed. All Highlanders are armed with a sidearm.

Highland Woodsman

Points Cost: 4 *(light infantry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	1
SK	Skill	2
ST	Stamina	1
C	Courage	2

Weapons & armour options:

Short bow	1pt	
Pole-arm *(pitch fork)*	1pt	(d6)
Spear	1pt	(d6)

Highland Woodsmen are unarmoured peasant warriors, lightly armed but of stout heart.

Highlander Veteran Warrior

Points Cost: 8 *(light infantry/light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	4
SK	Skill	3
ST	Stamina	1
C	Courage	4

Weapons & armour options:

Sidearm *(short sword/axe)*	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm *(Halberd)*	2pts	(d6+1)
Spear	1pt	(d6)
Small shield	1pt	
Light horse	5pts	

Highlander veterans fight using the rules for veteran warriors. They are battle hardened warriors and heavily armed wearing chainmail. Highlander veterans carry a sidearm for personal protection fighting in combat with a d6. Despite having heavy chainmail and padded armour, the Highlanders are classed as light infantry because of their bare-legged and unencumbered manner of dress.

Highlander Veteran Bodyguard

Points Cost: 9 *(light infantry/light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	4
SK	Skill	3
ST	Stamina	1
C	Courage	5

Weapons & armour options:

Sidearm *(short sword/axe)*	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm *(Halberd)*	2pts	(d6+1)
Spear	1pt	(d6)
Small shield	1pt	
Light horse	5pts	

Veterans Bodyguards fight using the rules for veteran warriors. Highlander Bodyguards will automatically pass unit morale tests provided the Leader of the army (the King or the hero with the highest Leadership score at the start of the game) is alive and present on the table.

Highland Piper-boy

Points Cost: 9 *(light infantry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	1
SK	Skill	2
ST	Stamina	1
C	Courage	2

Weapons & armour options:

Sidearm *(dirk)*	0pts	
Bag-pipes	0pt	

The surreal sound of the pipes droning over the fierce sound of battle is an inspiration to the loyal Scots who are fighting for their freedom against oppression. Any unit that includes a piper gains an additional +1 to their morale score even if this takes them up to 10 (normally 9 is the maximum score for unit morale). In addition, any model making a courage test within 6" of a friendly piper will also gain +1 to his normal courage. A piper-boy may be added to any army that includes Highlanders of any description.

Lowlander Levie

Points Cost: 4 *(light infantry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	1
SK	Skill	2
ST	Stamina	1
C	Courage	2

Weapons & armour options:

Sidearm *(short sword/axe)*	0pts	d6
Spear	1pt	(d6)
Short bow	1pt	
Pole-arm *(pitch fork)*	2pts	(d6+1)

Lowlanders Levies carry a sidearm for personal protection fighting in combat with a d6.

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Scottish Warriors

Spears

Border Reiver

Lowlander trained soldier

Friar (Halyman)

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Scottish Heroes

Highland Chieftain

Points Cost: 55 *(Light infantry/Light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

MC	Armour Class	$ (Chainmail)
	Skill	
	Nerve	
	Courage	
	Tactical sense	
	Leadership	
	Luck	

Weapons & armour options:

Claymore (short sword/hand)	Free	nil	
Two-handed sword	Free	(2D+1)	
Small shield	Free		
Light horse	Free		

Army Lists:
Any force that contains Highlanders.

Special Abilities:
None.

Highland Chiefs are renowned heroes equivalent to a captain.

Border Ryder Captain

Points Cost: 55 *(Light infantry/Light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early

MC	Armour Class	$ (Chainmail)
	Skill	
	Nerve	
	Courage	
	Tactical sense	
	Leadership	
	Luck	

Weapons & armour options:

Claymore (short sword/hand)	Free	nil	
Two-handed sword	Free	(2D+1)	
Small shield	Free		
Light horse	Free		

Army Lists:
Border/Reiver forces.

Special Abilities:
None.

Border Ryder Captains are renowned heroes.

Highland Veteran Chieftain

Points Cost: 55 *(Light infantry/Light cavalry)*
Primary Allegiance: Scotland
Historical Period: Early and Late

MC	Armour Class	$ (Chainmail)
	Skill	
	Nerve	
	Courage	
	Tactical sense	
	Leadership	
	Luck	

Weapons & armour options:

Claymore (short sword/hand)	Free	nil	
Two-handed sword	Free	(2D+1)	
Small shield	Free		
Light horse	Free		

Army Lists:
Any force that contains Highlander Veteran Clansmen.

Special Abilities:
None.

Highland Veteran Chiefs are renowned heroes equivalent to a captain. Veteran Chiefs improve the Nerve for nearby fighters as defined in the main rules.

Irish Commanders

Irish Chieftains, Chamberlains and Princes generals may be used for forces which include Irish mercenaries.

Highland Veteran Chieftain

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Scottish Heroes

Lowlander Captain

Points Cost: 15 (Light infantry, light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	5 (padded armour)
BS	Skill	4
AS	Reaction	2
	Damage	1
	Tactical points	2
	Leadership	3
	Luck	1

Weapons & armour options

Infantry short sword/axe	5pts	4x
Small shield	2pts	
Hand sword	5pts	4x+1 (4)
Light lance	5pts	

Army Lists

Any force that contains Lowlander warriors.

Special Abilities:
None

Lowlander Captains do not require horse.

Robert de Bruce Earl of Carrick

Points Cost: 30 (Heavy infantry, light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	5 (chainmail)
BS	Skill	5
	Reaction	3
	Courage	4
	Tactical points	3
	Leadership	4
	Luck	3

Weapons & armour options

Two handed sword	10pts	
Large shield	5pts	
Light lance	5pts	

Army Lists

Scottish Main Army (Early), English Main Army (Early), Holders of Annandale, Tynedale.

Special Abilities:

Deadly Blow, Charismatic Leader, and Inspirational Leader.

Robert de Bruce was a determined warrior and great leader of men. Although he was single minded in his quest to become King of Scots, and this opened at his dogged occupation. Robert Bruce fled to Scotland and fought for the English when it suited him.

Scottish Knight

Points Cost: 20 (Heavy infantry, light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	5 (chainmail)
BS	Skill	4
AS	Reaction	3
	Damage	2
	Tactical points	0
	Leadership	2
	Luck	1

Optional

Weapons & armour options

Hand sword	5pts	4x+1 (4)
Two handed sword	5pts	(2x+1)
Large shield	2pts	
Lance	2pts	4x
Light lance	5pts	
Mortal light lance	15pts	

Army Lists

Any force that includes Scottish Knights.

Special Abilities:
None

A Knight is an individual of noble birth. Scottish Knights have a Leadership value of zero, as such they cannot give out initiative dice.
Dismounted Scottish Knights are not cavalry capable.

The Knight has no movement point of their own, so a Scottish's Dismount brings this into close since an existing horse special list.

Edward de Bruce

Points Cost: 30 (Heavy infantry, light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	5 (chainmail)
BS	Skill	4
	Reaction	3
	Courage	3
	Tactical points	2
	Leadership	3
	Luck	2

Weapons & armour options

Two handed sword	10pts	
Large shield	5pts	
Light lance	5pts	

Army Lists

Scottish Main Army (Early), Holders of Annandale.

Special Abilities:

Tactical Commander

Edward the Bruce's younger brother Edward was less tactful than ambitious leader of men. Here is looks for out of tactical initiative.

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Scottish Heroes

William Wallace of Elderslie

Power Cost: 73 (light infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	3 (buckler)
HL	Skill	
BV	Stamina	
CV	Courage	
T	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options

Release (dirk/shortsword)	Type	db
Two-handed sword	Optn	(1k×1)
Small shield	Optn	
Light horse	Optn	
Short bow	Optn	
Pit blazes		

Army Lists
Scottish Wars Army (Rebel), Highlanders

Special Abilities
Inspirational Leader, Great Prowess

Wallace, Guardian of Scotland

Power Cost: 130 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	1 (none)
HL	Skill	
BV	Stamina	
CV	Courage	
T	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options

Release (dirk/shortsword)	Type	db
Broadsword	Optn	de 1(d6)
Two-handed sword	Optn	(1k×1)
Large shield	Optn	
Light horse	Optn	

Army Lists
Scottish Wars Army (Rebel), Nobles (Great)

Special Abilities
Veteran Commander, Inspirational Leader, Great Prowess, King's Champion and Superior General

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Wallace, Brigand Leader

Power Cost: 75 (light infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	3 (buckler)
HL	Skill	
BV	Stamina	
CV	Courage	
T	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options

Release (dirk/shortsword)	Type	db
Two-handed sword	Optn	(1k×1)
Small shield	Optn	
Light horse	Optn	
Short bow	Optn	
Dutch bow	Optn	

Army Lists
Stirling, Border Raiders

Special Abilities
Inspirational Leader, Great Prowess and Inspirational Leader

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Scottish Heroes

Kerly of [illegible]

Points Cost: [illegible] (light infantry)/(light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

[illegible]	[illegible]	[illegible]
Two handed sword	[illegible]	[illegible]
Small shield	[illegible]	
Light horse	[illegible]	
No Horse		

Army Lists:
Border Raiders, Highlanders

Special Abilities:
[illegible], Superior General.

Kerly was [illegible] to Wallace [illegible].

Special Rules:
Kerly may only be used in an army that also includes Wallace. [illegible]

Andrew de Moray

Points Cost: [illegible] (heavy infantry)/(light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

[illegible]	[illegible]	[illegible]
Two handed sword	[illegible]	[illegible]
Large shield	[illegible]	
Light horse	[illegible]	

Army Lists:
Scottish Main Army (Early), Stirling Bridge, [illegible] of Moray

Special Abilities:
Great Patriot, Superior General and Inspirational leader.

Sir Andrew de Moray was [illegible] commander of the Scottish [illegible] against Edward I. Moray was joint commander of the [illegible] at Stirling alongside Wallace. Sir Andrew suffered a fatal injury [illegible] at Stirling and died from his wounds some months later.

Thomas Gray

Points Cost: [illegible] (light infantry)/(light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

[illegible]	[illegible]	[illegible]
Two handed sword	[illegible]	[illegible]
Large shield	[illegible]	
Light horse	[illegible]	
No Horse		

Army Lists:
Border Raiders, Highlanders

Special Abilities:
Inspirational leader.

History: [illegible] follower of William Wallace.

Special Rules:
[illegible] may only be used in an army that also includes Wallace. [illegible]

[illegible]

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Scottish Heroes:

Donald Strathy, Earl of Mar

Points Cost: 70 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class:	4 (Heavy mail)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical points	4
LD	Leadership	4
L	Luck	4

Weapons & armour options:

Broadsword	Yes	As +1/AC
Large shield	Yes	
Lance	Yes	2b
Light horse	Yes	

Army Lists:

Chooses: English Main Army (Battle), Lowlanders (Early and Late), Scottish Main Army (Late)

Special Abilities:

Tactical Commander.

William de Ross, Earl of Ross

Points Cost: 75 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class:	4 (Heavy mail)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical points	4
LD	Leadership	4
L	Luck	4

Weapons & armour options:

Broadsword	Yes	As +1/AC
Two-handed sword	Yes	(2b+2)
Large shield	Yes	
Light horse	Yes	

Army Lists:

Scottish Main Army (Late), English Main Army (Battle), Mediums (Early), Retainers/Foot (Late)

Special Abilities:

Superior General and Veteran Commander.

Angus Og MacDonald of Argyll

Points Cost: 75 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class:	4 (Heavy mail)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical points	4
LD	Leadership	4
L	Luck	4

Weapons & armour options:

Broadsword	Yes	As +1/AC
Two-handed sword	Open	(2b+2)
Large shield	Yes	
Light horse	Yes	

Army Lists:

Scottish Main Army (Early and Late), Highlanders (Early and Late), Gaunt Mercenaries (Late)

Special Abilities:

Inspirational Leader, Great Patriot.

Robert Keith

Points Cost: 70 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class:	4 (Heavy mail)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical points	4
LD	Leadership	4
L	Luck	4

Weapons & armour options:

Broadsword	Yes	As +1/AC
Two-handed sword	Yes	(2b+2)
Large shield	Yes	
Light horse	Yes	

Army Lists:

English Main Army (Battle), Lowlanders (Early and Late), Landless (All), Scottish Main Army (Late), Gaunt Mercenaries (Late), Arab Weapons (Late)

Special Abilities:

Veteran Commander, Tactical Leader.

Rebellion

Scottish Heroes

Robert de Brus King of Scots

Points Cost: 150 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
CO	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	5pts	[illegible]
Two handed sword	10pts	[illegible]
Large shield	5pts	
Light lance	5pts	
Barded light horse	10pts	

[illegible]

Army Lists:
[illegible]

Special Abilities:
Deadly Blow, Charismatic Leader, Tactical Commander, Great Patriot, Veteran Commander, Inspirational leader and Warrior King

[illegible]

Roger de Kirkpatrick

Points Cost: [illegible]
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	5pts	[illegible]
Two handed sword	10pts	[illegible]
Large shield	5pts	
Light lance	5pts	

Army Lists:
[illegible]

Special Abilities:
Deadly Blow, King's Champion and Veteran Commander

[illegible]

Edward de Brus King of Ireland

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	5pts	[illegible]
Two handed sword	10pts	[illegible]
Large shield	5pts	
Light lance	5pts	

Army Lists:
Irish Invasion Force

Special Abilities:
Tactical Commander, Veteran Commander

[illegible]

Edward de Brus
Illustration by [illegible]

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Rebellion

Scottish Heroes

John of Strathbogie

Points Cost: 95 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early & Late

AC	Armour Class	Maintained
16	Skill	6
18	Stamina	6
7	Courage	3
	Tactical sense	3
145	Leadership	2
	Luck	1

Weapons & armour options:

Broadsword	Style	Ac 0.50
Large shield	Style	(20/1)
Light lance	Style	

Army Lists:
Lowlanders, Medium Horse

Special Abilities:
None

[faded descriptive paragraph]

Christopher Seton

Points Cost: 95 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	Maintained
16	Skill	6
17	Stamina	6
7	Courage	3
13	Tactical sense	3
1	Leadership	
	Luck	

Weapons & armour options:

Broadsword	Style	Ac 0.50
Large shield	Style	
Light lance	Style	

Army Lists:
Scottish Main Army (Early), Lowlanders (Early),
Medium Horse

Special Abilities:
Veteran Commander

[faded descriptive paragraph]

James (the Black) Douglas

Points Cost: 95
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	Maintained
18	Skill	6
18	Stamina	6
7	Courage	3
	Tactical sense	3
18	Leadership	
	Luck	

Weapons & armour options:

Broadsword	Style	Ac 11.50
Two-handed sword	Style	(20/1)
Large shield	Style	
Light lance	Style	
Hurled Light lance	Style	

Army Lists:
Scottish Main Army (Late), Lowlanders (Late), Irish
Invasion Force

Special Abilities:
Veteran Commander, Supernatural Leader
and Superior General

[faded descriptive paragraph]

Christopher Low
Illustrated by Charles Bascombe Wren

Rebellion

Scottish Heroes

John de Graeme

Point Cost: 41 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early

AC	Armour Class	5 (chainmail)
HP	Skill	4
	Stamina	5
	Courage	5
	Tactical prowess	2
LD	Leadership	3
	Luck	0

Weapons & armour options:

Broadsword	1pts	A6+1 (1d8)
Two-handed sword	12pts	[2h-1]
Large shield	7pts	
Light lance	0pts	

Army Lists:

Scottish Main Army (Early), Highlander (Early), and Fallen's (Early)

Special Abilities:

Supreme Commander, Veteran Commander

Sir John de Graeme was a Scottish knight and nobleman born in the town of Dundaff in the late 13th century. He was noted for fighting alongside Sir William Wallace, considered his friend, and right-hand man. Killed at the Battle of Falkirk (1298), when the Scottish forces were beaten under King Edward I of England's stronger force of cavalry.

Sir John de Graeme
illustration by Bobby J. Kitchen

John MacDougall of Lorne

Point Cost: 35 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early & Late

AC	Armour Class	5 (chainmail)
HP	Skill	4
	Stamina	4
	Courage	5
	Tactical prowess	2
LD	Leadership	3
	Luck	1

Weapons & armour options:

Broadsword	1pts	A6+1 (1d8)
Two-handed sword	12pts	[2h-1]
Large shield	7pts	
Light lance	7pts	

Army Lists:

Scottish (Early), Highlander (Early), Clan MacDougall

Special Abilities:

Veteran Commander

The MacDougalls were initially allied with the Comyns, and their importance looked against Robert the Bruce following his murder of John "The Red" Comyn and the subsequent capture of the town. As the later family established Celts and Bruce block, the houses of MacDougall fell and Bruce. The MacDougall was truly just an heir of the MacCrimhin. He drove two armies with MacDonald and MacDougall. John MacDougall was later ransomed to become chief and member of the Clan MacDougall.

James Stewart

Point Cost: 42 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	5 (chainmail)
HP	Skill	4
	Stamina	5
	Courage	5
	Tactical prowess	2
LD	Leadership	3
	Luck	1

Weapons & armour options:

Broadsword	1pts	A6+1 (1d8)
Large shield	7pts	[2h-1]
Heavy armour	7pts	A6+1
Light lance	7pts	
Barbed light lance	12pts	

Army Lists:

Scottish Main Army (Late), Lowlanders, Gallows (Late) and Sassenhan (Late)

Special Abilities:

Supreme General, Tactical Commander

In 1286 he was chosen one of the six Regents of Scotland. He subsequently submitted to King Edward I of England on July 5 1297, and then was of the nation's fall he renounced Robert the Bruce. James Stewart, during the Wars of Scottish Independence became Sir William Wallace. John Wallace's latest at the Battle of Falkirk in 1298, began the support in Rebellion War.

Rebellion

Scottish Heroes

John Comyn the Red

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	7 [illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	Spec	[illegible]
Two handed sword	[illegible]	[illegible]
Large shield	Spec	
Lance	Spec	[illegible]
Light horse	Spec	

Army Lists:
Comyn, English Main Army (Battle),
Scottish Main Army (Battle)

Special Abilities:
Inspirational Leader and Great Patriot.

[illegible]

John Comyn the Black

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	Spec	[illegible]
Two handed sword	[illegible]	[illegible]
Large shield	Spec	
Lance	Spec	[illegible]
Light horse	Spec	

Army Lists:
Comyn

Special Abilities:
Superior [illegible]

The Black Comyn was father of John "the Red" and a competitor for the Scottish throne after the death of King Alexander III.

Alexander Comyn

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	Spec	[illegible]
Two handed sword	[illegible]	[illegible]
Large shield	Spec	
Lance	Spec	[illegible]
Light horse	Spec	

Army Lists:
Comyn

Special Abilities:
Superior [illegible]

[illegible]

Alexander Comyn
Illustration by [illegible]

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Rebellion

Scottish Heroes

Robert Boyd

Points Cost: 91 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	1 (Chainmail)
HK	Skill	0
CT	Reason	0
CG	Courage	0
	Tactical points	0
LD	Leadership	0
L	Luck	1

Weapons & armour options:

Broadsword	3pts	d6+1/20
Large shield	3pts	
Heavy armour	5pts	3pt
Light lance	3pts	
Lance	3pts	
Double light lance	5pts	

Army Lists:

English Main Army (Rebel), Scottish Main Army (Rebel &
Loyal), Lowlanders, Medieval (none), Lowlands (Hill Blocks) and
Borderlands (none).

Special Abilities:

Superior Drilled, Tactical Commander.

In 1306 a Rebel, Royd swore an oath of allegiance to Edward I of
England, but effectively joined William Wallace. He led with King
Robert Bruce at Bannockburn in 1311. He was present leader at
Kilmarnock, Kilbride, Bannington, Dalswinton, etc. He died 1333
and taken prisoner at Halidon Hill.

Thomas Randolph, Earl of Moray

Points Cost: 98 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	0
(chainmail)		
HK	Skill	0
CT	Reason	0
CG	Courage	0
	Tactical points	0
LD	Leadership	0
L	Luck	0

Weapons & armour options:

Broadsword	3pts	d6+1/20
Two-handed sword	5pts	2d6+1/2
Large shield	3pts	
Light lance	3pts	

Army Lists:

Scottish Main Army (Loyal), English Main Army (Rebel),
Freedom of Moray (Loyal), Medieval, Bannockburn (Loyal).

Special Abilities:

Superior Drilled, and Tactical Commander.

Thomas Randolph supported Bruce in the initial stage. He was
captured by the English in 1306 and was forced to fight for the English.
Fighting for the English, he was captured and brought before the King Robert I and he was
embittered to change sides again, and now one of the commanders of the
king's army against Halidon.

Simon Fraser

Points Cost: 93 (heavy infantry/light cavalry)
Primary Allegiance: Scotland
Historical Period: Late

AC	Armour Class	1 (plate)
HK	Skill	0
CT	Reason	0
CG	Courage	0
	Tactical points	0
LD	Leadership	0
L	Luck	0

Weapons & armour options:

Broadsword	3pts	d6+1/20
Two-handed sword	5pts	2d6+1/2
Large shield	3pts	
Lance	3pts	
Light lance	3pts	

Army Lists:

Scottish Main Army (Rebel), Medieval (none),
Bannockburn (none).

Special Abilities:

Tactical Commander, Inspirational Leader
and Superior Drilled.

An outstanding supporter of Robert the Bruce. He has famous for
defeating three English divisions and finally in a day tournament
action on the same day in 1301, and for routing the forces for
William Wallace at the battle of Happrew and of King Robert Bruce.

Rebellion

Scottish Heroes

Malcolm, Earl of Lennox

Malcolm, Earl of Lennox

Niall Campbell of Lochow

Alexander Seymgeour

Rebellion

Scottish Heroes

Edward de Brus, Earl of Carrick

Neill de Brus

Gilbert de la Hay

Rebellion
Irish Warriors

Kern Warrior

Points Cost: 5 (Conscript/light infantry)
Primary Allegiance: Ireland
Historical Period: Early and Late

AC	Armor Class	1
SK	Skill	3
ST	Stamina	1
C	Courage	3

Weapons & armour options

Skeans (short swords/knives)	2pts	2y
Sidearms (javelins)	2d	(2k1)
Claive (hewing spear)	2pts	4v
Small bow	1pt	

The Kerns are the staunch and armed backbone of the Irish clans. Kern warriors may be recruited as conscripts.

Irish Herdsman

Points Cost: 5 (Conscript/light infantry)
Primary Allegiance: Ireland
Historical Period: Early and Late

AC	Armor Class	1
SK	Skill	2
ST	Stamina	1
C	Courage	2

Weapons & armour options

Skeans (short swords/knives)	2pts	2v
Short bow	1pt	
Sidearms (javelins)	2d	(2k1)
Staves	1pt	4v

Irish Herdsmen are castrated peasant herders, hardy of muscle, of weak back. Herdsmen may be recruited as conscripts.

Kern Piper-Boy

Points Cost: 5 (light infantry)
Primary Allegiance: Ireland
Historical Period: Early and Late

AC	Armor Class	1
SK	Skill	1
ST	Stamina	1
C	Courage	2

Weapons & armour options

unarmed

Bagpipes	1pt	

Any unit that includes a piper gains an additional +1 to their morale rolls over any of the latter from up to 12 inches distance. In addition, any unit being routed but within 12 inches of a Piper's unit rolls over gains a +1 to its combat rolls. A piper that may be routed in any force that includes Kern of any description.

A piper is a noncombatant, and is thus not attacked in melee.

Irish Whistler

Points Cost: 10 (Conscript/light cavalry)
Primary Allegiance: Ireland
Historical Period: Early and Late

AC	Armor Class	1
SK	Skill	2.5
ST	Stamina	1
C	Courage	3

Weapons & armour options

Skeans (short swords/knives)	2pts	2v
Darts (throwing spears)	2pts	2k1
Short bow	1pt	
Light lance	2pts	

Whistlers are skilled horsemen, of whistling and to war riders. The Irish Whistlers are also able to shoot their bow from the saddle and even if they have across full measure of their range. When shooting, use the skill rating of 1, but to hand to hand combat use the skill rating of 2. Whistlers may be recruited as conscripts.

Priest (Halfman)

Points Cost: 5 (Right infantry/light cavalry)
Primary Allegiance: Ireland
Historical Period: Early and Late

AC	Armor Class	1
SK	Skill	0
ST	Stamina	1
C	Courage	3

Weapons & armour options

unarmed

ride or donkey	2pts	

Special rule: Blessing of the Halfman

When a unit with a certain kern of if an unit armed with Irish marking too, be placed, may use the blessing of the Priest to issue his halide of and up to automatically pass the test. One Priest model is then removed from the table, but does not count towards the combat total. The option to use the Halfman's blessing is not optional, so chief did at false morale of before castings have their model in an family. Priests breaking on the table.

Priests may not attack or be attacked, but they can be captured and so they may be of interest. Priests fulfill the actual value for individual castings rules.

Priests may be added to any force of any if mounted on a steed of under the Priest gains the movement line of light cavalry and may and charge (instead of on foot). A late-led of any for speed of a halfgy over that following.

Squire

See Squire in the Scottish Warriors section for details.

Rebellion

Irish Heroes

Clan Chieftain

Points Cost: 33 (light infantry, light cavalry)
Primary Allegiance: Ireland
National Period: Early and Late

AC:	Armour Class	5 (light armour)
HD	Skill	5
AT	Reaction	5
D	Courage	6
	Tactical points	3
LD	Leadership	5
SA	Luck	3

Weapons & armour options:

Sidearm	free	As
Broadsword	free	As [+2/+4]
Large shield	free	
Light horse	free	

Army Lists:
Any force that contains Clan warriors.

Special Abilities:
None

*Irish Clan Chiefs are essential before upgrading to a regular
Clan Chieftain may be revealed as someone.*

Horse Lord

Points Cost: 33 (light infantry, light cavalry)
Primary Allegiance: Ireland
National Period: Early and Late

AC:	Armour Class	6 (chainmail)
HD	Skill	6
AT	Reaction	7
D	Courage	8
	Tactical points	8
LD	Leadership	7
	Luck	1 (permanent)

Weapons & armour options:

Sidearm	free	As
Small shield	free	
Horse (driving spear)	free	As
Light horse	free	

Army Lists:
Irish Clansmen.

Special Abilities:
None

*The Horse Lord has a permanent pool of Luck. Each pool can be
revealed to any roll a luck dice on a enemy BRM against the
force.*

Gallagloss

Points Cost: 18 (heavy infantry)
Primary Allegiance: Ireland
National Period: Early and Late

AC:	Armour Class	6 (chainmail)
HD	Skill	4
AT	Reaction	5
D	Courage	4
	Tactical points	0
LD	Leadership	0
	Luck	1 (permanent)

Weapons & armour options:

Sidearm	free	As
Two-handed sword	Triple	(2/+1)
Polearm (axe)	free	(2/+1)

Army Lists:
Irish Clansmen.

Special Abilities:
None

Special Rules:
*The Gallagloss are mostly of Viking descent arms, and were
Red Scots and various fighters. Gallagloss follow the rules of
various warbands. Only an individual can be revealed as option.
For each Gallagloss that is revealed to itself force, you may
include two Luck warriors.*

*The Gallagloss has a permanent pool of Luck. Each pool can be
revealed to any roll a luck dice on a enemy BRM against the
force.*

Rebellion

Irish Heroes

Donal O'Neil, King of Ulster

Aoghan of Ireland

MacDonnell of Ulster

MacMahon of Monnat

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Rebellion

Welsh Warriors

Skirmisher

Welsh Hordsman

Welsh Longbowman

Warriors of Gwynedd

Squire

Rebellion
Welsh Heroes

Welsh Chieftain

Points Cost: 11 *(light infantry (light cavalry)*
Primary Allegiance: Wales
Historical Period: Early

AC	Armour Class	6
BS	Skill	5-2
ST	Stamina	4
C	Courage	4
T	Tactical points	2
LD	Leadership	2
I	Luck	2

Weapons & armour options
Sidearm (short sword/axe)	3pts	*4c*
Broadsword	5pts	*2d (+1d6)*
Large shield	3pts	
Light horse	5pts	

Army Lists
Principality of Wales

Special Abilities
None

Chieftain of Gwynedd

Points Cost: 15 *(heavy infantry)*
Primary Allegiance: Wales
Historical Period: Early

AC	Armour Class	6 *(scale armour)*
BS	Skill	5-2
ST	Stamina	4
C	Courage	4
T	Tactical points	2
LD	Leadership	2
I	Luck	2

Weapons & armour options
Sidearm (short sword/axe)	3pts	4c
Two handed sword	5pts	2d (+1)
Large shield	3pts	

Army Lists
Principality of Wales

Special Abilities
None

Special Rules
None

Welsh Norman Knight

Points Cost: 17 *(heavy infantry (light cavalry)*
Primary Allegiance: Wales
Historical Period: Early

AC	Armour Class	6 *(chainmail)*
BS	Skill	5-2
ST	Stamina	4
C	Courage	4
T	Tactical points	2
LD	Leadership	2
I	Luck	2 *(dismounted)*

Weapons & armour options
Broadsword	5pts	
Large shield	3pts	
Light horse	5pts	

Army Lists
Principality of Wales

Special Abilities
None

Rebellion

Welsh Heroes

Llywelyn ap Gruffydd

Points Cost: 188 (Heavy infantry/light cavalry)
Primary Allegiance: Wales
Historical Period: Early

Weapons & armour options

Army Lists
Principality of Wales

Special Abilities

Dafydd ap Gruffydd

Points Cost: 90 (Heavy infantry/light cavalry)
Primary Allegiance: Wales
Historical Period: Early

Weapons & armour options

Army Lists
Welsh Main Army, Welsh Invasion Force (England)

Special Abilities

Madog ap Llywelyn

Points Cost: 55 (Heavy infantry/light cavalry)
Primary Allegiance: Wales
Historical Period: Early

Weapons & armour options

Army Lists
Principality of Wales

Special Abilities

Cynan ap Maredudd

Points Cost: 39 (Heavy infantry/light cavalry)
Primary Allegiance: Wales
Historical Period: Early

Weapons & armour options

Army Lists
Welsh Army

Special Abilities

Rebellion

French Warriors

Light infantry

Points Cost: 9 (light infantry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	
	Skill	
	Stamina	
	Courage	

Weapons & armour options

Sabrea (short and slow)	2pts	db
Small shield	1pt	
Spear	1pt	db
Nets	2pts	[db]

Light infantry that cannot shield

Archer

Points Cost: 7 (light infantry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	
	Skill	
	Stamina	
	Courage	

Weapons & armour options

Sabrea (short and slow)	2pts	db
Short bow	2pts	
Light bows	2pts	

Crossbowmen

Points Cost: 9 (heavy infantry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	
	Skill	
	Stamina	
	Courage	

Weapons & armour options

Sabrea (short and slow)	2pts	db
Crossbow	2pts	
Light bows	2pts	

Spears

See 'Spears' in the General Warriors section for details.

Heavy infantry

Points Cost: 7 (light infantry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	
	Skill	
	Stamina	
	Courage	

Weapons & armour options

Sabrea (short and slow)	2pts	db
Small shield	1pt	
Polearm (halard)	1pt	[db]

Heavy infantry that is a combination of soldiers and chainmail.

Heavy cavalry

Points Cost: 14 (heavy infantry/heavy helm)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	
	Skill	
	Stamina	
	Courage	

Weapons & armour options

Sabrea (short and slow)	2pts	db
Heavy lance	2pts	
Small shield	1pt	
Lance	2pts	

Rebellion

French Heroes

Capitans

Troop Cost: ... (*light infantry/light cavalry*)
Primary Allegiance: France

Historical Period: Early

AC	Armour Class	
SK	Skill	
RE	Reason	
	Courage	
	Tactical points	
LD	Leadership	
LK	Luck	

Weapons & armour options:

Reinforced	Opts	
Large shield	Opts	
Light lance	Opts	

Army lists:
French Main Army

Special Abilities:
None

French Knights

Troop Cost: ... (*heavy infantry/heavy cavalry*)
Primary Allegiance: France

Historical Period: Early

AC	Armour Class	
SK	Skill	
RE	Reason	
	Courage	
	Tactical points	
LD	Leadership	
LK	Luck	

Weapons & armour options:

Reinforced	Opts	
Large shield	Opts	
Heavy lance	Opts	

Army lists:
French Main Army

Special Abilities:
None

Minister de Roi (Knight)

Troop Cost: ... (*heavy infantry/heavy cavalry*)
Primary Allegiance: France

Historical Period: Early

AC	Armour Class	
SK	Skill	
RE	Reason	
	Courage	
	Tactical points	
LD	Leadership	
LK	Luck	

Weapons & armour options:

Reinforced	Opts	
Large shield	Opts	
Heavy lance	Opts	

Army lists:
French Main Army

Special Abilities:
None

Rebellion

French Heroes

Philippe IV – King of France

Points Cost: 100 (heavy infantry/light cavalry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	[illegible]
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	[illegible]	[illegible]
Large shield	[illegible]	
Light horse	[illegible]	

Army Lists:
French Main Army

Special Abilities:
Tactical Commander, Great Patron and Veteran Commander

[illegible]

Robert II of Artois

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	[illegible] (chainmail)
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	[illegible]	[illegible]
Large shield	[illegible]	
Light horse	[illegible]	

Army Lists:
French Main Army

Special Abilities:
Great Patron and Veteran Commander

[illegible]

Knight Templar

Points Cost: [illegible] (heavy infantry/light cavalry)
Primary Allegiance: France
Historical Period: Early

AC	Armour Class	[illegible] (chainmail)
SK	Skill	[illegible]
ST	Stamina	[illegible]
C	Courage	[illegible]
T	Tactical points	[illegible]
LD	Leadership	[illegible]
L	Luck	[illegible]

Weapons & armour options:

Broadsword	[illegible]	[illegible]
Large shield	[illegible]	
Light horse	[illegible]	

Army Lists:
French Main Army

[illegible]

[illegible]

Rebellion
English Warriors

Light infantry

Points Cost: 5 (Light infantry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Small shield	2pts	
Spear	1pt	2h
Pike	2pts	(2h)

Light infantry must possess armour!

Archer

Points Cost: 5 (Light infantry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Short bow	2pts	
Longbow	3pts	
Mounted Services (AC3)	5pts (Late army only)	
Light horse	7pts	

*Note that Longbow are an expensive option. A third of any
Box list or of the Rebellion list comprises. At least one infantry
unit employs the Longbow. Later other infantry has to equipped
with spears armour!*

Crossbowman

Points Cost: 5 (Heavy infantry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Crossbow	3pts	
Light horse	7pts	

*Crossbowmen at time similar than Crosse of Early, but they also
only used by character and can fit firm the middle West Period!*

Heavy infantry

Points Cost: 5 (Light infantry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Small shield	2pts	
Poleaxe (halberd)	3pts	(2h+)

Heavy infantry must a combination of spears and Poleaxe!

Light cavalry

Points Cost: 12 (Light infantry/Light horse)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Small shield	2pts	
Lance	3pts	2h
Light horse	5pts	

Note infantry must possess armour!

Heavy cavalry

Points Cost: 12 (Heavy infantry/Heavy horse)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	8
SK	Skill	2
ST	Stamina	2
CT	Courage	2

Weapons & armour options

Falinos (Short Sword Axe)	3pts	2h
Small shield	2pts	
Lance	3pts	2h
Heavy horse	7pts	

Note infantry must a combination of spears and Poleaxe!

Rebellion
English Warriors

Squire

Points Cost: 6 (Light Infantry/Light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC:	Armour Class	6
BS:	Skill	3
ST:	Morale	3
C:	Courage	Special

Weapons & armour options
Sidearm (short sword/axe)
Light lance

Irish Conscripts

Irish Chieftain, Churlsmen and Kern warriors may be recruited for forces which include Irish conscripts.

Friar (Holyrood)

Points Cost: 6 (Light Infantry/Light cavalry)
Primary Allegiance: Scotland
Historical Period: Early and Late

AC:	Armour Class	6
BS:	Skill	3
ST:	Morale	3
C:	Courage	3

Weapons & armour options
unarmed
Order of Holyrood

Special rule: Blessing of the Holyrood

Rebellion

English Heroes

Sergeant:

Points Cost: 35 (light infantry/light cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	4 (Unarmed)
BS	Skill	4
ST	Prowess	3
T	Courage	4
T	Tactical points	2
LD	Leadership	3
L	Luck	0

Weapons & armour options:

Sidearm	2pts	£6
Broadsword	3pts	£6 + 1 (£8)
Small shield	2pts	
Light lance	5pts	

Army Lists:
English Mass Army (Early and Late)

Special Abilities:
None

Sergeants and Captains are treated below.

King's Household Knight

Points Cost: 35 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	5 (heavy armour)
BS	Skill	6
ST	Prowess	6
T	Courage	6
T	Tactical points	6
LD	Leadership	5
L	Luck	0

Weapons & armour options:

Broadsword	3pts	£6 + 1 (£8)
Large shield	2pts	
Heavy lance	5pts	
Barbed heavy horse	10pts	

Army Lists:
English Mass Army (Early and Late)

Special Abilities:
None

The King's Household Knights are the personal bodyguard of the King. So long as the King is alive and on the table they will gain any kind of rallying roll. They also use the Order of chivalry buff rule as described in the Army Rules.

Sergeant-at-arms

Points Cost: 25 (light infantry/light cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	4 (partial)
BS	Skill	3
ST	Prowess	3
T	Courage	4
T	Tactical points	1
LD	Leadership	1
L	Luck	0

Weapons & armour options:

Sidearm	2pts	£6
Small shield	2pts	
Light lance	5pts	

Army Lists:
English Mass Army (Early and Late). Welsh incursion forces

Special Abilities:
None

English Sergeants-at-arms are treated below. Full use of the game that will come as later leading options.

English Knight

Points Cost: 35 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	5 (Unarmed)
BS	Skill	6
ST	Prowess	6
T	Courage	6
T	Tactical points	6
LD	Leadership	6
L	Luck	0

Weapons & armour options:

Broadsword	3pts	£6 + 1 (£8)
Lance (cavalry role)	5pts	£6
Large shield	2pts	
Heavy lance	5pts	
Barbed heavy horse	10pts	

Army Lists:
English Mass Army (Early and Late)

Special Abilities:
None

Knights are treated below.

English Heroes

Saxon Knight

Points Cost: 20 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC		
20	Armour Class	3 (dismounted)
	Skill	
20	Stamina	
17	Courage	
	Tactical power	
15	Leadership	
8	Luck	

Weapons & armour options
Broadsword	Yes	Inc GM
Lance (cavalry only)	Yes	No
Large shield	Yes	
Heavy lance	Yes	
Two-handed heavy lance	Upg	

Army Lists:
Knights of the Shire

Special Abilities:
None

This Knight is mounted before.

Special Rules:
This Knight may confer mounts and follow the Rules of Saxon warfare as the main lists.

Sheriff

Points Cost: 18 (light infantry/light cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC		
20	Armour Class	
	Skill	
20	Stamina	
17	Courage	
	Tactical power	
15	Leadership	
1	Luck	

Weapons & armour options
Helmet	Yes	No
Broadsword	Yes	Inc GM
Armour	Yes	AC2
Large shield	Yes	
Light lance	Yes	

Army Lists:
English Garrison

Special Abilities:
None

Sheriffs are respected heroes equivalent to a high-ranking captain for the purposes of the game.

Rebellion

English Heroes

Edward I - King of England

Points Cost: 173 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	Bonus
SK	Skill	
ST	Stamina	
C	Courage	
T	Tactical prowess	
LD	Leadership	
	Luck	

Weapons & armour options:

Sidearm	Type	4c
Broadsword	Type	Ac+2(30-1)
Large shield	Type	
Herbal heavy horse	Type	

Army Lists:

English Main Army (Battle), Falkirk

Special Abilities:

Tactical Commander, Great Patron, Inspirational Leader,
Hidden Commander and Warrior King

Edward I, popularly known as Longshanks, was a Plantagenet King of England. He ushered hostile relations by conquering large parts of Wales and almost succeeding in doing the same to Scotland. However his death led to his son Edward II taking the throne and ultimately failing at his attempt to subjugate Scotland. Longshanks reigned from 1272 to 1307.

Edward Prince of Wales

Points Cost: 94 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	Bonus
SK	Skill	
ST	Stamina	
C	Courage	
T	Tactical prowess	
LD	Leadership	
	Luck	

Weapons & armour options:

Sidearm	3pts	4c
Broadsword	3pts	Ac+2(30)
Large shield	3pts	
Herbal heavy horse	10pts	

Army Lists:

English Main Army (Battle), Welsh Summary Army, Kingdom of the Rose

Special Abilities:

Tactical Commander

Son of Edward I, Prince Edward would eventually become King not just Rebel or War in Scotland life.

Edward II - King of England

Points Cost: 91 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	(plus)
SK	Skill	
ST	Stamina	
C	Courage	
T	Tactical prowess	
LD	Leadership	
	Luck	

Weapons & armour options:

Sidearm	3pts	4c
Broadsword	3pts	Ac+1(30)
Large shield	3pts	
Herbal heavy horse	10pts	

Army Lists:

English Main Army (Battle), Bannockburn

Special Abilities:

Tactical Commander, Inspirational Leader

Edward II, was King of England from 1307 until he was forced to abdicate in January 1327. His dealings in regards to nobility confused those of his time and since then have created political strife and his cowardly reputation. Edward in particular had demonstrated his incompetence notably over the financing of these formalities along with the social unrest. His favourites that gave access to kings led the realm to a state of disarray in the assassination of additional favourites.

Rebellion

English Heroes

Aymer de Valence

Points Cost: 90 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	? (Mount)
8k	Skill	8
6f	Stamina	8
5f	Courage	8
7	Tactical points	4
10	Leadership	4
4	Luck	4

Weapons & armour options

Broadsword	5pts	As +1 (Sk)
Large shield	5pts	
Lance	5pts	As
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists

English Main Army (Early and Late), Stirling (English), Falkirk (English), London Hill (English), Bannow (English), Bannockburn (English)

Special Abilities

Charismatic Leader, Tactical Commander and Superior General

The Earl began his military career in Scotland in 1298 and at Bannockburn in 1314 was later appointed by King Edward of Scotland in 1305. In 1307, commanding the English Army at Bannow in action against Robert the Bruce.

Henry de Bohun

Points Cost: 85 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Late

AC	Armour Class	? (Bonus)
8k	Skill	8
6f	Stamina	8
5f	Courage	8
7	Tactical points	3
10	Leadership	3
4	Luck	4

Weapons & armour options

Broadsword	5pts	As +1 (Sk)
Large shield	5pts	
Lance	5pts	As
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists

English Main Army (Late), Bannockburn (English), Anglo-Irish

Special Abilities

Inspirational Leader

A Norman noble knight, Henry de Bohun challenged Robert at the start of the Battle of Bannockburn, but he met an unlucky end, Robert the Bruce, who dispatched him with a single unlucky blow that cut right through his helm, breaking the Bruce axe in the process.

John Hastang

Points Cost: 75 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	? (Mount)
8k	Skill	8
6f	Stamina	8
5f	Courage	8
7	Tactical points	3
10	Leadership	3
4	Luck	4

Weapons & armour options

Broadsword	5pts	As +1 (Sk)
Large shield	5pts	
Heavy armour	5pts	AC1
Lance	7pts	As
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists

Garrison (Early), Welsh Invasion Force, *

Special Abilities

Tactical Commander and King's Champion

Sir John Hastang first commanded at the siege of the Siege Stronghold and died many actions in against the Welsh.

* Hastang may only be deployed as a force that remains deployment of a Scots for King's Stronghold Garrison.

Walter Huntercombe

Points Cost: 75 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	? (Mount)
8k	Skill	8
6f	Stamina	8
5f	Courage	8
7	Tactical points	3
10	Leadership	3
4	Luck	4

Weapons & armour options

Broadsword	5pts	As +1 (Sk)
Large shield	5pts	
Heavy armour	5pts	AC1
Lance	5pts	As
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists

Welsh Invasion Force, Stirling (English), Falkirk (Early)

Special Abilities

Tactical Commander

Huntercombe was an important General in many of the noted Kingdom, the West and Scottish Wars. He commanded 12 knights at Stirling and fought with distinction at Falkirk.

Rebellion

English Heroes

Robert Clifford

Bartram Mortimer Fitz

Messulake de Hooray

John de Montfray
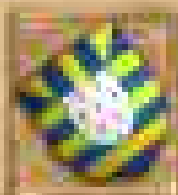
Rebellion

English Heroes

Edmund Mortimer, Marcher Lord

Points Cost: 45 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early & Late

AC:	Armour Class	8 (shaded)
SK:	Skill	
ST:	Stamina	
C:	Courage	
	Tactical points	
LD:	Leadership	
L:	Luck	

Weapons & armour options:

Broadsword	5pts	d6+1/D3
Large shield	5pts	
Lance	5pts	d6
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists:

Welsh (common cause), Welsh Marchers (Derby, English),
Welsh (England)

Special Abilities:

None

*Edmund Mortimer was a Marcher Lord and Justiciar of Wales.
Roger Mortimer held the same offices in 1327ty.*

William & Edmund & Egremont

Points Cost: 35 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC:	Armour Class	7 (horse)
SK:	Skill	
ST:	Stamina	
C:	Courage	
	Tactical points	
LD:	Leadership	
L:	Luck	

Weapons & armour options:

Broadsword	5pts	d6+1/d3
Large shield	5pts	
Lance	5pts	d6
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists:

English Main Army (Early and Late), Fuller's Richmond,
Anglo-Irish (William), Remember's (William)

Special Abilities:

None

*On the 8th day of September 1450, Thomas Randolph, Earl of Moray,
ambushed an English party of 300 men at arms. King Edward led the
sortie. Instead of battling, the English impelled their lines earlier and
rider of chief leaders charged the fore. Sir William & Egremont's Ran
away from and was killed by the Scottish pikemen. Sir John
Stewart had further done at war in Falkirk (1298), and at Nisbet
School Castleneau (1301).*

Piers Gaveston

Points Cost: 75 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC:	Armour Class	7 (shot)
SK:	Skill	
ST:	Stamina	
C:	Courage	
	Tactical points	
LD:	Leadership	
L:	Luck	

Weapons & armour options:

Broadsword	5pts	d6+1/d6+1
Large shield	5pts	
Lance	5pts	d6+1
Heavy horse	15pts	
Barded heavy horse	25pts	

Army Lists:

Any army that also includes Edward, Prince of Wales
or Edward II.

Special Abilities:

Deadly Blow, Banner, Commander and King's Champion.

*The early of the favorites of King Edward II is well known. He has
said that Edward II was joined the effect for homosexuality but
history is silent... but when Longshanks died Edward II lavished
him... himself that kind of a criminal... was elevated him well beyond
his disgrace, Barons rebelled and eventually when chased by
them, he has beheaded in the presence of the Earl of Lancaster for
King Edward.*

Piers Gaveston
Execution by Charles Randolph Moss

Rebellion

English Heroes

John Gyffard, Marcher Lord

Points Cost: 90 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early & Late

AC	Armour Class	4 (chainmail)
	Skill	
	Stamina	
	Courage	
	Tactical genius	
	Leadership	
	Luck	

Weapons & armour options:

Broadsword		d6+1(2h)
Large shield		
Lance		d6
Heavy lance		
Barded heavy lance		

Army Lists:

Welsh Invasion Force, Welsh Marches

Special Abilities:

Tactical Commander and Superior General.

John Gyffard has a Marcher Lord sub-faction of War.

Wenting, Sheriff of Clydesdale

Points Cost: 80 (heavy infantry/light cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	4 (chainmail)
	Skill	
	Stamina	
	Courage	
	Tactical genius	
	Leadership	
	Luck	

Weapons & armour options:

Broadsword	Spear	d6+1(2h)
Large shield		
Light lance		

Army Lists:

English Garrison Staff(s)

Special Abilities:

None.

William Wentrig, the Sheriff of Clydesdale was found of the Welsh... cruelly carried William Wallace's wife Marion after...

Special Rule 'Wallace's Revenge'

If William Wallace is in combat with Wenting and strikes a blow, he will kill Wenting regardless of hit rate. Bonus game. Double for cleaving...

John de Warenne

Points Cost: 90 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	4 (chainmail)
	Skill	
	Stamina	
	Courage	
	Tactical genius	
	Leadership	
	Luck	

Weapons & armour options:

Broadsword	Spear	d6+1(2h)
Large shield	Spear	
Lance	Spear	d6
Heavy lance	Spear	
Barded heavy lance	Spear	

Army Lists:

Welsh Invasion Force, Stirling (England), ... (England)

Special Abilities:

Tactical Commander and Superior General.
Warenne served in Edward I's Welsh campaigns in 1277, 1282, and 1287. In 1296 he received the Guardian of Scotland and Wales and played part of the following years went on Scotland. Warenne was one of the commanders at the Battle of Falkirk.

Hugh de Cressingham

Points Cost: 25 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early

AC	Armour Class	4 (chainmail)
	Skill	
	Stamina	
	Courage	
	Tactical genius	
	Leadership	
	Luck	

Weapons & armour options:

Broadsword	Spear	d6+1(2h)
Large shield	Spear	
Heavy lance	Spear	
Barded heavy lance	Spear	

Army Lists:

Stirling (England)

Special Abilities:

None.

When King Edward I appointed the Cressingham the treasurer of Scotland in 1296, he rapidly became the most unpopular man in the country. Evidence of that treachery and cruelty when he... commanding two... Wallace and Stirling Bridge and letting flow his terrible end. A bizarre contemporary war chronicle said that some of the Scotsmen flayed... a strip from his skin. Wallace himself is said to have...

Rebellion
English Heroes

John de Vescye

Points Cost: 95 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	3 (Barrel)
SK	Skill	
ST	Stamina	
	Courage	
	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options:

Broadsword	5pts	+x (3k)
Large shield	5pts	
Lance	5pts	+x
Heavy horse	15pts	
Barded heavy horse	17pts	

Army Lists:
English Main Army (Early and Late)

Special Abilities:
King's Champion

Humphrey de Bohun

Points Cost: 95 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	3 (Barrel)
SK	Skill	
ST	Stamina	
	Courage	
	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options:

Broadsword	5pts	+x (3k)
Large shield	5pts	
Lance	5pts	+x
Heavy horse	15pts	
Barded heavy horse	17pts	

Army Lists:
English Main Army (Early and Late), Gascon Main

Special Abilities:
Veteran Commander

Guy Beauchamp de Warwick (The Black Earl)

Points Cost: 95 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Late

AC	Armour Class	3 (Advanced)
SK	Skill	
ST	Stamina	
	Courage	
	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options:

Broadsword	5pts	+x (3k)
Large shield	5pts	
Lance	5pts	+x
Heavy horse	15pts	
Barded heavy horse	17pts	

Army Lists:
English Main Army (Late), Banneret's (English)

Special Abilities:
King's Champion

Ingram de Umfraville

Points Cost: 95 (heavy infantry/heavy cavalry)
Primary Allegiance: England
Historical Period: Early and Late

AC	Armour Class	3 (Advanced)
SK	Skill	
ST	Stamina	
	Courage	
	Tactical points	
LD	Leadership	
L	Luck	

Weapons & armour options:

Broadsword	5pts	+x (3k)
Large shield	5pts	
Lance	5pts	+x
Heavy horse	15pts	
Barded heavy horse	17pts	

Army Lists:
English Main Army (Early and Late), Maltese (English), Banneret's (English)

Special Abilities:
Veteran Commander

Rebellion

Heroic Standards

Heroic Standards may be carried whilst by a normal hero who has 'Standard bearer' listed as a special duties under the profile of his or an ornate Standard bearer as listed hero. If the Standard is being purchased with an ornate Standard bearer use the higher of the two points cost shown. If the Standard is being purchased for use by a normal hero use the lower points cost shown.

Standard of the Swan Knights

Points Cost: 100% *(heavy infantry/heavy cavalry)*
Primary Allegiance: England
Historical Period: Early

	Armour Class		(Enhanced)
AC			
SK	Skill		
ST	Stamina		
C	Courage		
T	Tactical points		
LD	Leadership		
L	Luck		

Weapons & armour options:

Helmet		
Large shield		
Heavy lance		
Shielded heavy lance		

Army Lists:
Kingdom of the Swan.

Special Abilities:
None.

All those knights within 4" of the Swan Standard will gain any refusal of courage are and ... The weight is no cumulative with any other heroic banner.

The Dragon Standard

Points Cost: 100% *(heavy infantry/heavy cavalry)*
Primary Allegiance: England
Historical Period: Early and Late

	Armour Class		(Enhanced)
AC			
SK	Skill		
ST	Stamina		
C	Courage		
T	Tactical points		
LD	Leadership		
L	Luck		

Weapons & armour options:

Helmet		
Large shield		
Heavy lance		
Shielded heavy lance		

Army Lists:
English Main Army (Early and Late).

Special Abilities:
None.

The Dragon standard signifies that no quarter shall be given to the enemy. The sight of the Dragon banner raises feel and blood in everything before. Any opposing hero within 4" of the Dragon Standard may not any Luck. In addition, any opposing hero's Courage 4" of the Dragon Standard will automatically fail if they are required to make an courage test.

Royal Standard

Points Cost: 100% *(heavy infantry/heavy cavalry)*
Primary Allegiance: England
Historical Period: Early and Late

	Armour Class		(Enhanced)
AC			
SK	Skill		
ST	Stamina		
C	Courage		
T	Tactical points		
LD	Leadership		
L	Luck		

Weapons & armour options:

Helmet		
Large shield		
Heavy lance		
Shielded heavy lance		

Army Lists:
Any list that indicates the use of the Royal Standard.

Special Abilities:
None.

The Royal Standard can be carried over when the King of Prince himself is on the field. The standard is printed gold like all by whilst the rest of the army is shown in display an indication the fallen be greater hour. The possible and is can't count for what the King of Prince is included in any display. The King himself fights the own chance to fight hit. And King and ... Any Prince within of both within 4" of the standard will gain +1 in their dice fall in the the fight. This weight is not cumulative with any other heroic banner.

The lists below indicate the availability of a Royal Standard.

England - Standard of King Edward I of King Edward II

England, First invasion - Standard Prince Edward.

England, New Empire - Standard of Prince Edward.

Scotland, Invasion - Standard of King Edward on War

Scotland, First invasion - Standard of King Edward on War

Wales, First Army - Standard of King of Stuart

Prince - Standard of King Philippe IV

Wales - Standard of Prince Llywelyn ap Gruffudd