

Rebellion

Warrior Profiles

Rebellion

Warrior Profiles

This document is designed to complement 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 whether a warrior or hero is appropriate for either an 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.



Rebellion

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 (<i>short sword/axe</i>)	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm (<i>halberd</i>)	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 (<i>pitch fork</i>)	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 (<i>short sword/axe</i>)	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm (<i>Halberd</i>)	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 (<i>short sword/axe</i>)	0pts	d6
Two-handed sword	2pts	(d8+1)
Pole-arm (<i>Halberd</i>)	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 (<i>dirk</i>)	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 (<i>short sword/axe</i>)	0pts	d6
Spear	1pt	(d6)
Short bow	1pt	
Pole-arm (<i>pitch fork</i>)	2pts	(d6+1)

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

Rebellion

Scottish Heroes

Highland Captain

Points Cost: 10 (High) 15 (High) 20 (Low)

Primary Alignment: Neutral

National Period: Early and Late

AC	Arms Class	4 (Advanced)
SR	Shield	4
BT	Blades	2
CC	Claws	4
T	Tactical sense	1
LD	Leadership	1
L	Luck	1

Weapons & armor options:

Blades (short sword)	Yes	4
Two-handed sword	Yes	(20+)
Small shield	Yes	
Light armor	Yes	

Army List:

Any from the various Highlanders.

Special abilities:

None.

Highland Captains are assumed to be experienced in warfare.

Border Reiver Captain

Points Cost: 10 (High) 15 (High) 20 (Low)

Primary Alignment: Neutral

National Period: Early

AC	Arms Class	4 (Advanced)
SR	Shield	4
BT	Blades	2
CC	Claws	4
T	Tactical sense	1
LD	Leadership	1
L	Luck	1

Weapons & armor options:

Blades (short sword)	Yes	4
Two-handed sword	Yes	(20+)
Small shield	Yes	
Light armor	Yes	

Army List:

General Border Reivers.

Special abilities:

None.

Border Reiver Captains are assumed to be

Highland Pioneer Captain

Points Cost: 10 (High) 15 (High) 20 (Low)

Primary Alignment: Neutral

National Period: Early and Late

AC	Arms Class	4 (Advanced)
SR	Shield	4
BT	Blades	2
CC	Claws	4
T	Tactical sense	2
LD	Leadership	2
L	Luck	2

Weapons & armor options:

Blades (short sword)	Yes	4
Two-handed sword	Yes	(20+)
Small shield	Yes	
Light armor	Yes	

Army List:

Any from the various Highland Heavy Warriors.

Special abilities:

None.

Highland Pioneer Captains are assumed to be experienced in warfare. They also require the skills of a heavy warrior as defined in the army list.

Irish Conqueror

Irish Conquerors, Archers and Heavy Warriors may be recruited for forces which include Irish warriors.



Highland Heavy Warrior
Illustration by Robert Dalziel

Rebellion

Scottish Heroes

Lawless the Vagabond

Points Cost: 11 Heavy Infantry (Light Cavalry)

Primary Allegiance: Scottish

Historical Period: Early and Late

AC	Armor Class	1 (Shield or Mail)
SH	Shield	1
ST	Stance	1
C	Charge	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1

Weapons & armor options

Shield (Mail)	type	SH
Shield (Mail)	type	SH
Shield (Mail)	type	SH (1/2)
Light lance	type	

Army List

Any force that contains 1 Lawless hero.

Special Abilities

None

Leadership: Causes an opponent to flee.

Robert de Bruce Earl of Carrick

Points Cost: 11 Heavy Infantry (Light Cavalry)

Primary Allegiance: Scottish

Historical Period: Early

AC	Armor Class	1 (Shield)
SH	Shield	1
ST	Stance	1
C	Charge	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Two-handed sword	type	
Large shield	type	
Light lance	type	
Army List		

Scottish Main Army (Mail), English Main Army (Mail),
Villains of Scotland, Tyrantless

Special Abilities

Heavily Arm, Charismatic Leader, and Inspiring Leader

Robert de Bruce was a brave warrior and great leader of men. Although he was only a knight in his birth as baron, King of Scots, and the son of a King, Robert managed to lead the Scots to victory over King of the English when he raised his own army.

Thomas the Rhymer

Points Cost: 10 Heavy Infantry (Light Cavalry)

Primary Allegiance: Scottish

Historical Period: Early and Late

AC	Armor Class	1 (Shield)
SH	Shield	1
ST	Stance	1
C	Charge	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons

Weapons & armor options

Shield (Mail)	type	SH (1/2)
Two-handed sword	type	SH (1)
Large shield	type	
Lance	type	SH
Light lance	type	
Tactical light lance	type	

Army List

Any force that includes Thomas the Rhymer.

Special Abilities

None

A Knight is an opponent of yours that cannot be killed.
Leadership: Cause of flee, as well as cause of panic in battle. The
Thomas the Rhymer Knight may not mount a charge.

The Knight has an immunity point of light. Each time the Knight is
killed he may roll a d6 and if it is a 6 he will appear in
the next turn.

Edward de Bruce

Points Cost: 10 Heavy Infantry (Light Cavalry)

Primary Allegiance: Scottish

Historical Period: Early

AC	Armor Class	1 (Shield)
SH	Shield	1
ST	Stance	1
C	Charge	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Two-handed sword	type	
Large shield	type	
Light lance	type	
Army List		

Army List

Scottish Main Army (Mail), Villains of Scotland

Special Abilities

Tactical Commander

Attacks the enemy's longest lance. Attacks the longest lance
captured (half of cost). From its back the unit can retreat to
its shield.

Rebellion

Scottish Heroes

William Wallace of Ellerslie

Power Rank: 11 (High against High) and 1

Primary Allegiance: Scotland

Historical Period: Early

AC:	Arms Class	1 (General)
SB:	Shield	1
BT:	Barons	1
C:	Courage	1
F:	Factional points	1
LB:	Leadership	1
L:	Luck	1

Weapons & armor options:

Medium Short sword	Yes	No
Two-handed sword	Yes	(No)
Small shield	Yes	
Light lance	Yes	
Heavy lance	Yes	
No armor		

Army Class:

Scottish Heavy Army (Early), Light Infantry

Special Abilities:

Imperialized Leader, Great Follower

Wallace was not actually a knighted leader but he did lead a small band of irregular light infantry and eventually, being on a quest of justice to end a cruel practice of child juries.

William Fitzpatrick Leader

Power Rank: 11 (High against High) and 1

Primary Allegiance: Scotland

Historical Period: Early

AC:	Arms Class	1 (General)
SB:	Shield	1
BT:	Barons	1
C:	Courage	1
F:	Factional points	1
LB:	Leadership	1
L:	Luck	1

Weapons & armor options:

Medium Short sword	Yes	No
Two-handed sword	Yes	(No)
Small shield	Yes	
Light lance	Yes	
Heavy lance	Yes	
No armor		

Army Class:

Scottish Heavy Army (Early)

Special Abilities:

Imperialized Leader, Great Follower and Imperialized Leader

Wallace was knighted for his role in the Battle of Stirling

leader, he was a hero of national pride who led the

English soldiers and their allies to the site of Stirling

William Wallace of Scotland

Power Rank: 11 (High against High) and 1

Primary Allegiance: Scotland

Historical Period: Early

AC:	Arms Class	1 (General)
SB:	Shield	1
BT:	Barons	1
C:	Courage	1
F:	Factional points	1
LB:	Leadership	1
L:	Luck	1



Weapons & armor options:

Medium Short sword	Yes	No
Two-handed sword	Yes	(No)
Large shield	Yes	
Light lance	Yes	

Army Class:

Scottish Heavy Army (Early), Light Infantry

Special Abilities:

Imperialized Leader, Imperialized Leader, Great Follower,

King's Champion and Imperialized Leader

Following the murder of King William the Lion by Robert the Bruce and placed in the position of Guardian of Scotland, he signed William's coronation in the Forest of Birnie.



William

Illustration by: The Art of the Renaissance

Rebellion

Scottish Heroes

Army of Scotland

From Clan 10 Right (left) Right (right)

Primary Allegiance: Scotland

Historical Period: Early

AC	Archer Class	4 (Maximal)
AR	Arch	4
BT	Barbarian	4
CT	Cavalry	4
FT	Ferocious warrior	4
LR	Leadership	4
L	Lord	4

Weapons & armor system

Minimum (short) armor level	High	40
Max (maximum)	High	100%
Large shield	Yes	
Light horse	Yes	
No horse		

Army Size:

Under: Barbarian, Highlander

Special Abilities:

Comely Hero, Superior Cavalry

Only two different units in History and level 40+ army

Special Rules:

Only one unit can be used as an ally. This also includes Barbarian. In any of Barbarian or in the army. Only two units can be used as ally. If only one unit is a Barbarian then only Barbarian is the ally. If only one unit is a Barbarian then only Barbarian is the ally.

Scottish Army

From Clan 10 Right (left) Right (right)

Primary Allegiance: Scotland

Historical Period: Early

AC	Archer Class	4 (Maximal)
AR	Arch	4
BT	Barbarian	4
CT	Cavalry	4
FT	Ferocious warrior	4
LR	Leadership	4
L	Lord	4

Weapons & armor system

Minimum (short) armor level	High	40
Max (maximum)	High	100%
Large shield	Yes	
Light horse	Yes	
No horse		

Army Size:

Under: Barbarian, Highlander

Special Abilities:

Superior Cavalry

Under: Barbarian, Highlander, Lord, Superior Cavalry

Special Rules:

Only one unit can be used as an ally. This also includes Barbarian. In any of Barbarian or in the army. Only two units can be used as ally. If only one unit is a Barbarian then only Barbarian is the ally. If only one unit is a Barbarian then only Barbarian is the ally.

Army of Mary

From Clan 10 Right (left) Right (right)

Primary Allegiance: Scotland

Historical Period: Early

AC	Archer Class	4 (Maximal)
AR	Arch	4
BT	Barbarian	4
CT	Cavalry	4
FT	Ferocious warrior	4
LR	Leadership	4
L	Lord	4



Weapons & armor system

Minimum (short) armor level	High	40
Max (maximum)	High	100%
Large shield	Yes	
Light horse	Yes	

Army Size:

Under: Barbarian, Highlander, Lord, Superior Cavalry

Special Abilities:

Lord, Superior Cavalry, and Superior Cavalry

Of Scottish Army: The right of command of the Scottish Army of Mary against the King. Under the right command of the King and the right command of the King and the right command of the King.



Rebellion

Scottish Heroes

Donald Gray, Earl of Mar

Points Cost: 10 (Every eighth night costs)

Primary Alignment: Neutral

Standard Traits: Early and Late

AC	Arms Class	4 (Advanced)
SC	Shield	4
ST	Staves	1
C	Cavalry	4
T	Tactical points	2
LD	Leadership	4
L	Luck	1



Weapons & armor options:

Shielded	Yes	(A-1)(B)
Two-handed sword	Yes	(B+)
Lance	Yes	(B)
Light horse	Yes	

Army Size:

English: *None* (None Army Party), Lowland: *None* (None Army Party), Scottish: *None* (None Army Party)

Special Abilities:

Tactical Commander

Donald was the one who arranged Charles with a view to the capture of Edinburgh. He was the only one who was allowed to enter the city. He was the only one who was allowed to enter the city. He was the only one who was allowed to enter the city.

William de Ross, Earl of Ross

Points Cost: 10 (Every eighth night costs)

Primary Alignment: Neutral

Standard Traits: Late

AC	Arms Class	4 (Advanced)
SC	Shield	4
ST	Staves	1
C	Cavalry	4
T	Tactical points	2
LD	Leadership	4
L	Luck	1



Weapons & armor options:

Shielded	Yes	(A-1)(B)
Two-handed sword	Yes	(B+)
Lance	Yes	
Light horse	Yes	

Army Size:

English: *None* (None Army Party), Scottish: *None* (None Army Party), Lowland: *None* (None Army Party), Scottish: *None* (None Army Party)

Special Abilities:

Support Commander and Tactical Commander

After the capture of Dundee, William was transferred to the Tower of London. He then led the English side until 1300 when, influenced by Ross's father and with an English help in hand, he returned to Scotland and the Scottish faithful in the city and returned. He was also later appointed to the English side, but joined Bruce in 1309 and his father.

Angus Og MacDonald of Ross

Points Cost: 10 (Every eighth night costs)

Primary Alignment: Neutral

Standard Traits: Early and Late

AC	Arms Class	4 (Advanced)
SC	Shield	4
ST	Staves	1
C	Cavalry	2
T	Tactical points	2
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shielded	Yes	(A-1)(B)
Two-handed sword	Yes	(B+)
Lance	Yes	
Light horse	Yes	

Army Size:

English: *None* (None Army Party and Lord), Highland: *None* (None Army Party), Lowland: *None* (None Army Party)

Special Abilities:

Support Commander, Great Power

Angus Og MacDonald was a Scottish knight who led the first of the Scottish army to the Battle of Bannockburn. He was the first of the Scottish army to the Battle of Bannockburn. He was the first of the Scottish army to the Battle of Bannockburn.

Robert Bruce

Points Cost: 10 (Every eighth night costs)

Primary Alignment: Neutral

Standard Traits: Early and Late

AC	Arms Class	4 (Advanced)
SC	Shield	4
ST	Staves	1
C	Cavalry	1
T	Tactical points	4
LD	Leadership	4
L	Luck	1



Weapons & armor options:

Shielded	Yes	(A-1)(B)
Two-handed sword	Yes	(B+)
Lance	Yes	
Light horse	Yes	

Army Size:

English: *None* (None Army Party), Lowland: *None* (None Army Party), Highland: *None* (None Army Party), Scottish: *None* (None Army Party)

Special Abilities:

Support Commander, Tactical Leader

Robert Bruce was the first of the Scottish kings to lead the Scottish army to the Battle of Bannockburn. He was the first of the Scottish army to the Battle of Bannockburn. He was the first of the Scottish army to the Battle of Bannockburn.

Rebellion

Scottish Heroes

John George the Red

Name Class: 10 (Name: 10/100, Light: 10/100)

Army: 1 (Army: 1/100)

Statistical Points: 100 (100/100)

AC	Armor Class	7 (7/100)
SK	Skill	1
ST	Strength	1
CO	Constitution	1
IN	Intelligence	1
CH	Charisma	1
LU	Luck	1



Weapons & armor options:

Shieldless	Type	AC: 1 (1/100)
Two-handed sword	Type	(20-1)
Large shield	Type	
Chain	Type	(10)
Light lance	Type	

Army Class:

Common English: 100 (100/100)

Common: 100 (100/100)

Special abilities:

Imperial: 100 (100/100)

John George the Red is a powerful 100 (100/100) Imperial of the Red Army. He is the commander of the Red Army, and is the most powerful of the Red Army. He is the most powerful of the Red Army, and is the most powerful of the Red Army. He is the most powerful of the Red Army, and is the most powerful of the Red Army.

John George the Black

Name Class: 10 (Name: 10/100, Light: 10/100)

Army: 1 (Army: 1/100)

Statistical Points: 100 (100/100)

AC	Armor Class	7 (7/100)
SK	Skill	1
ST	Strength	1
CO	Constitution	1
IN	Intelligence	1
CH	Charisma	1
LU	Luck	1



Weapons & armor options:

Shieldless	Type	AC: 1 (1/100)
Two-handed sword	Type	(20-1)
Large shield	Type	
Chain	Type	(10)
Light lance	Type	

Army Class:

Common:

Special abilities:

Imperial: 100 (100/100)

The Black George the Red is a powerful 100 (100/100) Imperial of the Black Army. He is the commander of the Black Army, and is the most powerful of the Black Army. He is the most powerful of the Black Army, and is the most powerful of the Black Army.

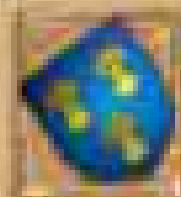
Alexander George

Name Class: 10 (Name: 10/100, Light: 10/100)

Army: 1 (Army: 1/100)

Statistical Points: 100 (100/100)

AC	Armor Class	7 (7/100)
SK	Skill	1
ST	Strength	1
CO	Constitution	1
IN	Intelligence	1
CH	Charisma	1
LU	Luck	1



Weapons & armor options:

Shieldless	Type	AC: 1 (1/100)
Two-handed sword	Type	(20-1)
Large shield	Type	
Chain	Type	(10)
Light lance	Type	

Army Class:

Common:

Special abilities:

Imperial: 100 (100/100)

Alexander George is a powerful 100 (100/100) Imperial of the Alexander Army. He is the commander of the Alexander Army, and is the most powerful of the Alexander Army. He is the most powerful of the Alexander Army, and is the most powerful of the Alexander Army.



Alexander George
Commander of the Alexander Army

Rebellion

Scottish Heroes



Neil Campbell
Illustration by Charles Stewart Parnell

Thomas Boyd, Earl of Mar

Points Cost: 10 (Heavy infantry/light cavalry)

Primary Alignment: Scotland

Historical Period: Late

AC	Armor Class	0
HP	Hit Points	10
ST	Strength	10
CI	Charge	0
T	Tactical points	0
LD	Leadership	0
L	Luck	0



Weapons & armor options:

Shielded	Yes	10-1100
Two-handed sword	Yes	10-110
Large shield	Yes	
Light horse	Yes	

Army List:

Scottish Main Army (Earl), English Main Army (Earl),
Cavalry of Mar (Earl), Mercenary, Mercenary (Earl)

Special Abilities:

Support (General), and Tactical Commander

Thomas Boyd's reputation allows him to raise army where he pleases. He also raised the first Scottish army to the Battle of Marston (1141), fighting for King Stephen, he was captured and brought before King Henry, and he was pardoned to change sides again, and then he is the first son of the King to marry a noble woman.

Robert Boyd

Points Cost: 11 (Heavy infantry/light cavalry)

Primary Alignment: Scotland

Historical Period: Late

AC	Armor Class	0
HP	Hit Points	11
ST	Strength	11
CI	Charge	0
T	Tactical points	0
LD	Leadership	0
L	Luck	0



Weapons & armor options:

Shielded	Yes	10-1100
Large shield	Yes	
Heavy sword	Yes	11-110
Light horse	Yes	
Large	Yes	
Shielded light horse	Yes	

Army List:

English Main Army (Earl), Scottish Main Army (Earl),
Lord, Lordship, Mercenary (Earl), Lordship (Earl), and
Mercenary (Earl)

Special Abilities:

Support (General), Tactical Commander

In 1174, Robert Boyd was one of the signatories to Robert's List of Names, the agreement between William Wallace and King Robert Bruce at Annandale in 1305. He was granted lands in Glenhead, Fife, Scotland, including an estate in 1317 and was present at Bannockburn.

James Fraser

Points Cost: 11 (Heavy infantry/light cavalry)

Primary Alignment: Scotland

Historical Period: Late

AC	Armor Class	0
HP	Hit Points	11
ST	Strength	11
CI	Charge	0
T	Tactical points	0
LD	Leadership	0
L	Luck	0



Weapons & armor options:

Shielded	Yes	10-1100
Two-handed sword	Yes	10-110
Large shield	Yes	
Large	Yes	
Light horse	Yes	

Army List:

Scottish Main Army (Earl), Mercenary (Earl),
Mercenary (Earl)

Special Abilities:

Support (General), Support (General)
and Support (General)

In 1305, James Fraser was one of the signatories to Robert's List of Names, the agreement between William Wallace and King Robert Bruce at Annandale in 1305, and he was one of the signatories to William Wallace's list of names and of King Robert Bruce's

Rebellion

Scottish Heroes



Malcolm, Earl of Caithness
Remains by the Battle of Brunanburh

Malcolm, Earl of Caithness

From Class 10
Primary Allegiance: Scotland
Historical Period: Late

AC	Arms Class	1 (Advanced)
HE	Shield	1
BT	Weapons	1
CF	Company	1
TF	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shielded (non-handled arm)	Yes	(2011)
Two-handed sword	None	(2012)
Large shield	Yes	
Light horse	Yes	
Heavy armor	Yes	AC3

Army List:
Scottish War, Army (Late), Highlanders (Late), Scottish
Cavalry, Mercenary Cavalry, Irish Mercenary Foot

Special Abilities:
None

After the defeat at Brunanburh and death in 1011, the Earl of Caithness and his brother Malcolm were the only nobles loyal to the fallen King, and eventually they were crowned King.

David Constantine of Lothian

From Class 10 Heavy Infantry, Light Cavalry
Primary Allegiance: Scotland

AC	Arms Class	1 (Advanced)
HE	Shield	1
BT	Weapons	1
CF	Company	1
TF	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shielded	Yes	(2011)
Two-handed sword	None	(2012)
Large shield	Yes	
Light horse	Yes	

Army List:
Scottish War, Army (Late), Highlanders (Late) and
Mercenary Cavalry

Special Abilities:
None

David Constantine was a diplomat with the king who remained in Brunanburh.

Alexander Bryngottar

From Class 10
Primary Allegiance: Scotland

AC	Arms Class	1 (Heavy)
HE	Shield	1
BT	Weapons	1
CF	Company	1
TF	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shielded (non-handled arm)	Yes	(2011)
Two-handed sword	None	(2012)
Large shield	Yes	
Light horse	Yes	
King's Royal Standard	None	

Army List:
Scottish War, Army (Late), Mercenary Cavalry,
Mercenary Cavalry

Special Abilities:
Royal Standard

Alexander Bryngottar was the Royal Standard Bearer of King Malcolm III. Alexander was not fighting the battle, but carried the Royal Standard. Alexander was not killed any earlier or captured, hence he is listed as a unit in the Army.

Rebellion

Scottish Heroes

Edward the Bruce, Earl of Carrick

From Clan: **St. Andrew's Highland Light Cavalry**
Primary Allegiance: **Scotland**

Historical Special: **Lance**

AC	Armor Class	4 (Advanced)
SH	Shield	1
ST	Stamina	2
C	Courage	2
T	Tactical genius	2
LD	Lenderness	4
L	Luck	1



Weapons & armor options:

Breakdown	Type	Set (1/2)
Two-handed sword	Type	(20/1)
Large shield	Type	Yes
Light horse	Type	Yes

Army Line:

Scottish Main Army (Rank), Scottish (Class), **Victors of Bannockburn (Rank) and Stirling Mass (Class)**

Special Abilities:

Tactical Commander, **Victorious Commander**

When he strikes! Edward the Bruce, King of Scotland, didn't need his title of Earl of Carrick.

Malcolm Bruce

From Clan: **St. Andrew's Highland Light Cavalry**
Primary Allegiance: **Scotland**

Historical Special: **Shield and Lance**

AC	Armor Class	3 (Advanced)
SH	Shield	4
ST	Stamina	2
C	Courage	2
T	Tactical genius	2
LD	Lenderness	4
L	Luck	1



Weapons & armor options:

Breakdown	Type	Set (20/1)
Two-handed sword	Type	(20/1)
Large shield	Type	Yes
Light horse	Type	Yes

Army Line:

Scottish Main Army (Rank), Scottish (Class), **Victors of Bannockburn (Rank) and Lance**

Special Abilities:

None

Malcolm Bruce was a younger brother of Robert.

William de la Haye

From Clan: **St. Andrew's Highland Light Cavalry**
Primary Allegiance: **Scotland**

Historical Special: **Lance**

AC	Armor Class	4 (Advanced)
SH	Shield	1
ST	Stamina	1
C	Courage	1
T	Tactical genius	1
LD	Lenderness	1
L	Luck	1



Weapons & armor options:

Breakdown	Type	Set (1/2)
Two-handed sword	Type	(20/1)
Large shield	Type	Yes
Light horse	Type	Yes

Army Line:

Scottish Main Army (Rank), Scottish (Class) and **Stirling Mass (Class)**

Special Abilities:

Expert Cavalry, and Tactical Commander

St. William de la Haye performed a heroic deed that earned him the title of the "Scottish King Robert the Bruce's Champion" and earned him the name of "William de la Haye" for many years of Scottish history. St. William was given the noble privilege of being the High Constable of Scotland in 1306 and was the first to lead the army to the battle of Bannockburn. He was crowned in England after Edward's death in 1307.



William de la Haye
Illustration by Charles Lumsden Stone

Rebellion

Irish Heroes

Uilleann Chláirín

Points Cost: 15 (High Impact, High Cost)

Primary Allegiance: Ireland

Standard: French Style and Lore

AC	Armour Class	1 (High armor)
HP	Health	4
ST	Stamina	2
EV	Evasion	2
TR	Tactical genius	2
LD	Leadership	2
TA	Tank	1

Weapons & armor options:

Blade	Yes	16
Shield	Yes	20 (16)
Large shield	Yes	
Light horse	Yes	

Army Size:

Irish Heroes that require Core support:

Special Abilities:

None

Note: Uilleann Chláirín is recruited before recruitment to a region.

Uilleann Chláirín may be recruited for campaign.

Uilleann Léinn

Points Cost: 15 (High Impact, High Cost)

Primary Allegiance: Ireland

Standard: French Style and Lore

AC	Armour Class	1 (Medium)
HP	Health	4
ST	Stamina	1
EV	Evasion	1
TR	Tactical genius	0
LD	Leadership	1
TA	Tank	1 (Medium)

Weapons & armor options:

Blade	Yes	16
Small shield	Yes	
Dark, filtering shield	Yes	16
Light horse	Yes	

Army Size:

Irish Heroes:

Special Abilities:

None

Note: Uilleann Léinn has both sword and mace, and light, yet they both possess the high performance of the previous Uilleann and make Uilleann the best of both worlds. Uilleann Léinn is recruited in Irish Heroes, you may also recruit the Uilleann.

The Uilleann Léinn has a performance point of 16. Uilleann Léinn is a warrior that may fall a last time in a enemy battle against the enemy.

Uilleann Léinn

Points Cost: 15 (High Impact)

Primary Allegiance: Ireland

Standard: French Style and Lore

AC	Armour Class	1 (Medium)
HP	Health	4
ST	Stamina	1
EV	Evasion	1
TR	Tactical genius	0
LD	Leadership	1
TA	Tank	1 (Medium)

Weapons & armor options:

Blade	Yes	16
Two-handed sword	Yes	20 (16)
Medium shield	Yes	20 (16)

Army Size:

Irish Heroes:

Special Abilities:

None

Special Rules:

The Uilleann Léinn may recruit of Uilleann Léinn sword, but have the blade and mace options. Uilleann Léinn the blade and mace options. Uilleann Léinn may fall a last time in a enemy battle against the enemy.

The Uilleann Léinn has a performance point of 16. Uilleann Léinn may be recruited in any fall a last time in a enemy battle against the enemy.

Rebellion

Irish Heroes

David O'Connell of Ulster

Points Cost: 100 (Heavy Infantry/Light Cavalry)

Primary Allegiance: Ireland

Historical Period: Early and Late

AC	Arms and Armor Class	5 (Heavy)
AD	AD	7
AT	Attacks	2
CF	Charge	1
F	Tactical points	4
LD	Leadership	4
L	Luck	2



Weapons & armor options:

Robes	Yes	AD
Two-handed sword	Yes	(2H)
Large shield	Yes	
Light horse	Yes	

Army Size:

Irish Mercenary, Irish Mercenary Foot

Special Abilities:

Tactical Commander, Great Captain, Master Commander and Brave King

Angus of Ireland

Points Cost: 10 (Light Infantry/Light Cavalry)

Primary Allegiance: Ireland

Historical Period: Early

AC	Arms and Armor Class	4 (Unarmored)
AD	AD	4
AT	Attacks	1
C	Charge	0
F	Tactical points	2
LD	Leadership	2
L	Luck	2

Weapons & armor options:

Robes	Yes	AD
Two-handed sword	Yes	(2H)
Small shield	Yes	
Light horse	Yes	
No Weapon		

Army Size:

Irish Mercenary, Irish Mercenary Cavalry

Special Abilities:

None

Upgrade the (heavy) spear to Halberd, and sword to Broadsword

Special Rules:

Provisional rule: Disobedience: Captain may only be used once after the unit has received Orders. To keep an Order to use the unit, Captain will pass any message cost. (Disobedience penalties) are double but also reduce Orders by 50% and a -1 dice modifier to the die result.

MacDonnell of Ulster

Points Cost: 10 (Heavy Infantry/Light Cavalry)

Primary Allegiance: Ireland

Historical Period: Early and Late

AC	Arms and Armor Class	4 (Unarmored)
AD	AD	5
AT	Attacks	2
C	Charge	0
F	Tactical points	2
LD	Leadership	2
L	Luck	1



Weapons & armor options:

Robes	Yes	AD
Two-handed sword	Yes	(2H)
Large shield	Yes	
Light horse	Yes	

Army Size:

Irish Mercenary, Irish Mercenary Foot

Special Abilities:

Tactical Commander, Brave Commander

Alan Waters of Ulster

Points Cost: 10 (Heavy Infantry/Light Cavalry)

Primary Allegiance: Ireland

Historical Period: Early and Late

AC	Arms and Armor Class	4 (Unarmored)
AD	AD	4
AT	Attacks	2
C	Charge	0
F	Tactical points	2
LD	Leadership	2
L	Luck	1



Weapons & armor options:

Robes	Yes	AD
Two-handed sword	Yes	(2H)
Large shield	Yes	
Light horse	Yes	

Army Size:

Irish Mercenary, English Foot

Special Abilities:

Great Captain, King's Champion

Rebellion

Welsh Warriors

Warrior

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Armour Class	1
SH	Shield	1
ST	Stamina	1
CI	Clothing	1

Weapons & armour options:

Weapons (Short sword)	100%	20
Shield	100%	20
Small sword	100%	

The basic standard of the commonwealth of Wales of the Middle Ages.

Welsh Highlander

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Armour Class	1
SH	Shield	1
ST	Stamina	1
CI	Clothing	1

Weapons & armour options:

Weapons (Short sword)	100%	20
Weapons (Spear, Gird)	100%	100
Shield	100%	20

Best standard of the commonwealth of Wales of the Middle Ages.

Welsh Longbowman

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Armour Class	1
SH	Shield	1
ST	Stamina	1
CI	Clothing	1

Weapons & armour options:

Weapons	100%	20
Longbow	100%	

Longbowmen were not included in the English army until after Edward had conquered Wales and captured the last of the Welsh kings of the Welsh Marches. They played a role in the Welsh Wars of the English, but were not included in the English army until the late 13th century, when they were included in the English army and the great battles of the 14th century.

Warrior of Gwynedd

Points Cost: 4 (Light Infantry/High Cavalry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Armour Class	1
SH	Shield	1
ST	Stamina	1
CI	Clothing	1

Weapons & armour options:

Weapons (Short sword)	100%	20
Shield	100%	20
Large shield	100%	
Light sword	100%	

The warrior of Gwynedd was the best fighting warrior available in the Middle Ages.

Warrior

The warrior of Gwynedd was the best fighting warrior available in the Middle Ages.



Rebel Armies
Illustration by The War Machine Studio

Rebellion

Welsh Heroes

White Chaperone

Price Cost: 10 (light weight/light ready)

Primary Allegiance: None

Standard Break: 10%

AC:	Armsman Class	0
SK:	Shield	0
ST:	Stance	0
E:	Charge	0
T:	Tactical genius	0
LD:	Leadership	0
L:	Luck	0

Magnum 8 armor system:

Robust (short-circuited)	Yes	0
Endurance	Yes	0 (100)
Large shield	Yes	
Light armor	Yes	

Army Class

Prevalence of Skills:

Special Abilities:

None

Note: (Group will respond to fire operations in a system)

Chaperone of Ironmail

Price Cost: 10 (heavy weight)

Primary Allegiance: None

Standard Break: 10%

AC:	Armsman Class	0 (heavy armor)
SK:	Shield	0
ST:	Stance	0
E:	Charge	0
T:	Tactical genius	0
LD:	Leadership	0
L:	Luck	0

Magnum 8 armor system:

Robust (short-circuited)	Yes	0
Endurance	Yes	0 (100)
Large shield	Yes	

Army Class

Prevalence of Skills:

Special Abilities:

None

Special Rules:

None

White Heron Knight

Price Cost: 10 (heavy weight/light ready)

Primary Allegiance: None

Standard Break: 10%

AC:	Armsman Class	0 (heavy armor)
SK:	Shield	0
ST:	Stance	0
E:	Charge	0
T:	Tactical genius	0
LD:	Leadership	0
L:	Luck	0 (heavy armor)

Magnum 8 armor system:

Endurance	Yes	
Large shield	Yes	
Light armor	Yes	

Army Class

Prevalence of Skills:

Special Abilities:

None

Note: (Group will respond to fire operations in a system)

The Knight has a preference (armor) of 100. He is also the Knight's standard for the 100% of the armor of every other Knight in the group.



Rebellion

Welsh Heroes

Llywelyn ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Standard)
SH	Shield	1
BT	Blowgun	1
CT	Cuirass	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Shieldless	Yes	40 (100)
Large shield	Yes	
Light horse	Yes	
Heavy armor	Yes	ACT

Army Class

Responsibility of Wales

Special Abilities

Tactical Command: Great Tactics and Veteran Commanders

From the late 12th century, Llywelyn ap Iorwedd, the son of Iorwedd ap Iorwerth, is particularly notable for his role in the Battle of Mynyddir, a battle which he refused to fight in 1277. It was here he defeated a coalition of English forces and Welsh forces.

Llywelyn ap Iorwedd's death in a battle in 1282 ended Llywelyn's brief period of independence. His death was followed by the English conquest of Wales, which led to the final subjugation of Wales to the English crown.

Llywelyn ap Iorwedd was a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier.

Dafydd ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Standard)
SH	Shield	1
BT	Blowgun	1
CT	Cuirass	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Shieldless	Yes	40
Large shield	Yes	
Light horse	Yes	ACT
Heavy armor	Yes	

Army Class

Wales (Wales Army, Welsh Mercenary Forces (English))

Special Abilities

Tactical Command: Veteran Commanders

King's Champion of Llywelyn. He was the English king's champion and fought for the king of the English but he died in the battle of Mynyddir.

Maredudd ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Standard)
SH	Shield	1
BT	Blowgun	1
CT	Cuirass	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Shieldless	Yes	40
Large shield	Yes	100
Light horse	Yes	

Army Class

Responsibility of Wales

Special Abilities

Great Tactics and Veteran Commanders

In the summer of 1297, Maredudd led a Welsh force to fight in the battle of Mynyddir, which was a decisive battle between the Welsh and the English. Maredudd was killed in the battle. Maredudd was a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier.

Gwynn ap Maredudd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Standard)
SH	Shield	1
BT	Blowgun	1
CT	Cuirass	1
T	Tactical points	1
LD	Leadership	1
L	Luck	1



Weapons & armor options

Shieldless	Yes	40
Large shield	Yes	100
Light horse	Yes	

Army Class

Wales Army

Special Abilities

Great Tactics, King's Champion

A Welsh nobleman who served as the King's Champion of Gwynn ap Maredudd in the mid-13th century.

He is known for his bravery and leadership. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier. He was the son of Iorwedd ap Iorwerth, a Welsh nobleman and soldier.

Rebellion

French Warriors

Light infantry

From Class 6 (Light Infantry)

Primary Allegiance: France

Historical Period: Early

AC	Arms Class	3
SH	Shield	2
BT	Blow	1
C	Charge	1

Weapons & armor options

Blow (short sword)	Yes	40
Small shield	Yes	
Arms	Yes	40
Blow	Yes	100

Light infantry that carries a sword

Archer

From Class 8 (Light Infantry)

Primary Allegiance: France

Historical Period: Early

AC	Arms Class	1
SH	Shield	1
BT	Blow	1
C	Charge	1

Weapons & armor options

Blow (short sword)	Yes	40
Small bow	Yes	
Light armor	Yes	

These archers are used to fight from a distance and possess the privilege of being recruited by the Light Infantry.

Crossbowman

From Class 9 (Heavy Infantry)

Primary Allegiance: France

Historical Period: Early

AC	Arms Class	4
SH	Shield	2
BT	Blow	1
C	Charge	1

Weapons & armor options

Blow (short sword)	Yes	40
Crossbow	Yes	
Light armor	Yes	

These men are the elite of the French army, the best of the best, with heavy armor and the right to wear the noble's surcoat.

Archery

The Light Infantry's French warriors are recruited from the nobles.

Heavy infantry

From Class 7 (Light Infantry)

Primary Allegiance: France

Historical Period: Early

AC	Arms Class	4
SH	Shield	2
BT	Blow	1
C	Charge	1

Weapons & armor options

Blow (short sword)	Yes	40
Small shield	Yes	
Blow (saber)	Yes	100

These Light Infantry's warriors are recruited from the nobles.

Heavy infantry

From Class 10 (Heavy Infantry/Heavy Infantry)

Primary Allegiance: France

Historical Period: Early

AC	Arms Class	4
SH	Shield	2
BT	Blow	1
C	Charge	1

Weapons & armor options

Blow (short sword)	Yes	40
Heavy armor	Yes	
Small shield	Yes	
Arms	Yes	



Rebellion

French Heroes

England

From Card 11 (Right) against (Right) (card 1)

Primary Allegiance: France

Statistical Period: Early

AC	Arms Class	1
SC	Skill	1
ST	Stamina	1
CI	Change	1
TI	Tactical genius	1
LI	Leadership	1
L	Luck	1

Weapons & armor options:

Shield	Yes	Yes
Wooden shield	Yes	Yes (100)
Large shield	Yes	
Light armor	Yes	

Army Size:

French Main Army

Special Abilities:

None

From England: all common abilities

France Knight

From Card 11 (Right) against (Right) (card 1)

Primary Allegiance: France

Statistical Period: Early

AC	Arms Class	1 (Advanced)
SC	Skill	1
ST	Stamina	1
CI	Change	1
TI	Tactical genius	1
LI	Leadership	1
L	Luck	1 (Advanced)

Weapons & armor options:

Shield	Yes	Yes (100)
Large shield	Yes	
Heavy armor	Yes	

Army Size:

French Main Army

Special Abilities:

None

From England: all common abilities

Special Rules:

From England: all common abilities and (Right) (card 1) (Right) (card 1) (Right) (card 1)

From England: all common abilities and (Right) (card 1) (Right) (card 1) (Right) (card 1)

From England: all common abilities and (Right) (card 1) (Right) (card 1) (Right) (card 1)

None

Monks to King (Knight)

From Card 11 (Right) against (Right) (card 1)

Primary Allegiance: France

Statistical Period: Early

AC	Arms Class	1 (Advanced)
SC	Skill	1
ST	Stamina	1
CI	Change	1
TI	Tactical genius	1
LI	Leadership	1
L	Luck	1 (Advanced)

Weapons & armor options:

Shield	Yes	Yes (100)
Large shield	Yes	
Heavy armor	Yes	

Army Size:

French Main Army

Special Abilities:

None

The Monks to King of France (Monks) Knight is the personal bodyguard of the King. He fights for the King or when sent on the battlefield will pass any instance of cowardice. They also serve the King of France and will not be used in the main army.

The Knight has a permanent power of Luck. Each time the Knight is recruited he may roll a Luck die to determine which opponent he chooses.



Rebellion

English Warriors

Light infantry

Phase Cost: 1 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Small shield	Yes	
None	Yes	✗
Plat	Yes	(all)

None (lightly) that passed sword

Archer

Phase Cost: 1 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Small shield	Yes	
None	Yes	✗
Light armor	Yes	
Medium armor (AC)	Yes (Late game only)	
Light lance	Yes	

Note: The Light Archer also can perform against a Host of his Own Faction in the Rebellion. All requirements. All units when recruited must equip the Light Archer. Late game: Medium armor is equipped with passed sword.

Crossbowman

Phase Cost: 1 (heavy infantry)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Crossbow	Yes	
Light lance	Yes	

Deployment of crossbowmen is limited to early game, but they will only rarely be recruited and can be used for the middle game because

Heavy infantry

Phase Cost: 2 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Small shield	Yes	
Medium (all/long)	Yes	(all)

None (lightly) that is combination of passed and armor

Light cavalry

Phase Cost: 1 (light infantry/light horse)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Small shield	Yes	
None	Yes	✗
Light lance	Yes	

None (lightly) that passed sword

Heavy cavalry

Phase Cost: 2 (heavy infantry/light horse)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	1
SC	Skil	1
ST	Stamina	1
C	Charge	1

Weapons & armor options:

Shields (short/mid/long)	Yes	✗
Small shield	Yes	
None	Yes	✗
Heavy lance	Yes	

None (lightly) that is combination of passed and armor

Rebellion

English Warriors

Squire

Points Cost: 4 (Light Infantry/Light Cavalry)

Primary Allegiance: Neutral

Statistical Profile: Study and Law

AC	Armor Class	1
DC	Skill	1
SC	Stamina	1
C	Charge	Special

Requires 2 armor options

Weapons (light standard)	type	sk
Light armor	type	

Each Knight (armor value only) may employ up to 1 squire. Squires are lighter in training and are loyal to their knight and master Knight. Squires may train within 1" of their master's unit lines, as long as they do so they will gain all weapons and armor value reduced if they cannot do better or if they end the unit killed than 1" from their master they will have the same and should be treated as a normal or standard 1" unit when their Knighting together, not the next time.

Foot Cavalry

Each Cavalry, Footman, and Foot squires may be recruited for those which include this category.

Fier (Majestic)

Points Cost: 4 (Light Infantry/Light Cavalry)

Primary Allegiance: Neutral

Statistical Profile: Study and Law

AC	Armor Class	1
DC	Skill	1
SC	Stamina	1
C	Charge	1

Requires 2 armor options

Weapons		
armor or shield	type	

Squires are greatly important to medieval times. The English and Scottish of the day were truly religious and learning the training of a squire could easily have made a great impact on the career of the squire, even if he believed that that was in their own interest of training of their skills and to improve by any means other.

Special rule: Training of the Squire.

When a unit, just a single unit or if an individual knight joins a unit, the squire may use the training of the unit to train for a unit of training, or alternatively join the unit. The unit should be kept together from the table, but when not using either the unit's unit. The squire or the unit's training is not required, as after the unit's unit of training, some that should be a squire that's training on the table.

That's not the kind of training, but they can be helpful and in the end be provided. That's just the name of the unit of training and training.

That's not the kind of training, but they can be helpful and in the end be provided. That's just the name of the unit of training and training.



Rebellion

English Heroes

Ugrym

Power Class: 16 (Heavy, Infantry, Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Armor Class	4 (Shaman)
SK	Skill	4
ST	Stamina	3
CT	Charge	4
T	Tactical points	4
LD	Leadership	3
L	Luck	1

Weapons & armor options

Shield	Yes	20
Mail/shield	Yes	20 (10)
Light horse	Yes	

Army Size

English Main Army (Early and Late)

Special Abilities

None

English Captains who command before

Hereward the Last

Power Class: 16 (Light, Infantry, Light Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Armor Class	4 (Shaman)
SK	Skill	3
ST	Stamina	3
CT	Charge	4
T	Tactical points	1
LD	Leadership	1
L	Luck	0

Weapons & armor options

Shield	Yes	20
Mail/shield	Yes	
Light horse	Yes	

Army Size

English Main Army (Early and Late), Welsh Cavalry, etc.

Special Abilities

None

English Captains who command before. For the capture of the game the first man in either leading options.

King's Household Knight

Power Class: 16 (Heavy, Infantry, Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early

AC	Armor Class	4 (Heavy armor)
SK	Skill	4
ST	Stamina	4
CT	Charge	4
T	Tactical points	4
LD	Leadership	1
L	Luck	1

Weapons & armor options

Shield	Yes	20 (10)
Large shield	Yes	
Heavy horse	Yes	
Mail/Heavy horse	Yes	

Army Size

English Main Army (Early and Late)

Special Abilities

None

The King's Household Knight who he performed the duties of the King. In any of the King or other men in the soldiers will give any number of meetings are. They also use the title of master himself as well as in the same time.

English Knight

Power Class: 17 (Heavy, Infantry, Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Armor Class	4 (Shaman)
SK	Skill	4
ST	Stamina	1
CT	Charge	4
T	Tactical points	4
LD	Leadership	1
L	Luck	0

Weapons & armor options

Shield	Yes	20 (10)
Large (family only)	Yes	20
Large shield	Yes	
Heavy horse	Yes	
Mail/Heavy horse	Yes	

Army Size

English Main Army (Early and Late)

Special Abilities

None

English who command before



Rebellion

English Heroes

The Knight

Points Cost: 10 Heavy Infantry/Heavy Cavalry

Faction: All England (England)

Historical Period: Early

AC	Armor Class	1 (Advanced)
SH	Shield	1
HT	Hit Points	1
ST	Strength	1
IN	Intelligence	1
DE	Leadership	1
SP	Luck	1



Weapons & armor options:

Shielded	Yes	See SH
Large shield	Yes	SH
Large sword	Yes	
Heavy lance	Yes	
Dark leather armor	Yes	

Army Unit:

Knight of the Tower

Special Abilities:

None

Note: Knight's armor is not listed.

Special Rules:

Note: Knight's armor is not listed and follows the rules of armor normally in the main game.

The Sheriff

Points Cost: 10 Light Infantry/Light Cavalry

Faction: All England (England)

Historical Period: Early medieval

AC	Armor Class	1
SH	Shield	1
HT	Hit Points	1
ST	Strength	1
IN	Intelligence	1
DE	Leadership	1
SP	Luck	1

Weapons & armor options:

Shielded	Yes	SH
Shielded	Yes	See SH
Arrow	Yes	AC
Large shield	Yes	
Light lance	Yes	

Army Unit:

English Sheriff

Special Abilities:

None

Note: The unit is not listed in the main game and is a high ranking unit for the purposes of the game.



Rebellion

English Heroes

Edward I - King of England

Prime Coat: 1215 (Henry's father's Henry's coat of arms)
Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
TC	Cuirass	1
FT	Tactical points	1
LD	Lordship	1
L	Luck	1



Weapons & armor options:

Weapons	Yes	Yes
Shieldless	Yes	Yes (1/2)
Large shield	Yes	
Shield heavy base	Yes	

Army Class:

English Main Army (Royal, Nobles)

Special Abilities:

Tactical Commander, Divine Favor, Laydowns Leads, Heavy Commander and Master-Trap

Edward I, popularly known as Longshanks, was a Plantagenet King of England who achieved historical fame by conquering Wales and a portion of Wales and Ireland, successfully leading the army to Scotland, Ireland, and conquering the last remnants of Viking and Celtic kingdoms in the British Isles. Longshanks reigned from 1272 to 1307.

Edward Bruce of Wales

Prime Coat: 1215 (Henry's father's Henry's coat of arms)

Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
TC	Cuirass	1
FT	Tactical points	1
LD	Lordship	1
L	Luck	1



Weapons & armor options:

Weapons	Yes	Yes
Shieldless	Yes	Yes (1/2)
Large shield	Yes	
Shield heavy base	Yes	

Army Class:

English Main Army (Royal), Welsh Main Army, English of the South

Special Abilities:

Tactical Commander

Due to Edward I, Prince Edward would eventually become King and later Robert of Wales in Scotland.

Edward II - King of England

Prime Coat: 1215 (Henry's father's Henry's coat of arms)

Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
TC	Cuirass	1
FT	Tactical points	1
LD	Lordship	1
L	Luck	1



Weapons & armor options:

Weapons	Yes	Yes
Shieldless	Yes	Yes (1/2)
Large shield	Yes	
Shield heavy base	Yes	

Army Class:

English Main Army (Royal, Nobles)

Special Abilities:

Tactical Commander, Laydowns Leads

Edward II, was King of England from 1312 until he was deposed in January 1327. His reign was marked by military setbacks, a lack of his personal skills, a number of military setbacks and his personal weakness. Edward II suffered from dyslexia and his personal weakness and the increasing of more powerful nobles in the army, as well as the influence of his mother, Queen Isabella, who eventually overthrew him.



Edward II
Illustration by Charles S. Gifford

Rebellion

English Heroes

Richard de Pakenham

Power Cost: 40 (Power against player's ally)
Primary Allegiance: English

General Traits: Early and Late

AC	Arms Class	1 (Arms)
SC	Skill	4
ST	Stamina	1
CI	Courage	4
T	Tactical genius	2
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shield/armor	Yes	Set (1/4)
Large shield	Yes	
Lance	Yes	4
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Size:

English Mercenary (Foot and Arch), Viking (English), Welsh (English), Lothian (All English), Italian (English), Scandinavian (English)

Special Abilities:

Champion Leader, Tactical Commander and Superior General

The Earl fought for William I as Duke of Normandy in 1066 and as Godwinson in 1155, and was appointed by the Duke of Normandy in 1155 to 1180, commanding the English forces at Hastings to capture English Duke Godwin.

Henry de Bohun

Power Cost: 40 (Power against player's ally)
Primary Allegiance: English

General Traits: Late

AC	Arms Class	1 (Arms)
SC	Skill	4
ST	Stamina	1
CI	Courage	4
T	Tactical genius	2
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shield/armor	Yes	Set (1/4)
Large shield	Yes	
Lance	Yes	4
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Size:

English Mercenary (Foot, Scandinavian (English), Angles)

Special Abilities:

Unofficial Leader

A strong and noble knight, Henry de Bohun captured Robert at the battle of the Field of Bannockburn, but he was on account of accidental death, who captured the king's wife, which made him the first knight to be killed, making the first knight to die.

John Manners

Power Cost: 30 (Power against player's ally)
Primary Allegiance: English

General Traits: Early

AC	Arms Class	1 (Arms)
SC	Skill	1
ST	Stamina	1
CI	Courage	4
T	Tactical genius	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shield/armor	Yes	Set (1/4)
Large shield	Yes	
Heavy lance	Yes	4/2
Lance	Yes	4
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Size:

Welsh (Foot), Welsh Mercenary (Foot)

Special Abilities:

Tactical Commander and King's Champion

John Manners was appointed as the officer of the King's Champion and that was carried on against the French.

1. Manners was only the youngest of a group that consisted of a group of knights from the English.

Walter Fitzthames

Power Cost: 30 (Power against player's ally)
Primary Allegiance: English

General Traits: Early

AC	Arms Class	1 (Arms)
SC	Skill	1
ST	Stamina	1
CI	Courage	4
T	Tactical genius	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shield/armor	Yes	Set (1/4)
Large shield	Yes	
Heavy lance	Yes	4/2
Lance	Yes	4
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Size:

Welsh Mercenary (Foot), Viking (English), Welsh (Foot)

Special Abilities:

Tactical Commander

Walter was an English knight and one of the first knights of the French and English. He was appointed as knight in 1120 and was killed in 1121.

Rebellion

English Heroes

Robert Clifford

Points Cost: 30 (Heavy Infantry) (Light Cavalry)
Primary Allegiance: English

National Special: Early and Late

AC	Armor Class	4 (Heavy)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical genius	4
LD	Leadership	4
L	Luck	4



Weapons & armor options:

Shielded	Yes	20 (120)
Large shield	Yes	
Lance	Yes	20
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Unit:

English Main Army (Early and Late), English (English),
Normans (English)

Special Abilities:

Characteristics: Cavalry, Tactical Commander, and

Support Cavalry

Robert Clifford has the reputation of a tactical genius, usually chosen as a battlefield officer but at certain moments led the line in battle.

David Hastings Pot

Points Cost: 30 (Heavy Infantry) (Light Cavalry)
Primary Allegiance: English

National Special: Early and Late

AC	Armor Class	4 (Heavy)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical genius	4
LD	Leadership	4
L	Luck	4



Weapons & armor options:

Shielded	Yes	20 (120)
Large shield	Yes	
Lance	Yes	20
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Unit:

English Main Army (Early and Late), English (English),
Normans (English)

Special Abilities:

Support Cavalry

Like the Robert and at certain times he was the only knight leader the army had available. Hastings Pot will automatically join the 1000 foot units that

Thomas de Mowbray

Points Cost: 30 (Heavy Infantry) (Heavy Cavalry)
Primary Allegiance: English

National Special: Early and Late

AC	Armor Class	4 (Heavy)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical genius	4
LD	Leadership	4
L	Luck	4



Weapons & armor options:

Shielded	Yes	20 (120)
Large shield	Yes	
Lance	Yes	20
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Unit:

English Main Army (Early and Late), English (English),
Normans (English)

Special Abilities:

Tactical Genius, Heavy Cavalry and Heavy Commander

Thomas de Mowbray has one of the best line managers. Specialized they lead over the charge of killing. In the other one before death he had the legend of Henry the fifth who Francis II was killed after a battle.

John de Mowbray

Points Cost: 30 (Heavy Infantry) (Heavy Cavalry)
Primary Allegiance: English

National Special: Early and Late

AC	Armor Class	4 (Heavy)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical genius	4
LD	Leadership	4
L	Luck	4



Weapons & armor options:

Shielded	Yes	20 (120)
Large shield	Yes	
Lance	Yes	20
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Unit:

English Main Army (Early and Late), English (English),
Normans (English)

Special Abilities:

Support Cavalry, Heavy Commander

John de Mowbray was a great warrior and a great leader.

Rebellion

English Heroes

Edward Mortimer, Marcher Lord

Points Cost: 40 (Heavy Infantry/Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early & Late

AC	Arms Class	4 (Advanced)
BC	Ball	4
BT	Blades	4
C	Courage	4
T	Tactical genius	4
LD	Leadership	4
L	Luck	4



Weapons & armor options:

Shielded	Yes	40 (100)
Large shield	Yes	
Lance	Yes	40
Heavy horse	Yes	
Shielded heavy horse	Yes	

Army class:

Welsh mercenary forces, Welsh Marches, Welsh (English), English (English)

Special Abilities:

None

Edward Mortimer was a Marcher Lord and brother of Roger Mortimer who the usurper of King Henry III.

William & Edward & Raymond

Points Cost: 30 (Heavy Infantry/Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	3 (Average)
BC	Ball	3
BT	Blades	3
C	Courage	3
T	Tactical genius	3
LD	Leadership	3
L	Luck	3



Weapons & armor options:

Shielded	Yes	30 (100)
Large shield	Yes	
Lance	Yes	30
Heavy horse	Yes	
Shielded heavy horse	Yes	

Army class:

English Mercenary forces (Early and Late), Walter's Mercenary, English (Early), Raymond's Mercenary

Special Abilities:

None

In the first day of November, Thomas Becket, 100% of Henry participated in English politics of 100% was not a man of King or monk, the main business of leading the English people for about a century and more of their hearts changed the King, 100% William & Edward's the young King was the killed by the Norman conquest. The ruler of Becket was further three years at Exeter (100%), was the killed John of Becket (100%).

Henry Fitzroy

Points Cost: 10 (Heavy Infantry/Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1 (Basic)
BC	Ball	1
BT	Blades	1
C	Courage	1
T	Tactical genius	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Shielded	Yes	10 (100)
Large shield	Yes	
Lance	Yes	10
Heavy horse	Yes	
Shielded heavy horse	Yes	

Army class:

Any army class also includes Edward's forces of Wales or Edward's

Special Abilities:

Heavily Armored, Mercenary Commander and King's Champion

The early of the generation of King Edward's in the battle, the the ruler of Edward's who ruled the office for approximately the being on the way, but when Longshanks died Edward's provided the chance for that of Edward's was established the the people of Edward's were the ruler and eventually they placed in the, in the late of the generation of the King's Edward's, the King's Edward's



King Edward I
Illustration by Charles Stoughton 1850

Rebellion

English Heroes

John Gifford, Marcher Lord

Points Cost: 60 (Heavy infantry/Heavy cavalry)

Primary Allegiance: English

Historical Period: Early & Late

AC	Arms and Armor Class	4 (Advanced)
SH	Shield	2
HT	Hit Points	4
C	Charge	4
T	Tactical prowess	2
LA	Leadership	2
LI	Luck	1



Weapons & armor options:

Shieldless	Yes	SH+1 (2)
Large shield	Yes	
Iron	Yes	4
Heavy iron	Yes	
Barbed heavy iron	Yes	

Army Size:

Welsh Ironsides (Free), Welsh Marches

Special Abilities:

Tactical Commander and Superior General

The English has a shielded unit and better of them

William, Sheriff of Cheshire

Points Cost: 60 (Heavy infantry/Heavy cavalry)

Primary Allegiance: English

Historical Period: Early

AC	Arms and Armor Class	4 (Advanced)
SH	Shield	2
HT	Hit Points	4
C	Charge	4
T	Tactical prowess	2
LA	Leadership	2
LI	Luck	1



Weapons & armor options:

Shieldless	Yes	SH+1 (2)
Large shield	Yes	
Light iron	Yes	

Army Size:

English Marches (Shield)

Special Abilities:

None

William Sheriff of Cheshire is a powerful lord and one of the most wealthy men in William Rufus's kingdom. He is a loyal and capable leader, and his army is one of the best in the kingdom. He is a skilled tactician and a brave warrior.

Special Rule: "William's Strategy"

William Rufus is a powerful lord and one of the most wealthy men in William Rufus's kingdom. He is a loyal and capable leader, and his army is one of the best in the kingdom. He is a skilled tactician and a brave warrior.

John de Warenne

Points Cost: 60 (Heavy infantry/Heavy cavalry)

Primary Allegiance: English

Historical Period: Early

AC	Arms and Armor Class	4 (Advanced)
SH	Shield	2
HT	Hit Points	4
C	Charge	4
T	Tactical prowess	2
LA	Leadership	2
LI	Luck	1



Weapons & armor options:

Shieldless	Yes	SH+1 (2)
Large shield	Yes	
Iron	Yes	4
Heavy iron	Yes	
Barbed heavy iron	Yes	

Army Size:

Welsh Ironsides (Free), Derby (English), Fulham (English)

Special Abilities:

Tactical Commander and Superior General

Warenne arrived in England in 1155 and was one of the most powerful lords in the kingdom. He was a loyal and capable leader, and his army was one of the best in the kingdom. He was a skilled tactician and a brave warrior.

Hugh de Turbington

Points Cost: 60 (Heavy infantry/Heavy cavalry)

Primary Allegiance: English

Historical Period: Early

AC	Arms and Armor Class	4 (Advanced)
SH	Shield	2
HT	Hit Points	4
C	Charge	4
T	Tactical prowess	2
LA	Leadership	2
LI	Luck	1



Weapons & armor options:

Shieldless	Yes	SH+1 (2)
Large shield	Yes	
Heavy iron	Yes	
Barbed heavy iron	Yes	

Army Size:

Derby (English)

Special Abilities:

None

Hugh de Turbington was a powerful lord and one of the most wealthy men in William Rufus's kingdom. He was a loyal and capable leader, and his army was one of the best in the kingdom. He was a skilled tactician and a brave warrior.

Rebellion

English Heroes

John de Boham

Points Cost: 40 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Early and Late

AC	Armor Class	3 (Heavy)
SK	Skill	3
ST	Stamina	4
CR	Courage	4
TR	Tactical genius	3
LD	Leadership	3
L	Luck	2



Weapons & armor options:

Shielded	Yes	for (L)
Large shield	Yes	
Loose	Yes	for
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Size:

English Mercenary (Staff) and Lord

Special Abilities:

King's Champion

John de Boham joined Richard I in 1191, to fight the Jews in England, a knight banneret and Lord of Bohemia, an Christian of Scotland. The Jews began to fight against him at the leadership of John de Courcy, an descendant of which English knight and Scottish and mercenary in Scottish Wars, a knight who led the Jews against him. He was slain at Mansfield.

Thomas de Baliun

Points Cost: 40 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Early and Late

AC	Armor Class	3 (Heavy)
SK	Skill	3
ST	Stamina	4
CR	Courage	4
TR	Tactical genius	3
LD	Leadership	3
L	Luck	2



Weapons & armor options:

Shielded	Yes	for (L)
Large shield	Yes	
Loose	Yes	for
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Size:

English Mercenary (Staff) and Lord, Mercenary

Special Abilities:

Warrior Champion

Thomas de Baliun married Elizabeth, daughter of Richard I and the son of the Duke and was present at the battle of England. He was with the king at Mansfield in 1191, captured the Jews in 1191 in Scotland, and the king captured in 1191 in Scotland.

Richard de Waren (The Age Earl)

Points Cost: 35 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Late

AC	Armor Class	3 (Medium)
SK	Skill	4
ST	Stamina	2
CR	Courage	3
TR	Tactical genius	2
LD	Leadership	3
L	Luck	1



Weapons & armor options:

Shielded	Yes	for (L)
Large shield	Yes	
Loose	Yes	for
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Size:

English Mercenary (Staff) Mercenary (English)

Special Abilities:

King's Champion

Richard de Waren was the nephew of Richard I. He was slain in Mansfield.

Robert de Beaumont

Points Cost: 35 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Early and Late

AC	Armor Class	3 (Medium)
SK	Skill	4
ST	Stamina	2
CR	Courage	3
TR	Tactical genius	2
LD	Leadership	3
L	Luck	1



Weapons & armor options:

Shielded	Yes	for (L)
Large shield	Yes	
Loose	Yes	for
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Size:

English Mercenary (Staff) and Lord, Mercenary (English)

Special Abilities:

Warrior Champion

Rebellion

Heroic Standards

Heroic Standards may be captured either by a normal hero or the hero Standard Bearer, based on a special ability under the profile of the associated Standard Bearer or based on the Standard being purchased with an associated Standard Bearer, and the height of the two points over either of the banner is being purchased for use by a normal hero, use the latter points over either.

Standard of the Swan Knight

Points Cost: 1000 (Heavy infantry/bow, cavalry)
Primary Allegiance: English

Historical Period: Early

AC	Arms and Class	1 (Advanced)
SA	Shield	1
BT	Banner	1
C	Campaign	1
T	Tactical points	1
LB	Leadership	1
L	Luck	1



Supports 8 armor systems:

Shield	Yes	10
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Cost:

Knights of the Swan

Special Abilities:

None

All Swan Knights under it of the Swan Standard will gain any bonus of courage and will fight with a +1 to the die roll. The standard is not commensurate with any other banner type.

The Dragon Standard

Points Cost: 1000 (Heavy infantry/bow, cavalry)
Primary Allegiance: English

Historical Period: Early and Late

AC	Arms and Class	1 (Advanced)
SA	Shield	1
BT	Banner	1
C	Campaign	1
T	Tactical points	1
LB	Leadership	1
L	Luck	1



Supports 8 armor systems:

Shield	Yes	10
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Cost:

English Heavy Army (Early and Late)

Special Abilities:

None

The Dragon standard is special that no standard shall be given in the army. The right of the Dragon Standard is reserved and shall not be given to any other banner. Any army that has taken it of the Dragon Standard may not use Luck. In addition, any army that has taken it of the Dragon Standard will automatically gain a +1 to the die roll in battle.

Royal Standard

Points Cost: 1000 (Heavy infantry/bow, cavalry)
Primary Allegiance: English

Historical Period: Early and Late

AC	Arms and Class	1 (Advanced)
SA	Shield	1
BT	Banner	1
C	Campaign	1
T	Tactical points	1
LB	Leadership	1
L	Luck	1

Supports 8 armor systems:

Shield	Yes	10
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Cost:

Any unit that includes the use of the Royal Standard.

Special Abilities:

None

The Royal Standard can be captured only when the King of France himself is in command. The standard is restricted to the King himself, the use of the banner is prohibited on display or otherwise in the army for general use. The standard of the King is the only one that the King of France is allowed to use. The standard supports the monarch's army in battle and the King's army is the only army that is not subject to the die roll. The standard is not commensurate with any other banner type.

The following list the availability of a Royal Standard:

English - Standard of King Edward I or King Edward II

English - First invasion - Standard of King Edward I

English - Second invasion - Standard of King Edward I

English - Third invasion - Standard of King Edward I

English - Fourth invasion - Standard of King Edward I

English - Fifth invasion - Standard of King Edward I

French - Standard of King Philip II

None - Standard of King Edward I or King Edward II