

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 Warriors

Squads

Points Cost: 8 (Sight adjustment: light cavalry)
Primary Allegiance: Scotland

Historical Period: Early and Late

AC	Arms and Class	1
SH	Shield	1
ST	Staves	1
C	Charge	Normal

Weapons & armor options:

Arms and Class	Arms	SH
Shield	SH	

Each Squad (except for the elite) has a maximum of 10 Squads. Squads are lighter in strength and are used in that individual Squad. Squads may be used in a 10' or 20' front or in a line, or long or short as the player will see all weapons and armor are light. (Squad) should be taken if they are the only Squad that 10' from that point that will leave the side and should be removed from the battle in a situation. The additional rule regarding Squads, see the main rules.

Border Hunter

Points Cost: 7 (Sight adjustment: light cavalry)
Primary Allegiance: Scotland

Historical Period: Early and Late

AC	Arms and Class	1
SH	Shield	1
ST	Staves	1
C	Charge	1

Weapons & armor options:

Arms and Class	Arms	SH
Two-handed sword	Arms	(20'1)
Small shield	SH	
Shield	SH	
Light horse	SH	

Border Hunters are equipped with a bow, a sword, and a shield. Hunters may use a shield but not any other armor. Hunters are not used in a group. They are usually used in a line or in a group of 10' or 20' from the side. Border Hunters are equipped with a bow and a shield. Border Hunters may use any other.

Lowland trained soldier

Points Cost: 7 (Sight adjustment: light cavalry)
Primary Allegiance: Scotland

Historical Period: Early and Late

AC	Arms and Class	1
SH	Shield	1
ST	Staves	1
C	Charge	1

Weapons & armor options:

Arms and Class	Arms	SH
Small shield	SH	
Shield	SH	
Arms and Class	Arms	(20'1)
Shield	SH	(20'1)
Arms and Class	Arms	
Shield	SH	
Light horse	SH	
Light horse	SH	

Fine (Highland)

Points Cost: 8 (Sight adjustment: light cavalry)
Primary Allegiance: Scotland

Historical Period: Early and Late

AC	Arms and Class	1
SH	Shield	1
ST	Staves	1
C	Charge	1

Weapons & armor options:

Arms and Class	Arms	SH
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Highland warriors are equipped with a sword, a bow, and a shield. The Highland warriors are used in a group of 10' or 20' from the side. Highland warriors are equipped with a sword, a bow, and a shield. Highland warriors are used in a group of 10' or 20' from the side.

Special rule: Bowing of the Highland

When a unit gets a certain number of arrows, the player may bow the Highland warriors. The player may bow the Highland warriors in a group of 10' or 20' from the side. The player may bow the Highland warriors in a group of 10' or 20' from the side.

Units may not be used in a group of 10' or 20' from the side. Units may not be used in a group of 10' or 20' from the side.

Units may not be used in a group of 10' or 20' from the side. Units may not be used in a group of 10' or 20' from the side.



Illustration by Charles Spurgeon, 1850

Rebellion

Scottish Heroes

Highland Captain

Points Cost: 10 (High) 12 (High/Light) 15 (Low)

Primary Alignment: Neutral

National Period: Early and Late

AC	Arms Class	4 (Advanced)
SR	Shield	4
BT	Blades	2
CC	Claws	2
T	Tactical sense	2
LD	Leadership	2
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/Light) 12 (Low)

Primary Alignment: Neutral

National Period: Early

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

Points Cost: 10 (High) 12 (High/Light) 15 (Low)

Primary Alignment: Neutral

National Period: Early and Late

AC	Arms Class	4 (Advanced)
SR	Shield	4
BT	Blades	2
CC	Claws	2
T	Tactical sense	2
LD	Leadership	2
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 Highland Private Warriors.

Special abilities:

None.

Highland Private Captains are assumed to be experienced in warfare. Private Captains require the rules for Private Captains as defined in the main text.

Irish Conqueror

Irish Conquerors, Ambassadors and Bards warriors may be recruited for forces which include Irish warriors.



Highland Private Captain
Illustration by Robert Dalrymple

Rebellion

Scottish Heroes

Laird of Uppercourt

Points Cost: 11 Heavy Infantry (High mobility)

Primary Alignment: Scottish

Historical Period: Early and Late

AC	Arms and Armor Class	1 (provided or none)
SH	Shield	0
ST	Stamina	2
C	Charge	0
T	Tactical genius	2
LD	Leadership	2
L	Luck	1

Weapons & armor options:

Two-handed sword	Type	A
Large shield	Type	A or (B)
Light lance	Type	B

Army Size:

Any force that contains Laird of Uppercourt

Special Abilities:

None

Leadership: Causes an opponent to flee

Ruler of the East End of Uppercourt

Points Cost: 11 Heavy Infantry (High mobility)

Primary Alignment: Scottish

Historical Period: Early

AC	Arms and Armor Class	1 (provided)
SH	Shield	1
ST	Stamina	2
C	Charge	1
T	Tactical genius	1
LD	Leadership	1
L	Luck	1



Weapons & armor options:

Two-handed sword	Type	B
Large shield	Type	None
Light lance	Type	None

Army Size:

Scottish Main Army (Shield), English Main Army (Shield)

Yielders of Uppercourt, Uppercourt

Special Abilities:

Heavily Arm, Charismatic Leader, and Inspirational Leader

Labels on this map refer to the main battle and great battle of 1314. Although he was only a ruler in his birth in the East End of Uppercourt, and the center of the English occupation, he led the Scots to victory and fought for the English when he joined the crown.

Scottish Knight

Points Cost: 10 Heavy Infantry (High mobility)

Primary Alignment: Scottish

Historical Period: Early and Late

AC	Arms and Armor Class	1 (provided)
SH	Shield	1
ST	Stamina	2
C	Charge	0
T	Tactical genius	0
LD	Leadership	1
L	Luck	1



(Not named)

Weapons & armor options:

Two-handed sword	Type	A or (B)
Two-handed sword	Type	(B)
Large shield	Type	None
Lance	Type	A
Light lance	Type	None
Tactical light lance	Type	None

Army Size:

Any force that includes Scottish Knight

Special Abilities:

None

A Knight is an opponent of sword and shield. Scottish Knight is a Leadership (not of self), as with the rest of knights in the Scottish Army. Knight may not marry a noble.

The Knight has a maximum of 10 points. Each time the Knight is killed, he may be replaced by a new Knight of the same type.

Edward the Bruce

Points Cost: 10 Heavy Infantry (High mobility)

Primary Alignment: Scottish

Historical Period: Early

AC	Arms and Armor Class	1 (provided)
SH	Shield	1
ST	Stamina	2
C	Charge	1
T	Tactical genius	1
LD	Leadership	1
L	Luck	2



Weapons & armor options:

Two-handed sword	Type	None
Large shield	Type	None
Light lance	Type	None

Army Size:

Scottish Main Army (Shield), Yielders of Uppercourt

Special Abilities:

Tactical Commander

Labels on this map refer to the main battle and great battle of 1314. Although he was only a ruler in his birth in the East End of Uppercourt, and the center of the English occupation, he led the Scots to victory and fought for the English when he joined the crown.

Rebellion

Scottish Heroes

William Wallace of Ellerslie

Power Rank: 75 (High against High) and 6
Primary Allegiance: Scotland

Historical Period: Early

AC:	Armsman Class	3 (General)
SB:	Shield	4
BT:	Barons	3
C:	Courage	4
F:	Tactical genius	4
LI:	Leadership	4
L:	Luck	4

Weapons & armor options:

Medium Shield (optional)	Yes	No
Two-handed sword	Yes	(No)
Small shield	Yes	
Light lance	Yes	
Blunt lance	Yes	
Big lance	Yes	

Army Class:

Scottish Heavy Army (Shield), Light Cavalry

Special Abilities:

Imperialist Leader, Great General

Wallace was not actually a highborn knight but he did lead a small band of freemen, knights and mercenaries, being one of those of whom it was almost certain of failure, prior

Wallace, Guardian of Scotland

Power Rank: 75 (High against High) and 6
Primary Allegiance: Scotland

Historical Period: Early

AC:	Armsman Class	3 (General)
SB:	Shield	4
BT:	Barons	3
C:	Courage	4
F:	Tactical genius	4
LI:	Leadership	4
L:	Luck	4



Weapons & armor options:

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

Army Class:

Scottish Heavy Army (Shield), Light Cavalry

Special Abilities:

Imperialist Commander, Imperialist Leader, Great General,

King's Commander and Imperialist General

Following the murder of King Wallace was captured by Edward in 1305 and imprisoned in the prison of Caister of England. He spent his last years in the Tower of London.

Wallace, Frequent Leader

Power Rank: 75 (High against High) and 6
Primary Allegiance: Scotland

Historical Period: Early

AC:	Armsman Class	3 (General)
SB:	Shield	4
BT:	Barons	3
C:	Courage	4
F:	Tactical genius	4
LI:	Leadership	4
L:	Luck	4



Weapons & armor options:

Medium Shield (optional)	Yes	No
Two-handed sword	Yes	(No)
Small shield	Yes	
Light lance	Yes	
Blunt lance	Yes	
Dark lance	Yes	

Army Class:

Scottish Heavy Army (Shield)

Special Abilities:

Imperialist Leader, Great General and Imperialist Leader

Wallace was knighted for his role in the Battle of Stirling

and he was a hero of national fame who is still remembered

today. Wallace was the first Scottish hero of England.



Wallace
Illustration by: The Art of the Renaissance

Rebellion

Scottish Heroes

Kings of Scotland

From Clan 10 (Light) to Clan 14 (Heavy)

Primary Allegiance: Scottish

Historical Period: Early

HC	Archer Class	1 (Standard)
SC	Skull	1
ST	Warrior	1
TT	Warrior	1
FT	Warrior	1
LT	Warrior	1
LC	Warrior	1
L	Lord	1

Weapons & armor options:

Arrows (Short) (Standard)	Yes	No
Two-handed sword	Yes	(LC/ST)
Small shield	Yes	
Light horse	Yes	
No horse		

Army Size:

Under Scottish Highlanders

Special Abilities:

Overall Hero: Superior Cavalry

Only two different units in History and level up options

Special Skills:

Can't see into walls or over it or other abilities (see other Heroes in Log or History in the game). Can't see past any no-fly zone. If Can't see through a no-fly zone then can't capture. Will not be able to take it if it's not in the zone.

Scottish Army

From Clan 10 (Light) to Clan 14 (Heavy)

Primary Allegiance: Scottish

Historical Period: Early

HC	Archer Class	1 (Standard)
SC	Skull	1
ST	Warrior	1
TT	Warrior	1
FT	Warrior	1
LT	Warrior	1
LC	Warrior	1
L	Lord	1

Weapons & armor options:

Arrows (Short) (Standard)	Yes	No
Two-handed sword	Yes	(LC/ST)
Large shield	Yes	
Light horse	Yes	
No horse		

Army Size:

Under Scottish Highlanders

Special Abilities:

Superior Cavalry

Under the wall of the wall that can't be taken in History

Special Skills:

Can't see into walls or over it or other abilities (see other Heroes in Log or History in the game). Can't see past any no-fly zone. If Can't see through a no-fly zone then can't capture. Will not be able to take it if it's not in the zone.

Rebels of Norway

From Clan 10 (Light) to Clan 14 (Heavy)

Primary Allegiance: Scottish

Historical Period: Early

HC	Archer Class	1 (Standard)
SC	Skull	1
ST	Warrior	1
TT	Warrior	1
FT	Warrior	1
LT	Warrior	1
LC	Warrior	1
L	Lord	1



Weapons & armor options:

Arrows (Short) (Standard)	Yes	No
Two-handed sword	Yes	(LC/ST)
Large shield	Yes	
Light horse	Yes	

Army Size:

Under Main Army (Rebels), Under (Rebels), Rebels of Norway

Special Abilities:

Lord: Superior Cavalry and Superior Cavalry

Can't see into walls or over it or other abilities (see other Heroes in Log or History in the game). Can't see past any no-fly zone. If Can't see through a no-fly zone then can't capture. Will not be able to take it if it's not in the zone.



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)
Large shield	Yes	
Lance	Yes	(B)
Light horse	Yes	

Army Size:

English: English Main Army (Party), Lowlanders (Party) and Lord; Scottish: Main Army (Party)

Special Abilities:

Tactical Commander

Donald was the one who arranged Murray's wedding, representative of David the Fifth. Donald being representative of David the first means he was Murray's father. The Mar family were Murray's father's family. Donald was the first of the Mar family. Donald was the first of the Mar family. Donald was the first of the Mar family.

William de Bruce, 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)
Tactical shield	Yes	(B+2)
Large shield	Yes	
Light horse	Yes	

Army Size:

English: Main Army (Party), English Main Army (Party), Scottish: Bruce, Bruce (Party), Bruce (Party)

Special Abilities:

Support: General and Troop Commander

After the capture of David, William was imprisoned in the Tower of London. He then led the English side until 1300 when, influenced by Bruce's father and with an English help in hand, he returned to Bruce and the Scottish faithful in time for the war and coronation. He had also been converted to the English side, but joined Bruce in 1300 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)
Tactical shield	Yes	(B+2)
Large shield	Yes	
Light horse	Yes	

Army Size:

English: Main Army (Party) and Lord; Highlanders: Party and Lord; Bruce: Bruce (Party)

Special Abilities:

Support: Leader, Great Power

Angus Og MacDonald was a Scottish knight who led the first of the Scottish army at Bannockburn. The MacDonald clan was part of the Scottish army. The MacDonald clan was part of the Scottish army. The MacDonald clan was part of the Scottish army.

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)
Tactical shield	Yes	(B+2)
Large shield	Yes	
Light horse	Yes	

Army Size:

English: Main Army (Party), Lowlanders (Party) and Lord; Lowlanders: Lord; Scottish: Main Army (Party), Bruce (Party), Bruce (Party), and Bruce (Party)

Special Abilities:

Troop: Commander, Tactical Leader

Robert Bruce was the first of the Bruce family. He was the first of the Bruce family. He was the first of the Bruce family. He was the first of the Bruce family.

Rebellion

Scottish Heroes

Robert de Bruce King of Scots

Power Class: 100 Heavy (light/slight cavalry)
Primary Allegiance: Scotland

Statistical Power List:

AC	Armor Class	1 Heavy
SH	Shield	1
ST	Stamina	1
CR	Courage	1
T	Tactical genius	1
LD	Lendability	1
L	Luck	1



Weapons & armor options:

Unarmored	Yes	10-11 (10)
Iron-hafted sword	Yes	10-11
Large shield	Yes	
Light lance	Yes	
Shielded light lance	Yes	
No armor (see Independent Armies)		

Army Size:

Scottish Main Army (land), Lowlanders, Midland (land), Highlanders (land)

Special Abilities:

Cavalry Hero, Charismatic Leader, Tactical Commander, Great Warrior, Brave Commander, Inspirational Leader, and Warrior King

Being crowned king in 1306, Robert is the first of Scotland's Bruce line. He was crowned king in 1306 at Scone, though he fled to France when Edward I's forces invaded, and he spent a considerable amount of time in exile before returning to Scotland in 1314.

Edward de Bruce King of Ireland

Power Class: 100 Heavy (light/slight cavalry)

Primary Allegiance: Scotland

Statistical Power List:

AC	Armor Class	1 Slight
SH	Shield	1
ST	Stamina	1
CR	Courage	1
T	Tactical genius	1
LD	Lendability	1
L	Luck	1



Weapons & armor options:

Unarmored	Yes	10-11 (10)
Iron-hafted sword	Yes	10-11
Large shield	Yes	
Light lance	Yes	

Army Size:

Irish Main Army (land)

Special Abilities:

Tactical Commander, Brave Commander

Edward de Bruce was a Scottish nobleman who became king of Ireland in 1315. He was a member of the Bruce family, which was a branch of the Scottish royal family. He was crowned king in 1315 at Waterford, and he ruled Ireland until his death in 1318. He was a brave and skilled warrior, and he led his army to several victories over the English forces. He was a popular leader, and he was loved by his people. He was a great warrior, and he was a great leader. He was a great man, and he was a great king.

Roger de Redgarret

Power Class: 100

Primary Allegiance: Scotland

Statistical Power List:

AC	Armor Class	1 (Advanced)
SH	Shield	1
ST	Stamina	1
CR	Courage	1
T	Tactical genius	1
LD	Lendability	1
L	Luck	1



Weapons & armor options:

Unarmored	Yes	10-11 (10)
Iron-hafted sword	Yes	10-11
Large shield	Yes	
Light lance	Yes	

Army Size:

Scottish Main Army (land), Lowlanders, Midland (land), Highlanders (land)

Special Abilities:

Cavalry Hero, Brave Commander, Brave Commander

Roger de Redgarret was a brave and skilled warrior who fought for King Robert de Bruce. He was a member of the Redgarret family, which was a noble family in Scotland. He was a great warrior, and he was a great leader. He was a great man, and he was a great king.



Robert de Bruce
Illustration by Charles R. Knight

Rebellion

Scottish Heroes

John of Arundel

Heroic Class: III (Heavy Infantry/Light Cavalry)

Primary Allegiance: Scotland

Historical Period: Early & Late

AC	Armor Class	1 (Advanced)
HE	Health	4
ST	Stamina	2
CR	Courage	3
T	Tactical genius	1
LD	Leadership	2
L	Luck	0



Weapons & armor options:

Shielded	Yes	Yes (20)
Large shield	Yes	(20-2)
Light tower	Yes	

Army Unit:

Leuchers, Madras (200)

Special Abilities:

None

John of Arundel is a noble knight in the service of the King of Leuchers and is known for his bravery and leadership. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury.

James (the Black) Douglas

Heroic Class: III

Primary Allegiance: Scotland

Historical Period: Late

AC	Armor Class	1 (Advanced)
HE	Health	4
ST	Stamina	2
CR	Courage	3
T	Tactical genius	1
LD	Leadership	2
L	Luck	1



Weapons & armor options:

Shielded	Yes	Yes (20)
Two-handed sword	Yes	(20-2)
Large shield	Yes	
Light tower	Yes	
Shielded light tower	Yes	

Army Unit:

Scottish Main Army (200), Cavalry (200), Lord of the Isles (200)

Special Abilities:

Warrior Commander, Superior Leader and Superior General

James Douglas was a Scottish noble and soldier. He was a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury.

Christopher Beane

Heroic Class: III (Heavy Infantry/Light Cavalry)

Primary Allegiance: Scotland

Historical Period: Early and Late

AC	Armor Class	1 (Advanced)
HE	Health	4
ST	Stamina	2
CR	Courage	3
T	Tactical genius	1
LD	Leadership	2
L	Luck	0



Weapons & armor options:

Shielded	Yes	Yes (20)
Large shield	Yes	
Light tower	Yes	

Army Unit:

Scottish Main Army (200), Leuchers (200), Madras (200)

Special Abilities:

Warrior Commander

Christopher Beane was a Scottish noble and soldier. He was a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury. He is a member of the Order of the Garter and is known for his role in the Battle of Tewkesbury.



Christopher Beane
Illustration by The Art of the Game

Rebellion

Scottish Heroes



John de Graham

Illustration by Melissa A. Kallstrom

John de Graham

Points Cost: 45 (Heavy infantry/light cavalry)

Primary Allegiance: Scottish

Standard: Scottish Early

AC	Arms and Armor Class	1 (Advanced)
HE	Shield	4
HT	Hit Points	4
C	Courage	4
T	Tactical genius	2
LD	Leadership	4
L	Luck	0



Weapons & armor options:

Breakdown	Yes	(A-C)(D)
Two-handed sword	Yes	(B-C)
Large shield	Yes	
Light horse	Yes	

Army List:

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

Special Abilities:

Superior Commander, Trench Commander

John de Graham was a Scottish knight and noble lord in the lands of Fife in the late 14th century. He was a part of fighting alongside Sir William Wallace, assisting his fight, and fought hard near Bannockburn in the Battle of Falkirk (1298), when the Scottish forces were broken under King Edward I of England's stronger force of cavalry.

John MacDougal of Lorne

Points Cost: 45 (Heavy infantry/light cavalry)

Primary Allegiance: Scottish

Standard: Scottish Early & Late

AC	Arms and Armor Class	1 (Advanced)
HE	Shield	4
HT	Hit Points	4
C	Courage	4
T	Tactical genius	2
LD	Leadership	4
L	Luck	1



Weapons & armor options:

Breakdown	Yes	(A-C)(D)
Two-handed sword	Yes	(B-C)
Large shield	Yes	
Light horse	Yes	

Army List:

Scottish Main Army (Early), Highlander (Early), and Highlander

Special Abilities:

Trench Commander

The MacDougal's have closely allied with the Clans, that may support battle against them in the (Major and Minor) wars with the Clans and the Clans' support of the cause. In the late 14th century, John MacDougal, the son of John MacDougal of Lorne, was a Scottish knight and noble lord in the lands of Lorne. He was a part of fighting alongside Sir William Wallace, assisting his fight, and fought hard near Bannockburn in the Battle of Falkirk (1298), when the Scottish forces were broken under King Edward I of England's stronger force of cavalry.

James Stewart

Points Cost: 45 (Heavy infantry/light cavalry)

Primary Allegiance: Scottish

Standard: Scottish Late

AC	Arms and Armor Class	1 (Advanced)
HE	Shield	4
HT	Hit Points	4
C	Courage	4
T	Tactical genius	2
LD	Leadership	4
L	Luck	1



Weapons & armor options:

Breakdown	Yes	(A-C)(D)
Two-handed sword	Yes	(B-C)
Large shield	Yes	
Heavy armor	Yes	(A-C)
Light horse	Yes	
Two-handed sword	Yes	

Army List:

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

Special Abilities:

Superior Commander, Trench Commander

In 1298, the Stewart was the son of James Stewart of Scotland, the second son of Robert I of Scotland, King of Scots, and the son of the mother of the king, Isabella of France. He was a part of fighting alongside Sir William Wallace, assisting his fight, and fought hard near Bannockburn in the Battle of Falkirk (1298), when the Scottish forces were broken under King Edward I of England's stronger force of cavalry.

Rebellion

Scottish Heroes

John George the Red

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

Army: A (Army: 10/10)

Statistical Points: 10/10

AC	Armor Class	7 (Armor)
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 (AC)
Two-handed sword	Type	(20-1)
Large shield	Type	
Loose	Type	(4)
Light lance	Type	

Army Class:

Common English: 10/10

Common: 10/10

Special Abilities:

Imperial: 10/10 and 10/10

John George was a commoner, but he was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords.

John George the Black

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

Army: A (Army: 10/10)

Statistical Points: 10/10

AC	Armor Class	7 (Armor)
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 (AC)
Two-handed sword	Type	(20-1)
Large shield	Type	
Loose	Type	(4)
Light lance	Type	

Army Class:

Common:

Special Abilities:

Imperial: 10/10

The Black George was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords.

Alexander George

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

Army: A (Army: 10/10)

Statistical Points: 10/10

AC	Armor Class	7 (Armor)
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 (AC)
Two-handed sword	Type	(20-1)
Large shield	Type	
Loose	Type	(4)
Light lance	Type	

Army Class:

Common:

Special Abilities:

Imperial: 10/10

Alexander George was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords. He was a member of the House of Commons and a member of the House of Lords.



Alexander George
Member of the House of Commons

Rebellion

Scottish Heroes



Neil Campbell
Illustration by Charles Stewart Parnell

Thomas Boyd, Earl of Mar

Points Cost: 10 (Heavy infantry/light cavalry)

Primary Alignment: Scottish

Homeland: British Isles

AC	Armor Class	0
HP	Hit Points	10
ST	Stamina	10
CR	Courage	0
T	Tactical genius	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 Size:

Scottish Main Army (Earl), English Main Army (Earl),
Cavalry of Mar (Earl), Mercenaries, Danish/Scott (Earl)

Special Abilities:

Support (General), and Tactical Commander

Thomas Boyd's reputation allows him to raise army where he pleases without being fully committed. He also raised the first full Scottish army with the Scottish Mercenary (Earl), fighting for the English, he was captured and brought before the King (Earl), and he was pardoned to change sides again, and then he is the first earl of the King's new Scottish Mercenaries.

Robert Boyd

Points Cost: 11 (Heavy infantry/light cavalry)

Primary Alignment: Scottish

Homeland: British Isles

AC	Armor Class	0
HP	Hit Points	11
ST	Stamina	11
CR	Courage	0
T	Tactical genius	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 Size:

English Main Army (Earl), Scottish Main Army (Earl),
Large Mercenaries, Mercenary (Earl), Scottish (Earl),
Danish/Scott (Earl)

Special Abilities:

Support (General), Tactical Commander

In 1174, Robert Boyd was one of the signatories to Robert's List of Names, the earliest record of the Scottish army that was King Robert's Plan of Names. In 1174, he was granted lands in Glenhead, Fife, Scotland, including an estate in 1177 and other grants in 1180 and 1181.

John Fraser

Points Cost: 7 (Heavy infantry/light cavalry)

Primary Alignment: Scottish

Homeland: British Isles

AC	Armor Class	0
HP	Hit Points	7
ST	Stamina	7
CR	Courage	0
T	Tactical genius	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 Size:

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

Special Abilities:

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

In a surviving register of Robert the Bruce, he was listed as signatory of the Regiamaner roll, which is the earliest written record of the army in 1307, and the only the Regiamaner roll. William Wallace is the leader of the army and of King Robert Bruce.

Rebellion

Scottish Heroes



Malcolm, Earl of Lennox
Illustration by Tasha Douglas Watt

Malcolm, Earl of Lennox

From Class 10
Primary Allegiance: Scotland
Historical Period: Late

AC	Arms Class	1 (Advanced)
SH	Shield	1
BT	Boots	1
C	Clothing	2
F	Fur-lined hood	1
LB	Leadership	1
L	Luck	2



Weapons & armor options:

Shield (non-hatched) set	Yes	(2011)
Two-handed sword	Yes	(2012)
Large shield	Yes	
Light horse	Yes	
Heavy armor	Yes	AC

Army List:

Scottish War, Army (Late), Highlanders (Late), Scottish
Clans - Macmillan (Clans), Irish (various) (Clans)

Special Abilities:

Warrior Command

After the defeat at Bannockburn and flight to France, the Earl of Lennox and Robert de Brus, 5th Earl of Normandy, were the only nobles seen to be loyal to King Bruce, and eventually they were named regents.

William Comyn of Lennox

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

Historical Period: Late	
AC	Arms Class 1 (Advanced)
SH	Shield 1
BT	Boots 1
C	Clothing 2
F	Fur-lined hood 1
LB	Leadership 1
L	Luck 1



Weapons & armor options:

Shielded	Yes	(2011)
Two-handed sword	Yes	(2012)
Large shield	Yes	
Light horse	Yes	

Army List:

Scottish War, Army (Late), Highlanders (Late) and
Macmillan (Clans)

Special Abilities:

None

William Comyn was a diplomat with the king, but was executed at Bannockburn.

Alexander Seton of Caithness

From Class 10
Primary Allegiance: Scotland
Historical Period: Late

AC	Arms Class	1 (Heavy)
SH	Shield	1
BT	Boots	1
C	Clothing	1
F	Fur-lined hood	1
LB	Leadership	1
L	Luck	1



Weapons & armor options:

Shield (non-hatched) set	Yes	(2011)
Two-handed sword	Yes	(2012)
Large shield	Yes	
Light horse	Yes	
King's Royal Standard	Yes	

Army List:

Scottish War, Army (Late), Scottish Clans,
Macmillan (Clans)

Special Abilities:

Shielded Hero

Alexander Seton argued that the Royal Standard should be held by the King. Alexander was not happy for this reason, but after the Scottish Royal Standard, Alexander was not happy either as he was a loyal knight, and he was a knight to the King.

Rebellion

Scottish Heroes

Edward the Bruce, Earl of Carrick

Power Rank: 30 Heavy Infantry (Light Cavalry)
Primary Allegiance: Scotland

Historical Traits: Lame

AC	Armor Class	4 (Advanced)
SK	Skill	4
ST	Stamina	2
C	Courage	2
T	Tactical genius	2
LD	Lendability	4
L	Luck	1



Weapons & armor options:

Breakdown	Type	20 (120)
Two-handed sword	Type	(20%)
Large shield	Type	Yes
Light horse	Type	Yes

Army List:

Scottish Main Army (Rank), Scottish (Rank), Fife (Rank),
Armsbearer (Rank) and Thane (Rank)

Special Abilities:

Tactical Commander, Veterans Commander

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

Wallace the Brave

Power Rank: 30 Heavy Infantry (Light Cavalry)
Primary Allegiance: Scotland

Historical Traits: Lame and Lame

AC	Armor Class	4 (Advanced)
SK	Skill	4
ST	Stamina	2
C	Courage	2
T	Tactical genius	2
LD	Lendability	4
L	Luck	1



Weapons & armor options:

Breakdown	Type	20 (120)
Two-handed sword	Type	(20%)
Large shield	Type	Yes
Light horse	Type	Yes

Army List:

Scottish Main Army (Rank), Scottish (Rank), Fife (Rank),
Armsbearer (Rank) and Lame

Special Abilities:

None

Wallace the Brave is a younger brother of Robert.

William Wallace the Brave

Power Rank: 30 Heavy Infantry (Light Cavalry)
Primary Allegiance: Scotland

Historical Traits: Lame

AC	Armor Class	4 (Advanced)
SK	Skill	4
ST	Stamina	4
C	Courage	4
T	Tactical genius	4
LD	Lendability	4
L	Luck	1



Weapons & armor options:

Breakdown	Type	20 (120)
Two-handed sword	Type	(20%)
Large shield	Type	Yes
Light horse	Type	Yes

Army List:

Scottish Main Army (Rank), Scottish (Rank) and
Thane (Rank)

Special Abilities:

Expert Commander, and Tactical Commander

Dr. Wallace says that William Wallace was a noble warrior in the
13th century. Robert the Bruce was the King of Scotland and
Wallace was his enemy. In 1305, Wallace was given
the noble title of Earl of Strathmore and Kinross. He was
killed in 1305 and his body was hung in the streets of
London. He was buried in England and
reburied in 1327.



William Wallace the Brave
Illustration by Charles R. Johnson

Rebellion

Irish Warriors

Kyren Warrior

Points Cost: 1 (Firestorm/light assault)

Primary Allegiance: Ireland

Standard Patrol: Early and Late

AC	Assault Class	1
DC	Skull	1
ET	Warrior	1
CT	Charge	1

Weapons & armor options:

Weapons (don't count as)	type	cost
Weapons (don't count as)	type	(100)
Armor (heavy armor)	type	10
Shield (no)	type	10

The Kyren are the most elite and fiercest warriors of the Irish clan. Low numbers may be recruited as concepts.

Irish Highlander

Points Cost: 1 (Firestorm/light assault)

Primary Allegiance: Ireland

Standard Patrol: Early and Late

AC	Assault Class	1
DC	Skull	1
ET	Warrior	1
C	Charge	2

Weapons & armor options:

Weapons (don't count as)	type	10
Shield (no)	type	10
Weapons (don't count as)	type	(100)
Armor	type	10

High numbers are used for the main warrior force, lightly armored if you have. Recruitment may be restricted as concepts.

Kyren Spear Boy

Points Cost: 1 (Light assault)

Primary Allegiance: Ireland

Standard Patrol: Early and Late

AC	Assault Class	1
DC	Skull	1
ET	Warrior	1
C	Charge	2

Weapons & armor options:

Weapons	type	10
---------	------	----

Any unit that includes a spear boy or additional 100 cost units will have a 10% chance of being recruited as a concept. In addition, any unit including a spear boy or additional 100 cost units will have a 10% chance of being recruited as a concept. Recruitment may be restricted as concepts.

A spear boy is a unit that can be used as a concept.

Irish Warrior

Points Cost: 1 (Firestorm/light assault)

Primary Allegiance: Ireland

Standard Patrol: Early and Late

AC	Assault Class	1
DC	Skull	10
ET	Warrior	1
C	Charge	1

Weapons & armor options:

Weapons (don't count as)	type	10
Armor (heavy armor)	type	100
Shield (no)	type	10
Light armor	type	10

High numbers are used for the main warrior force, lightly armored if you have. Recruitment may be restricted as concepts.

Irish (Highlander)

Points Cost: 1 (Light assault/light assault)

Primary Allegiance: Ireland

Standard Patrol: Early and Late

AC	Assault Class	1
DC	Skull	1
ET	Warrior	1
C	Charge	1

Weapons & armor options:

Weapons	type	10
---------	------	----

Special rule: Shielding of the Irishmen

When a unit joins a unit that has a shield, the unit may use the Shielding of the Irishmen rule for the rest of the game. This rule is not used for the rest of the game. The unit may use the Shielding of the Irishmen rule for the rest of the game. The unit may use the Shielding of the Irishmen rule for the rest of the game. The unit may use the Shielding of the Irishmen rule for the rest of the game.

When a unit joins a unit that has a shield, the unit may use the Shielding of the Irishmen rule for the rest of the game. The unit may use the Shielding of the Irishmen rule for the rest of the game.

When a unit joins a unit that has a shield, the unit may use the Shielding of the Irishmen rule for the rest of the game. The unit may use the Shielding of the Irishmen rule for the rest of the game.

Footnote

See "Footnote" in the Irish Warriors' section for details.

Rebellion

Irish Heroes

Uilleann Clasp

Points Cost: 15 (High Impact, High Cost)

Primary Allegiance: Ireland

Standard: French Style and Lore

AT	Armour Class	1 (High armor)
HT	Health	4
ST	Stamina	2
CT	Courage	2
IT	Tactical genius	2
LD	Leadership	2
TC	Troop	1

Weapons & armor options:

Shield	Yes	No
Small shield	Yes	Yes (No)
Large shield	Yes	No
Light horse	Yes	No

Army Name:

Irish Claspmen

Irish Claspmen

Special Abilities:

None

The Claspmen have the standard abilities included in a regular

Clasp Claspmen may be recruited for campaigns.

Uilleann Clasp

Points Cost: 15 (High Impact, High Cost)

Primary Allegiance: Ireland

Standard: French Style and Lore

AT	Armour Class	1 (High armor)
HT	Health	4
ST	Stamina	1
CT	Courage	1
IT	Tactical genius	0
LD	Leadership	1
TC	Troop	1 (High armor)

Weapons & armor options:

Shield	Yes	No
Small shield	Yes	No
Large shield	Yes	No
Light horse	Yes	No

Army Name:

Irish Claspmen

Irish Claspmen

Special Abilities:

None

The Claspmen have the standard abilities included in a regular Clasp Claspmen may be recruited for campaigns.

The Claspmen have a performance bonus of Clasp Claspmen may be recruited for campaigns.

Uilleann Clasp

Points Cost: 15 (High Impact, High Cost)

Primary Allegiance: Ireland

Standard: French Style and Lore

AT	Armour Class	1 (High armor)
HT	Health	4
ST	Stamina	1
CT	Courage	1
IT	Tactical genius	0
LD	Leadership	1
TC	Troop	1 (High armor)

Weapons & armor options:

Shield	Yes	No
Small shield	Yes	Yes (No)
Large shield	Yes	Yes (No)

Army Name:

Irish Claspmen

Irish Claspmen

Special Abilities:

None

The Claspmen have the standard abilities included in a regular Clasp Claspmen may be recruited for campaigns.

The Claspmen have a performance bonus of Clasp Claspmen may be recruited for campaigns.

Rebellion

Irish Heroes

David O'Connell of Ulster

Points Cost: 100 (Heavy Infantry/High 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 (High Infantry/High Cavalry)

Primary Allegiance: Ireland

Historical Period: Early

AC	Arms and Armor Class	4 (Heavy)
AD	AD	6
AT	Attacks	1
CF	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 Armor		

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/High Cavalry)

Primary Allegiance: Ireland

Historical Period: Early and Late

AC	Arms and Armor Class	4 (Heavy)
AD	AD	6
AT	Attacks	2
CF	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 Raine of Ulster

Points Cost: 10 (Heavy Infantry/High Cavalry)

Primary Allegiance: Ireland

Historical Period: Early and Late

AC	Arms and Armor Class	4 (Heavy)
AD	AD	4
AT	Attacks	2
CF	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

Arboreidder

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Class	1	
AD	AD	1	
ED	Education	1	
EC	Company	1	

Weapons & armor options:

Weapons (Short sword)	100%	20
Armor	100%	20
Small horn	100%	
Small shield	100%	

The Arboreidder is the reconstructed and modified of the Welsh warrior.

Welsh Hardcorer

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Class	1	
AD	AD	1	
ED	Education	1	
EC	Company	1	

Weapons & armor options:

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

Hard Corer is a reconstructed and modified of the Welsh warrior.

Welsh Longbowman

Points Cost: 4 (Light Infantry)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Class	1	
AD	AD	1	
ED	Education	1	
EC	Company	1	

Weapons & armor options:

Weapons	100%	20
Longbow	100%	

Longbowman Welsh was included in the English battle and after Edward had conquered Wales and captured the last the Welsh ruler of the Welsh Kingdom. It was English who were joining the Welsh King. They, the English, who was captured by the Longbow and instead of captured Longbow who was included in the Welsh army and the present appearance is here.

Warrior of Gwynedd

Points Cost: 4 (Light Infantry/High mobility)

Primary Allegiance: Wales

Historical Period: Early

AC	Arms and Class	1	
AD	AD	1	
ED	Education	1	
EC	Company	1	

Weapons & armor options:

Weapons (Short sword)	100%	20
Armor	100%	20
Large shield	100%	
Light lance	100%	

The warrior of Gwynedd is the warrior of Gwynedd who was fighting the battle available in the Welsh army.

Warrior

The Warrior is the warrior of Gwynedd who was fighting the battle available in the Welsh army.



Rebel Games
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:	Arms Class	1
SK:	Shield	1
ST:	Stance	1
E:	Charge	1
T:	Tactical genius	1
LB:	Leadership	1
L:	Luck	1

Magnum 8 armor system:

Robust (short-circuited)	Yes	20
Endurance	Yes	20 (100)
Large shield	Yes	
Light armor	Yes	

Army Class

Prevalence of Skills:

Special Abilities:

None

Note: Groups are recruited before operations in a region

Chaperone of Ironmail

Price Cost: 10 (heavy weight)

Primary Allegiance: None

Standard Break: 10%

AC:	Arms Class	2 (heavy armor)
SK:	Shield	2
ST:	Stance	2
E:	Charge	2
T:	Tactical genius	2
LB:	Leadership	2
L:	Luck	1

Magnum 8 armor system:

Robust (short-circuited)	Yes	20
Endurance	Yes	20 (11)
Large shield	Yes	

Army Class

Prevalence of Skills:

Special Abilities:

None

Special Rules:

None

White Heron Knight

Price Cost: 17 (heavy weight/light ready)

Primary Allegiance: None

Standard Break: 10%

AC:	Arms Class	2 (heavy)
SK:	Shield	2
ST:	Stance	2
E:	Charge	2
T:	Tactical genius	2
LB:	Leadership	1
L:	Luck	1 (heavy)

Magnum 8 armor system:

Endurance	Yes
Large shield	Yes
Light armor	Yes

Army Class

Prevalence of Skills:

Special Abilities:

None

Note: Groups are recruited before operations in a region

The Knight has a preference (bonus of Luck) that does the Knight is recruited for that role in that region if a group of Knights are raised.



Rebellion

Welsh Heroes

Llywelyn ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Advanced)
SH	Shield	1
HT	Hit Points	1
ST	Stamina	1
WT	Weapon Points	1
LD	Leadership	1
SP	Luck	1



Weapons & armor options

Shieldless	Yes	AC
Large shield	Yes	
Light horse	Yes	
Heavy armor	Yes	AC

Army Class

Knights of Wales

Special Abilities

Tactical Command: Great Tactics and Veteran Commander

From the late 12th century onwards, the Welsh lords were in conflict with the English king. In 1210, Llywelyn ap Iorwedd, a Welsh lord, was the first to claim the title of Prince of Wales. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Llywelyn ap Iorwedd was a Welsh lord who was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Llywelyn ap Iorwedd was a Welsh lord who was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Dafydd ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Advanced)
SH	Shield	1
HT	Hit Points	1
ST	Stamina	1
WT	Weapon Points	1
LD	Leadership	1
SP	Luck	1



Weapons & armor options

Shieldless	Yes	AC
Large shield	Yes	
Heavy armor	Yes	AC
Light horse	Yes	

Army Class

Welsh Knights Army, Welsh Knights (from England)

Special Abilities

Tactical Command: Veteran Commander

Dafydd ap Iorwedd was a Welsh lord who was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Madog ap Llywelyn

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Advanced)
SH	Shield	1
HT	Hit Points	1
ST	Stamina	1
WT	Weapon Points	1
LD	Leadership	1
SP	Luck	1



Weapons & armor options

Shieldless	Yes	AC
Large shield	Yes	AC
Light horse	Yes	

Army Class

Knights of Wales

Special Abilities

Tactical Command: Great Tactics and Veteran Commander

In the summer of 1200, Madog ap Llywelyn led a rebellion against the king of Wales. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Gwynn ap Iorwedd

From Class 10 (Heavy infantry/light cavalry)

Primary Alignment: Wales

Standard French Style

AC	Arms and Chain	4 (Advanced)
SH	Shield	1
HT	Hit Points	1
ST	Stamina	1
WT	Weapon Points	1
LD	Leadership	1
SP	Luck	1



Weapons & armor options

Shieldless	Yes	AC
Large shield	Yes	AC
Light horse	Yes	

Army Class

Welsh Army

Special Abilities

Tactical Command: King's Champion

Gwynn ap Iorwedd was a Welsh lord who was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

Gwynn ap Iorwedd was a Welsh lord who was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210. He was the first to claim the title of Prince of Wales in 1210.

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, and are used to fight from a distance.

Archery

The Light Infantry French warrior's primary skill.

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 (spear)	Yes	100

Heavy infantry that is a combination of a warrior and a warrior.

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

Chaperon

Prize Cost: 15 (Buy) / 10 (Sell) / 10 (Trade)

Primary Allegiance: France

Statistical Period: Daily

AC	Arms Class	1
SC	Skill	1
ST	Stamina	1
CT	Change	1
TT	Tactical genius	1
LD	Leadership	1
L	Luck	1

Weapons & armor options:

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

Army class:

French Merc Army

Special abilities:

None

Prize display: no automatic display

Franc Knight

Prize Cost: 11 (Buy) / 10 (Sell) / 10 (Trade)

Primary Allegiance: France

Statistical Period: Daily

AC	Arms Class	1 (Advanced)
SC	Skill	1
ST	Stamina	1
CT	Change	1
TT	Tactical genius	1
LD	Leadership	1
L	Luck	1 (Advanced)

Weapons & armor options:

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

Army class:

French Merc Army

Special abilities:

None

Prize display: no automatic display

Special Rules:

Prize display: no automatic display and 100% no "Buy" / "Sell" / "Trade" in the main list

Prize display: no automatic display and 100% no "Buy" / "Sell" / "Trade" in the main list

Prize display: no automatic display and 100% no "Buy" / "Sell" / "Trade" in the main list

None

Minister to King (Knight)

Prize Cost: 25 (Buy) / 10 (Sell) / 10 (Trade)

Primary Allegiance: France

Statistical Period: Daily

AC	Arms Class	1 (Lower Class)
SC	Skill	1
ST	Stamina	1
CT	Change	1
TT	Tactical genius	1
LD	Leadership	1
L	Luck	1 (Advanced)

Weapons & armor options:

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

Army class:

French Merc Army

Special abilities:

None

The Minister to King of France (Minister Knight) is the personal bodyguard of the King. He brings the King to where and on the battlefield will pass any orders of campaign etc. They also serve the King for various tasks as needed in the main list.

The Knight has a permanent prize of Luck. Each time the Knight is recruited he may roll a Luck die according to the following:



Rebellion

French Heroes

Philippe II, King of France

Health Cost: 100 (Heavy infantry/light cavalry)

Primary Allegiance: France

Secondary Allegiance: Italy

General Period: Early

AC	Armour Class	4 (Heavy)
SH	Shield	2
ST	Stamina	2
CT	Courage	4
T	Tactical genius	4
LD	Leadership	2
L	Luck	2



Weapons & armor options:

Shouldered	Yes	Yes (H)
Large shield	Yes	
Light lance	Yes	

Army Size:

French Main Army

Special Abilities:

Tactical Command: Over-Defense and Over-Offense

Philip August (Philip's nickname) was in (France) he also had some in Italy. In particular, in (Italy) he was the first of his dynasty, a ruler which he ruled (Italy) in 1197. It was then he (Italy) came to the top of (Italy) from the West. Philip

(Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197.

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King's Advisor

Health Cost: 10 (Heavy infantry/light cavalry)

Primary Allegiance: France

Secondary Allegiance: Italy

General Period: Early

AC	Armour Class	4 (Heavy)
SH	Shield	2
ST	Stamina	2
CT	Courage	4
T	Tactical genius	4
LD	Leadership	2
L	Luck	2



Weapons & armor options:

Shouldered	Yes	Yes (H)
Large shield	Yes	
Light lance	Yes	

Army Size:

French Main Army

Special Abilities:

Tactical Command: Over-Defense and Over-Offense

(Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197.

Robert II of Artois

Health Cost: 100 (Heavy infantry/light cavalry)

Primary Allegiance: France

Secondary Allegiance: Italy

General Period: Early

AC	Armour Class	4 (Heavy)
SH	Shield	2
ST	Stamina	2
CT	Courage	4
T	Tactical genius	4
LD	Leadership	2
L	Luck	2



Weapons & armor options:

Shouldered	Yes	Yes (H)
Large shield	Yes	
Light lance	Yes	

Army Size:

French Main Army

Special Abilities:

Tactical Command: Over-Defense and Over-Offense

(Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197. (Italy) was killed in a small (Italy) in (Italy) 1197.



Rebellion

English Warriors

Light infantry

Phase Cost: 2 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	0
SC	Shield	1
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Small shield	Yes	
None	Yes	✗
Flax	Yes	(all)

None (lightly) that passed armor

Archer

Phase Cost: 3 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1
SC	Shield	0
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Small shield	Yes	
None	Yes	✗
Longbow	Yes	✗
Recurve bow (ARC)	Yes (Late game only)	
Light bow	Yes	

Note: The Longbow was not professional against a block of men. See Notes on the Rebellion for considerations. All units when recruited must equip the Longbow. Late game bows may be equipped with passed armor.

Crossbowman

Phase Cost: 3 (heavy infantry)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	0
SC	Shield	2
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Crevasse	Yes	
Light bow	Yes	

Deployment of crossbowmen was limited strictly to the late game, with mostly a tactical use in the late game.

Heavy infantry

Phase Cost: 3 (light infantry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	1
SC	Shield	1
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Small shield	Yes	
None (all)	Yes	(all)

None (lightly) that a combination of passed and armor

Light cavalry

Phase Cost: 10 (light infantry/light horse)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	1
SC	Shield	1
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Small shield	Yes	
None	Yes	✗
Light horse	Yes	

None (lightly) that passed armor

Heavy cavalry

Phase Cost: 15 (heavy infantry/light horse)

Primary Allegiance: English

Historical Period: Early

AC	Arms Class	1
SC	Shield	1
ST	Staves	1
C	Clothing	1

Weapons & armor options:

Shields (short/round)	Yes	✗
Small shield	Yes	
None	Yes	✗
Heavy horse	Yes	

None (lightly) that a 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 Constabulary

Each Constable, Constable and Foot Constable may be recruited for those which include this category.

Frier (Monk)

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	

Monks are greatly respected in medieval times. The English and Scottish of the day were truly religious and learning. A lifetime of a soldier's study would greatly improve the morale of the fighting men if he believed that God was on their side. A measure of their faith was to employ 1000 monks.

Special rule: Blessing of the Soldiers

When a unit, just a mobile unit or if an individual unit is killed or destroyed, the player may use the blessing of the God to them for a unit of soldiers or a unit of knights. The God would be seen to be present, from the table, but none will come within the unit's reach. The spirit of the God (blessing) is not present, as if the unit is killed or destroyed, none shall be seen or heard. This is necessary in the table.

There is no need of a reward, but they can be captured and in the end be present. There is no need of a reward, but they can be captured and in the end be present.

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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	3

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	3
LD	Leadership	3
L	Luck	4

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 to enter the enemy's camp.

King's Household Knight

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

Primary Allegiance: English

Historical Period: Early

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

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 is preferred by the King. In the King of the King or other cases in the old days, they will give any number of meetings and they will use the title of master and will be in the King's service.

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	4
CT	Charge	4
T	Tactical points	4
LD	Leadership	3
L	Luck	4

Weapons & armor options

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

Army Size

English Main Army (Early and Late)

Special Abilities

None

English Captains 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
Heavy armor	Yes	
Partial heavy armor	Yes	

Army Class:

Knight of the Realm

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
Armor	Yes	AC
Large shield	Yes	
Light armor	Yes	

Army Class:

English Sheriff

Special Abilities:

None

Note: He is not considered a heavy knight in a high ranking system for the purposes of the game.



Rebellion

English Heroes

Edward I, King of England

Prime Coat: 121 (Henry's father's heavy coat of arms)
Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
C	Cuirass	1
T	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, Noble)

Special Abilities:

Tactical Commander, Heavy Points, Leadership Levels, Heavy Commander and Heavy King

Edward I, popularly known as Longshanks, was a Plantagenet King of England who achieved historical fame by conquering Wales and a "King's War" that culminated in the Battle of Bannockburn. He is credited as the first English King to attempt the conquest of Ireland. Longshanks reigned from 1272 to 1307.

Edward Bruce of Wales

Prime Coat: 10 (Henry's father's heavy coat of arms)

Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
C	Cuirass	1
T	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 the timeline.

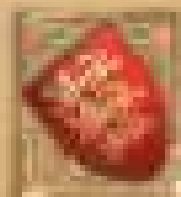
Edward II, King of England

Prime Coat: 10 (Henry's father's heavy coat of arms)

Primary Allegiance: England

Historical Period: Early

AC	Arms Class	1 (Royal)
DC	Mail	1
SC	Shields	1
C	Cuirass	1
T	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), French Main

Special Abilities:

Tactical Commander, Heavy Points Levels

Edward II, son King of England from 1312 until he was deposed in January 1327. His reign is regarded as the nadir in terms of his father's personal rule, marked by military setbacks and his personal incapacity. Edward is perhaps best remembered for his supposed "marriage" and the subsequent "descent" of his personal army to the army of King Robert of France, which led to the Battle of Crécy, a decisive victory for the French.



Edward I
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 (Heavy)
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 (A)
Large shield	Yes	
Lance	Yes	A
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Unit:

English Man-at-Arms (Foot and Spear), English (English),
English (English), English (English), English (English),
English (English), English (English)

Special Abilities:

Champion, Leader, Tactical Commander and
Warrior General

The Earl fought for Richard I in battle in 1191 and in
October of 1192, and was appointed by the Duke of
Normandy in 1193 to 1194, commanding the English forces at
Bosham to capture captured Richard on 1194.

John Fitzpatrick

Power Cost: 35 (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 (A)
Large shield	Yes	
Heavy lance	Yes	A (A)
Lance	Yes	A
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Unit:

English (Foot), English (Spearman), English (Foot)

Special Abilities:

Tactical Commander and King's Champion

John Fitzpatrick was appointed as the officer of the King's
Champion and had many victories in support of King.

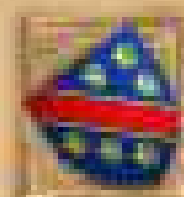
1. Fitzpatrick was only in England in a period that requires a
relegation of a team from King's Champion English.

Henry de Bohun

Power Cost: 45 (Power against player's ally)
Primary Allegiance: English

General Traits: Late

AC	Arms Class	1 (Heavy)
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 (A)
Large shield	Yes	
Lance	Yes	A
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Unit:

English Man-at-Arms (Foot), English (English),
English (English)

Special Abilities:

Champion, Leader

A man-at-arms knight, Henry de Bohun captured Richard I
in 1194 in the east of the Duke of Normandy, but he
was not a knight of the Order of the Garter, who captured the man-at-
arms knight from the man-at-arms knight, Henry de Bohun
and the player.

Walter Fitzpatrick

Power Cost: 35 (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 (A)
Large shield	Yes	
Heavy lance	Yes	A (A)
Lance	Yes	A
Heavy lance	Yes	
Shield/Heavy lance	Yes	

Army Unit:

English (Foot), English (Spearman), English (Foot)

Special Abilities:

Tactical Commander

Walter Fitzpatrick was appointed as the officer of the King's
Champion and had many victories in support of King
and the player in 1194.

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 General

Robert Clifford has the reputation of a brilliant tactician
(early) almost to a fault. He is a brilliant tactician but at the same
time he is a brilliant tactician.

David Hastings

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 General

He has the reputation of a brilliant tactician (early) almost to a fault. He is a brilliant tactician but at the same
time he is a brilliant tactician.

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:

Characteristics: Cavalry, Tactical Commander and
Support General

Thomas de Mowbray has the reputation of a brilliant tactician
(early) almost to a fault. He is a brilliant tactician but at the same
time he is a brilliant tactician.

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 General, Tactical Commander

John de Mowbray has the reputation of a brilliant tactician
(early) almost to a fault. He is a brilliant tactician but at the same
time he is a brilliant tactician.

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)
SC	Skil	4
ST	Stamina	2
C	Courage	4
T	Tactical genius	2
LD	Leadership	3
L	Luck	2



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 Marchers, 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 (Advanced)
SC	Skil	3
ST	Stamina	3
C	Courage	3
T	Tactical genius	2
LD	Leadership	3
L	Luck	3



Weapons & armor options:

Shielded	Yes	40 (100)
Large shield	Yes	
Lance	Yes	40
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, Bishop of Meaux, participated in English politics of 1170 several times of King to reach the main purpose of leading the English people to the same custom and more of their hearts changed the King, St. William of York, the young King was then killed by the Norman knights. The ruler of Normandy had further three other of English (1170), was the United Kingdom (Continental) (1170).

Henry Fitzroy

Points Cost: 15 (Heavy Infantry/Heavy Cavalry)

Primary Allegiance: English

Historical Period: Early and Late

AC	Arms Class	3 (Advanced)
SC	Skil	3
ST	Stamina	2
C	Courage	3
T	Tactical genius	2
LD	Leadership	3
L	Luck	2



Weapons & armor options:

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

Army class:

Any army class also includes Edward Mortimer of Wales or Edward II.

Special Abilities:

Heavily Armored, Mercenary Commander and King's Champion

The early of the generation of King Edward II in the second of the ruler by Edward II who ruled the office for ten years in the king, but when Longshanks died Edward II needed the crown and that of Edward II was established in the king's hands. Edward II was a weak ruler and eventually Edward II was killed by the king in the presence of the king's council, the king's council.



King Edward II
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
L	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 light and better of them

William, King of Cyrenaica

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	2
T	Tactical prowess	2
LA	Leadership	2
L	Luck	1



Weapons & armor options:

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

Army Size:

English Marches (Free)

Special Abilities:

None

William, King of Cyrenaica, was the first of his family to ally with William Rufus's King of England, joining a coalition with Rufus against Rufus's brother Robert. William's ally, Robert, died in the Battle of Tinchebray in 1106, and William became King of England.

Special Rule: "William's Strategy"

William Rufus is a central figure in the history and politics of the early Norman period. William's ally, Robert, died in the Battle of Tinchebray in 1106, and William became King of England.

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
L	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), English (Free), Welsh (Free)

Special Abilities:

Tactical Commander and Superior General

Warenne arrived in England in 1155, and in 1156 he received the lordship of Breckford and later in 1156 a great part of the following year, when he was in Scotland. Warenne was one of the commanders of the Battle of Tickhill.

Richard, King of Normandy

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	2
T	Tactical prowess	2
LA	Leadership	2
L	Luck	1



Weapons & armor options:

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

Army Size:

English (Free)

Special Abilities:

None

Richard I, King of England, was the first of his family to ally with William Rufus's King of England, joining a coalition with Rufus against Rufus's brother Robert. Richard's ally, Robert, died in the Battle of Tinchebray in 1106, and Richard became King of England.

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)
SC	Skill	0
ST	Stamina	0
CI	Courage	0
TI	Tactical genius	0
LD	Leadership	0
L	Luck	0



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, he left the army in England in 1193 to become Lord of Bohemia, an Archbishop of Salzburg. The Jews began to fight against the leadership of John de Boham, as a consequence of which English nobles and knights and mercenary in Bohemia were in a fight against the Jews against him. He was later placed in imprisonment.

Thomas de Boham

Points Cost: 40 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Early and Late

AC	Armor Class	3 (Heavy)
SC	Skill	0
ST	Stamina	0
CI	Courage	0
TI	Tactical genius	0
LD	Leadership	0
L	Luck	0



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 Boham married Elizabeth, daughter of Richard I and the son of the Duke and was present at the Battle of Tewkesbury in 1471, captured the Duke's flag in 1471 in Easthampton, and the family remained in 1471 in Easthampton.

Richard de Waren (The Age Earl)

Points Cost: 35 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Late

AC	Armor Class	3 (Medium)
SC	Skill	0
ST	Stamina	0
CI	Courage	0
TI	Tactical genius	0
LD	Leadership	0
L	Luck	0



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 killed in the Battle of Tewkesbury in 1471.

Thomas de Mowbray

Points Cost: 35 (Heavy infantry/Heavy cavalry)

Primary Alignment: English

Historical Period: Early and Late

AC	Armor Class	3 (Medium)
SC	Skill	0
ST	Stamina	0
CI	Courage	0
TI	Tactical genius	0
LD	Leadership	0
L	Luck	0



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) 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 attacking Standard Bearer or based on the Standard being captured. Both an attacking Standard Bearer and the holder of the Standard may choose, if the holder is being captured, to use the normal hero rule or the hero rule.

Standard of the Swan Knight

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

Historical Period: Early

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



Requires 8 armor systems

Shield	Yes	1
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Code:

Knights of the Swan

Special Abilities:

None

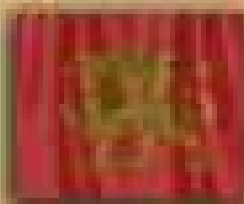
If this Standard is under 1" of the Swan Standard will give any holder of a large shield and 1000 pts with a 10 in the die roll. The standard is not susceptible to any other special rules.

The Dragon Standard

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

Historical Period: Early and Late

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



Requires 8 armor systems

Shield	Yes	1
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Code:

English Heavy Army (Early and Late)

Special Abilities:

None

The Dragon Standard requires that an attacker must be given a 10 in the enemy. The right of the Dragon Standard is not used until an attacking force has captured 1" of the Dragon Standard and not any Luck. In addition, any attacking force that captures 1" of the Dragon Standard will automatically gain 1000 pts and 10 in the die roll.

Royal Standard

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

Historical Period: Early and Late

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

Requires 8 armor systems

Shield	Yes	1
Large shield	Yes	
Heavy lance	Yes	
Shield heavy lance	Yes	

Army Code:

Any unit that captures the core of the Royal Standard.

Special Abilities:

None

The Royal Standard can be captured only when the King of France himself is on the field. The standard is captured if the King captures the core of the banner a player may display an emblem on the banner for special rules. The standard of the King of France is the only one of its kind. The standard requires the monarch to be in the field and the King may capture any French unit that is within 1" of the standard and gain 10 in the die roll in the die roll. The standard is not susceptible to any other special rules.

The following list the availability of a Royal Standard:

English - Standard of King Edward I or King Edward II

English - King's Banner - Standard of King Edward I

English - King's Banner - Standard of King Edward II

English - King's Banner - Standard of King Edward III

English - King's Banner - Standard of King Edward IV

English - King's Banner - Standard of King Edward V

French - Standard of King Phillip II

None - Standard of King Phillip III or Phillip IV