

Bannockburn (Renaissance of Infantry)

Historical Notes: (from A. Nofi)

The Scots, who numbered about 12,000, formed up in marshy ground with their flanks protected by broken ground, streams, and anti-cavalry pits.

Note: The Panic Thresholds are close in numbers, but the Feudal rule likely means the English will lose points faster.

| | | UNITS | | | | | | | | | | | | victory | | | PV | PT |
|---|---------|-------|-----|----|----|----|----|----|----|----|----|----|-----|---------|----|----|----|----|
| | | PK | MP | SD | HC | LC | CB | AQ | LB | HA | LA | CM | T&C | Mg | Tc | St | PV | PT |
| F | Scotts | 4 | 10b | | 2d | | 4 | | | | | 1r | 6C | | X | | 67 | 27 |
| | English | | 12b | | 6F | | 2 | | 4 | | | 1r | | | | X | 79 | 32 |

Proposed setup: Scots set up within 3 hexes of the hex 6 hexes SouthEast of the 'N' (use the hexspine). The English setup within 3 hexes of the hex 10 hexes SOUTH of the Sctos Setup hex.

Scenario Special Rules:

1. If not stacked with regular Pikemen, when first attacked, a die roll of 1 will demoralize Militia Pikemen not with 3 hexes of a command unit. Demoralized (use D marker) Pike defend at 50% strength and will not attack. If they receive a D result in combat, they will PANIC and RETREAT off the nearest board edge. Demoralized Pike may RALLY if stacked with a Command unit at end of Movement on a die roll of 1-5. (b)
2. The Scots Heavy Cavalry may dismount and fight as Pike. (d)
3. The English Heavy Cavalry must be in the vanguard and move toward the mass or center of the Scots troops. No devious or non-direct movement is allowed. Once a Scots unit is sighted within 7 hexes they will attempt to charge and will run over their own troops to do so. Once in melee, English Cavalry will remain engaged until an outcome is received, though they may back up 2 hexes and charge again to improve their Melee Factor. Will strive to melee with the enemy commander once he is sighted. (F)
4. Both commanders are mounted. If within 3 hexes of friendly Cavalry charging the enemy, they will add 1 Melee point to that battle. Commanders within 3 hexes of any combat will add 1 to the die roll of any enemy unit, and subtract 1 from the combat die roll of any friendly unit. (r)
5. All terrain is as depicted except: Treat woods and village as clear hexes. Treat all river hexes as Swamp. As per the TEC, Swamp requires 2 Movement points to enter. The HC and commanders may use the bridge or Ford for 1 Movement factor. All other unit are in battle formation get no benefit from the bridge or ford.
6. The Scots have 6 Caltrop counters. Pikemen may stack with Caltraps. Cavalry may not voluntarily enter Caltrop hexes. If forced to charge units in a Caltrop hex by the Feudal rule, HC will permanently lose half their Melee combat value. (C)

Victory Conditions: If after 6 turns and at least 20 points lost by the 'loser', victory can be declared IF:

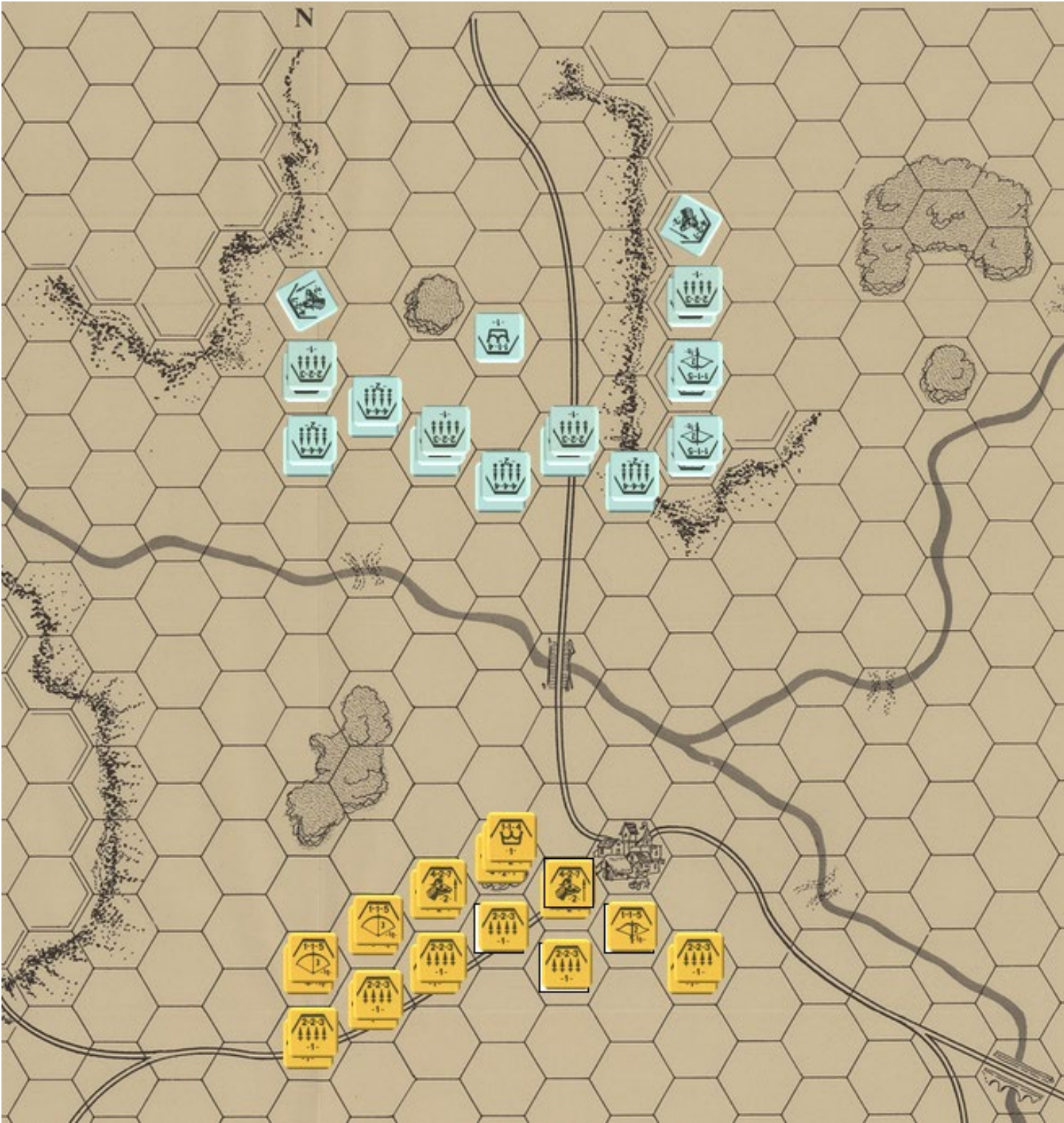
The Scots have inflicted twice as many casualties on the English and not lost 30% of their initial troop value
OR

The English have caused three times as many Scottish losses while not losing 25% of their forces.

Otherwise, the game continues until one outcome is reached OR one side leaves the field, making the other side the victor.

Historic outcome:

The English, some 20,000 at Bannockburn charged right in, failing to utilize their not-inconsiderable missile troops. and the result was a slaughter. After holding for a while the pikes took advantage of a brief pause in the fight to go over to the attack and literally cut the men-at-arms to pieces as they struggled through obstacles.



An example of setup. Scots at top, English at bottom.