

## Bannockburn (Yeoman)

**Historical Notes:** King Robert Bruce of Scotland, by gathering the Highland clans, had assembled an army of some 12,000 fierce Scots to repel another English invasion, this time by Edward II with some 20,000 men.

### [9.5] BANNOCKBURN (24 June 1314)

**English:** 12MI, 6HC, 2CB, 4LB, 2“3”. VP 72, PL 22. Deploy: N-3. Stacking: 2. Leadership: Mt. Ex.

**Scottish:** 8MS, 4PS, 4PP, 2HC, 4CB, 1“2”, 1“3”. 6 Caltrops. VP 62, PL 25. Deploy: M-2 and/or P-2. Stacking: 2.

**Game Length:** 15 Game-Turns.

**Victory Conditions:** **English** must control hexes “J” and “K”; or exit ten units off the east map edge within five hexes of the road. **Scottish** must achieve a Marginal Victory; or control hexes “M”, “P”, “Q”, and the bridge between hexes “M” and “N”.

**Terrain Effects:** River hexes may only be entered at bridge and ford hexes.

**Special Rules:** Use Caltrop Rule. Scottish PP and PS units may stack up to four units per hex.

### Historical Outcome:

Bruce deployed his men on the heights overlooking the Bannockburn, a marshy stream. He also dug camouflaged ditches to serve as cavalry traps and planted caltrops to his front. When the English encountered this position, the knights, as at Falkirk, demanded the honor of the first attack. They charged straight at the Scots, and into the ditches and caltrops. While they were disentangling themselves, the Scots went over the the attack, hacking the knights down with their **claidh mohrs**. Due to the close and confused nature of the melee, the English longbowmen had little opportunity to use the type of fire that proved victorious at Falkirk. Finally, the English knights retreated, followed by the rest of their army.

**Special Rules Note:** For historical simulation, along with the Caltrop rule [5.2] the Ferocity rule [2.0] for the Scot PS units and the Feudal rule [3.0] for English Heavy Cavalry should also be used.