

## **Rules for Battle of Stirling Bridge, Sept 11, 1297**

All game rules from Scotland Rising apply (including the Scots Charge Rule) with the following changes.

Scots Player: Place a leader unit representing William Wallace with any Scot unit. Scots player receives 4 AP per turn and move first.

English Player: Place a leader unit representing the Earl of Surrey with any English unit on the side of the burn closest to Stirling Castle in the top left corner of the map.

### **VICTORY:**

Scots Player: 10 vp in 20 turns or avoid English victory

English Player: 10 vp in 20 turns or less.

Terrain Change: The burn is only crossable at the bridge.

**Optional:** The English player may move the 3 knights nearest Stirling Castle, off of the top of the board edge and try to bring back on the opposite side of the river along the top edge of the board.

Starting the turn after they move off the top edge of the board the English player may roll 1 die for each knight unit activated. If the die roll is a 1 or 2 the knight unit may move in along the top edge of the board its full move for the turn, but may not charge. If the die roll is 3 through 6 the unit may not enter and the AP is spent.