

Rules for Battle of Falkirk, July 22, 1298

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 3 AP per turn.

English Player: Place a leader unit representing the Edward I with any English unit. The English player receives 4 AP per turn. The English player is the 1st player each turn.

VICTORY:

Scots Player: Eliminate 5 English Knights or avoid English victory

English Player: Eliminate all Scots units within 15 turns.

Terrain Rules:

The 6 swamp hexes in the middle of the board may not be entered by any units.

Setup:

Scots Player: 12 Pike units, 2 Longbow units, and 1 Hobelar on the top edge of the map (area between the burn and the title). All Scots Pike units may start in shield wall/schiltron.

English Player: 7 Knight units, 4 Pike units, and 5 Longbow units on the bottom edge of the map (area between the burn and the Worthington Publishing logo.)

Historical Note: The battle of Falkirk was a disaster for the Scots. It was the end for Wallace. Shortly after the battle Wallace resigned as Guardian of Scotland.