

The Battle of Bannockburn 1314 AD

Scenario 28 for Conquerors and Kings ancient battle rules.

Setting the scene

Robert the Bruce became king of Scotland in 1313.

Edward II was the king of England. Not as effective as his recently departed father Edward I, "Long shanks".

As portrayed by the fable, Robert the Bruce had failure after failure after catastrophe. When the Scottish king began to make his political position powerful, Edward responded by attacking.

At the time of this battle the English were being besieged in Stirling castle (nearby). The besieged English had agreed to surrender honourably if no relief came by June 24th. Hence, the English scramble to get to Sterling Castle in time.

This battle happens when the relieving and powerful English army was about to have breakfast. The English army was of high quality but surprised by this early morning assault.

In addition, the English army had its deployment restricted by a narrow frontage (steep stream banks on either flank) and poor ground for massed cavalry.

The English had more troops and very good mounted troops (a great number of the English nobility).

ADVICE

Do not read up on this battle. Enjoy playing it and then look up the details.

Deployment

- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts, unless they are replacements.
- ◆ The scenario generator **is** not used.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.

Notes Listings such as "1x armoured, 1 x veteran" can be interpreted as 1 aspect for each of two units or both aspects for the same unit.

1. Scottish close order spearmen will count as pike.
2. English infantry are badly positioned to allow for their slow deployment on the day of battle.
3. Scottish line is further forward to allow for English un-readiness for Scots advance.
4. The English overall commander Edward and the Scottish overall commander Bruce although overall in charge were not in the battle line. Hence the generals chosen here are those in direct command of the fighting men.
5. The blue lines on the battle plan are steep sided streams but are of no effect in the game.

English army

General 1= Gloucester (Sir Gilbert de Clare) **Gifts** = Fight, valiant

General 2= Hereford (Sir Humphrey de Bohun) **Gifts** = Fight

2 x Foot skirmishers

2 x Auxiliary with bow no shield (1 armoured, 1 raw)

2 Close order bow , no shield (1 x Veteran , 1 x armoured)

2 close order spears. With shield (gambeson equivalent)

6 x cavalry **shield**. (1x Elite, 2 x veteran, 5 x armoured, 3 x shock)

Battle tactics= Choose from G,J,K options

English army (Defender)

2x close order bows					2x close order spears 1 x cavalry
		2x cavalry 1 x auxiliary General 2	2 x cavalry 1x auxiliary	1 x cavalry General 1	
2x cavalry				Wood	
wood	2x close order 1 x auxiliary	3x close order General 2	3x close order General 1	Wood 1 x auxiliary	

Scottish army (Attacker)

Scottish army

General 1= Edward Bruce **Gifts** = Fight, morale

General 2= James Douglas **Gifts** = Morale

3x Foot skirmishers

2 x cavalry **shield** and spear

8 x Close order spear and no shield (2 x veteran, 2 x armoured)

2 x Auxiliary (1 x bow/no shield, 1x shield and spear).

Battle tactics= Choose from D,E,F options

Special rule At the **start** of each Scottish turn, three half bases can be added to close order spear units. These can be spread in any proportion and are applied before morale. No unit can exceed three bases in total. This represents the Scottish men added to the fighting units from reserves on the field.

What really happened at the battle of Bannockburn

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

Portuguese

Era o início da manhã de 24 de junho de 1314.

No dia anterior, ocorrera uma grande batalha entre esses dois exércitos.

Nessa batalha, os escoceses utilizaram seus *schiltrons* (formações compactas de lanceiros), combinados com fossos-armadilha, para causar grandes danos à cavalaria inglesa (os cavaleiros). O confronto terminou com a retirada dos ingleses e o posicionamento dos escoceses em uma área arborizada.

No dia da batalha de Bannockburn, os ingleses estavam acampados entre dois riachos de margens íngremes: o Bannock Burn e o Pel.

Os *schiltrons* avançaram e foram rapidamente atacados pela cavalaria inglesa. Foi nesse momento que os ingleses começaram a perder seus nobres para as formações de lanceiros. A bravura inglesa foi lançada contra os *schiltrons*; muitos escoceses morreram, mas as formações resistiram firmemente, e o sangue da nobreza inglesa foi derramado.

Devido ao fator surpresa, os arqueiros ingleses ficaram obstruídos pela própria cavalaria e, por isso, optaram por uma atuação de flanqueamento. Os dois exércitos se enfrentaram por horas. Os *schiltrons* quase cederam em alguns momentos, mas Robert the Bruce enviou reservas frescas para tentar manter a linha de frente.

As perdas terríveis afetaram mais os ingleses, embora os arqueiros ingleses estivessem começando a surtir efeito. Temendo pela segurança de seu rei, Eduardo, parte da cavalaria inglesa tentou retirá-lo do campo de batalha. Como era de se esperar, isso gerou preocupação e, em seguida, uma debandada entre aqueles que restavam para lutar, embora estivessem se saindo muito bem. O exército inglês decidiu tentar escapar atravessando os riachos de margens íngremes e acabou sendo massacrado.

Robert the Bruce demonstrou grande coragem (matou Bohun em combate corpo a corpo), resiliência (veio de sua pequena ilha para conquistar toda a Escócia) e eficácia (derrotou os ingleses de forma contundente).

Após essa batalha, os escoceses partiram para a ofensiva contra o norte da Inglaterra.

June 2026