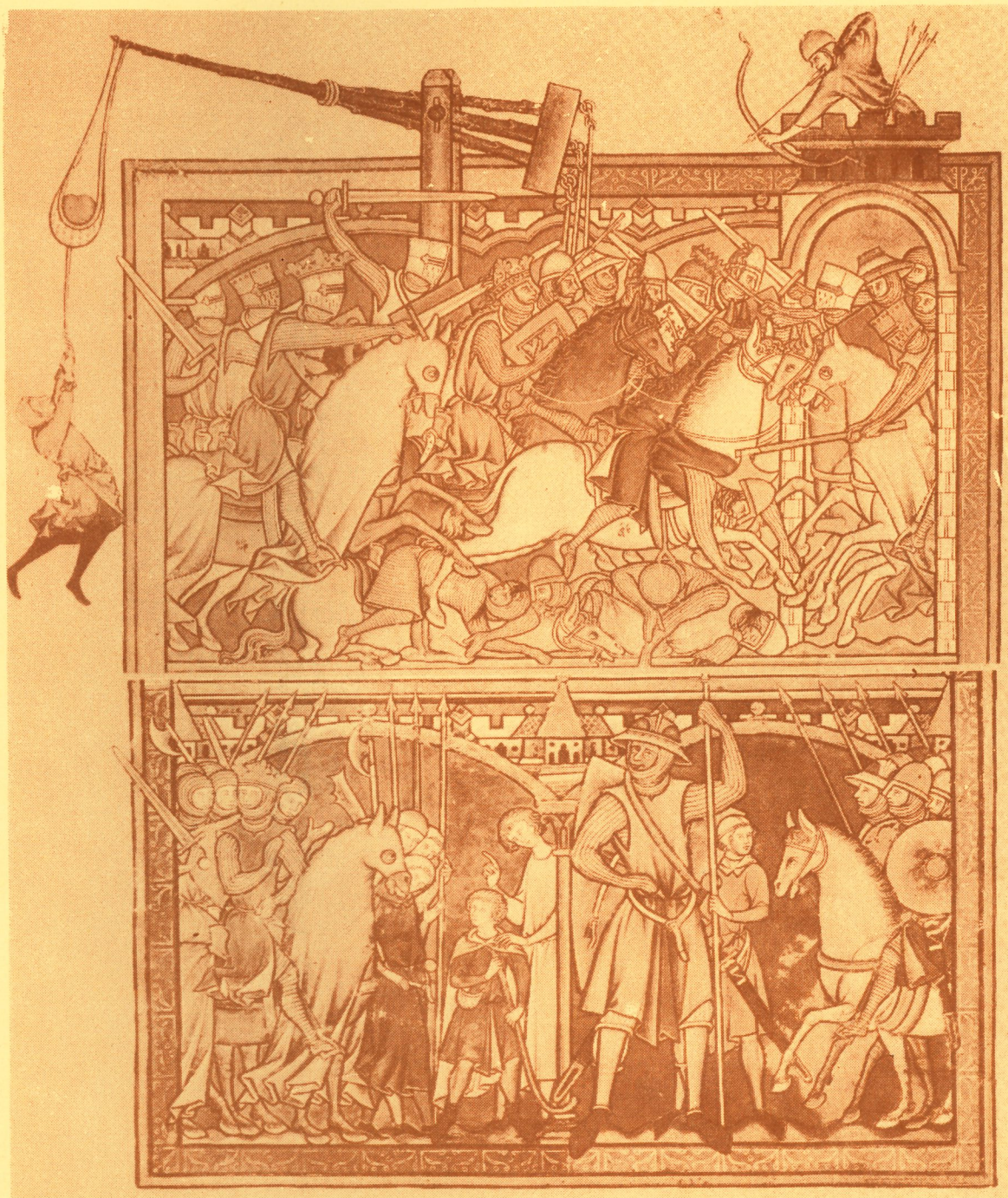


# ROBERT THE BRUCE



RULES



We suggest that players of *Robert the Bruce* approach the game in the following manner. First lay out the map and familiarise yourself with the terrain and symbols therein. Similarly examine the printed counter sheet *without* punching out the counters. Then read this rule book throughout. Begin with the historical information to introduce yourself to the land and the personalities you will be playing for and then begin to tackle the rules.

Like most sets of rules they will, at first glance, appear to be written back to front. This is an occupational hazard of rules in general. Steadily work your way through them, mentally noting those areas which are to be explained in more detail later and once you have read them go back over them a second time looking for those areas which at first glance didn't appear to be clear. Above all try to pick up the logic of the rules - why there are certain rules, or why they were constructed in a certain manner. In every case it is to achieve a desired effect. Try to understand what this effect is to get a better enjoyment of the game.

We suggest now attempting scenario one, a scenario in which more is organised for the players and which therefore is an easier introduction to the game.



## Contents

### Historical Introduction.

The Wars of Independence..... page two

Bannockburn and After..... page four

Chronology of the Wars of Independence..... page seven

Lords and Lordships..... page eight

The Characters..... page sixteen

Why did they Fight?..... page seventeen

The Warriors..... page eighteen

### The Rulebook.

#### General Introduction.

#### The Mapboard.

The Counters..... page twenty

### Setting up the Game.

#### Peasant and Clan Militia.

#### The Game Sequence.

#### The Winter Interphase.

Movement..... page twenty one

#### Sea Movement.

#### Zones of Control.

#### Stacking.

#### Combat.

Explanation of Combat Results..... page twenty two

#### Combat Results Table.

#### Burghs Castles and Seiges.

#### Additional Burgh Militia.

Ownership and Control of Provinces, Burghs etc..... page twenty three

#### Overawing a Neutral Lord or Lordless Area.

#### Change of Allegiance at the Winter Interphase.

The English Army and its Availability..... page twenty four

#### The Irish Galloglas.

The Bishop of St. Andrews and William Wallace..... page twenty five

#### The Highlands.

#### The Islands.

#### Coronation.

#### Conditions of Victory.

The Scenarios..... page twenty six

#### Additional Scenarios.

A Note on the Scenarios..... page twenty seven



# THE WAR OF INDEPENDENCE

**D**espite the current opinion of many amateur historians and historical novelists, the land of Scotland during the Early Middle Ages was anything but a homogeneous nation full of patriotic Scots fully conscious of their nationality. Indeed Scotland was *anything but* a homogeneous realm, having only recently become one kingdom and still, during the Wars of Independence, large parts of the North and West sought constantly to throw off the overlordship of the King of Scots.

**T**here were at least five major groupings among the inhabitants of Scotland as well as significant numbers of other nationalities. To the north and east lay the former realm of the Picts fierce fighters who had opposed the Romans and who had been united with the Scots, an itinerant Irish tribe settled in the West, by the Scots King Kenneth Mac Alpin. In the South West had lain the former kingdom of Strathclyde with its fortress capital Dunbarton, one of the last strongholds of the Britons; and in the Lothians and South East lay the remains of the Northern Germanic Kingdoms of the Angles, obliterated by the Norse invasions. Overlaid throughout the West lay the settlements of the West Vikings who had conquered the Isles, Man and Dublin and who by our period had largely intermarried with the Celts of the west coast. Significant too in effect if not in number were the urban settlements of Flemings in the thriving burghs of the Kingdom as well as the more recent introduction of knights of Norman, Flemish or Breton origin as part of the feudalising policies of the Scots Kings. All in all a heady brew and it is a tribute to the skills of the early feudal kings that despite constant rebellions against their rule this disparate collection of peoples were indeed welded into a cohesive state at all.

**I**t is David I who can justly be claimed to be the founder of Norman Feudalism in Scotland. The introduction of horsed warriors, feudal land tenure and the cohesive influence of the Roman church were the essential foundations of the kingdom, and although feudal tenure rarely managed to spread beyond the boundaries of arable cultivation, its effect on the ruling houses of the land was most significant. Though for the most part they retained their native methods of warfare, they normanised their names and increasingly took on all the trappings of Western feudal culture. This is not, however, to say that the new ways were accepted without demur. For long the various Mac Williams, (descendants, real or imagined, of earlier Kings) sought from their strongholds in Moray and Ross to expel the Norman influence only to be finally defeated and have their lands confiscated to be given over to foreign knights.

**B**y the time of Alexander III, however, the land was relatively peaceful and the boundaries of the kingdom had been stretched to include the far North and the Western Isles due to repeated victories over the Islesmen and their Irish/Norse allies. In later times chroniclers would harken back to these 'golden' times before the Wars - so very different from what was to follow.

**A**lexander III was the last of the early, direct line of Kings of Scots. His first wife, Margaret, sister of King Edward I of England, had died in 1275, and of the three children of that match both the sons had died and the daughter, Margaret, had married King Eric II of Norway to whom she had borne a daughter also called Margaret. With such a precarious line of succes-

sion it is no wonder that the King had married again - to Yolande, daughter of the Comte de Dreux, and she soon became pregnant. However on the night of 18/19 March 1286 the King rose from his counsel chamber in Edinburgh to return to the side of his wife across the Forth and *en route* was thrown from his horse and killed.

**I**mmediately the kingdom was thrown into turmoil. For many the accession of an infant girl from Norway was unthinkable and one of the main claimants Robert de Bruce of Annandale was quick to arm his supporters and lay claim to the throne. However, under pressure from the other Scots magnates, he agreed to await with them the outcome of Yolande's pregnancy. Unfortunately for the Kingdom of Scots the child was stillborn and once more the succession lay with the infant, the *Maid of Norway*, who was sent for from Scandinavia. In order to bolster her position a marriage was arranged between her and Edward, the infant son of King Edward I which would mean that the kingdom would not collapse into anarchy during the long minority but would also keep the stern English King at a safe distance. But the catalogue of tragedy was not yet ended. Margaret died *en route* from Norway to her new Kingdom leaving no less than thirteen claimants to the now vacant Kingdom of Scots.

**E**f all these claimants only two had any real claim. Most of the others were descended either from Kings of the distant past or illegitimate descendants of King William the Lion, and seem merely to have put their claims forward in case of any future possibilities rather than any present potential for being accepted as King. The two key claimants were John de Baliol, Lord of Galloway, son of John de Baliol the elder and Devorgilla of Galloway and grandson, through his mother of Margaret, elder daughter of David, Earl of Huntingdon, third son of King David I; and Robert de Bruce, Lord of Annandale, the son of Isobel, the younger daughter of David, Earl of Huntingdon.

**R**ow there was no set way to determine the succession in Scotland. The Kings of old appear to have been traditionally elected from the royal house by the seven sub-kings or earls of the realm, but this had been long in abeyance, if indeed it had ever had anything other than a ceremonial significance, and the rule of primogeniture (descent through eldest sons), rapidly becoming the fashion among the *Franks*, had yet to get a grip on the Scots. Although by modern calculation Baliol had the better claim, this had no effect on the situation in the late 13th Century.

**W**ith Civil War and anarchy looming, (De Bruce had already raised an army to enforce his claim once) the Scots barons looked to their powerful neighbour, Edward I, the potential father-in-law of the Maid of Norway, to help them out. Now this stern lord was only too willing to become involved in the succession crisis for he intended that *whoever* became King of Scots it would mean the acceptance of the supremacy of the Kings of England over the Kings of Scots. This was, in fact, acceptable to many of the Scots Barons, substantial numbers of whom already held lands in England, as long as Edward did not try to enforce this supremacy vigorously - for it had been given and repudiated many times. Only the Scots Church saw the danger to itself and resolutely opposed Edward's pretensions.

**T**he Church had benefited greatly from the introduction of feudal rule into Scotland. She had grown fat

on the lands given the largest landown that vital ideologi feudalising Kings and make the peas this rise in wealth Archbishop of Yor was under his juris succession of dispu used the rivalry be as mediation and their independence of England would of subjugation of the in the prolonged an the *competitors* acc lordship it was th wealth and lands th of Edward and form presumably because oppose the English Also supporting B Comyns, Earls of E allied through marr of the West. Suppo many of the leading the powerful house Lords related to the

**A**fter much de finally award Galloway who thus perhaps in disgust left Scotland to live leadership of the B now became Lord of future King Robert,

**W**hy Edward c ery and co because he consid claimants and thus subjugating the Sco saw in Baliol the among the barons a equipped to rule th soon showed his d Scots his subject in castles of the King overruled those of presence of the Scot the French King, th a catalogue of insul iance and faced with Bruce/Steward fact able onslaught of K

**E**dward was north, sacked time the most prosp inhabitants and de the battle of Dunba Brechin where he fi ved of his kingdom merely a province Scots barons mee parliament at Berw friends were made Edward would now be fulfilled. The pr over. The War and it.

**I**n fact the ver solving the merely opened the the three factions w to continue long aft



and married again - to de Dreux, and she in the night of 18/19 counsel chamber in his wife across the from his horse and

is thrown into turmoil of an infant girl from the main claimants as quick to arm his ne. However, under nates, he agreed to blande's pregnancy. Scots the child was session lay with the was sent for from position a marriage ward, the infant son an that the kingdom ring the long minor- glish King at a safe agedly was not yet Norway to her new en claimants to the

had any real claim. either from Kings of escendants of King y to have put their possibilities rather g accepted as King. de Baliol, Lord of e elder and Devorg- ough his mother of Earl of Huntingdon, rt de Bruce, Lord of ounge daughter of

determine the succ- gs of old appear to n the royal house by realm, but this had had ever had any- icance, and the rule eldest sons), rapidly nks, had yet to get modern calculation ad no effect on the

looming, (De Bruce rce his claim once) owerful neighbour, aw of the Maid of stern lord was only ne succession crisis ne King of Scots it supremacy of the Scots. This was, in Barons, substantial nds in England, as rce this supremacy d repudiated many e danger to itself etensions.

atly from the intro- She had grown fat

on the lands given her by successive Kings, (she was the largest landowner in the Kingdom), in return for that vital ideological support that the centralising, feudalising Kings had needed to transform the realm and make the peasantry accept the new situation. With this rise in wealth had come a long wrangle with the Archbishop of York about whether the Scots Church was under his jurisdiction and control or not, and in a succession of disputes the Scots Church had skilfully used the rivalry between York and Canterbury as well as mediation and bribery in Rome to assert and win their independence. The active overlordship of a King of England would once again raise the possibility of the subjugation of the Church and its wealth to York. Thus in the prolonged arbitration over the Crown, while all the competitors accepted the condition of English overlordship it was the Scots Church, fearful for their wealth and lands that resolutely opposed the pretension of Edward and formed the bulk of the support for Baliol presumably because they considered him more likely to oppose the English King if it came to the crunch. Also supporting Baliol were the large and powerful Comyns, Earls of Buchan and Lords of Badenoch, and allied through marriage to many of the powerful chiefs of the West. Supporting Bruce, on the other hand, were many of the leading magnates of the Lowlands such as the powerful house of the High Steward as well as Lords related to the Bruces like the Earl of Mar.

**A**fter much deliberation and discussion Edward I finally awarded the crown to John Baliol, Lord of Galloway who thus became King John of Scots. Bruce, perhaps in disgust or fear of retaliation by the new King left Scotland to live on his lands in England, leaving the leadership of the Bruce faction to his son Robert, who now became Lord of Annandale and his grandson, the future King Robert, who became Earl of Carrick.

**W**hy Edward chose Baliol is still shrouded in mystery and conjecture. Perhaps it was indeed because he considered him the more pliable of the two claimants and thus better suited to serve his purpose of subjugating the Scots, but it is much more likely that he saw in Baliol the person with the greatest support among the barons and Church and thus seemed better equipped to rule the country. Whatever the reason he soon showed his determination to make the King of Scots his subject in demanding possession of the major castles of the Kingdom, in determining that his courts overruled those of King John and demanding the presence of the Scots King and his army in his war with the French King, the ally of the Scots. Faced with such a catalogue of insults King John repudiated his allegiance and faced with the open and active hostility of the Bruce/Steward factions, prepared to oppose the inevitable onslaught of King Edward.

**E**dward was not long in coming. He marched north, sacked the rich burgh of Berwick, at that time the most prosperous in Scotland, killing most of the inhabitants and destroyed a depleted Scots army at the battle of Dunbar. King John was pursued as far as Brechin where he finally surrendered only to be deprived of his kingdom which was henceforth to become merely a province of the Kingdom of England. The Scots barons meekly acquiesced in this at a shameful parliament at Berwick where only the Bruces and their friends were made welcome, though their hope that Edward would now grant them the kingdom was not to be fulfilled. The problem of the Scots appeared to be over. The War and abolition of the Kingdom had solved it.

**I**n fact the very opposite was the case. Instead of solving the problem: the defeat of King John merely opened the floodgates of War - a war between the three factions which was to devastate Scotland and to continue long after the deaths of all who had begun

**E**ven while the Scots Barons were returning from Berwick as Edward's vassals, a great revolt of the lesser folk had broken out both north and south of the Forth. Under William Wallace in the south and the family of De Moray in the person of David de Moray and his relation the Bishop of Moray in the north the Scots forces expelled the English wherever they went and finally met up to carry on the siege of Stirling Castle where on 11th September 1297 they utterly crushed the main English Army in Scotland at the Battle of Stirling Bridge. But with grave loss - for De Moray was fatally injured in the battle and Wallace was left almost singlehanded to clear the rest of the countryside if not the castles of the English.

**F**or almost a year the governance of the land was in the hands of Wallace and his Church allies. The Comyns, subdued by the defeat of Dunbar had taken no part in the rising and the Bruces remained opposed to Wallace having, after a hosting of their forces in the south, capitulated to Edward even before Stirling Bridge. For Wallace fought in the name of King John.

**R**etribution was at hand however. King Edward, stung into action by his army's setback, again hurried north and defeated Wallace the Guardian's forces at the Battle of Falkirk in July 1298. A follow up of the conquest of the rest of the kingdom was, however, prevented by his other commitments and he was forced to return to England immediately after. Into this vacuum came finally the Scots barons. These, in fear of their feils and in opposition to Edward put aside for a time all their rivalries in face of the common foe. Three guardians were chosen for the governance of the kingdom, Robert de Bruce (the third), John Comyn of Badenoch and William Lamberton the new Bishop of St Andrews and leader of the Scots Church. Together the barons soon consolidated their hold on the country aided in some part by the problems Edward I was having with his own barons. That monarch's response to the alliance was uncharacteristically weak and by about 1300 there were high hopes among the Comyn's at least that King John might soon be released from Papal custody to return to his kingdom. This, however was too much for the Bruces and, seeing their enemies becoming stronger and stronger Bruce once more made his peace with King Edward in the hope that after the Baliol/Comyns were defeated he could become the client King of Scots, granted by a grateful Edward.

**D**espite his defection, the remaining guardians still held most of Scotland and English forays in 1300, 1301 and 1302 achieved little but the capture of a few minor lowland castles. The year 1303 however was to see Edward's greatest attempt to regain the land. It was the attempt most crowned with success certainly. He marched north in May and by the Autumn he had subdued most of the Scots by skilfully outflanking their defensive position at Stirling by imaginative use of his supporting fleet and was holding a parliament in St. Andrews where once again most of the Scots Lords came into his peace. Wallace was captured soon after and, after a farce of a trial, was brutally murdered and dismembered in London to have parts of his body displayed on burgh gates all over the country. Once again the War appeared to be over. But young Robert de Bruce had just begun. Realising that he could not hope to oppose the aging Edward and the strength of the Comyns at the same time he resolved to deal with the latter first. First of all he murdered John Comyn of Badenoch at a supposedly friendly meeting in a churchyard in Dumfries and raced north to Scone where he had himself crowned King of Scots. The die was cast.



In fury Edward's English troops joined with the Comyn forces to defeat Bruce at Methven scattering the new King's forces to the four winds and executing many of the Bruce family and supporters in their hands as well as imprisoning the female members of the family. His army defeated and himself a fugitive in the highlands, the cause of the Bruces seemed lost; but fate was to lend a helping hand. King Edward I once more *en route* for Scotland died on the journey at Burgh on Sands in July at once removing Bruce's main opponent and leaving his hands free to deal with the Baliols and Comyns, now headless since the death of Red John, Lord of Badenoch. As one writer has put it.

'From that moment the tide turned in Bruce's favour. Edward II, weak and intemperate, neither soldier nor statesman, was an unworthy successor to Edward I and apparently none knew it better than the Scots.'

Given this respite from English intervention Bruce swept north to eliminate the Comyns before the new English king appeared on the scene - as he knew he would eventually. The Baliol/Comyn faction, with their leader murdered and King John retired to his estates in France were soon defeated at the Battle of Inverurie after a makeshift defence by the Earl of Buchan, Sir Ingram de Umfraville and Sir David de Brechin on 23rd May 1308. Bruce followed up his victory with a ruthless devastation of Buchan still

## BANNOCKBURN AND AFTER

The first thing that must be said about this, the most famous of Scottish battles is that it was not the straight confrontation between the Scots people and the English that it is so often claimed to have been. It was only one chapter in the triangular struggle for power between the three warring factions that had been going on for a generation already - another episode in the ongoing saga of Baliol/Comyn *versus* Bruce/Edward *versus* the English Kings for the mastery of Scotland. As soon as one faction appeared to be gaining an overwhelming superiority over the other two, these latter would combine forces to restore the status quo. BALIOL *versus* EDWARD I and BRUCE until the submission of King John; then BALIOL/COMYN and BRUCE/STEWART *versus* EDWARD after Stirling Bridge until the rumours of King John's return prompted Bruce to change sides leading to the defeat of the Baliol/Comyns by these two. With the death of Edward I putting the English temporarily out of the fight the victory of Bruce over Buchan meant that at Bannockburn the BALIOL/COMYNs were ranged on the side of the ENGLISH monarch against the BRUCE/STEWART faction, now supported by most of the wavering independent barons and the power of the Scots Church. Apart from the Umfraville Earls of Angus and the Earl of Dunbar who had always supported the English Kings, the Earl of Buchan along with many of his relatives including the son of John Comyn of Badenoch and many barons of the Baliol connection such as Ingram de Umfraville and David de Brechin fought against the Bruces at Bannockburn. The real achievement of King Robert was in breaking the cycle of victory and defeat by winning twice in a row, *so to speak* and, apart from the occasional border bickering, effectively delay the return of the wars to Scotland for at least a generation.

Indeed we may postulate that had Edward II and his vastly superior force actually won the battle, as was by no means unlikely, he would have restored the Baliol and Comyn factions to their lands, confiscating those of the Bruces, only to find that the Comyns would have

4

remembered today in folklore as the '*her ship o' Buchan*'. The Comyn power was completely destroyed. The Earl fled to England where he died without issue and Bruce, overawing the power of Ross, sped south to subdue the MacDugals, the last of the Comyns and then prepared to face the inevitable English invasion, but this time with no third party to confuse the issue.

In control of the land and the people and increasingly supported by the Church, the Scots barons and common people who were only too glad to support *anyone* who would end the wars, Bruce quickly cleared the land of English soldiers, taking most of the minor castles in passing. Finally only Stirling was left as a major threat to his rule and its governor had promised to give it up within a year if help did not come.

This was an affront that even weak-willed Edward II would not stand and he assembled an enormous army to raise the siege and finally destroy this *rebellion*. Summoning troops from England, Normandy and even Ireland as well as the remains of the defeated Baliol/Comyn faction he marched north over the Tweed with possibly 20,000 men of whom possibly 3,000 were mailed knights. With the negotiated surrender of Stirling Castle only three days away he reached Edinburgh on 21st June 1314. King Robert I of Scots and the assembled host of the Kingdom awaited him on the banks of a small stream that flowed into the Forth not far from the burgh of Stirling - the Bannock Burn.

once more revolted - probably in alliance with the Stewards - after a year or so.

With King Robert's victory the struggle for mastery of Scotland, though not finalised in favour of the Bruces, was effectively delayed until the advent of Edward Baliol, the son of King John, and the accession of Edward III on the deposition of his father.

To give battle at all was certainly atypical of Robert's general principles of waging war in Scotland. He knew the weaknesses of his army and the strengths of the mailed knights and bowmen of the English too well. He must have known that his own hold on the country and the people was precarious indeed and that a defeat could be disastrous for his cause, but with the prize of Stirling Castle, the best fortress in the country before him and the potentially catastrophic effect of a tame retreat in face of Edward, he must have known that he simply *had* to fight. Accordingly he chose a good position to the south of Stirling, flanked on the left by the Forth itself and its marshes, backed by woods which would afford concealment and some protection from the English archers as well as allowing for the possibility of retreat if the day went badly. In front was the Bannock Burn itself which, it was hoped, would disorder the English advance and allow the Scots to meet the enemy on equal terms.

The Scots army was predominantly an infantry one and was divided into five bodies under the command of Robert himself, (the reserve), the High Steward, Douglas and Moray (all with the infantry) leaving Keith, the Marischal in charge of the cavalry. Two, or perhaps three, of the infantry bodies were composed of lowland spearmen armed with their 12 foot spears densely packed into their schiltrons formation with a front rank composed of dismounted knights. The other infantry were the dreaded gallowglasses of the Highlands and Isles armed with their devastating two-handed sparth axes and swords. The cavalry were unlikely to have been knights, (these were with the

infantry), but were men whose horse kept ready at t

After some initial advance guard of the host appeared in front of Philip Mowbray, the who had ridden out to knights in his entourage fully saw the danger

in their excellent position resolved to try a flank would enable them stream, outflanking on the morrow. Acc

moved off and crossed night in a bend of the lessons of Evesham often, far far from favourable positions while their saw that the English be imagined. Certain form up and exit from marsh and river to majority in both cavalry the schiltrons the day the Scots had no intention decided that the nub in echelon from the hurtle down on the E could deploy at all.

The amazement of seeing the Scots infantry from their hugely superior and waiting to be shown chroniclers of the pinning the English were thus rendered back into the march DID in fact manage to flank; they were scarcely in hand for just then developed into a until one side finally perhaps affected by the Scots reinforcements but which seem merely Hampered by their the mud of the marsh allies were slaughtered knights being kept alive

The booty collected quality of the captives It allowed Robert to be released from English rush to join the victory the English or King aside from the fray Patrick, Earl of Dunbarton the Edwards since peace with Bruce.

Bannockburn had the Wars. Even sufficient to persuade failed to add Scotland after year following the Robert, Douglas and (made Earl of Moray) England pillaging and Scots King even survived under his brother Edward crowned High King of eventually ended in



infantry), but were most likely the highly skilled border horse kept ready at the rear for any eventuality.

After some initial skirmishing between the Scots and the garrison of Stirling Castle as well as the advance guard of the English army, Edward II's mighty host appeared in front of the Bannock. Advised by Sir Philip Mowbray, the English governor of Stirling Castle who had ridden out to meet his king, and the many Scots knights in his entourage, Edward and his commanders fully saw the dangers of a direct assault on the Scots in their excellent position behind the burn and thus resolved to try a flanking manoeuvre to the right which would enable them to cross the burn further downstream, outflanking the Scots position ready for battle on the morrow. Accordingly the enormous cavalcade moved off and crossed the bannock, camping for the night in a bend of the river alongside the marshes. The lessons of Evesham seem completely to have been forgotten, for far from feeling obliged to stand firm in new positions while their enemies attacked them, the Scots saw that the English position was the worst that could be imagined. Certainly if they were to be allowed to form up and exit from their cramped camp between marsh and river to more open terrain where their superiority in both cavalry and knights could take its toll of the schiltrons the day would go ill for King Robert. But the Scots had no intention of standing still. Robert had decided that the nub of the matter was to turn the Scots in echelon from their original defensive position and hurtle down on the English come the dawn before they could deploy at all.

The amazement felt by Edward II and his forces at seeing the Scots infantry not merely NOT running away from their hugely superior forces but not even standing and waiting to be shot to pieces was immense as the chroniclers of the period attest. On came the Scots, pinning the English cavalry in front of their archers who were thus rendered useless, and slowly pushing them back into the marches. When some bodies of archers DID in fact manage to get round an open English right flank, they were scattered by the Scots cavalry, kept neatly in hand for just such an emergency. The battle then developed into a real 'slugfest', a static slaughter until one side finally gave way - in this case the English, perhaps affected by the arrival of what appeared to be Scots reinforcements on the hills behind Robert's army but which seem merely to have been camp followers). Hampered by their stricken horses, their armour and the mud of the marshes, the English and their Scots allies were slaughtered in droves only some of the knights being kept alive for the value of their ransom.

The booty collected was enormous as was the quality of the captives though Edward himself got away. It allowed Robert to have all the prisoners of his faction released from English prisons and more, it meant a rush to join the victors from anyone still committed to the English or King John or who had prudently stood aside from the fray up to that point. Even men like Patrick, Earl of Dunbar, whose family had supported the Edwards since the very beginning, made their peace with Bruce.

Bannockburn however did not spell the end to the Wars. Even this crushing defeat was not sufficient to persuade the English barons that they had failed to add Scotland to the English dominion. Year after year following the battle, Scots forces under King Robert, Douglas and the king's nephew Randolph (made Earl of Moray), invaded the northern counties of England pillaging and looting wherever they went. The Scots King even supported an invasion of Ireland under his brother Edward de Bruce which saw the latter crowned High King of All Ireland, though the invasion eventually ended in ignominy with the defeat and

death of Edward at the battle of Dundalk. It was only after the enforced abdication and subsequent murder of Edward II by his queen and her lover Mortimer and the accession, as a tool of these two, of Edward III that the internal state of England forced the making of peace with the Scots in 1328. The treaty was cemented by the marriage of Joan, Edward's daughter, to David, King Robert's son and heir, though the non appearance of the young English King gave early notice of his displeasure at the peace treaty and of his later attempts to regain Scotland. The Pope who, during the wars had excommunicated Bruce for the murder of Comyn and also the whole realm for support of rebellion, was persuaded to assent to the peace aided by the usual large bribe and the famous *Declaration of Arbroath* of 1320 when all the barons on the side of Bruce at that time had written to him stating their support for Robert and the independence of Scotland from English rule. However the Pope's new position came too late for King Robert. Only days before the lifting of the excommunication reached Scotland the King died leaving the throne to his infant son under the guardianship of his most faithful supporters. The kingdom seemed to have entered - at last - an era of peace. The very opposite was the case. Far too many of the Baliol and Comyn lords had lost their Scottish lands, and their determination to regain them, allied with Edward III's success in ousting his mother from power and the return of Edward Baliol, son of the former King, bode ill for the Bruce/Steward hold on the Kingdom of Scots.

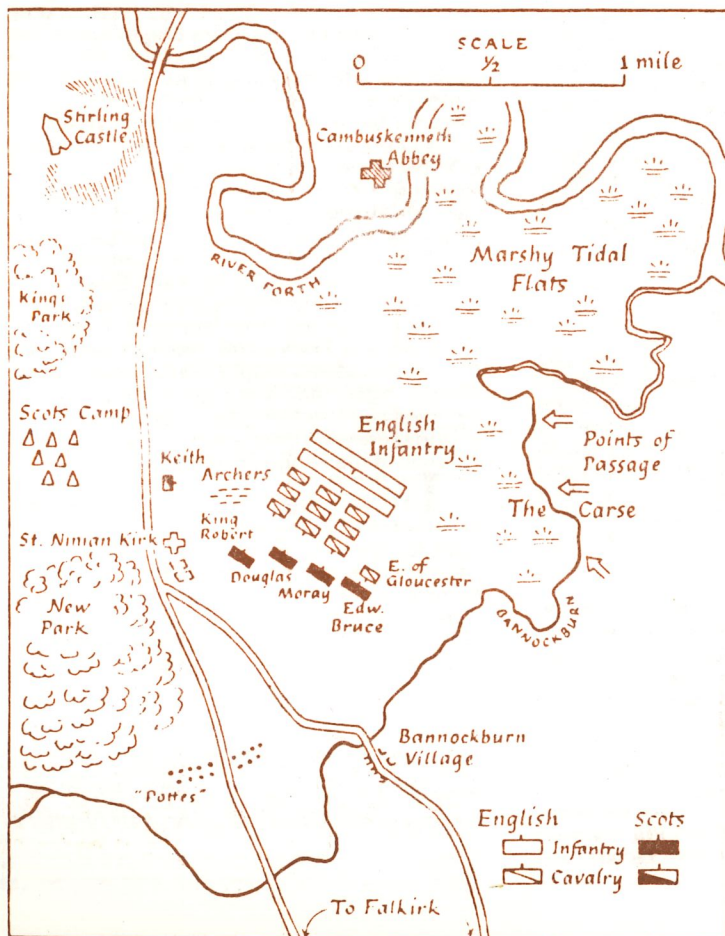
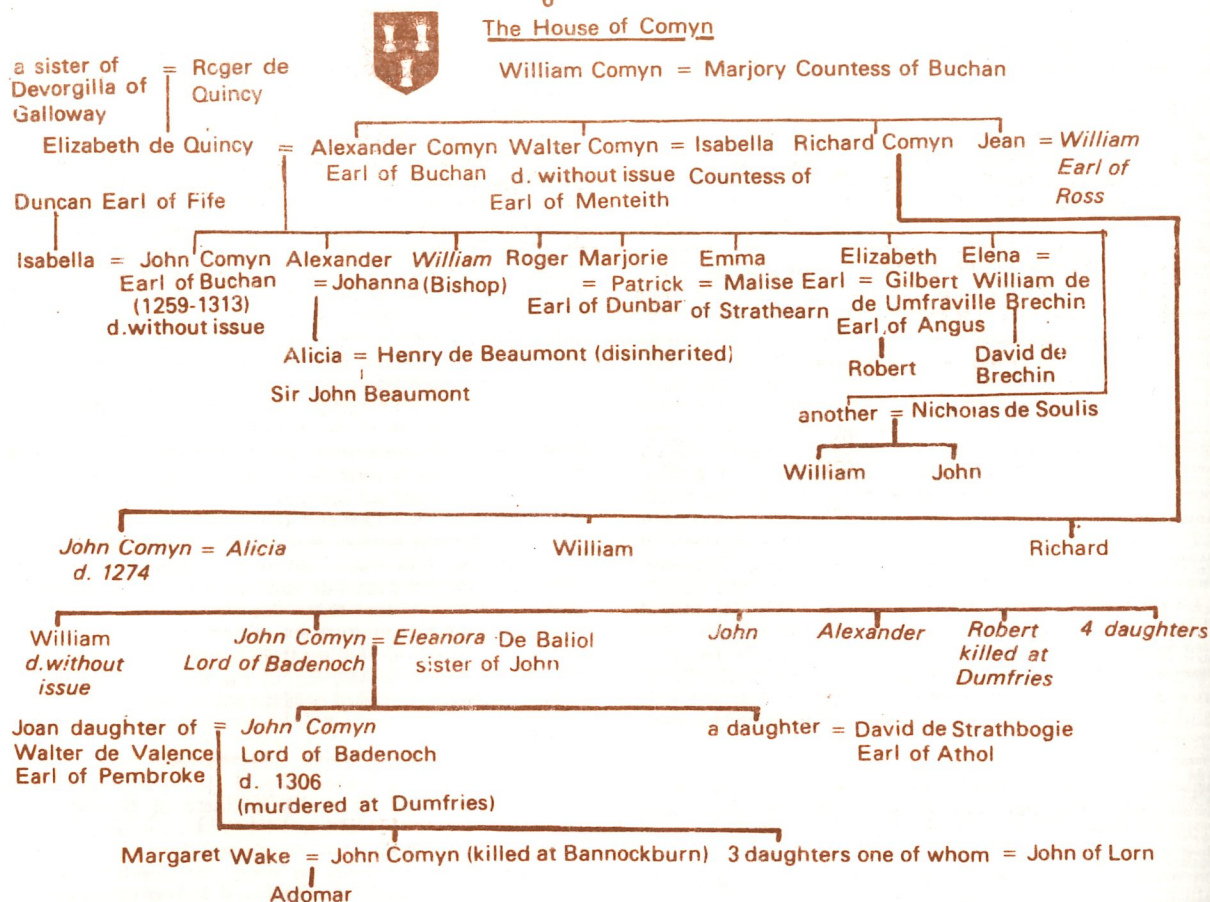
Thus in 1332 these *Disinherited* Scots lords, including Edward Baliol, David de Strathbogie and Henry Beaumont, heir to the Earldom of Buchan, with the active support of Edward III, landed by ship in Fife and defeated the army of the regent, Mar at the Battle of Dupplin Moor by using their longbowmen in the manner later to become so famous during the Hundred Years War. Edward Baliol was then crowned King of Scots at Scone and the wars began again. But although many acceded to the accession of the new King, especially after his miraculous victory and the flight of King David to France, deeming the victory *divinely inspired*, too many people were unwilling to see their gains of the wars lost and Edward found it impossible to hold on to more than a few strong places and was soon forced to retreat to England. True, he was to return as part of invading English armies for a few years yet when the English armies inflicted crushing defeats on the Scots at Halidon Hill and Durham but these successes were merely temporary and Edward III soon came to realise that more attractive gains were to be made over the Channel. The Hundred Years War for the dominance of France was about to begin. Thus though the two kingdoms fought many times during the later Middle Ages they were essentially wars and battles between two fixed kingdoms rather than what the Wars of Independence had been about - the mastery and survival of the Kingdom of Scots.

It is arguable that Scotland would have been better off if the Edwards HAD won the three cornered fight, for the history of Scotland during the later Medieval period is one of weak kings and minorities, where baronial anarchy prevailed causing bloodshed and grief throughout, where murder became an instrument of policy - just the situation where a strong King was needed but was so sadly lacking.





## The House of Comyn



## The Battle of Bannockburn

- 1286 King Alexander's grand daughter, Bruce the Comyn, King first makes government is so as heir to the throne
- 1290 A marriage is made the son of Edward however en route session in jeopardy
- 1291 Edward I agrees to demands but demands lord. All the claimants
- 1292 After much argument way adjudged to retire to England son and grandson
- 1296 After many attempts humiliating conditions lordship, Edward alliance with France join him in an attempt King John repels the North of England and marches north slaughter, defeat and accepts his terms him and sending him is Governor of Calais
- 1297 Risings in the low north by Andrew
- 1298 Edward I invades Wallace at Falkirk with Bruce's Stewart
- 1300 Rising power of the John's possible return to Scotland resigns the joint
- 1302 Robert de Bruce
- 1303 Edward once more the Scots army accepts the surrender
- 1304 Edward holds a parliament most of the Scots
- 1305 Wallace captured
- 1306 Bruce the younger since the death of and under the pressure the Red Comyn in has himself crowned this murder he is His forces are defeated by the combined





# Chronology of the Wars of Independence



- 1286 King Alexander III dies leaving as heir an infant grand daughter, the Maid of Norway. Bruce the Competitor, grandfather of the future King first makes claim to the throne. An interim government is set up and acknowledges the Maid as heir to the throne.
- 1290 A marriage is arranged between Margaret and the son of Edward I of England. Margaret dies, however en route from Norway leaving the succession in jeopardy with 13 claimants.
- 1291 Edward I agrees to adjudicate claims of the claimants but demands agreement on himself as overlord. All the claimants, including Bruce agree.
- 1292 After much argument John Baliol, Lord of Galloway adjudged to be rightful King of Scots. Bruce retires to England leaving his Scots lands to his son and grandson.
- 1296 After many attempts to force King John to accept humiliating conditions based on his active overlordship, Edward orders the Scots to end their alliance with France and assemble their army to join him in an attack on France. King John repudiates overlordship and raids the North of England. Edward assembles an army and marches north. He sacks Berwick with great slaughter, defeats John at the battle of Dunbar and accepts his surrender at Brechin, deposing him and sending him captive to England. Bruce is Governor of Carlisle for Edward.
- 1297 Risings in the lowlands led by Wallace and in the north by Andrew de Moray. Battle of Stirling.
- 1298 Edward I invades Scotland again, defeating Wallace at Falkirk. Comyns Baliol faction unite with Bruce's Stewart faction to oppose Edward I.
- 1300 Rising power of the Comyns and rumours of King John's possible release from Papal custody and return to Scotland means the younger Bruce resigns the joint Guardianship.
- 1302 Robert de Bruce goes over to Edward.
- 1303 Edward once more invades Scotland, bypassing the Scots army at Stirling using his fleet and accepts the surrender of the Comyns.
- 1304 Edward holds a parliament at St. Andrews where most of the Scots nobility come into his peace.
- 1305 Wallace captured and executed in London.
- 1306 Bruce the younger, now the leader of his faction since the death of his father, returns to Scotland and under the pretense of a conference, murders the Red Comyn in a churchyard in Dumfries. He has himself crowned King of Scots at Scone. For this murder he is excommunicated by the Pope. His forces are defeated and scattered at Methven by the combined English and Comyn armies.
- 1307 King Robert raids in the South West with the aid of the Lord of the Isles. En route once more to Scotland, Edward I dies. Edward II, his son, succeeds him. Robert moves north to deal with the Comyns.
- 1308 Battle of Inverurie means Comyns Baliol power broken. They surrender or flee Scotland.
- 1309 Most of Scotland in Bruce's Stewart hands helped by the internal dissension in England between Edward II and Lancaster. Apart from a few small castles and burghs only the mighty Stirling Castle remains in enemy hands.
- 1310 Edward II leads an army to Scotland but achieves little but the capture of a few castles.
- 1311 Scots raid Northern England.
- 1314 Edward invades once more to the relief of Stirling Battle of Bannockburn. Robert recovers the rest of Scotland and continues raiding northern England.
- 1318 Robert retakes Berwick. Edward Bruce killed in Ireland at Dundalk.
- 1320 Scots Barons sign Declaration of Arbroath.
- 1323 Truce signed for 13 years but no permanent peace.
- 1327 Edward II forced to abdicate after his forces are defeated by those of his wife and her lover Mortimer in favour of his son Edward III.
- 1328 Peace finally signed between Robert and English.
- 1329 Pope finally acknowledges Robert as King but latter dies before the news reaches him. Infant son David succeeds him.
- 1332 Edward Baliol along with 'Disinherited' knights land in Fife and defeat the Scots under Mar at Dupplin Moor. Baliol is crowned King of Scots. Baliol surprised at Annan and flees to England.
- 1333 Edward Baliol and Edward III besiege Berwick and defeat relieving Scots army at Halidon Hill. Baliol regains southern Scotland granting vast lands to his overlord Edward III.
- 1334 The infant David II flees to France.
- 1335 David de Strathbogie defeated at Culblean. Baliol ousted once more from the lowlands.
- 1336 Edward III invades Scotland winning as far north as the Moray Firth burning Aberdeen and Elgin but failing to bring the Scots to battle.
- 1337 Edward III again invades Scotland.
- 1338 Edward III sails with his army to France. The French Wars commence.





## LORDS AND LORDSHIPS



The Wars of Independence, (though they should in reality be called the Wars for the Kingship of Scots), began because of the collapse of the old ruling line. The line of the King of Scots had run, albeit in a slightly haphazard fashion, from the great Kenneth Mac Alpin who had, by marriage and conquest, united the old Kingdoms of Scots and Picts, Angles and Britons into a united Kingdom of Scots. The Kingdom had then passed through successive descendants to David I who in effect introduced feudalism to the lowlands. His son Henry predeceased him and the throne went to his grandson Malcolm called *the maiden* on whose death the crown went to his brother William called *the Lion* then to his son Alexander II and after him to his son Alexander III. However with this last Alexander the line petered out and died. Both his sons of his first marriage predeceased him, the child of his second marriage was stillborn after his death and his grand daughter the *Maid of Norway* died *en route* to her new kingdom. Alexander II had had no other *legitimate* offspring (though many of the lords of Scotland could trace their ancestry from his many illegitimate offspring) and thus the search for a new king came from the descendants of the third grandson of David I, David Earl of Huntingdon and it was here that the trouble started. For the real competition was between a grandson of the eldest sister - John de Baliol - and a son of the younger sister - Robert de Bruce. True there were other competitors but these were either from lower down the line of legitimate succession or descendants of illegitimate offspring of various Kings except for the claim of John Comyn of Badenoch who traced his descent from as far back as a son of Duncan I, one Donald Ban.

## DE BALIOL

The family of *De Baliol* appear first in the British Isles with William the Conqueror, one of the very few families that can trace such a descent, in the shape of a *Guy de Baliol* whose grandson *Bernard de Baliol* of Barnard Castle held lands in Northumberland and Northants as well as Normandy. He had two sons, the younger of whom, *Ingram*, had descendants who figure prominently in the history of Scotland and who eventually held the title of Chamberlain of Scotland as well as substantial lands in the south west. The elder son, *Eustace* kept the family lands in England and his grandson *John de Baliol* eventually married *Devorgilla of Galloway* and thus became Lord of Galloway. After some difficulty in taking possession of his lordship he had four children of whom one daughter married *John Comyn the Elder* and the eldest surviving son *John* succeeded him as Lord of Galloway after the traditional rebellion of the *MacDowells* and who later became King John of Scots.

For too many historians the Baliols seem to disappear from history with the subsequent forced abdication of King John. However in the person of his son Edward and other of his relations such as Alexander de Baliol and Ingram de Umfraville, the Baliols remained a potent force in Scots politics well into the 14th century. Throughout the Wars many of the Scots nobility fought specifically for King John as indeed did the great *Wallace* and many other of the *lesser folk* of the realm. In 1304 the rumour that he was to be released from Papal custody was sufficient to strengthen the Comyn hold on the land to such an extent that

Bruce left the joint Guardians and went over to Edward. Similarly the amazing success of *Edward de Baliol* at Dupplin Moor seemed to many at the time to indicate divine support of the Baliol claim to the throne and for a short time *Edward de Baliol* ruled with considerable support. Only with his eventual failure to hold the kingdom does the name of Baliol, along with the names of all the other losers, all but disappear from Scottish history.

[In the game *Robert the Bruce* the counter BALIOL usually represents the head of the Baliol house and his close supporters and household knights though if he is sole King of Scots it will be this counter which represents him and the Baliol counter will represent family adherents or his heir.]

## GALLOWAY

Galloway had at one time comprised the whole of the southwest of the Kingdom of Scots and until very late in our period retained much of its uniqueness from the rest of the Kingdom such as its own laws. Of course the Scots Kings had continually tried to curb the powers of the Lords of Galloway and had eventually managed to divide the great lordship in two.

The first Lord of Galloway on record is one *Fergus* of the time of David I though little is known about him



Edward I crowns John Baliol King of Scots.

except that on his *Gilbert* quarrelled active meddling of lordship between Galloway and *Gilbert* ship which henceforth which later became struggles *Uchtred* son *Roland* still made out of Galloway and loyal subject of William rebellions for him. He eventually became died in 1200, the man leaving Galloway to

Alan, by contrast from Scots a powerful factor in the of England where he vast lands in both in the wars of both remaining Constable ing his lordship to had married *John* rebellion led by *Alan*, aided by the *MacDowells* to Ulster

[The counter Lord of Galloway led by who given charge of the

## COMYN

The *Comyns* descended from companions *Robert* Earl of Northumberland Earl from its independent *Richard Comyn* Normanising policy the southwest. His countess of Buchan. It appears to a daughter who married of his sons were to time in the Thirteenth were to be the most son *Alexander* who took colour for his shield. *Comyn* followed him married *Elizabeth* of Galloway and they had death his eldest son really have become the real head of the Comyn son of *William Comyn* as the base colour for known as the Red *John* became Lord *William*, *Walter Comyn* Badenoch and later under that latter he became Lord of Badenoch the Earldom of Menteith was who was the real in the Wars with the for the throne and with the Churchyard at Dundee the end for the Comyn

The last Earl of 1313 after be



except that on his death his two sons *Uchtred* and *Gilbert* quarrelled about the inheritance and with the active meddling of the King eventually divided the vast lordship between them. *Uchtred* and his heirs received Galloway and *Gilbert* got the northern part of the lordship which henceforth became known as Carrick and which later became an Earldom. During these fraternal struggles *Uchtred* was murdered by his brother but his son *Roland* still managed to hold on and swept his uncle out of Galloway and eventually became a powerful and loyal subject of William the Lion, putting down various rebellions for him with his fierce *MacDowell* clansmen. He eventually became Constable of the Kingdom and died in 1200, the most powerful lord in the southwest leaving Galloway to his son *Alan*.

**A**lan, by contrast, turned more and more away from Scots politics and paradoxically became a powerful factor in the politics of the neighbouring realm of England where his support in the Irish wars won him vast lands in both countries. He took a prominent part in the wars of both King John and Henry III though remaining Constable of Scotland. He died in 1234 leaving his lordship to his daughter *Devorgilla* who in 1233 had married *John de Baliol*. After the inevitable rebellion led by one *Thomas*, an illegitimate son of *Alan*, aided by the *MacDowells*, *John de Baliol* succeeded to his lordship, *Thomas* fleeing with many of the *MacDowells* to Ulster.

[The counter *Lord of Galloway* represents the knights of Galloway led by whoever of the Baliol family has been given charge of the lordship.]

## COMYN

**T**he Comyns were a large and powerful family descended from one of William the Conqueror's companions *Robert de Comyn* who in 1069 was created Earl of Northumberland and who died trying to take his Earldom from its inhabitants in 1069-1070. His descendant *Richard Comyn* came to Scotland as part of the Normanising policy of King David I receiving lands in the southwest. His son *William* married *Marjory* countess of Buchan and thus he became Earl of Buchan. It appears that he had at least 3 sons as well as a daughter who married *William Earl of Ross*. All three of his sons were to become powerful Lords and for a time in the Thirteenth Century the family of Comyn were to be the most powerful in the kingdom. The eldest son *Alexander* who took (or retained) black as the base colour for his shield and is thus known as the *Black Comyn* followed his father as Earl of Buchan. He married *Elizabeth de Quincy* a niece of *Devorgilla de Galloway* and they had at least nine children. On his death his eldest son *John* became Earl and should really have become head of that vast house. However the real head of the Comyns was a grandson of the third son of *William Comyn*. His son *Richard* had taken red as the base colour for his arms and his house became known as the Red Comyns and *Richard's grandson John* became Lord of Badenoch. The second son of *William*, *Walter Comyn* became the first Comyn Lord of Badenoch and later Earl of Mentieth and is discussed under that latter heading below. The Red Comyn became Lord of Badenoch on his uncle's succession to the Earldom of Mentieth and his son also called *John* it was who was the real leader of the Baliol/Comyn faction in the Wars with the Bruces, Stewards and the English for the throne and whose murder by Robert de Bruce in the Churchyard at Dumfries marked the beginning of the end for the Comyns.

**T**he last Earl of Buchan died in exile in England in 1313 after being bundled out of his lands after

the defeat at Inverurie, without male issue and the Earldom was broken up by the victorious Bruces to provide fiefs for their supporters the Randolphs, Gordons and Keiths. Of the last Earl's brothers none appear to have survived the wars although some minor Comyns are to be found holding petty fiefs in the late 14th Century. The line was kept going, however, by the marriage of his daughter to *Henry Beaumont* who was one of the *Disinherited* and with whose failure under *Edward Baliol* to regain his earldom the Black Comyns leave the stage of Scottish history forever. The line of the Red Comyns too died out. *Red John* left, on his murder, one son also named *John* who died at the battle of Bannockburn fighting the Bruces and two daughters who had married *John of Lorn* and *David de Strathbogie*, Earl of Athol. [*John Comyn* the first Lord of Badenoch had married *Eleanora* a sister of *John Baliol* and thus the interests of the two families were cemented by this bond which made the Red Comyn the nephew of the King.] *John of Lorn* ended his life fighting in the Western Isles for Edward II and the house of *Strathbogie* lost their lands with the rest of the *Disinherited*.

**E**f all those involved in the Wars the Comyns appear to have been the most maligned. For years they had resolutely upheld the rights of King John, only finally succumbing after their leader had been murdered and the faction defeated at Inverurie. For the death of the Red Comyn appears to have totally disheartened Baliol/Comyn faction though other faction members such as *Red John's* son, *Ingram de Umfraville*, *David de Brechin et alia* did continue the fight from England. One can but postulate that if Edward II had won the battle of Bannockburn he would have restored the Comyns and Baliols who a few years later while he was diverted elsewhere would have risen again probably in alliance with the Stewards, the Bruces having been eliminated by their defeat at Bannockburn. Since it is always the victors of wars who write the history our appreciation of the many nuances of the factional wars has been dulled and we are today unable to understand the reality of the Scots Wars of Independence and the important part played in them by the family of Comyn.

[In the game *Robert the Bruce* the counters for the Red and Black Comyns represent the Lord of Badenoch and Earl of Buchan respectively.]

## DE BRUCE

*Lords of Annandale and Earls of Carrick.*

**T**he Bruces were descendants of one *Robert de Brus* who had been Lord of Cleveland under David I and who died in 1141. In 1210 the eldest of the family of Bruce who appears in the Wars, *Robert Bruce* the Competitor was Lord of Annandale as well as having huge estates in England and being governor of Carlisle and sheriff of Cumberland. He was an active claimant for the Scots crown as early as the death of Alexander III in 1286 before the *Maid of Norway* was acknowledged when he claimed that a woman and a child at that could not rule and that Alexander III had made him heir presumptive during his lifetime. His claim was soon suspended despite his raising an army in its defense and he was forced to accept the will of the majority of the Scots barons in accepting an heir of Alexander II as next in line for the throne. With the extinction of that line he took part in the famous adjudication of Edward I and after the decision went against him he retired from Scotland to his estates in England leaving the management of his estates and faction to his son *Robert* and his grandson *Robert* the future King. This last father had married *Marjory* the heiress to the



Earldom of Carrick and with his fathers retiral to England he became Lord of Annandale and left the Earldom of Carrick to his son *Robert* the future King who became the real leader of the Bruces only with the death of his father in 1304 although in actuality he appears to have been its driving force for some time previously. Robert had many brothers who fought for him throughout the Wars and all of whom without exception died in them either in battle or as victims of the wrath of Edward I by execution. One brother *Edward* invaded Ireland and was crowned High King of Ireland before falling at the battle of Dundalk on 14th October 1318.

**K**ing *Robert* married the daughter of the Earl of Ulster and had but one son, *David* who succeeded as *David II*, a minor and who subsequently died without issue leaving the throne to a child of the marriage between King Robert's daughter by a previous marriage, *Marjory*, and *Walter*, a son of the High Steward. The child became King Robert II and thus became the first of the Stewart Kings who eventually ruled both Scotland and England.

(In the game *Robert the Bruce* the BRUCE counter is the head of the Bruces himself unless he is sole King in which case the King of Scots counter represents him and the Bruce counter represents one of his close relatives. The Lord of Annandale counter represents whoever of his brothers he has given the lordship to and the Earl of Carrick counter is another of the same.)

## CARRICK

**A**s explained above Carrick was for a long time the northern part of the Lordship of Galloway until wrested in fraternal strife in the late 12th Century by *Gilbert*, son of *Fergus*, Lord of Galloway. *Gilbert* was succeeded by his son *Duncan* who managed to retain the independence of Carrick from Galloway and who seems to have conducted almost yearly raids into Ulster with his gallowglasses where he gained much land. He was created Earl of Carrick by Alexander II as a means of forever severing the two parts of the former Galloway an area of almost perpetual revolt during the early medieval period against the norman kings by the fierce *Mac Dowells*, the descendants of the South Picts of the region. *Duncan* married *Avelina*, daughter of *Alan fitz Walter*, High Steward whose lands in the south west lay to the north of Carrick and was succeeded on his death by his eldest son *Neil* who, in like fashion, married *Margaret*, daughter of the High Steward. *Neil* had only one child, a daughter who married *Robert de Bruce*, Lord of Annandale and whose son therefore became Earl of Carrick. Thus can be seen the close interconnection between the Bruces and the Stewards. With the successes of the Bruces in the Wars the lands of Carrick went to a brother of *Robert* and on his death fell, like almost everything else, into the hands of the house of the Steward.



## HIGH STEWARD

**T**he High Stewards of Scotland were descended from one *Alan* who came to England with King Henry I of England and whose descendants held land in Lincolnshire, Shropshire and Arundel. The first of the family of *fitz Alan* was one *Walter* who came north with King David I taking a prominent part in that monarch's attempt to introduce norman feudalism to Scotland. He was created High Steward of the realm by David and given great estates in Kyle. At least one of *Walter's* sons went on Crusade where he may have died and the succession went to another son *Alan* who became the second High Steward. He in turn had two sons the succession going to the younger called after his grandfather, *Walter*, who married *Beatrice*, daughter of *Gilchrist*, Earl of Angus. They had at least six children one of whom died on the crusade to Damietta, two daughters who married the Earls of Carrick & Mentieth a son *Walter* who married the daughter of the Earl of Mentieth and succeeded for a time to that Earldom and a son *Alexander* who became the fourth High Steward on the death of his father in the mid 13th Century and who married the daughter of the Lord of Bute, a *Mac Donald*. *Alexander* died in 1283 leaving two sons and a daughter. The daughter married Sir *William Douglas* (see *Lord of Douglas* below) and the two sons took a prominent part in the wars as staunch supporters of the Bruces, their near relatives. The younger son *John* died at the Battle of Falkirk and the elder died as fifth High Steward. He was also a prominent actor in the baronial faction fights, marrying King Robert's daughter from which union the Stewart line of Kings is descended.

(The Steward counter in the game *Robert the Bruce* represents the High Steward who is Lord of Kyle.)

## MENTIETH

Earl of Mentieth.

**M**entieth was once part, along with Strathearn, of one of the vast provinces of the Picts called *Fortrinn* and which, by the mid 12th Century, had been divided into two earldoms, Mentieth and Strathearn. The first recorded Earl of Mentieth comes from the late 12th Century and after a shaky start when the Earldom appears to have been divided up among many brothers, the area appears in the hands of one *Maurice*. He seems to have been present at the coronation of King Alexander II in 1214 though he appears to have done little else of note. He left no son, only two daughters both of whom became Countess of Mentieth in the following manner.

**T**he eldest, *Isabella*, had married *Walter Comyn*, second son of *William*, Earl of Buchan and who was by 1234, Lord of Badenoch by conquest and suppression of the rebellion there of one *Gillescop Mac William* who thus forfeited his lands. *Walter Comyn* along with the rest of his powerful family, took an active part in the politics of 13th century, heading the party in support of the infant Alexander III against the 'english' party and finally died in 1258, probably from a fall off his horse though as we shall see other reasons were given later. He died without issue and his wife immediately remarried one *Sir John Russell* an English knight much to the horror of the Comyns who were at this time dominant in Scotland. An accusation of poisoning her late husband was soon drummed up and she and her new husband were first imprisoned and then exiled to

England with the lo... passed to the second... *Walter* third son of *W*... thus now became Earl... *Walter* also took a... raising men to repel... 1263 and taking part... the subsequent expe... the Western Isles. H... marriage between Pri... Norway and when Ale... supported the claim o... to the crown.

**H**owever the Ear... Earldom in p... England, had sought... King and Pope Urban... but to no avail. On... also called *Isabella*,... supported. She and... Kirkintilloch renewed... celebrated lawsuit the... Steward should retain... should be given to... thus a much truncate... over during the War... which had been a bo... and Steward BEFC

**W**alter died in th... to his son *Ale*... followed the line of th... at Dunbar where he... the Tower of London... of his sons hostage a... little part in the Wars... His son *Alan*, now st... eded and joined *Bruce*... Methven, imprisoned... he could be released... eded and supported... kburn. When he retu... Bruce Kings and died

## DE MENTIETH

**T**he family kno... seem to have... who became Lord of... Of this *Freskin's* son... Bishop of Moray, one... the ancestor of the L... Moray in the early r... known for its fightin... rebellion and by the... had abolished the Ear... province were not... though they retained... were still therefore t... and the *De Morays*... The head of the far... Dunbar and was capt... Tower of London ab... both times to womer... first wife had a son... Scots forces from nor... against the English... Cojointly with *Walla*... Battle of Stirling Bric... ed. His brother the... indomitable foe of th... and waged many cam... until, along with the



ere descended  
and with King  
ts held land in  
he first of the  
me north with  
hat monarch's  
o Scotland. He  
y David and  
e of *Walter's*  
e died and the  
o became the  
two sons the  
ter his grand-  
daughter of  
st six children  
Damietta,two  
ck & Mentieth  
of the Earl of  
t Earldom and  
High Steward  
n Century and  
f Bute,a Mac  
two sons and a  
lliam Douglas  
o sons took a  
porters of the  
son *John* died  
as fifth High  
in the baronial  
laughter from  
descended.

ert the Bruce  
of Kyle.)

Strathearn,of  
e Picts called  
ury, had been  
d Strathearn.  
from the late  
n the Earldom  
any brothers,  
*Maurice*. He  
ation of King  
to have done  
two daughters  
th in the follo-

*Walter Comyn*,  
Buchan and  
conquest and  
*Gillescop Mac*  
*Walter Comyn*  
took an active  
g the party in  
the 'english'  
rom a fall off  
reasons were  
wife immed-  
english knight  
e at this time  
poisoning her  
she and her  
then exiled to

England with the loss of the Earldom which then passed to the second sister *Mary* who had married *Walter* third son of *Walter* third High Steward, and who thus now became Earl of Mentieth in about 1260. This *Walter* also took an active part in Scottish politics, raising men to repel expected Norwegian invasions in 1263 and taking part in the battle of Largs as well as the subsequent expeditions against the chieftains of the Western Isles. He was one of the witnesses to the marriage between Princess Margaret and Eric, King of Norway and when Alexander III died he, like his father, supported the claim of Robert de Bruce the Competitor to the crown.

**H**owever the Earl did not manage to hold all of his Earldom in peace. *Isabella*, since her exile to England, had sought the support of both the English King and Pope Urban IV in her fight to regain Mentieth but to no avail. On her death, however, her daughter also called *Isabella*, was more fortunate - or better supported. She and her husband, *William Comyn* of Kirkintilloch renewed the claim to Mentieth and in a celebrated lawsuit the King decided that the son of the Steward should retain the title but that half the lands should be given to *Isabella* and her husband. It was thus a much truncated Earldom that the barons fought over during the Wars of Independence, an earldom which had been a bone of contention between *Comyn* and *Steward* BEFORE the old King had died.

**W**alter died in the mid 1290's, leaving the Earldom to his son *Alexander* who, throughout the Wars, followed the line of the Steward house though he fought at Dunbar where he was captured and imprisoned in the Tower of London. He was soon released leaving two of his sons hostage and seems thereafter to have taken little part in the Wars up to his death in the early 1300's. His son *Alan*, now styling himself *De Mentieth* succeeded and joined *Bruce* being captured at the disaster of Methven, imprisoned by the English and dying before he could be released. His brother *Murdach* then succeeded and supported Edward II until long after Bannockburn. When he returned to Scotland he supported the *Bruce* Kings and died at the battle of Dupplin Moor.

## DE MORAY

**T**he family known as *De Moray* or *De Moravia* seem to have been descended from the *Freskin* who became Lord of Sutherland at the time of David I. Of this *Freskin's* sons one appears to have become the Bishop of Moray, one the Lord of Sutherland and a third the ancestor of the Lords and Earls of Moray. However Moray in the early medieval period was an area well known for its fighting men and its habit of constant rebellion and by the early 13th Century the Scots Kings had abolished the Earldom and the leading house of the province were not even known as Lords of Moray though they retained their lands and power there. They were still therefore the natural leaders of the province and the *De Morays* took a prominent part in the Wars.

The head of the family *Andrew de Moray* fought at Dunbar and was captured there dying in captivity in the Tower of London about 1300. He had married twice, both times to women of the Comyn family and by his first wife had a son *Andrew* who was the leader of the Scots forces from north of the Forth in the first rebellion against the English along with *William Wallace*. Cojointly with *Wallace* he led the Scots army at the Battle of Stirling Bridge where he was mortally wounded. His brother the Bishop of Moray remained an indomitable foe of the Edwards throughout the wars and waged many campaigns in the name of King John until, along with the rest of the Scots Church, he went

over to Bruce at the time of his coronation. He fought at Methven and, along with the men of Moray, he aided Robert de Bruce in his destruction of the Comyns and in his struggle against Edward II. *Andrew's* son also called *Andrew* also played a major role in the later Wars. On reaching manhood he supported the Bruces, marrying King Robert's sister (he was her third husband) and, after the disaster at Dupplin Moor he became regent for the infant David II in succession to the dead Earl of Mar. Though later captured by the English he was soon released and kept the position of regent until his death in 1338. The earldom however never came back to the family being given instead to a nephew of King Robert, one *Thomas Randolph*.

jousting



13th Century Knights at Combat.

## STRATHEARN

**S**rathearn, the northern part of the former Pictish province of Fortrinn first appears with an Earl named *Malise* (servant of Jesus) in the early 12th Cent. Nothing is known of his origins though he played an active part in the wars of the period, fighting at the Battle of the Standard. His son *Ferteth* succeeded to the Earldom in the mid 12th century and was a member of the Celtic party opposed to the normanising policy of the Scots Kings. He died in 1171 leaving three children the eldest of whom *Gilchrist* became Earl. He lived to be the vast age - for those days - of 73 years before he died in 1223 leaving the Earldom to *Robert* the eldest of his 10 children then still alive. Robert became heir in 1210 and succeeded in 1223 whereafter he appears to have done little of note leaving the earldom on his death to his son *Malise* who thus became 6th Earl. This *Malise* took a prominent part in the Wars of Independence being one of the leaders of the expedition to England in 1296 though he escaped from the debacle at Dunbar. He swore fealty to Edward I leaving two of his sons hostage and thereafter supported the English Kings assiduously despite a short spell in prison for allegedly going over to Bruce for a time. On his death, however, his son and heir *Malise*, 7th Earl, went over to the rising power of the Bruces before Bannockburn and was a signatory to the Declaration of Arbroath. He appears to have done little else, however, and was in turn succeeded by his son *Malise* 8th Earl who surrendered after Dupplin Moor to *Edward Balliol* and after the latter's defeat had his Earldom forfeited for that act.





## CAITHNESS

The early history of the Earldom or *Jarldom* of Caithness is part not of Scots history but of Norse. By the 12th Century the land of Caithness was only peripherally part of the Kingdom of Scots. The Earl, though related to the Earl of Strathern, stayed secure in his northern fastness and played little part in the Wars of Independence.

## SUTHERLAND

Sutherland had once been merely the southern part of the larger Jarldom of Caithness and was long under the sway of the Norse Vikings only being wrested from their grip by the Scots Kings in the late 11th Century. David I gave the lands of Sutherland to one *Freskin*, believed to have been of Flemish origin, who died in about 1166 leaving the lands to his son *William* who died in his turn about 1200 leaving the lands to his son *Hugh*, styled *son of William, son of Freskin* who greatly enlarged the family holdings finally dying about 1214. Of his three sons the eldest *William* became Lord and later Earl of Sutherland in 1235 though apart from expelling various Norse invasions of his Earldom he played little part in Scottish history. On his death in 1248 he was succeeded by his son *William* then a minor. On his reaching manhood this Earl played more of a part in Scottish politics being involved in all the events following the death of Alexander III and playing a cautious hand in the Wars, supporting first one then the other and sometimes two sides at once. He died in 1306 and both his sons succeeded him in turn though so young were they that the real power lay in the hands of their relation and guardian *John*, younger son of the Earl of Ross. Thus during the latter stages of the Wars Sutherland, vast but extremely poor, followed the political line of its richer neighbour to the south.

## ROSS

The land of Ross had once been part of the great Pictish province of Moray, broken up by the Scots Kings as a preventative to rebellion into separate Earldoms. The first known Earl was one *Malcolm* (possibly *Mac Eth*) in the mid 12th Century who rebelled against David I and was imprisoned but only to be subsequently released after an invasion by *Somerled* Lord of Argyll in 1141 and given Ross. This line soon lost the Earldom and for a time *Florence III* was titular Earl on his marriage to the sister of King William the Lion but thereafter the turbulent Earldom lay in the hands of the King until Alexander II bestowed it upon one *Ferquahard* who had helped the King to subdue a rising in Moray and Ross by capturing the rebels, beheading them and presenting the heads to the delighted monarch. For this he was knighted and created Earl of Ross. He was a staunch adherent of the Crown holding down the Earldom and aiding the King to subdue various rebellions in Scotland, especially in Galloway, the home of the MacDowells. He died about 1251 leaving the Earldom to his son *William* who gradually extended his dominion over the northern clans and the west, being granted Skye and Lewis in

1274 by Alexander III. He married a daughter of *William Comyn*, Earl of Buchan and they had a son *William* who succeeded as third earl in 1274. This *William* was one of the magnates who acknowledged the *Maid of Norway* as heir in 1283 and throughout the Wars played a very close hand siding now with one side and then with another.

He paid homage to Edward I at Berwick in 1291, was captured at Dunbar and sent to the Tower of London eventually being released and making his way back to Ross by 1304. He then supported the cause of the English King until his acceptance of *Bruce* as King in 1308. (this despite the fact that he had been responsible for the capture by the English of Robert's wife and daughter.) He was a signatory to the Declaration of Arbroath and died on January 28th 1322-23. By his wife *Euphemia* he left 5 children, 3 of whom sons who all played a part in the Wars. *Walter* the youngest fell at Bannockburn on King Robert's side; *John* the middle son married *Margaret*, second daughter of *John*, Earl of Buchan and the eldest *Hugh* to whom the Earldom eventually fell was a firm supporter of the Bruces in later years, marrying the King's sister and falling in the slaughter at Halidon Hill.

## DE BRECHIN

The Lords of Brechin of our period, and thus the most powerful force in the *Mearns*, the area between the *Mounth*, south of Aberdeen, and Angus, were descended from a bastard of David, Earl of Huntingdon, one *Henry de Brechin* who received the lordship from his father who had been granted it by his brother King William the Lion. *Henry's* son *William* succeeded his father in around 1245 and he also held lands in the Garioch. He was involved in the marriage contract between Princess *Margaret* and King Eric of Norway in 1283/4 and married the fourth daughter of *Alexander* Earl of Buchan having one son *David* who was to play a prominent part in the Wars of Independence.



Being Knighted by the Monarch.

David fought at Dunbar and joined the Comyn in 1299. It appears to his especial friend, le borders up to 1304 baronial opposition to the Stirling position, Inverurie. David the for Edward until after battle he fought on the had changed sides to ered in his castle of E he rejoined Edward English King. After Bruces again and w of Arbroath. In 1320 treason, tried by parli vascillations between many Scots lords both when loyalty went fir of ones fiefs. David w was related familiarly yet his success must politician

(The counter for David the Bruce is lord of the this is defined in the b

## EARL

Mar too had once the Picts comp Don and the land be Wars retained much o uninterrupted line of survive despite the ac to dismember the Ear they had managed to Garioch - and give Durwards who had these and their other the vast Comyn famil of the Garioch had th the 6th Earl succeed 13th Century and was baronage, holding the dom. His son *Donald* and took part in the e He fought at Dunbar 1297. He had married earn and the son of his father. He marri King Robert who to Gartnets. Thus binder firm supporter of the died in 1305 succeede the time was a host Bristol and the direct the hands of Robert *Donald* was exchange one of the leaders of th as Regent for the infar at Dupplin Moor wh the *Disinherited* led b



a daughter of  
they had a son  
in 1274. This  
acknowledged  
throughout the  
with one side

erwick in 1291,  
to the Tower of  
making his way  
the cause of  
of Bruce as King  
he had been  
lish of Robert's  
gnatory to the  
uary 28th 1322  
ldren, 3 of whom  
ars. Walter the  
g Robert's side;  
Margaret, second  
the eldest Hugh  
is a firm suppor-  
ying the King's  
idon Hill.

## IR

od, and thus the  
Mearns, the area  
een, and Angus,  
id, Earl of Hunti-  
ived the lordship  
it by his brother  
William succeeded  
held lands in the  
riage contract  
ric of Norway in  
er of Alexander  
who was to play a  
lence.



the Monarch.

**D**avid fought on the side of King Edward at Dunbar and was an active partisan of the English King until he returned to Scotland where he joined the Comyn - Bruce alliance against the English in 1299. It appears that he and *Ingram de Umfraville*, his especial friend, led the Scots forces which raided the borders up to 1304 when with the collapse of the baronial opposition to Edward after his outflanking of the Stirling position, *David* came into Edward's peace at Inverurie. *David* then held the walled burgh of Dundee for Edward until after the Battle of Inverurie at which battle he fought on the side of the Comyns. By 1310 he had changed sides to the Bruces after he had surrendered in his castle of Brechin after a siege but soon after he rejoined Edward II again holding Dundee for the English King. After Bannockburn he went over to the Bruces again and was a signatory of the Declaration of Arbroath. In 1320 he was arrested on a charge of treason, tried by parliament at Scone and executed. His vascillations between factions is typical of the actions of many Scots lords both great and small during the Wars when loyalty went first to oneself and the preservation of ones fiefs. David was aided in this by the fact that he was related familiarly to both the Scots factions. And yet his success must have meant that he was a deft politician

(The counter for David de Brechin in the game Robert the Bruce is lord of the Mearns and 'owns' that area as this is defined in the body of the rules.

## EARL OF MAR

**M**ar too had once been one of the old Kingdoms of the Picts comprising the valleys of the Dee and Don and the land between. It still by the time of the Wars retained much of its old celtic character having an uninterrupted line of Celtic Earls who had managed to survive despite the active attempts of successive Kings to dismember the Earldom. Indeed in the 13th Century they had managed to separate one part of Mar - the Garioch - and give it to the Norman family of the *Durwards* who had only finally been expelled from these and their other fiefs by the combined efforts of the vast *Comyn* family and their supporters. The lands of the Garioch had thereafter returned to Mar. *William* the 6th Earl succeeded his father *Duncan* in the mid 13th Century and was a prominent member of the Scots baronage, holding the title of Chamberlain of the Kingdom. His son *Donald* followed him on his death in 1273 and took part in the early struggles of the Interregnum. He fought at Dunbar where he was captured, dying in 1297. He had married a daughter of the Earl of Strathearn and the son of that marriage, *Gartnet* succeeded his father. He married *Christian* sister of the future King Robert who took as his first wife a sister of *Gartnets*. Thus bound by marriage *Gartnet* remained a firm supporter of the Bruces throughout the Wars. He died in 1305 succeeded by his infant son *Donald* who at the time was a hostage in the hands of Edward in Bristol and the direct running of the Earldom fell into the hands of Robert the Bruce as nearest relative. *Donald* was exchanged after Bannockburn and became one of the leaders of the Bruce faction in the later Wars as Regent for the infant *David II*. He led the Bruce army at Dupplin Moor where he was killed by the forces of the *Disinherited* led by *Edward Baliol*.

## DE STRATHBOGIE

Earls of Athol.

**A**thol was yet another of the ancient Pictish King doms. By the time of the Wars of Independence it was in the hands of the family of *De Strathbogie* via a marriage between *John de Strathbogie*, son of *David de Strathbogie*, third son of *Duncan* Earl of Fife and *Ada* only child of *David de Hastings*, Earl of Athol. *John* and *Ada's* son *David* became Earl before 1264 and died on Crusade at Damietta of the Plague leaving his wife *Isabella* and his infant son *John* who thus became Earl. *John* fought at the battle of Dunbar where he was taken prisoner and imprisoned in the Tower of London. He remained a partisan of Edward I thereafter until 1305 when he went over to Bruce. He was captured at Methven Wood and was Hung by Edward in 1306. By his wife *Marjory*, daughter of *Donald*, Earl of Mar he had a daughter who married *Edward de Bruce* and two sons, the elder of whom succeeded his father and became an active partisan of Edward II with only one lapse until his death. He married *Joan Comyn*, eldest daughter of of *John Comyn* of Badenoch and their son *David* was one of the Disinherited who invaded Scotland with *Edward Baliol*. The Earldom was given by the victorious Bruces first to the Campbells though it soon passed to a branch of the Stewards. With the failure of *Edward Baliol* to regain the kingdom the family and house of *De Strathbogie* were finally expelled from Scotland receiving lands in Northumberland from Edward III in recompense for their lost Earldom.

## FIFE

**F**ife had been one of the seven kingdoms of the Picts and had long retained its Pictish identity. *Duncan* the 4th Earl succeeded in about 1136 and was a prominent personality of the reign of David I. He died before 1160 and had three children, a daughter who married *Harald*, Jarl of Orkney, a son *Adam*, and his heir his son *Duncan* who followed his father in 1154 as 5th Earl. His son *Malcolm* succeeded his father in 1204 and when he died he was followed by a nephew also called *Malcolm* who thus became 7th Earl and who took a prominent part in the faction fights of the mid 13th Cent. He died in 1266 and by his wife *Helen*, a daughter of *Llewellyn*, Prince of Wales had a son *Cuban* who was knighted by Alexander III in 1264 and became Earl of Fife thereafter. However he died while still young leaving as 9th Earl his eight year old son *Duncan*. On attaining his majority *Duncan* played a prominent part in the activities following the death of Alexander III but was murdered by political opponents in 1288. He had married *Johanna* daughter of *Gilbert de Clare*, Earl of Gloucester and their daughter *Isobel* married *John Comyn* Earl of Buchan while their son *Duncan* became 10th Earl. He was a minor during the early part of the Wars in the ward of Edward I though in later years he returned to Scotland and played the usual game of changing sides as the domination of Scotland moved from one faction to another. He married *Mary* daughter of the Earl of Gloucester and grand-daughter of Edward I and after the victory of Robert Bruce he was paid for his late support with additional lands in Perthshire and Lothian. He fought for the Bruces at Dupplin Moor but joined *Edward Baliol* after that defeat finally dying in 1353.



## DE UMFRVILLE

Earls of Angus.

**A**ngus was one of the traditional kingdoms of the Picts and throughout the early history of Scotland had played a prominent part in all her wars. By our period however the Earldom had fallen into the hands of the family of *De Umfraville*, a family of English barons with large holdings in Northumberland. In 1243 *Gilbert de Umfraville*, a second son of a second son of the Northumberland *Umfravilles* married *Matilda* *Maud*, daughter of *Malcolm* Earl of Angus and he succeeded to that Earldom on the death of his father-in-law. From that point on, though they were Earls of the Scottish Angus the main interests of the *De Umfravilles* lay in their lands in England and Earl *Gilbert* and his son *Gilbert* steadfastly supported the Kings of England in their attempt to subjugate Scotland. They accompanied both the Edwards in most of their campaigns, fighting at both Falkirk and Bannockburn against the Scots. *Gilbert* the second Earl died without issue and his brother *Robert* became titular Earl though by this time the Earldom had been given to others by the victorious Bruces. His son however returned to Scotland with *Edward Baliol* and fought at Dupplin Moor etc. With the failure of this last attempt to regain their Earldom the *De Umfravilles* disappear from Scottish history.

## MACDONALD

Lords of the Isles.

**F**or centuries the medieval Kings of Scots attempted time and again to subdue the half Norse half Celtic warriors of the West Coast and the Isles - with but limited success. Spread all over the isles the west coast, Galloway and Ulster they continued to be a thorn in the side of the Norman Kings, returning after successive defeats to plague the unity of the kingdom. For these warriors were ever jealous of their independence and sought every opportunity to style themselves not mere *Lords* but *Kings* and vassals of no man.

**T**he first great chief of the Isles who seems to have united the area under his control was one *Somerled* who lived in the middle of the 12th Century. On his death however his lands were divided into two mighty parts from one branch of which come the *Mac Dugals* (after *Somerled's* second son *Dugal*) and from the other the *MacDonalds* (after *Somerled's* grandson *Donald* the son of *Reginald* his eldest son.) A third son *Angus* who held Bute and part of Arran was soon slain in the fratricidal conflict and his lands went it seems to the house of the *Steward* possibly through marriage.

**B**etween the descendants of *Dugal* and *Donald* there was bitter rivalry. *Donald* as Lord of the Isles played a great part in the politics of his period, holding most of the southern Isles, part of Ulster and Kintyre. He supported many of the *MacWilliam* revolts against the Norman Kings and was a close ally of King *Haco* of Norway. He died about the middle of the 13th C leaving the Isles to his son *Angus Mhor* who hotly defended his Lordship from the grasping hands of *Alexander III*. Despite defeat and the acceptance of the suzerainty of *Alexander*, *Angus* managed at each and every sign of weakness in the Scots King to throw off his allegiance and declare his independence anew. However he took an active part in the succession crisis

being one of the magnates who supported the Bruce's claim. He died about 1296 leaving his three sons to dispute the succession. The eldest *Alexander* lost out to his brother *Angus* and became an active supporter of the Edwards in alliance with the *MacDowells* of Galloway. *Angus* at first also supported the English but, closely related to the Stewards, he supported the Bruces from the early 1300's reaping the rewards of being on the winning side at the end of the Wars. He probably fought at Bannockburn and was rewarded by Robert I with *Isla*, *Mull*, *Jura*, *Coll*, *Tiree* and the mainland district of *Glencoe* and *Lochaber*, filched from the defeated *MacDugals*. *Angus's* son succeeded him and on the victory of the *Disinherited* at Dupplin Moor he became a supporter of *Edward Baliol* and later a supporter of *Edward III* of England for a long time against the adult *David II* before at length once again changing sides and fighting on the Scots/French side at the battle of *Poitiers* where he was captured.

## MACDUGAL

Lords of Argyll

**D**escended also from the famous *Somerled* the *MacDugals* held the lands of Argyll and Lorn. At the time of the Wars *Alexander of Argyll* and his son *John of Lorn* were firm supporters of their near relatives the Comyns and suffered accordingly in the Comyn defeat losing their lands to the MacDonalds and the rising power of the Campbells. Though *John of Lorn* in later years fought for the English as their Admiral of the Western Seas he failed to regain his ancestral lands and for a time at least the *MacDugals* disappear as a political force from medieval Scotland.

## LENNOX

**L**ennox lies around the lower Clyde and Loch Lomond with its centre at the castle of Dunbarton and was created an earldom by *Malcolm IV* probably for *David* Earl of Huntingdon though this is not certain. The first known earl is one *Alwin* who existed about the middle of the 12th Century dying before 1199 when his son *Alun* succeeded him. *Alun* married *Eva*, daughter of *Gilchrist*, Earl of Mentieth and they had a total of 10 sons the eldest of whom, *Maldowen* succeeded his father in about 1217. He in turn had two sons *Malcolm* and *Duncan* the former of whom, as earl was a supporter of Bruce the Competitor in 1292. He swore fealty to *Edward I* in 1295 and died about 1303. He was followed by his son *Malcolm* who throughout the Wars was an adherent of Bruce taking part in the battle of Methven and being harried from his lands as a result. With the victory of Robert I he fades back into obscurity where he doubtless belongs and he and his son *Donald* appear to have concerned themselves little with the later Wars.

## DE KEITH

marischal of the Realm.

**T**he *Keiths* up to the period of the Wars of Independence were powerful barons in the south of Scotland especially in the Lothians. The first *Keith* had been one *Hervey* to whom *David I* had granted the lands

of *Keith* from which the *Hervey* was also made was an active participant such. His immediate have been the very one about 1196 and was succeeded by his son *Malcolm* who married a neighbouring the lands of *Keith* under done little else in his life. *John* who likewise did He is presumed to have Comyn, Earl of Buchan de *Keith* who succeeded have held the title of children who were to fight Independence especially brother *Edward Robert* in 1294 and became captured by the English Carlisle finally being freed Edward up to 1308 when after their victory over this point on he and supported the Bruce greatly from this support lands in the confiscated Buchan that the family Wars. *Keith* led the army at Bannockburn, oath in 1320 and fought Dupplin Moor organising II to France after that to Scotland and dying a very old man indeed.

## DOUGLAS

**T**he origin of the Douglas is disputed. A William 12th Century in the Lothians there. What is Douglas and his son William by the mid 13th Century land. William's son also an important part in the wars. famous warrior who fought against Edward I, was to join Wallace and Edward I and Bruce and by Edward and taken Wallace before Falkirk lords came into Edward imprisoned once more



ported the Bruce's  
his three sons to  
Alexander lost out to  
active supporter of  
Dowells of Gallo-  
the English but,  
ported the Bruces  
wards of being on  
Wars. He probably  
arded by Robert I  
the mainland district  
om the defeated  
him and on the  
Moor he became  
ter a supporter of  
against the adult  
hanging sides and  
at the battle of

LL

ous *Somerled* the  
Argyll and Lorn. At  
Argyll and his son  
of their near relat-  
accordingly in the  
MacDonalds and  
ough *John of Lorn*  
as their Admiral of  
his ancestral lands  
als disappear as a  
d.

er Clyde and Loch  
castle of Dunbart-  
malcolm IV probably  
this is not certain.  
o existed about the  
ore 1199 when his  
ed *Eva*, daughter of  
had a total of 10  
en succeeded his  
two sons *Malcolm*  
earl was a support-  
He swore fealty to  
ut 1303. He was  
oughout the Wars  
rt in the battle of  
lands as a result.  
ack into obscurity  
and his son *Donald*  
ves little with the

the Wars of Indep-  
ns in the south of  
the first *Keith* had  
I granted the lands

of Keith from which thereafter the family took its name. *Hervey* was also made the Marischal of the realm and was an active participant in the wars of the period as such. His immediate successors appear, however, to have been the very opposite of active. *Hervey* died about 1196 and was succeeded by his grandson *Philip*, his son *malcolm* having predeceased him. *Philip* married a neighbouring heiress and thus brought all the lands of Keith under his control but appears to have done little else in his life. He was succeeded by his son *John* who likewise did little of note and died about 1270. He is presumed to have married a daughter of *William Comyn*, Earl of Buchan by whom he had a son *William de Keith* who succeeded his father but appears not to have held the title of Marischal. It is this *William's* children who were to figure prominently in the Wars of Independence especially the elder *Robert* and his brother *Edward*. *Robert de Keith* succeeded his father in 1294 and became Marischal of the Realm. He was captured by the English in 1300 and imprisoned in Carlisle finally being freed in 1304. He then supported Edward up to 1308 when he went over to the Bruces after their victory over the Comyns at Inverurie. From this point on he and successive generations of *Keiths* supported the Bruce and Steward Kings benefiting greatly from this support. Robert I gave them extensive lands in the confiscated Earldom of Buchan and it is to Buchan that the family transferred their home after the Wars. *Keith* led the horsed contingent of the Scots army at Bannockburn, signed the Declaration of Arbroath in 1320 and fought on the side of the Bruces at Dupplin Moor organising the escape of the infant David II to France after that debacle before returning finally to Scotland and dying in 1341 at the Battle of Durham, a very old man indeed.

## DOUGLAS

The origin of the family of *Douglas* is still hotly disputed. A *William Douglas* appears in the late 12th Century in the lothians and his son certainly held lands there. What is certain is that one *Archibald Douglas* and his son *William* held the lands of Douglas by the mid 13th Century as well as fiefs in Northumberland. *William's* son also named *William* played a significant part in the wars. Nicknamed '*le hardi*' he was a famous warrior who defended the burgh of Berwick against Edward I, was captured on its fall, released only to join *Wallace* and see his lands harried by both Edward I and Bruce and his wife and children captured by Edward and taken to England. He abandoned *Wallace* before Falkirk and with the other southern lords came into Edward's peace at Irvine only to be imprisoned once more by a mistrustful Edward I in the

15

Tower of London where he died in 1298. He married twice and his more famous son *James* Lord of Douglas was a son of the first marriage. *James* was a firm supporter of the Bruces and became one of the leading Bruce commanders leading armies many times for King Robert deep into the heart of England and taking part in all of the campaigns of the Wars. He was an acknowledged master of the border raid and the scorched earth tactic. On King Robert's death it was he who was delegated to carry out his monarch's wish to take the King's heart on crusade where he fell in battle with the Moors of Iberia. His son *William* similarly supported the Bruces in the later Wars from his vast lands on the borders dying at the battle of Halidon Hill in 1333.

## DUNBAR

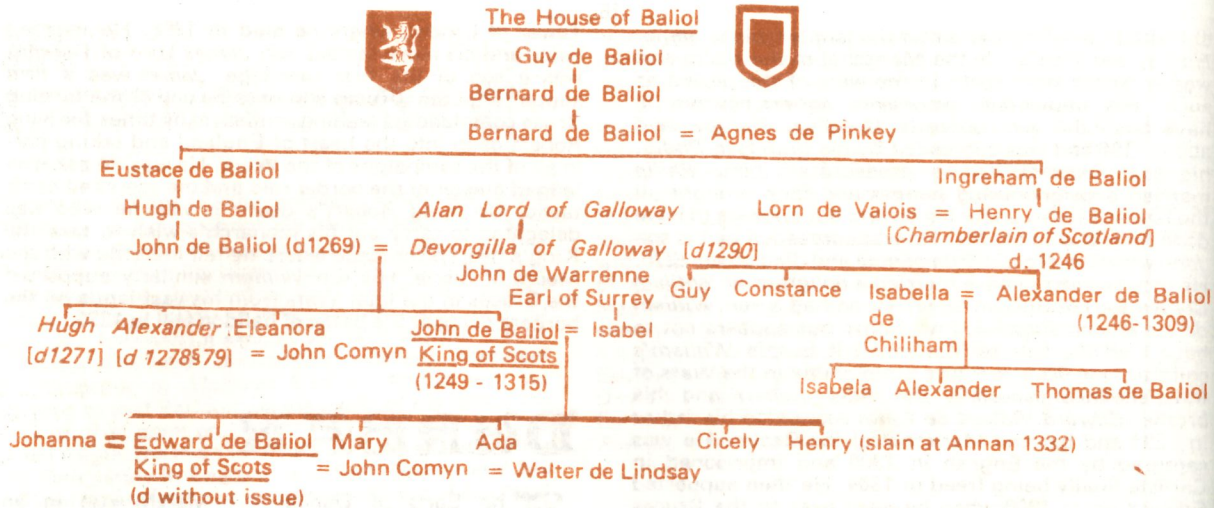
The Earls of Dunbar (or March) run in an unbroken line from one *Gospatrick* who was Earl of Northumberland before the Norman Conquest. His son also called *Gospatrick* fought William the Conqueror for his lands and fled to Scotland with Edgar the Atheling although he later returned and held many fiefs of King William. His third son also *Gospatrick* became Earl on his death and ruled the lothians about 1100 though still holding many fiefs around Morpeth and Wooler in England. His son also called *Gospatrick* succeeded him and died about 1166 though by this time the family interests seem more to have been centred in Scotland then in England. His son *Waldere* succeeded him as Earl of Dunbar in 1152 dying in 1232 marrying first *Ada* a natural daughter of King William the Lion and secondly *Christina* the widow of William de Brus of Annandale. His eldest son *patrick* succeeded in 1232 though, owing to the advanced age of his father, he had in effect been running the Earldom for some years previous. He took an active part in subduing the rebellion in Galloway in 1235. His son *patrick*, by *Euphemia*, daughter of Walter 3rd High Steward succeeded his father and was an adherent of the Durwards and the 'English' part against the Comyns in the crisis of 1255 and later commanded a division of the Scots army at the battle of Largs in 1263. His son *Patrick* was a dedicated supporter of his powerful neighbour Edward I during the Wars of Independence though at first he himself was a claimant to the throne. He remained loyal to the English Kings until after the defeat of Bannockburn when he and his son went over to Robert I retaking Berwick for the Bruces in 1318. He signed the Declaration of Arbroath in 1320 and his son on his accession was a supporter of the Bruces against both Edward Baliol and Edward III of England in his many invasions of Scotland.



War at Sea in Medieval Times.



## The House of Baliol



## CHARACTERS

It is a truism that History is always written by the winners and the story of the Scots Wars of Independence is no exception. For hundreds of years the people of Scotland have been regaled with tales of a noble self-effacing *hero king* Robert the Bruce who, while not staring at spiders, gained the *freedom* of Scotland despite the traitorous attentions of a *weak* John Baliol and a disreputable villain called Comyn, both of whom were mere lackeys of the English: a Robert who secured this independence aided by all the loyal folk of Scotland and the selfless patriot, Sir William Wallace, a minor nobleman.

In short, this is arrant nonsense.

The Wars of Independence were a complex stage upon which all manner of people played complex parts - real people with real motives - not the colourless dummies of historical fiction.

Robert de Bruce was no knight out of Mallory. He was a powerful baron of a powerful family who fought hard, like his opponents, for what he wanted and considered he had a good chance of getting - the Kingdom of Scots - changing sides and supporting the English when policy and the strength of the opposition demanded it and finally seeing that the only way to win was to cut out the heart of the opposition - to murder the leader of the opposition and in the ensuing confusion drive them from the land.

In similar fashion his opponents were neither traitors nor fools. The indications are that both King John and his relative John Comyn were capable, equally ruthless barons similarly dedicated to the aggrandisement of both themselves and their families and supporters. For the former the defeat at Dunbar was almost the end of his hopes, finally destroyed by years of imprisonment over the Channel and for the latter, the *real* head of the Baliol/Comyn faction, the fate of being murdered by his enemy at a supposedly peaceful conference on hallowed ground.

Similarly Edward I has all too often been portrayed using only black and white crayons - either as a bloodthirsty tyrant who tried to steal a kingdom, or

as a noble, far-sighted politician who tried to unite the island of Britain for its own good. The truth, as usual, lies somewhere in between. Certainly he was, like all the magnates of medieval Europe, bloodthirsty and tyrannical when he had the opportunity and the need to be. In this he was no different from any other feudal lord. And certainly he was farsighted - when to be so was to his advantage. Had the unification of Britain *not* been to his advantage it is unlikely he would have pursued the idea at all. His son Edward II similarly has been portrayed as either a useless homosexual or a murdered martyr without the real human being coming through - a King in a society rapidly changing and unable to keep control of his wealthy and increasingly powerful barons.

The worst fate is that of William Wallace. First of all, of course he was not a noble at all for *wallace* is not a surname but a *designation* meaning *native*. William the native scot as opposed to being a *norman*. In effect very like *wog* or *nigger*. It comes from the same word in gaelic as Wales or Cornwall and was used to distinguish the nobility from the common herd. William's subsequent *canonisation* has obscured him greatly and the untimely demise of Andrew de Moray at Stirling Bridge has similarly obscured the contribution of this warrior, the leader of the northern rising in the first revolt against the English invaders.

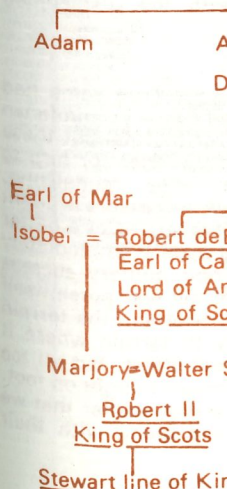
The family of Seagrave were a numerous and important family of English barons who took a prominent part in the Scots Wars in the reigns of both Edward I and his son Edward II. *John de Seagrave*, the eldest of the house succeeded his father at the age of 39 and was active in all of Edward I's wars. He was made Lieutenant of Scotland by that monarch and on the accession of Edward II was appointed Warden of Scotland. He took part in the Battle of Bannockburn where he was captured by King Robert but was later ransomed. He died in Gascony in 1325.

(In the game Robert the Bruce the Seagrave counter represents an additional leadership counter for the English player. The Seagrave family have merely been chosen to represent this power.)

Far too many of actions of the various Of Independence; most do with what really Capitalist era such as all too easily been a community of Scots a for the conduct of all years distant and about

The various so Scotland each mining their course of thing was to hold on to lands in both Scotland unhappy predicament one side in the Wars. the settlement at the final breaking of that forth it was the exception to be enfeoffed in *bo* struggle the barons outright anarchy by whoever he was he did how they exploited the likely to cause problems shanks of England. For the leading families that if their faction would benefit from their getting some of the couldn't change sides the opposing competition failing to change sides

Thus it was not and traitors. O whom? At various times was to be found in all both of the Scots factions Edward at least once





# WHY DID THEY FIGHT ?

Far too many of the popular writers of today have managed to inject all manner of motives for the actions of the various classes of Scots during the Wars Of Independence; motives which have, in reality, little to do with what really happened. Conceptions of the Capitalist era such as patriotism and nationalism have all too easily been arbitrarily pushed onto the whole community of Scots and used as a blanket explanation for the conduct of all manner of classes of a society 600 years distant and about which we still know so little.

The various social groups of Early Medieval Scotland each had their own priorities in determining their course of action. For the barons the key thing was to hold on to their fiefs. Many had extensive lands in both Scotland and England and were in the unhappy predicament of owing allegiance to more than one side in the Wars. Indeed one of the achievements of the settlement at the end of the Scots Wars was the final breaking of that particular link in that from thenceforth it was the exception rather than the rule for Lords to be enfeoffed in *both* Kingdoms. At the start of the struggle the barons had one main aim - to prevent outright anarchy by having a King but to ensure that whoever he was he didn't involve himself too deeply in how they exploited their lands; and the one person most likely to cause problems of that sort was Edward Longshanks of England. For those closely related to either of the leading families there was the additional interest that if their faction won the kingship they could hope to benefit from their support of the winning side by getting some of the lands of those losers who either couldn't change sides in time or who were too close to the opposing competitor. Picking the wrong faction and failing to change sides in time could be fatal.

Thus it was not a simple case of loyal Scots lords and traitors. One might ask: loyal to what and to whom? At various times during the Wars every faction was to be found in alliance with each of the others and *both* of the Scots factions were to be found in the pay of Edward at *least* once, the Bruces *twice*, waiting for the

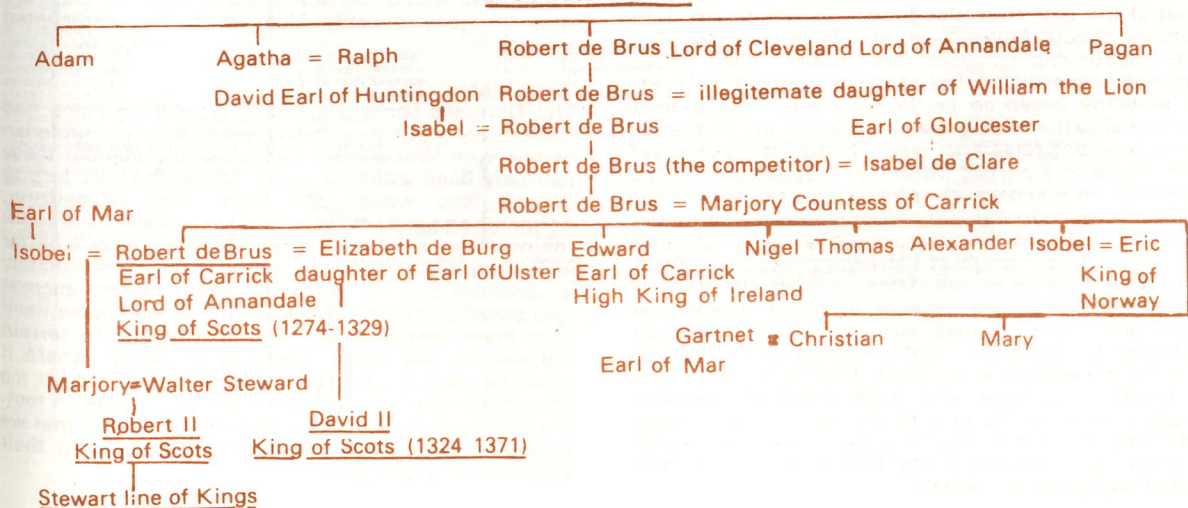
most propitious moment to break free and rebel again.

Much the same motivation moved the Scots Church. As the single largest landowner in Scotland they stood to lose most from a period of anarchy and the victory of the English Kings would mean the possibility of subjugation to York and the consequent loss of much of their wealth and freedom of action. Thus the Scots Church supported anyone who opposed the English. At first they were wholeheartedly behind Baliol seeing in him no doubt the strongest supported contender and the one least attached by lands and positions to Edward. With his failure and the demise of the pro-Baliol Bishop of St. Andrews the Church swung over to Bruce and were, in the later years of the Wars, a firm support for the Bruces.

The Burghs too sought only stability. Small in population but rich in their control of trade they desperately needed peace to carry on their enrichment of themselves and though they tended to look after themselves for most of the Wars they accepted the rule of whoever controlled their burgh as long as they were left in peace to carry out their businesses.

For the vast majority of the population, the *common people*, it doesn't seem to have mattered too much which of the factions exploited them. For the men of the Isles and hills still in pre-feudal clan society war and raiding were a normal part of their day to day life and they didn't much care who their chiefs led them against. For the Lowland peasant, so long as his village life was not disrupted he didn't much care either. Indeed these *common folk* only really appear as anything other than cannon fodder (to use a later expression) with the rising of Wallace against the ravages of the English and Welsh soldiery and for King John in whose name Wallace took up arms. Wallace's rising thus certainly contained an element of social protest at the disruption of their village based existence and this type of *jaquerie* type of activity was to continue 'til the end of the Wars.

## The House of Bruce





# THE WARRIORS

## The Galloglas.

At about the same time that the Norse hordes were ravaging France, England and the Empire other vikings, predominantly from the area of Norway were sailing their longships west to Iceland, the faroes, Shetland, Orkney and down the west coast of Scotland where they expropriated the locals and founded Kingdoms in the Western Isles, Man, Cumbria and Dublin. Over the centuries they gradually intermarried with the locals and introduced them to their fighting weapons and tactics. Just as Norse weaponry became the fighting style of the Saxons of Wessex in England the Gaelic warriors of the Celtic west soon adopted the mail birnie with its distinctive neck protection, the helmet with its special protection for the neck and ears and the dreaded double handed sparth axe of the Vikings. The warrior so produced was the galloglas and he was a most important constituent of most armies in medieval Scotland, as indeed he was in medieval Ireland.

His influence was not merely restricted to the western fringe of Scotland but percolated far inland, even to St Johns where galloglas axes have been found, and he could be found throughout northern Scotia in the early medieval period. For the land there was most unsuited to horses. Even the normans when they infiltrated northern Scotland tended to dismount to fight in the moors, peat bogs, and forests, preferring their great double handed swords to lance and shield and the mighty stallion.

Thus we find the galloglas involved in most of the battles of the Wars of Independence. As the mercenaries or clan followers of MacDonald we find them forming a large part of the foot at Bannockburn, a majority perhaps of the force which invaded Ireland and as the close followers of every lord almost, north of the Mounth.

With the end of the wars the importance of the galloglas diminished only in the lowlands though some clans like the MacDowells who had chosen the wrong side were forced to sail over to Ireland where they formed galloglas clans permanently for hire in the perpetual wars in that island.

## The Clansmen.

Feudalism rarely penetrated past the good arable lands of Scotland, the Tweed, Forth and Clyde valleys. Angus the Mearns and the southern part of the Moray Firth. In most of the rest of Scotland even as late as the 17th Century, though feudal forms may have been used the real relationship remained pre feudal - clan. This survived primarily because of the economy of the area, an economy based on cattle not crops. Inured to a lifetime of cattle raiding the clansmen of the highlands were excellent raiders in war. Though temperamental and unsure in a pitched battle, as they showed at the Battle of the Standard, they were, like the Irish kern, perfect for the harassment of supply lines and outlying posts, as well as skilful destroyers of enemy fields and livestock. Thus, though at the beginning of the Wars they were scorned as half naked savages, the lack of success of the various factions in battle meant that more and more reliance was put on the scorned clansman to render the land of Scotland as unwholesome for the invader as possible. The desert that much of southern Scotland and large areas of northern England was by the end of the wars bears mute testimony to the success of the clans, and their Welsh and Irish counterparts in the English armies, in their task of laying the land waste.

## The Lowland Spearmen.

In those areas where feudalism *did* succeed in gaining a hold on the basis of peasant production, the feudal host of the Scots was for the most part composed of unarmoured peasant spearmen. The relative paucity of knights in such a poor land meant that the lowland barons had to depend almost entirely on these, armed with their 13 feet long spears, cudgel or knife and buckler sized shield. In schiltron formation they were a solid defence against cavalry. Against archery they were less successful. However this was not because they were, by dint of their formation, unable to manoeuvre. The precipitate charge which annihilated the army of Edward II at Bannockburn proves that the spearmen were indeed able to charge in schiltron. Rather when caught in the open they were unable to move for fear of the outflanking knights or to stand still against the knights for fear of being shot down by the archers. At Falkirk this was proven conclusively. Still, the lowland spearman, wearing at best only a leather jerkin remained one of the staple warriors of the medieval Scots army and was the direct descendant of the Scots Pikeman of the 16th and 17th centuries who formed the strong backbone of so many continental armies.

## The Burgh Militia.

The burghs were in an anomalous position in medieval Scotland. They themselves represented the deathknell of feudalism in a land where feudalism had barely got a hold itself. Rich in money they desperately wanted peace yet their wealth and often foreign origin meant that, like the jews, they were constantly being extorted for finance by whoever was powerful enough to coerce them. That they could defend their burghs is well known and while the vast majority of these militia forces would be identical to the lowland spearman a number of the better off would undoubtedly have better equipment. The close connection of the burghs with Flanders and the Low Countries in general leads us to believe that some at least would have worn equipment similar to the famous Brabancon spearmen of Flanders, the mainstay of many a feudal host on the continent. With open helmet and some form of birnie, whether of mail or scale, these would, no doubt, have been in the front rank of many a battle along with the dismounted knights.

## The Knights.

The Normans came late to Scotland. True, some had come as early as Macbeth's ill fated Battle at Lumfanan before even William the Conqueror in 1066 but these had only been small bands of mercenaries for hire to anyone who would pay them. The feudalising, normanising policy of David and his successors brought the normans to Scotland as representatives of a better way of exploiting the land and the people. Immediately an anomaly became apparent. Their military success was based primarily on the use of the war horse, itself their main weapon of war, and in Scotland the terrain did not suit the horse. Certainly in terrain where it could be used it was used - to great effect, but all too often the knight was forced to dismount to fight on foot. Thus throughout the wars it is as a foot soldier that we encounter the Knights of Scotland along with their spearmen and galloglas.

## The English Army.

The forces of the English of Independence were transformations. First called together from all set number of days in a be replaced more and warriors drawn from t paid for by the scutage interested in the turn t place at this period. In depending more and m Ireland and Wales in rebellious, warlike spi they were all that was a





The forces of the English Kings at the time of the Wars of Independence went through two important transformations. Firstly the army as the *feudal host*, called together from all the feudatories of the King for a set number of days in a year began to falter and die to be replaced more and more by a professional set of warriors drawn from the more warlike of the nobility paid for by the scutage money of those who were more interested in the turn to commercial agriculture taking place at this period. In addition the English king was depending more and more on levies from his *colonies*, Ireland and Wales in an attempt to guide their rebellious, warlike spirits to his benefit and because they were all that was available.

Secondly the Scots Wars saw the death of one era of warfare and the birth of a new one. With the early part of the Wars we see an English army composed of knights, spearmen and archers trying to formulate a strategy which would allow efficient use of them all. The attempts of the English had mixed success. It is only with Dupplin Moor and Halidon Hill that we find the correct combination of archers and *dismounted* knights which was to terrify Europe in the Hundred Years War. Thus we may say with justification that the Scots Wars of Independence saw the death of Feudal Warfare. The knight and the warhorse were doomed from that day on to the scrapheap of history first by the clothyard shaft of the Welsh longbow and later by its natural successor the arquebus.

... did succeed in gaining  
... production, the feudal  
... most part composed of  
... n. The relative paucity of  
... meant that the lowland  
... entirely on these, armed  
... ars, cudgel or knife and  
... on formation they were a  
... y. Against archery they  
... r this was not because  
... r formation, unable to  
... charge which annihilated  
... hockburn proves that the  
... to charge in schiltrons.  
... when they were unable to  
... g knights or to stand still  
... being shot down by the  
... as proven conclusively.  
... wearing at best only a  
... the staple warriors of the  
... the direct descendant of  
... and 17th centuries who  
... of so many continental

... ous position in medieval  
... presented the deathknell  
... feudalism had barely got  
... they desperately wanted  
... ten foreign origin meant  
... constantly being extorted  
... powerful enough to coerce  
... their bughis is well known  
... these militia forces would  
... earman a number of the  
... have better equipment.  
... urchs with Flanders and  
... leads us to believe that  
... equipment similar to the  
... of Flanders, the mainstay  
... the continent. With open  
... nie, whether of mail or  
... have been in the front  
... g with the dismounted

... Scotland. True, some had  
... fated Battle at Lumfman  
... querer in 1066 but these  
... f mercenaries for hire to  
... hem. The feudalising,  
... and his successors brought  
... representatives of a better  
... the people. Immediately  
... t. Their military success  
... se of the war horse, itself  
... d in Scotland the terrain  
... ainly in terrain where it  
... o great effect, but all too  
... dismount to fight on foot.  
... s as a foot soldier that we  
... otland along with their





# RULES OF PLAY



## General Introduction.

*Robert the Bruce* is a simulation of the baronial wars in Scotland which followed the death of King Alexander III who left no heirs apart from a granddaughter who died soon after. In each scenario the two contenders for the crown, the houses of *Bruce* and *Baliol* fight it out with each other, the King of England and the other Scots barons for control of the Kingdom of Scots.

In each scenario a player represents one of the factions with himself as the head of the noble family. At his disposal he will have his own personal counter, those representing other barons of his faction represented likewise by counters displaying their coats of arms as well as the provinces of Scotland that these barons 'own' and the various troops originating in and loyal to that province. In addition there may be burghs and other sources of troops available to that player.

## The Mapboard.

The mounted mapsheet portrays the medieval kingdom of Scotland at the time of the late 13th Century overlaid with a hexagon grid to facilitate the movement of the units. On the mapsheet are also various symbols which are explained on the *terrain chart* on the map itself. Rules of Play concerning these symbols may be found in appropriate sections of the rules.

## The Counters.

Two basic types of counters are provided with the game (a) blank counters; (b) printed counters.

The blank counters come in 6 colours and are provided for use as faction markers for each potential player to note provinces, burghs etc. which are under his control and to place on stacks of his units to mark which forces belong to which player.

The printed counters are distinguished in 3 ways.

[a] by base colour.

Counters with a white base colour are KNIGHTS:

Counters with a yellow base colour are GALLOGLAS.

Counters with a red base colour are troops other than knights and galloglas whose movement is not restricted

Counters with a blue base colour are local troops whose movement is restricted to their area of origin.

Counters with a black base colour are ENGLISH.

Counters with a green base colour are FLEETS.

[b] by symbol printed thereon.

Counters printed with a heraldic device denote that this is a noble/baron, whether knight or galloglas. In every case this counter represents the noble himself and his personal bodyguard. With only a few exceptions each and every noble is related to a particular province on the map - if Scots. In most cases this relation should be obvious from the name printed on the counter. However in a few cases a familial name is given. (see also the historical notes.) Thus the BLACK COMYN is the Earl of Buchan; the RED COMYN is the Lord of Badenoch; KEITH holds the Lothians; the High Steward holds Kyle; DE STRATHBOGIE is Earl of Athol and DE BRECHIN holds The Mearns.

The Steward counter which has a red label on it represents the Steward Earl of Mentieth, a son of the High Steward.

In effect these nobles are considered to *OWN* these areas and when a scenario gives such areas and nobles

as part of a players 'hand' the nobles and areas associated with them are also part of the 'hand'.

Two types of heraldic counters remain: the Leaders of the English, Edward and Seagrave and the competitors. The first two are the leader of the English faction who controls the English native forces which appear automatically and Seagrave merely provides an additional leadership factor for the English in the shape of a prominent baronial family of the time. Last come the competitors and the counter for the King of Scots. The first two of these represent the persons at the head of each of the royal factions and their immediate bodyguards. They are not allocated provinces though in real life they were Earls and Lords of many acres. It is assumed that on taking up the challenge for the crown they have given responsibility for their lordships to close relatives and followers who have become the lords and Earls of these areas. These counters operate exactly the same as other leader counters.

Of course in real life even the Earls of even the greatest of the Earldoms did not actually own all the land therein. Much of the actual fiefs would belong to other, often hostile barons: in fact it had been a policy of the Kings to do just that, to try and break up the great potentially rebellious lordships by planting new knights with other allegiances in the very middle of Earldoms. Thus we know that there were great holdings in the very centre of power of the High Steward's power base in the west belonging to the Baliols and Comyns. Similar situations existed throughout the kingdom. However by and large the real power was the Earl or Lord given here and in times of trouble all the petty landowners would have accepted his leadership. Even where a lord wasn't even acknowledged as Lord, like the Keiths in Lothian they represent a pole of power in that area in the game.

The King of Scots counter is used ONLY when there but ONE crowned King of Scots in Scotland in which case this counter is used to represent the royal faction leader and his normal faction counter, though still used, now represents some relative. If two players manage to get their leader crowned and both are in Scotland this counter is removed from play.

It will be noted that some heraldic counters are knights and some are galloglas. Though the baron himself in many cases may have been a trained Norman knight those lords with lands in the north and west would have most often fought as and had bodyguards composed of galloglas.



Counters so marked are galloglas. These fierce fighting men of the West Coast and Isles were much in demand throughout the middle ages in the Wars in Scotland where their axeplay suited the terrain much better than the horsed knight.

Counters so marked are knights either of the English army or of Scots provinces not attached to any lord.

Counters so marked represent the lowland spearmen which constituted a substantial part of the Scots armies. Armed with their 13ft spears in schiltrons formation they were invulnerable to cavalry attack though very vulnerable to archery.



spearmen but the Rule regarding their

[c] by the colour of the In certain cases units are marked by having in a special colour. of the Highlands and

## Setting Up the Game

At the beginning of barons in any fact accordance with the most cases this will province.

Peasant and Clan m These units are ON of origin by the ow the province is inv combat they are casualties. They m origin and if forc Whether they have they will immedi leaves without gain invading force sub that year or not.

## The Game Sequence

The game of *Robert the Bruce* is played in GAME YEARS as follows: Each GAME YEAR is divided into SPRING, SUMMER, AUTUMN, and WINTER. The GAME YEAR circulates through the passage of time.

Each of the first four scenarios further into sequence. Each scenario will provide a list of activities which may carry out any activities in the following

(a) He may move a unit of the rules of the game overawe neutral movement.) (b) He may initiate a battle and assess the COMBAT and the results. (c) Happenings to the game are assessed.





the nobles and areas  
part of the 'hand'.  
rs remain: the Leaders of  
rave and the competitors.  
f the English faction who  
e forces which appear  
ve merely provides an  
r the English in the shape  
y of the time. Last come  
ter for the King of Scots.  
t the persons at the head  
s and their immediate  
ated provinces though in  
ords of many acres. It is  
e challenge for the crown  
or their lordships to close  
ve become the lords and  
nters operate exactly the

Earls of even the greatest  
y own all the land therein  
fs would belong to  
t in fact it had been  
that, to try and break up  
us lordships by planting  
ances in the very middle  
that there were great  
of power of the High  
west belonging to the  
ilar situations existed  
ever by and large the real  
ven here and in times of  
rs would have accepted  
ord wasn't even acknow-  
in Lothian they represent  
the game.

used ONLY when there  
ots in Scotland in which  
present the royal faction  
counter, though still used,  
If two players manage to  
both are in Scotland this

ldic counters are knights  
gh the baron himself in  
a trained norman knight  
orth and west would have  
bodyguards composed of

o marked are galloglas.  
e fighting men of the  
and Isles were much in  
oughout the middle ages  
in Scotland where their  
ted the terrain much  
the horsed knight.

o marked are knights  
English army of or Scots  
ot attached to any lord.

o marked represent the  
armen which constituted  
al part of the Scots  
ned with their 13ft spears  
a formation they were  
e to cavalry attack though  
ble to archery.



These two counters represent the Bishop of St. Andrews and William Wallace. They are regarded as spearmen but they have a leadership capability. Rule regarding their specific use are given below.

[c] by the colour of the writing on them.

In certain cases units with special rules covering them are marked by having their area or familial designation in a special colour. e.g. core faction members, galloglas of the Highlands and Islands.

### Setting Up the Game

At the beginning of each scenario all the units and barons in any faction are placed on the mapsheet in accordance with the set up conditions of the scenario. In most cases this will mean that they set up in their home province.

Peasant and Clan militia.

These units are ONLY placed on the map in their area of origin by the owning player, at his discretion, when the province is invaded by a hostile faction. In any combat they are the first units to be removed as casualties. They may NEVER leave the province of origin and if forced to do so they are eliminated. Whether they have been eliminated previously or not they will immediately reappear if the invading force leaves without gaining control of the province and any invading force subsequently invades the area whether that year or not.

### The Game Sequence.

The game of *Robert the Bruce* consists of a number of GAME YEARS as specified in the scenario information. Each GAME YEAR is divided into FOUR Game Turns, SPRING, SUMMER, AUTUMN and WINTER followed by a WINTER INTERPHASE Game Turn. Use the GAME YEAR circle indicator on the map to note the passage of time.

Each of the first four of these Game Turns is divided further into sequential Player Turns. (Scenario information will provide details of the sequence for each scenario.) In each Player Turn the PHASING player may carry out any to all (if possible) of the following activities in the following order only.

- He may move any of his units within the restrictions of the rules of movement including attempting to overawe neutral lords. (this takes place during movement.)
- He may initiate combat now, conduct siege operations and assess the outcome of these operations using the COMBAT and SEIGE rules sections of the rule book
- Happenings to nobles involved in the battles and sieges are assessed now.

Counters so marked are clansmen. Inured to cattle raiding and the harsh conditions of the highlands these sturdy warriors formed a considerable part of the forces of the northern and western lords.

counters so marked represent the convoy capability of three of the lords in the game; England, Mac Donald and MacDugal - the ONLY players to have such a capability. (see relevant rules section.)

Counters so marked represent the mobile militia of the Scottish burghs.

These two counters represent the Bishop of St. Andrews and William Wallace. They are regarded as spearmen but they have a leadership capability. Rule regarding their specific use are given below.

(d) Any change in the control of a province or burgh is noted by the new controller. (we advise using the blank counters provided.)

### The Winter Interphase.

After each player has conducted his Spring, Summer, Autumn and Winter Player Turns there is a WINTER INTERPHASE Turn before the start of the new year. This is regarded as happening simultaneously for all players though it may happen that the calculations involved are performed sequentially. The following calculations are carried out during the WINTER INTERPHASE:

- The allegiance of the heirs of dead barons, captured barons and barons whose home provinces have passed under the control of another faction are assessed.
- Units on the map who are effected by above calculations are moved as directed.
- Units on the map requiring to be removed due to the new situation of their Lords are removed to the dead pile
- Units from the dead pile are now replaced on the map where possible.

### Movement.

#### Land Movement.

Land movement is assessed in terms of movement points. The cost of moving units from one land hex to another is described by the number of movement points such a movement 'costs'.

cost of entry	type of terrain
one movement point	to enter a lowland hex
two movement points	to enter a highland hex
two movement points	to leave a river hex
not allowed	cross a firth or loch
only units being convoyed	to cross the sea
only allowed to units	to enter Ettrick Forest
stacked with William Wallace	

All land units have a movement capability of 6 points. Burghs and castles are considered lowland hexes for the purposes of movement though they may have other types of terrain in them which may be of relevance in a combat situation. Thus they provide pathways across rivers etc.

Units entering a hex containing units of a hostile stack must cease movement on entering unless combat is desired by neither party in which case movement may continue. Units commencing their movement phase in the same hex as units of another faction may leave that hex without penalty.

Units may only enter burgh hexes if either the burgh is in the power of a player who so allows or it is an open burgh and your forces attack the defenders or if it is a walled burgh and your forces move onto it to besiege it. In no other circumstances may you enter a burgh.

### Method of Movement.

Units may move ONLY if accompanied by a leader unit (ie. a noble, Wallace or the Bishop of St. Andrews.) Leadership units thus pick up friendly stacks and move them, leaving them behind where desired if required so long as the movement capabilities of neither the units nor the leaders is exceeded.

Players may allow the leaders of other players to direct and move their units so long as which stacks to be so directed are specified with the player at the end of the Winter Interphase previous to the move. Thus two or more players in alliance may move together so long as the fact that this is so and in whose Player Turn they intend moving is stated. However such alliances must last as long as stated and no longer or shorter. Players may not change their minds once the year is commenced and thus may find their allies moving their



units to positions NOT to their liking.

Certain units have certain movement restrictions.

1. Peasant/Clan levy may never leave their province of origin. If forced to do so they are eliminated.
2. Burgh militia may only operate in their burgh and in provinces adjacent to the burgh to which they belong.
3. English forces have special movement restrictions outlined below in the appropriate rules section.
4. The William Wallace counter similarly has special movement capabilities detailed in the relevant rules section.
5. Irish forces may operate ONLY in Ireland.
6. Highland Galloglas may only move in specific circumstances as detailed elsewhere in the rules. (check the relevant rules sections for each of the above)

Movement is allowed neither to the Outer Hebrides nor to any unnamed island.

#### Sea Movement.

Fleets are NOT units.

The movement of fleets whether convoying units or not is allowed WITHOUT the need for leader units to be present.

A fleet may convoy units or merely move itself from a coastal hex in a sea area to any other coastal hex in the same sea area. Such movement takes up the WHOLE of the movement phase for both the fleet and any convoyed units.

Both fleet and convoying units MUST have commenced the movement phase on the same coastal hex and the hex that any troops are to be convoyed to must be either

1. a coastal hex free of units of another faction.
2. a coastal hex containing troops of a faction which gives permission for you to land there.
3. a burgh either under your control or controlled by a player who allows you to land there.
5. A castle hex whatever the situation.

Up to a maximum of 4 units may be convoyed by any one fleet. Fleets may never be captured or destroyed. The MacDonald and MacDugal fleets may operate ONLY in the Western Sea and the English Fleet may operate ONLY in the German Sea.

#### Zones of Control

A zone of Control (ZOC) is the six hexes surrounding a unit or stack of units.

Units in castles or walled burghs have no ZOC.

A ZOC has only one effect in the game *Robert the Bruce* and that is to modify the Game Turn Sequence to allow for the possibility of a non phasing stack intercepting a hostile moving stack which is passing by it.

Thus if a moving stack passes adjacent to another stack of a different faction, ie. into its ZOC or from ZOC to ZOC the non phasing stack of units, if with a leader, may, for each ZOC passed through, attempt to intercept the moving stack, stop it and initiate combat.

To do so the non-phasing player dices for each hex in his ZOC the enemy stack has entered AS IT ENTERS. A die roll of 5 or 6 and the moving players units are stopped there in that hex and the dicing players stack moves into the same hex and initiates combat immediately, before other movement and combat take place. Theoretically therefore given that units have a movement factor of 6, a stack of units could circle, so to speak, an enemy stack whose owner could thus attempt up to 6 times to intercept the phasing player's units. Such attempts are voluntary and are introduced into the game for two reasons. Tactically they introduce a level of uncertainty about which exact hex combat is to take place in and who will be the attacker. Strategically this rule simulates the absolute necessity for players to combine their units PRIOR to an attack unless he wishes to risk defeat in detail of each of his converging

forces. (remember Evesham) For example it allows a player holding a central position such as Stirling or St. John's to ward off attack from both south and north more effectively.

#### Stacking.

Stacking is unlimited on land hexes except in castles and walled burghs, the former being able within its walls to hold 10 defensive points worth of troops and the latter 16 defensive points worth of troops. see relevant rules section.

Similarly only a maximum of 4 units may be on any fleet

#### Combat.

Combat normally occurs in the Combat Phase after the movement phase of each player when two hostile forces occupy the same hex and at least one of the two players desires combat to take place. The attacker is normally the phasing player unless he refuses combat in which case it will be the other player.

The value of troops in combat, unless English (for which see below), is determined by the type of terrain in which the battle is to take place. This will be obvious in hexes where there is but one type of terrain but where there is both lowland and highland the defender decides which type of terrain the battle is taking place on. (In effect he is forgoing the possibility of attack to take up the best defensive position for his troops.)

Both sides assess their points total on that type of terrain and the attacker throws a die crossreferencing the result to the odds of attackers strength to defenders strength on the Combat Results Table.

The value of troops in combat is determined only by the following two types of terrain, open, lowland terrain whether there are other things like rivers etc in them or not and highland hexes whether there are other things like rivers etc in them or not. Note that there are many hexes with both types of terrain in them. In these cases its the defenders choice.

terrain	knight	galloglas	other troops
lowland	4	2	2
highland	2	4	2

English troops are worth 10 points in ALL types of terrain and the Bishop and Wallace are worth 8 in ALL types of terrain.

#### Explanation of Combat Results Table.

AE = attackers forces are eliminated including nobles.

DE = defenders forces are eliminated including noble

$A \frac{1}{4} : A \frac{1}{2} : D \frac{1}{4} : D \frac{1}{2}$  = that fraction by combat value of the players forces involved in the combat, in WHOLE units, at least, is eliminated. The rest retreat immediately in the direction of the nearest friendly area, burgh or castle.

In any combat the first unit to be eliminated must be the movement restricted peasant/clan levy but thereafter which units are removed to the dead pile in the Winter Interphase box is up to the owning player.

Once the above is carried out and the defeated side has retreated, players must dice for the effect on any barons present who have not already been removed as a result of the CRT. There is a possibility that barons on both the winning and losing side in any battle will be killed or captured (in addition to battle losses). Dice for each baron present in the combat.

Losing Side. 5 or 6 and the noble is killed or captured. Dice again. 1,2,3 = captured; 4,5,6 = killed.



Winning side. 6 means

Killed nobles are removed from the game. Dead are placed in the dead pile. Allegiance of their units is lost. Interphase. Their units remain with the faction they were captured by. Captured barons remain with the faction they were captured by, though if they are not in a burgh by the end of the game they are regarded as having been killed. Their original faction is assessed during the game. The troops of a captured faction for the rest of the game are assessed as a result of the die roll. In any of the die rolls present at the battle making it more difficult if on the winning side captured if on the losing side.

#### Burghs, Castles and

Given the poor state of siege material during the game, walled burghs are, in the game, considered as being invulnerable. They may not be attacked by a castle or walled burgh. The defender may move into a burgh without first being asked to leave. If he does so he is assumed that in the place and take it. Otherwise sieging a castle or walled burgh values are besieging walled burghs being in ever move when a besieger has completed he is involved in a die roll of 1,2 or 3 place surrender with dead pile in the Winter Interphase box present becoming

Walled Burghs are walls 16 and 10 co-actively in addition to burghs. Any other side the castle or attacked as such they come out to aid defeated, retreating only may re-enter (or all if required). Unwalled burghs combat is carried out



## COMBAT RESULTS TABLE

percentage of attackers to defenders 100%



Die Roll	50% +	100% +	125% +	150% +	175% +	200% +	250% and over
1	AE	A ½	A ½	A ¼	A ¼	D ¼	D ¼
2	A ½	A ¼	A ¼	A ¼	D ¼	D ¼	D ½
3	A ¼	A ¼	D ¼	D ¼	D ¼	D ½	D ½
4	A ¼	D ¼	D ¼	D ¼	D ½	D ½	DE
5	D ¼	D ¼	D ½	D ½	D ½	DE	DE
6	D ¼	D ½	D ½	D ½	DE	DE	DE



attacks at less than 50% are not allowed.

Winning side. 6 means the noble is dead; no captures.

Killed nobles are removed from play and like the other dead are placed in the Winter Interphase Box, the allegiance of their successors to be evaluated in that Interphase. Their remaining troops, however, will remain with the faction for the remainder of that year. Captured barons remain in the possession of the victor though if they are not safely lodged in a castle or walled burgh by the end of the Winter Game Turn they are regarded as having made good their escape to rejoin their original faction. The allegiance of captured nobles is assessed during the Winter Interphase. At any time before this assessment a captor may execute a captive. The troops of a captive noble remain with their existing faction for the rest of the year. (see also the rules on captivity as a result of sieges.)

In any of the die rolling above, the leader of a faction, if present at the battle, must add 1 to his die roll thus making it more difficult for him to be killed (impossible if on the winning side) but more likely to be killed than captured if on the losing side.

Burghs, Castles and Seiges

Given the poor state of knowledge and availability of siege material during most of the Wars castles and walled burghs are, for the purposes of the game *Robert The Bruce* considered impregnable to assault and thus may not be attacked. Instead, an attacker moving onto a castle or walled burgh is considered to be besieging it. The defender may not then leave the castle or walled burgh without first expelling the besiegers by attacking out. If he does so and fails to beat the besiegers it is assumed that in the retreat the besiegers get inside the place and take it. Otherwise sieging will *only* end with the capture of the castle or walled burgh if at least 3 times the combat values are besieging as are in the place. (castles and walled burghs being considered lowland terrain). Thus in ever move where this condition is met, after the besieger has completed his movement and any battles he is involved in let him roll one die. . .

A die roll of 1, 2 or 3 means that the forces within the place surrender with any units within disbanding to the dead pile in the Winter Interphase Box and any nobles present becoming captives of the besieger *immediately*.

Walled Burghs and castles may contain within their walls 16 and 10 combat points worth of *units* respectively in addition to static militia if present in walled burghs. Any other forces in that hex are considered outside the castle or walled burgh proper and may be attacked as such though the troops inside the place may come out to aid their friends. If they do and are defeated, retreating troops up to the maximum allowed *only* may re-enter the castle or walled burgh the rest (or all if required) retreating to a friendly province.

Unwalled burghs count as open hexes if attacked and combat is carried out as normal.

Additional Burgh Militia.

In addition to the burgh militia unit provided which commences each scenario on its burgh and which has a combat value of 2 in any terrain, each burgh has an additional two strength points of non-mobile burgh militia *which is not considered to be a unit*, is not counted towards stacking and which in the case of unwalled burghs may be removed to cope with combat losses. If the attacking forces in this case are defeated then any of these militia will reappear whether they were removed as a result of combat previously or not whenever another enemy force attacks the burgh.

If a burgh is captured any moveable militia of that burgh will *immediately* defect to the victors as will the burgh itself. If this militia was not in the burgh but with the forces of another faction they are removed to the dead pile immediately. (they have deserted)

Ownership and Control of Provinces, Burghs etc.Definitions.

Ownership of a noble means that that noble is a member of your faction and thus, unless overrun by enemy forces, the troops of his home area are under your control. For lordless areas (Forthrife etc) ownership is the same though there is no actual lord to own. It is therefore possible to own a lord but not to control his lordship.

Control of a province/area/burgh is by dint of owning the lord of that area and no enemy occupying it or being in possession of the area whether the lord is on your side or no.

Control by possession of an area means that a faction must have entered the area, fought or overawed any defending forces, having inflicted a D result on defenders and eliminated the peasant/Clan militia and following this at the next Winter Interphase still have more combat values in any chosen terrain than the troops of all other factions in the area. If control is disputed because a third party intervenes the original owner is considered to be still in control unless the different hostile factions come to an agreement about which of them is to get the province.

Basically therefore the owner of a baron will have him at his disposal always, unless he is a captive, and his men at his disposal unless the province is overrun by a hostile faction. A player who controls an area but does not have the lord of that area in his faction will receive no troops from that area but will prevent the true lord of that area from recruiting troops from there for any year in which he controls it.

In each scenario there are basically 3 types of barons.

Those which constitute the *core* of a faction.

Those which are merely members of a faction

Those who commence the game neutral.

(this also goes for lordless areas)

Core members of factions will *never* change sides.



Their heirs will always return to their original faction and if captured or if their province is overrun they will *never* go over to another faction.

Ordinary members of a faction, though committed to that faction at the start of the scenario, may, through capture, death, or having their area overrun, change sides as outlined below.

Lords and areas which commence the scenario neutral, committed to no faction, must be overawed before they will become members of any faction. They will then become ordinary members of the faction.

#### Overawing a Neutral Lord or Lordless Area.

When a force enters the area of a neutral lord or lordless area the invader may attempt to overawe the neutral by throwing a die and relating it to the chart below which assesses his value in combat points against the combat value of the area's forces.

	less than equal.	equal +	200% +	300% +
overawed	1	1.2	1.2.3	1.2.3.4
angered	2.3.4	3.4	4	5
not overawed	5.6	5.6	5.6	6

#### Explanation.

Overawed means that the independent is suitably overawed by the invaders strength and immediately joins the invaders faction his men being raised in the area wherever the new faction leader requires.

Angered means that the neutral is angered by the attack and immediately joins an opposing faction (highest dice gets him) and his forces are set up within the area by the new faction leader wherever he wishes.

Not overawed means just that. The neutral lord's forces are set up in a hex decided by another player.

The units of independent areas are placed in that area by the faction leader of a faction other than the one invading. If there is more than one such they must agree where to place the units. If they cannot let them dice for the privilege of placing the neutral units.

If an attempt at overawing failed and the attemptors leave the province the units of the neutral are removed though they will reappear if a subsequent attempt is made to overawe them.

Each faction may make only one attempt to overawe a specific neutral in any one Game Turn.

Overawing takes place during movement and after the result is assessed the attemptor may continue moving and even, if possible, move into another area and attempt to overawe *its* lord, possibly with the aid of those units in the first area which he has successfully overawed.

If the overawing force contains lords of more than one faction acting in concert the invaders must agree on which faction is to get the neutral.

#### Change of Allegiance at the Winter Interphase.

Assess changes in allegiance in the following order.

(1) Core members of factions or their heirs will not change their faction allegiance.

(2) Other heirs of dead lords dice as follows with the former faction leader dicing.

1.2.3. The heir carries on the policy of his predecessor and will at the end of the Interphase set up with his forces, if possible, in his home area as part of his existing faction.

4.5. The heir reverts to a neutral position.

6. The heir is in England and will join the faction of the English King unless the scenario has no such player in which case he reverts to being a neutral.

The noble counter will set up in Carlisle or Newcastle and his forces are not set up until the winter interphase

after he reenters Scotland. However there is a distinct possibility that once free in Scotland he will reassess his allegiance. Thus at that winter interphase dice for him as follows.

1.2.3. reverts to neutral position.

4.5.6. stays with the English faction.

Of course should his province have been overrun before he gets back no forces of his will be there to join him though while he was in England they will have set up in the home area when and if a hostile stack enters that home area.

(3) captors of barons now dice to see if their captives come over to their side.

1.2.3.4. change sides to captors faction.

5.6. intransigent. Stays with existing faction though neither himself nor his troops will be available to that faction next year.

(4) Now reassess any lord whose province has been overrun, and overrun lordless areas whether overrun this past year or earlier. The result of this section may change some of the assessments in sections 1,2 or 3. The overrunning player dices.

1.2.3.4. The lord changes sides to the faction in control of his province. Lordless areas similarly go over to their overrunner.

5.6. Lord stays with his existing faction though his troops will be unavailable to him until the year after he regains his province. Lordless areas similarly stay with former faction.

Such attempts to get areas overrun to change sides takes place *each* year the areas remain overrun though of course a force of occupation need not stay permanently therein until the area is lost or changes sides.

When a lord or his heir changes his faction the counter representing him is removed from play and at the beginning of the next year it is available to the new faction leader.

Should a lord become available to a faction during a Winter Interphase but be unable to set up in its home area it may set up with any friendly units.

After the above assessments are complete any units still on the map of, a lord who has changed faction stacked with units which are now of a hostile faction are considered to desert home during the Winter Interphase and are thus removed to the dead pile. Such units on the map *not* stacked with other factions' units may be left where they are or removed as above at the discretion of the owning player. [Such units of lords who have gone neutral as well as lordless neutral areas are automatically removed to the dead pile.]

Now all units in the dead pile which can be replaced are replaced on the map in their home area.

1. Lords are replaced as described above.

2. All other units in the dead pile are replaced in their home areas except (a) units of neutral areas which are only replaced when the area is invaded, (b) units of a province which has been overrun by a hostile force in which case these units are not available to their lord for that year and (c) units from the dead pile of a captured lord which are not replaced but remain in the dead pile.

(d) Similarly units of a lord whose heir was in England on his fathers death will only appear in the winter interphase after he regains his lordship.

#### The English Army and its Availability.

The English Army consists of 6 counters, 3 representing bowmen and 3 representing knights. In scenarios where there is a player representing the English faction or where a player has the forces of England at his disposal the English Army appear and operate as follow

The 6 English counters operate as normal. However with the appearance of this of its stay.

Each Winter Interphase player must dice to start of the next year.

1.2.3.

4.5.6.

If they do so appear Turn on any hex in Both Newcastle impregnable to se not by units.

There are certain English Army. If they must at all times at least one in each including one in E necessarily follow may change during English Movement continue movement where such a line to the English (English) forces the further movement this line is cleared loss of a linking unit may make no further re-established.

*Remember that but to be in any area themselves.*

English Army units such unit per counter accompany it and their line of command they landed. How be so supplied by s

Scots forces of the affected by these an attempt to simulate forces on their Scotland dependent upon th

Even when they were only too ready. Thus...At the end English must dice 1 or 2 they have so will turn back alone as soon as possible roll dice to get the Winter Interphase. If they do not turn of the next summer again and thereafter

If Seagrave is killed immediately return the next Winter Interphase. If Edward is captured Scotland and will be released. If Edward is killed to attend the crown in Winter Interphase

In the first couple of players the English



however there is a distinct  
tland he will reassess his  
interphase dice for him

n.  
ction.  
ce have been overrun  
f his will be there to join  
gland they will have set  
if a hostile stack enters

to see if their captives

sides to captors faction.  
n existing faction though  
ops will be available to

ose province has been  
areas whether overrun  
result of this section may  
nts in sections 1,2 or 3.

s to the faction in control  
s areas similarly go over

isting faction though his  
n until the year after he  
reas similarly stay with

errun to change sides  
remain overrun though  
need not stay perman-  
t or changes sides.

his faction the counter  
from play and at the  
s available to the new

e to a faction during a  
e to set up in its home  
dly units.

re complete any units  
o has changed faction  
o of a hostile faction are  
ing the 'Winter Inter-  
ne dead pile. Such units  
er factions' units may  
oved as above at the  
[ Such units of lords  
lordless neutral areas  
dead pile.]

which can be replaced  
home area.  
d above.

e are replaced in their  
neutral areas which are  
invaded.(b) units of a  
n by a hostile force in  
available to their lord for  
dead pile of a captured  
remain in the dead pile.  
their was in England on  
appear in the winter  
dship.

ility.

unters,3 representing  
knights. In scenarios  
ng the English faction  
es of England at his  
and operate as follow

The 6 English counters represent the potentially very powerful English Army. Each counter is worth 10 points each in any terrain and both Seagrave and Edward operate as normal knights in addition to the army. However with the financial and dynastic problems that there were in England throughout the Wars the appearance of this force is problematic - as is the length of its stay.

Each Winter Interphase until they appear, the English player must dice to see if they are going to appear at the start of the next year.

1,2,3.  
4,5,6.

they will appear  
they do not appear

If they do so appear they commence in the Spring Game Turn on any hex in England up to the border.

Both Newcastle and Carlisle are considered impregnable to seige or assault whether garrisoned or not by units.

There are certain restrictions to the movement of the English Army. If moving by land route into Scotland they must at all times have a line of *native* English units, at least one in each area, connecting them with England including one in England itself. Such a line need not necessarily follow the path of invasion into Scotland and may change during each game turn but at the end of English Movement it must exist for the English to continue movement. If any hostile forces enter an area where such a line is and is of superior combat strength to the English force and any other friendly (to the English) forces therein the English Army may make no further movement except back along its L:O:C: until this line is cleared. If, worse, the line is broken by the loss of a linking unit then the English Army similarly may make no further forward movement until the line is re-established.

*Remember that burghs and castles are NOT considered to be in any area but constitute separate entities in themselves.*

English Army units invading by sea are restricted to 1 such unit per convoy though a leader unit may accompany it and once landed such units may trace their line of communication back to the coast on which they landed. However only one English Army unit may be so supplied by sea plus up to one leader.

Scots forces of the English Faction are, of course, not affected by these supply rules and indeed the rules are an attempt to simulate the dependence of the English forces on their Scots allies making them increasingly dependent upon them the further north they go.

Even when they made it to Scotland the English Barons were only too ready to go home at the first chance.

Thus...At the end of the SUMMER Game Turn the English must dice to see if they go home.

1 or 2 they have so decided and the whole English Army will turn back along its L:O:C: and evacuate Scotland as soon as possible. Thereafter the English Player must roll dice to get them back again at the end of every Winter Interphase as before.

If they do not turn back they are available until the end of the next summer game turn when the dice is rolled again and thereafter every summer game turn.

If Seagrave is killed or captured the English Army will immediately retreat into England to be diced for in the next Winter Interphase as above.

If Edward is captured the English army will quit Scotland and will not reappear until their King is released.

If Edward is killed the English Army will quit Scotland to attend the crowning of the heir and will be diced for in Winter Interphase turns as above.

In the first couple of scenarios where there are but two players the English faction are involved thus.

In any winter Interphase any one of the two players may declare that he has accepted the supremacy of Edward. He will then receive the English faction on his side as it is described in details of Scenario 3 even if some of these are already members of the opposing faction. He will still have to dice for the English Army. His opponent will immediately receive The Bishop and William Wallace both of which counters are worth 8 points in any terrain. The Bishop in such a case will not die outside a battle situation and his successor will remain in the same faction.

### The Irish Galloglas.

There was always the possibility that the Scots King would stir up trouble for the English in both Wales and Ireland and indeed Robert the Bruce *did* indeed launch such an invasion of Ireland under his brother Edward to dissipate English energies. This possibility is simulated by the following rules.

At any time when there is but *one* crowned King of Scots in Scotland who is not a captive, his faction may decide to invade Ireland. He must send at least 10 combat strength points (lowland value) at which point the Irish forces provided will rise and join them. By the next Winter Interphase the English player if there is one, or whoever controls the English forces, must have a force of at least equal points value in England ready to succour the Anglo-Irish. This is removed from the map and in the Spring Game Turn will appear from the south edge of Ireland. It will clear the Scots and their Irish allies merely by inflicting a D result of any kind on them which will eliminate them *all*. The dead Scots will all go to the dead pile and lords will not be captured. The Irish forces will reappear as new in any subsequent invasion of Ireland whether they were killed previously or not.

### The Bishop of St. Andrews and William Wallace.

In all scenarios where there is a player representing the English (ie in all but the two mentioned above) the forces of the Bishop and Wallace will be under the control of one or more of the factions. The actual counters are worth 8 points in any terrain and are useable as leaders. The Bishop sets up in St. Andrews which he controls and Wallace in Ettrick Forest.

Only units stacked with Wallace are allowed to enter and move through Ettrick Forest.

Should Wallace be killed his counter is *never* replaced but is removed from the game.

Should the Bishop die in combat or in any other way then there would have to be an election in the next Winter Interphase for a new head of the Scots Church. Since also Bishops tended to be old men there is a greater possibility of them dying outwith combat. Therefore at the beginning of every winter interphase dice to see if the Bishop dies during the winter. die roll of 6 and he dies

The election for a new Bishop takes place at the very end of the Winter Interphase Game Turn after *all* other assessments are complete.

The election is on the basis of the strength of the factions. In reality this is not how a bishop was elected but the confused state of the Wars meant that in most cases the stronger lords were able to force the local clergy to toe their line and this is simulated in the rules below.

(1) The English faction are not allowed to take part in the election.

(2) Each lord and each burgh has 1 vote.

(3) The King of Scots, if there is but one free in Scotland has two votes.

(4) Independent neutrals will not take part in the voting

(5) Voting will take place only *ONCE* per Winter Interphase so if there is deadlock with no one faction getting a majority there is no Bishop (Wallace stays put



for the year in Ettrick Forest) and the next round of voting takes place at the end of the next winter Interphase.

(6) factions may arrange to vote for each other though the new Bishop will be under the control of *one* faction only.

(7) The faction with the highest number of votes will get the next Bishop even if they didn't get a majority of the votes cast.

After voting, the new Bishop will appear in St Andrews or, if this is overrun, anywhere south of the Tay to be at the disposal of the winning faction. Wallace too will be at their disposal.

Neither Wallace nor the Bishop will ever willingly stack with English native forces.

### The Highlands.

The Earl of Ross exercised considerable influence over the clans of the north west in the medieval period. The units of this area will therefore be available to the Earl of Ross in any scenario unless they are overrun by hostile forces before any player gets the Earl of Ross into his faction. They may be overrun therefore independently of Ross.

### The Islands.

The Lordship of the Isles were in the hands of the MacDonalds during the Wars. The Lordship consists of the peninsula of Kintyre and those islands south and west of the dotted boundary line. Skye is part of Ross and Bute is part of Kyle and in the lordship therefore of the High Steward.

### Coronation.

For the two royal factions, Baliol and Bruce, in every scenario the crowning of the head of their faction is part of their conditions of victory. Remember that if a King of Scots dies his heir must be crowned and is not automatically King. If both factions manage to crown their head remember the counter for the King of Scots is not used.

To have a member of the Bruce or Baliol factions crowned at least three of the following conditions must be met.

- [1] The crowning must take place at Scone.
- [2] The Bishop of St. Andrews must be present.
- [3] The Earl of Buchan, Constable of the Realm must be present.
- [4] The earl of Fife, hereditary placer of the crown on the head of the King must be present.
- [5] The High Steward must be present.

These need not be present voluntarily of course.

Coronation may take place anywhere (note that Scone is *not* a burgh merely a place) and happens at the end of any player's turn with his permission. The King of England may *never* be crowned King of Scots.

### Conditions of Victory.

#### Royal factions.

To win the faction leader must be the sole crowned King of Scots at liberty in Scotland at the end of the scenario, there to be no English Army in Scotland and the faction must control at least half the provinces in Scotland.

#### Other Scots Factions.

To win such a faction must control at least half the areas in Scotland and there to be no crowned King at liberty in Scotland. Anarchy.

#### English.

To win the Edwards must have captive *both* the heads of the Baliol and Bruce factions and control at least half the provinces in Scotland.

#### Scenario lengths.

There are two ways at least of arranging these. You can either play until some player has achieved his victory conditions as given above - the long game - or play for a specific number of Game Years agreed by all the players depending on the time available, assessing the victor on how close everyone got to their victory conditions. Joint victories should be considered.

### The Scenarios.

Each of the following scenarios builds on the one previous either by altering the number of players or the starting positions. Thus when choosing a scenario be prepared to check back along the line of scenarios to find all the details needed. In all scenarios the first Game Turn is Spring.

Core members of factions are given in *italics*.

#### Scenario One.

Number of Players. 2. Baliol and Bruce.

This Introductory scenario represents a straight fight between the two main factions with all those who signed the documents supporting their candidature firmly on their side. Thus all the Lords shown are core members of their faction and there are few neutrals to worry about in this scenario. Either player may accept the King of England as overlord in which case the other player will receive the Bishop and Wallace. Should players not wish to involve the English in their first attempt give the Bishop to Baliol and omit Wallace altogether.

Baliol faction: *Baliol, Lord of Galloway, Black Comyn, Red Comyn, Earl of Angus, Earl of Strathearn, Earl of Ross, MacDugal, De Moray, Earl of Caithness, Earl of Sutherland, Lorn, St. John's*

Bruce Faction: *Bruce, Earl of Carrick, Earl of Mar, Lord of Annandale, Earl of Dunbar, Earl of Mentieth, De Strathbogie, Earl of Lennox, High Steward, MacDonald of the Isles, Ayr, Dumfries, Berwick.*

Set Up: Both factions set up in home areas. No combat is allowed during the Spring Game Turn of the first year except against neutrals.

Order of Movement: Baliol, Bruce.

#### Scenario Two.

Number of Players 2. Baliol and Bruce.

This scenario is the straight fight between the two main factions with most of the Scots nobility uncommitted. Either side may accept English overlordship and this will bring in Wallace and the Bishop.

Baliol faction: *Baliol, Lord of Galloway, Black Comyn, Red Comyn, MacDugal, King of Scots, Douglas, Forthrif, Lorn, Stirling, Berwick.*

Bruce Faction: *Bruce, Lord of Annandale, Earl of Carrick, Earl of Mar, High Steward, Earl of Mentieth, MacDonald of the Isles, Ayr, Dumfries.*

Set Up: Bruce sets up in home areas, each lord in his. Baliol sets up his forces either in their home areas or he may set forces up in Stirling castle or Edinburgh castle.

Order of Movement: Baliol, Bruce.

### Scenario Three.

Number of Players 3.  
Baliol faction: a  
Bruce faction: a  
English: *Edw*  
*Angus, Earl of*  
Set Up. All for  
English army m  
except against n  
Order of Movement

### Scenario Four.

Number of Players 4.  
Far in the north  
of the Wars pla  
generally strivi  
intact - *whoever*  
the possibility o  
part in the Wars  
Baliol faction: a  
Bruce faction: a  
English faction:  
Earl of Ross: *E*  
*Caithness, High*  
Set Up. As in sc  
Order of Movement

### Scenario Five.

Number of Players 5.  
Steward.  
A major force i  
ndence was th  
remained sup  
deserting them  
fortunes they  
independent fo  
that possibility  
Baliol faction:  
*Dugals, Lorn, S*  
Bruce Faction  
*Carrick, Earl of*  
Stewards Factic  
*Donald of the I*  
Ross' Faction:  
*Caithness.*  
English Faction  
of Angus, Earl





### Scenario Three.

Number of Players: 3. Baliol, Bruce, Edward.  
 Baliol faction: as given in scenario two.  
 Bruce faction: as given in scenario two.  
 English: *Edward, Seagrave, English Army, Earl of Angus, Earl of Dunbar, Earl of Fife, Dunbar.*  
 Set Up. All forces set up in their home areas and the English army must be dived for. No combat is allowed except against neutrals in the first Spring game Turn.  
 Order of Movement: Baliol, Bruce, English.

### Scenario Four.

Number of Players. 4. Baliol, Bruce, Edward and Ross.  
 Far in the north the powerful Earl of Ross sat out most of the Wars playing both ends against the middle and generally striving to survive with his lands and power intact - *whoever* won the Wars. This scenario simulates the possibility of Ross' playing a more important, direct part in the Wars.  
 Baliol faction: as given in scenario two.  
 Bruce faction: as given in scenario two.  
 English faction: as given in scenario three.  
 Earl of Ross: *Earl of Ross, Earl of Sutherland, Earl of Caithness, Highlands.*  
 Set Up. As in scenario three.  
 Order of Movement. Baliol, Bruce, Ross, English.

### Scenario Five.

Number of Players. 5. Baliol, Bruce, Ross, English, High Steward.  
 A major force in Scotland during the Wars of Independence was the house of the Steward. Although they remained supporters in general of the Bruces, deserting them only at the very lowest ebb of their fortunes they fully had the potential to be an independent force in the Wars. This scenario simulates that possibility.  
 Baliol faction: *Baliol, Red Comyn, Black Comyn, Mac Dugals, Lorn Stirling.*  
 Bruce Faction: *Bruce, Lord of Annandale, Earl of Carrick, Earl of Mar, Dumfries.*  
 Stewards Faction: *High Steward, Earl of Mentieth Mac Donald of the Isles, Earl of Lennox, Ayr.*  
 Ross' Faction: *Earl of Ross, Earl of Sutherland, Earl of Caithness.*  
 English Faction: *Edward, Seagrave, English Army, Earl of Angus, Earl of Dunbar, Earl of Fife, Dunbar.*

Set Up: All in home areas with no combat allowed except against neutrals in the first Spring Game Turn.  
 Order of Play. Baliol, Bruce, Steward, Ross, English.

### Additional Scenarios.

By the midpoint of the Wars the forces of the various factions were still undismayed by their defeats but Edward had managed to gain control of many of the key points in Scotland. The following scenarios therefore are variants of the last three with the English in a much stronger position and the forces of the various factions already concentrated.

- [1] In each scenario add to the English faction: St. Johns, Dundee, Berwick, Lanark Dumfries.
- [2] Troops of the English faction may set up in any castle. No one else may set up in any castle.
- [3] All factions set up in sequence of play anywhere they wish within provinces and burghs under their control.

Scenario 6. as scenario 3 with the above differences.  
 Scenario 7. as scenario 4 with the above differences.  
 Scenario 8. As scenario 5 with the above differences.

A last scenario may be provided by having a separate player for the Bishop/Wallace in which case no dicing to see if the Bishop dies every winter. This player's victory conditions would be the capture by some Scots faction of the English King.

### A Note on the Scenarios.

Unlike many games with scenarios for more than two players *Robert the Bruce* does not necessarily improve with the addition of more players. The scenarios with 3 players are by far and away the most historically accurate and enjoyable in terms of the possibility of achieving the victory conditions closely followed by the two player scenarios. The more players the more difficult for any one player to gain enough of an advantage to win outright. Basically each player must attempt in a year to become so powerful that the combined onslaught of his enemies will not be sufficient to stop him winning. For just as happened in real life, as soon as one player looks like winning every one else will gang up on him.



The Army Camps for the Night





# Counter Checklist.

[ units in *italics* are area restricted clan and peasant militia.]

Caithness	Earl; <i>Clansmen</i>
Sutherland	Earl; <i>Clansmen</i>
Ross	Earl; Galloglas; <i>Clansmen</i> ; <i>Clansmen</i>
Highlands	Two Galloglas; <i>Clansmen</i>
Lorn	<i>Clansmen</i> ; <i>Clansmen</i>
Argyll	MacDugal; Galloglas; <i>Clansmen</i> ; <i>Fleet</i> ; <i>Clansmen</i>
Moray	De Moray; Galloglas; <i>Clansmen</i> ; <i>Clansmen</i>
Badenoch	Red Comyn; <i>Clansmen</i> ; <i>Clansmen</i>
Buchan	Black Comyn; <i>Clansmen</i> ; <i>Clansmen</i>
Mar	Earl; <i>Clansmen</i> ; <i>Clansmen</i>
Mearnis	De Brechin; <i>Spearman</i> ; <i>Spearman</i>
Angus	De Umfraville; <i>Spearman</i> ; <i>Spearman</i>
Fife	Earl; <i>Spearman</i> ; <i>Spearman</i>
Forthrif	Knight; <i>Spearman</i> ; <i>Spearman</i>
Athol	De Strathbogie; <i>Clansmen</i> ; <i>Clansmen</i>
Strathearn	Earl; <i>Clansmen</i> ; <i>Clansmen</i>
Mentieth	Earl; <i>Clansmen</i> ; <i>Clansmen</i>
Lothian	Keith; <i>Spearman</i> ; <i>Spearman</i>
Dunbar	Earl; Border Horse; <i>Spearman</i> ; <i>Spearman</i>
Douglasdale	Douglas; Border Horse; <i>Spearman</i>
Clydesdale	Knight; <i>Spearman</i> ; <i>Spearman</i>
Lennox	Earl; <i>Clansmen</i> ; <i>Clansmen</i>
Ayr/Kyle	Steward; <i>Spearman</i> ; <i>Spearman</i>
Carrick	Earl; <i>Clansmen</i> ; <i>Spearman</i>
Galloway	Lord; Galloglas; <i>Clansmen</i> ; <i>Clansmen</i>
Annandale	Lord; Border Horse; <i>Spearman</i>
Liddersdale	Knight; Border Horse; <i>Spearman</i>
The Isles	MacDonald; Three Galloglas; <i>Fleet</i>
Ulster	<i>Three Galloglas</i>
England	Edward; Seagrave; three Bowmen; three Knights; <i>Fleet</i>

Each burgh has a mobile burgh spearman counter.  
Border Horse are treated as spearmen for all purposes.

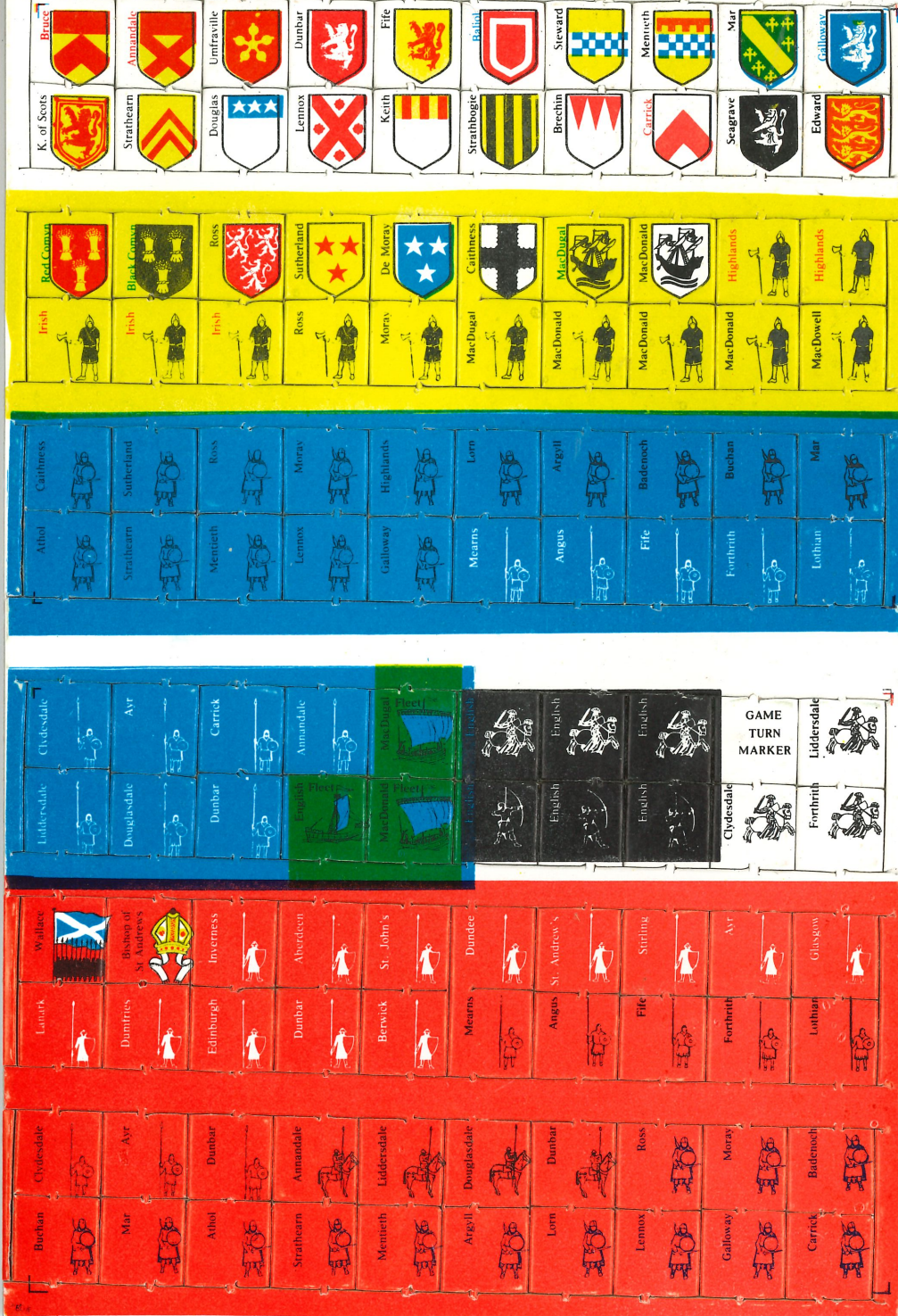
Dunbar



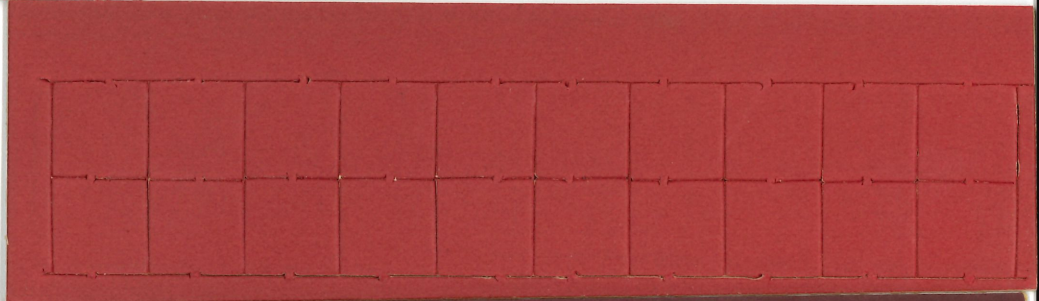
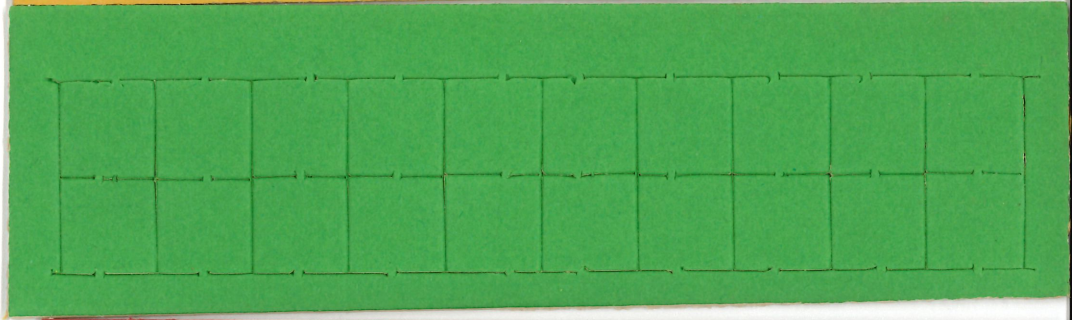
Robert the Bruce.  
Designed by Kenneth Clark.  
Graphics by Stewart Cordiner.  
Printed by G&M Printers.







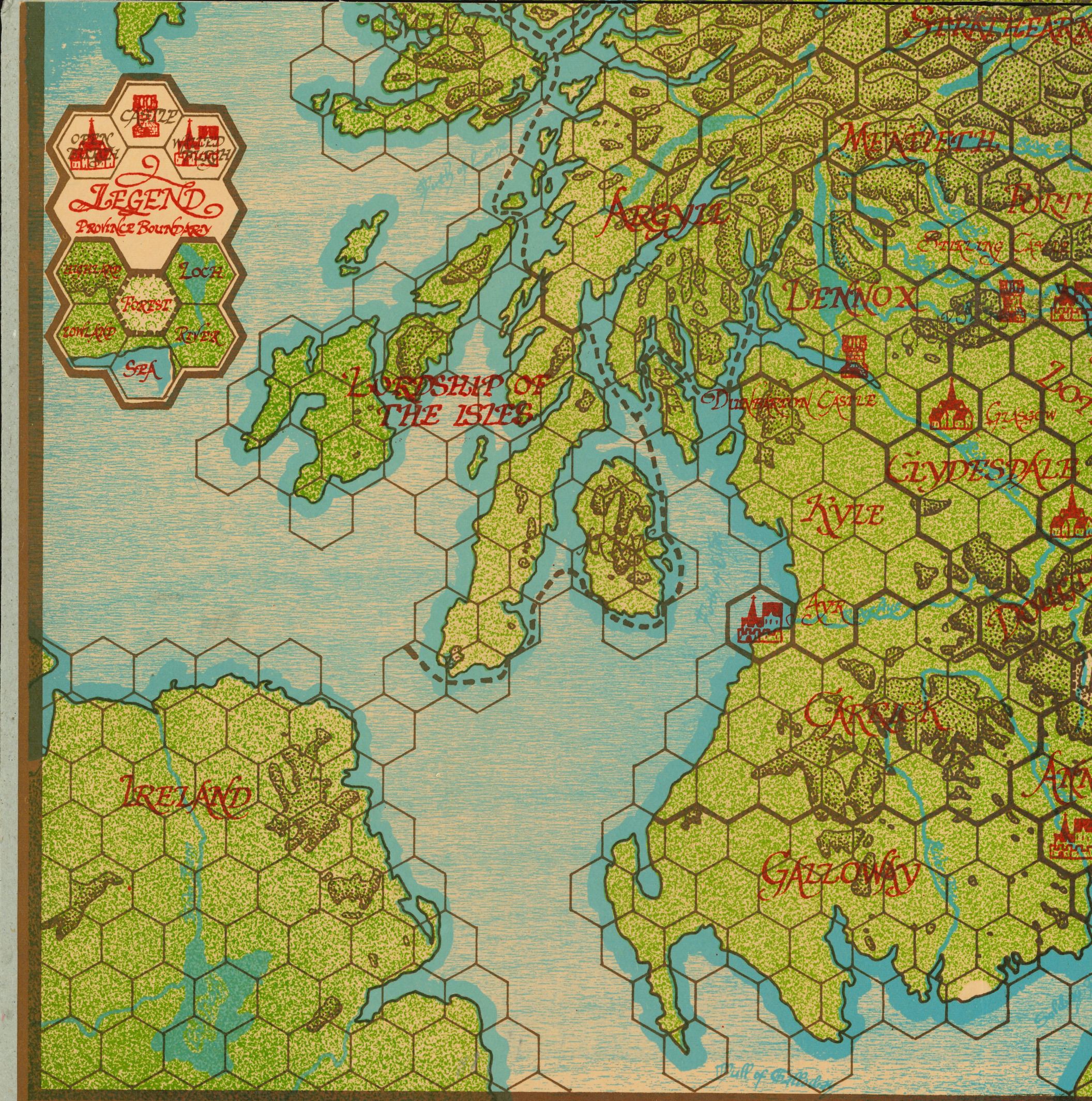




















OF THE  
GERMAN  
SEA

