

Rebellion



*28mm skirmish rules for
First Scottish War of
Independence 1295-1314*

Rebellion Version 6.01

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*My son, I tell thee soothfastile,
No gift is like to libertie;
Then never live in slaverie.*

Background

The sudden and accidental death in 1286 of Alexander III King of Scotland, left a vacuum. The subsequent death of the only direct heir to the throne, the Maid of Norway, left the crown open to numerous dubious claims to the throne. Dozens of pretenders laid claim to the crown on the grounds of distant relations going back many generations. Edward I of England seized this opportunity to proclaim himself feudal overlord and declared John Balliol King of Scotland, knowing very well that he could easily manipulate this puppet figure head and shift the balance of power into his own hands.

Under the iron thumb of English rule the Scots began to rebel and William Wallace was soon to rise to meteoric fame as the leader of the rebellion. Standing over 6ft 8ins tall, Wallace was well educated, skilled in languages and a fierce warrior with a savage reputation. In his early years Wallace fought as an outlaw leading small raiding parties against English supply columns and leading minor skirmishes against English garrisons, but the murder of his beloved Marion, was to propel Wallace to take revenge not only against the Sheriff responsible, but to launch a direct assault on Edward's forces and ultimately throw the English out of Scotland itself with terrible consequences.

Wallace, fighting alongside Sir Andrew Morey was knighted by Robert the Bruce and proclaimed High Protector of Scotland. His skill and tactical brilliance won the battle at Stirling where he employed the new pike formation known as the 'shiltron' - a dense circular formation or doughnut of pikemen which was to prove so decisive against the English cavalry.

Launching direct assaults on England itself, Wallace was

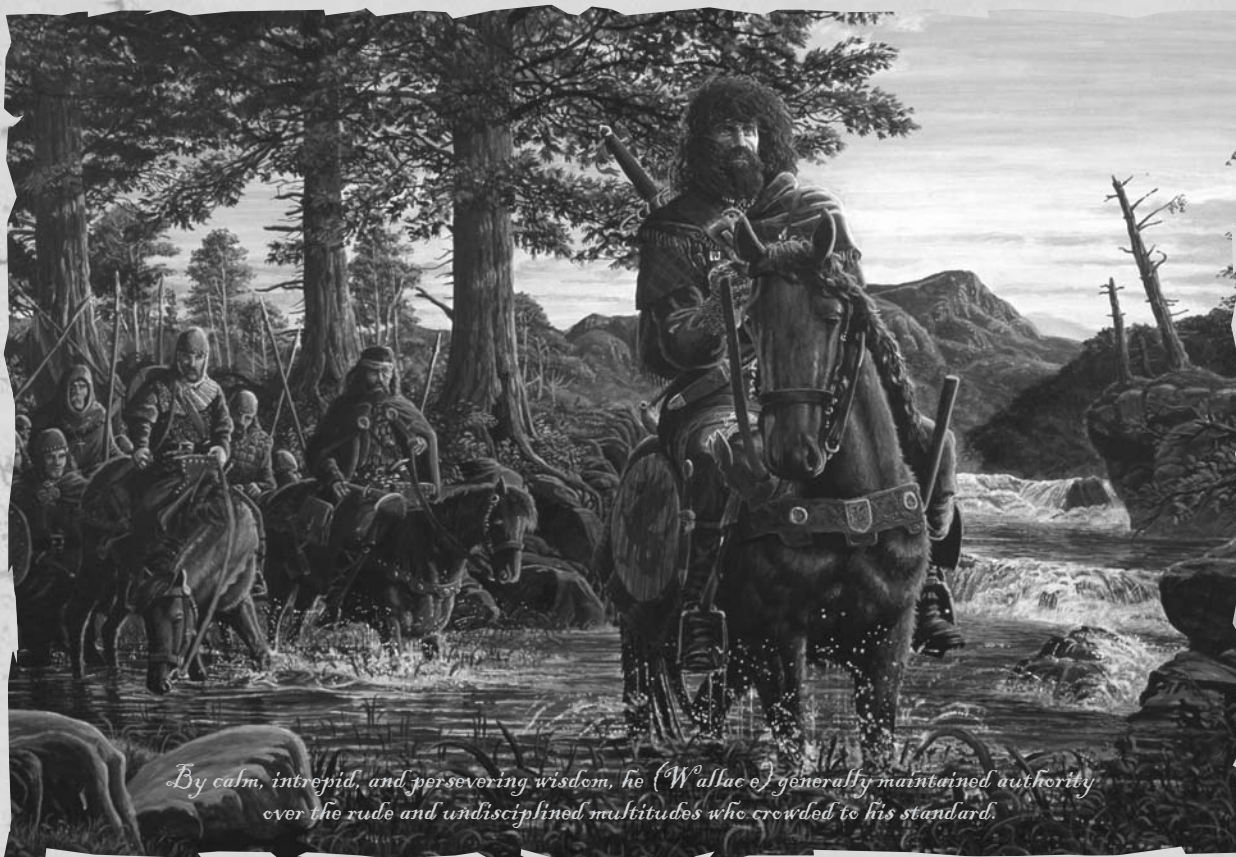
finally defeated by the English army lead by Edward himself at the battle of Falkirk, Edward employing the fearsome new Longbow to shatter the shiltron formations before crushing the Scots with his heavy cavalry. In 1305 Wallace was betrayed by Sir John Stewart and he was executed, being drawn and quartered.

However, with the demise of King John, Robert the Bruce was crowned King of Scots and this saw a renewed vigor grip the Scots. In 1314 King Robert the Bruce lead his army onto the fields of Bannockburn, and defeated Edward II's forces against overwhelming odds and won the freedom of Scotland. But it was not to last.

Overview of Forces

In general, the English armies that advanced on Scotland significantly outnumbered the Scots numerically and included large numbers of heavy cavalry and although the English armies also included even greater numbers of foot soldiers, it was invariably the case that the mounted knights would not only arrive at the site of battle first, but would arrogantly rush headlong into battle before the foot were fully assembled. English armies included pike, longbow and some crossbow, however, the English armies included large numbers of poorly trained levies or conscripts including Welsh and Irish who were not wholly dedicated to the English cause.

By contrast the Scottish armies had no heavy horse, and only small numbers of light horse. The majority of the Scottish army was made up of pikemen. Some longbowmen were also available to the Scots. However, the Scots were highly motivated and under the command of King Robert, were highly trained and drilled at moving at speed in the new shiltron formations.



By calm, intrepid, and persevering wisdom, he (Wallace) generally maintained authority over the rude and undisciplined multitudes who crowded to his standard.

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Rebellion is based on the Scottish War of Independence. These rules are designed to create a fun and enjoyable game rather than an accurate recreation of the historical events. These rules are available to download free of charge, they are your rules, and you are invited to give your feedback and input to make the next version better. Not every comment will result in a rule change, but every comment will be listened to and examined. Take the opportunity to give some really useful feedback.

This version of Rebellion contains new rules and changes to the previous version. It is therefore advisable that you read all the rules in this version carefully.

Number of Players

The minimum number of players recommended for Rebellion is two. However the game is very well suited to playing multi-player games with three, four, five or even six players; indeed the game plays much better with more players. With multi-player games each player simply takes command of a particular noble and his retinue.

Measurements

All measurements are shown in inches with the exception of base sizes which are shown in millimetres. Generally, the playing area should be no smaller than 4ft x 4ft square, although smaller games can use 3ft x 3ft while some specific scenarios may call for a larger playing area.

Models

The game can be played with just a handful of models. Wallace leading a raiding party against an English garrison or attacking a supply column for example, up to the

Battle of Bannockburn, with armies exceeding 60 or even 90+ models in size.

Dice

While the majority of the time you will be rolling six sided dice, you will also require a range of multi-sided dice including 8, 10, and 12 sided dice. Heroes, Commanders and certain weapon types employ the greater sided dice.

Base sizes

All Rebellion models will have round bases. Models are based and moved individually.

As each army can employ several heroes, it is necessary to highlight the presence of each hero for the benefit of your opponent. To aid game play, all heroes and Commanding models are based on 'heroic' bases, bases with a rounded rather than bevelled edge.

The standard foot soldier will be based on a 25mm round base, however Captains and named heroes will use a 30mm 'heroic' style base. Cavalry models are based on 40mm bases with mounted heroes on the 'heroic' 40mm base. Mounted Kings and Banner/Flag Bearers (both foot and mounted) use a 50mm base. Finally, charge and hold markers will use a 20mm base.

Record Sheet

It is important to keep a record sheet for noting the details of your heroic models, recording Tactical points, Luck and Stamina (or number of wounds) remaining.

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Model Characteristics

Each soldier in Rebellion has the following characteristics which make up his profile and describe his fighting ability. Skill (Sk), Armour Class (Ac), Stamina (St) and Courage (C). Heroes have three additional characteristics, Tactical (T), Leadership (Ls), Luck (Lk).

Weapons

The weapons available to each type of soldier or hero are shown on the profiles. The profiles also show the damage a weapon will do. If a weapon damage is shown in brackets i.e. Two-handed sword (d8+1) it means the weapon can only be used with two hands. If the damage is shown like this d6(+1) it means that the weapon can be used both a single handed weapon or as two-handed weapon gaining +1 on the dice throw when using the Melée chart.

Models employing a two-handed weapon can use a small shield but cannot use a large shield. Shields can be carried however and provided the model is not in combat at the start of the combat phase, he can switch to a single handed option and use a large shield.

Organisation



A Rebellion army is made up of warriors or soldiers, and heroes. There are two types of hero, named heroes and unnamed or minor heroes. Each army can have up to three Commanders. A Commander must be a named hero.

In a large army employing three Commanders, the force is divided into three sections or 'battles'. The Vanguard (forward), the Main battle and the Rearguard. The Commander of the Vanguard is the overall commander of the army and should be the hero with the highest Leadership score on his profile.

In addition to the Commanders, the army may contain any number of lower ranking heroes and captains - these may be either named or unnamed heroes, but the three Commanders must always be the highest ranking heroes in your army as shown by their Leadership values.

Each named hero comes with a personal banner bearer at no cost unless the profile of the hero states no banner. In addition, each army receives the appropriate National Flag bearer at no cost, St George's cross for the English player and the Scottish Saltire or St Andrew's cross for the Scots player. Banner bearers are by default on foot, they may be

mounted if the player so chooses but horses must be purchased for them.

Models should be grouped into units or 'battles' under the leadership of a Commander. However smaller units may be lead by both named heroes or unnamed captains within your army. Each hero commands all subordinate models within his command range including lower ranking heroes (heroes with a lower Leadership score). The sphere of command for a named hero is normally 6" radius. Unnamed heroes or captains can also lead troops but have a smaller sphere of command, normally 3" radius.

Heroes on foot are not permitted to command cavalry models. Cavalry models ignore the command zones of friendly heroes on foot. The exception to this rule is the King who commands any friendly model within his command radius regardless of whether he is on foot or mounted. Mounted heroes however may command foot soldiers and subordinate heroes.

Note that a named hero *always* outranks an unnamed hero. Unnamed heroes are always subordinate to named heroes.

Movement

All models in Rebellion are moved individually. Once a model has been moved and the player has started to move another model the first may not be repositioned. Models should therefore be moved carefully and players should plan their moves in advance. Movement trays may be used to move units more easily if both players agree to their use.

Each model type has two movement rates, Advance (walking) and Charge (running). Withdraw or 'Fall-back' is also possible (walking backwards).

All models should end facing the direction of their last movement unless they are falling-back.

Movement Rates

Foot - light	Advance: 4"	Charge: 6"
Foot - heavy	Advance: 4"	Charge: 5"
Cavalry - light horse	Advance: 6"	Charge: 12"
Cavalry - heavy horse	Advance: 6"	Charge: 10"
Fall-back - all unit types	Retreat: 2"	

Rough Terrain

Rough terrain reduces the movement rate by 1". When moving uphill movement is also reduced by 1", and similarly increased by 1" when moving downhill. It should be discussed before the game begins which areas are rough terrain and which are impassable. These penalties are cumulative, so if models are moving uphill through rough terrain their movement rate will be reduced by 2". Players may decide before the game begins that particularly rough terrain should have a tariff of -2" or may even be impassable.

Interception

Models in Rebellion do not exert a 'control zone' but may instead move up to 1" to intercept any opposing models that move within 1" range at any time. If an enemy model

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moves in a straight line directly into base contact then the defending model should not move. If however an enemy model is attempting to move past or around the defending model within 1" range and the defending model is not engaged in combat, then the defending model is entitled to intercept the enemy model. Interception is allowed even if the defending model has moved already.

Note that the decision to intercept is the choice of the defender. He may choose to allow the enemy to move past him, perhaps in preference to advancing himself.

Although pole-armed models need only be within 1" range to strike a blow in combat, these models are nonetheless required to move into base contact if they wish to intercept.

Moving into Combat

The maximum number of models that may move into base contact to attack a single opposing model is three. At no time may the ratio of 3 to 1 be exceeded. However, Pole-armed models not in direct base contact do not count towards this total, so there is no limit imposed on the number of pole-armed models that can be brought to bear except that they must be positioned no more than 1" from the target model.

Turns

The game is played as a series of turns. However it is not merely a 'your turn, my turn' system of play. Instead the units will move in a random sequence of play determined by the 'initiative dice rolls'. Each turn is subdivided into turn phases as follows:

Initiative Phase

Both sides dice for initiative using one dice for every Commander on the field. Note that Kings and the use of Tactical Points can increase the number of initiative dice.

Command Phase

Players take turns in moving units under the leadership of each hero in the order determined by the initiative rolls. Any other units move in turn until all units have moved. Archery is also resolved in the Command Phase.

Combat

Any combats are resolved.

Courage Tests

Any soldiers out of command range of a friendly hero must test for courage.

End Turn

Victory conditions are checked.

Initiative Phase

Any kind of action or movement is done in a sequence determined by the initiative dice. Each player takes one d6 (six sided dice) for each Commander he has on the battle field. Players roll for each Commander in turn placing the dice with the scores rolled showing adjacent to each Commander. The dice rolls show the sequence of play starting with the highest score moving first.

Adjusting the Initiative Roll

After all initiative dice have been rolled, Tactical points can be spent to increase or decrease the initiative roll. There is no limit to the number of Tactical points that can be used to adjust the initiative roll. So for example, two Tactical points may be used to increase a roll of 4 to 6. However Tactical points may not be used to alter the dice roll higher than a 6 or lower than a 1.

If two Commanders have the same initiative score (e.g. both sides have 6's for example after any adjustments) then the Leadership score of the Commander will determine which has priority over the other. The Commander with the highest Leadership score has the choice of moving first or second. If the Leadership scores are also tied then the players roll-off to settle the matter. If only one player has two or more Commanders with the same initiative score then the player chooses priority.

Command Phase

Players begin to move or command their units in the order dictated in the initiative phase. After both players have moved their units led by their Commanders or heroes that gained an initiative dice, there may still remain some units or models which have not yet moved. The side which moved first then completes the phase by moving all remaining models that have not yet moved, followed by the other side.

In the Command phase the hero may issue any of the following commands to models within his command zone.

Advance

Charge

Melée

Shoot

Fall-back

Retreat

Halt

Players may choose not to move a particular unit in which case the unit is considered to be at rest.

Advance

The leader is not required to move, but if he does, then he must move first. All models may move up to the maximum Advance move rate and must end their move within the command radius of the leader that called the order to advance. Note that models may exceed their standard

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movement rate if gaining a bonus for moving downhill. Advancing Models may not engage the enemy. Units that have been charged may not Advance.

Charge and Counter Charge

Before the player can declare a *Charge*, the player must identify an opposing unit. The hero declaring *Charge* must have a clear line of sight to an enemy model. The player places a Charge Marker (a sword) against an opposing model that his hero can legally charge.

Units that have been charged may not declare charge, but



may elect to counter-charge. A counter-charge may only be declared against a unit that has charged the unit currently moving, it is a response to being charged. You can only counter-charge a unit that charged you.

A *Charge* or *Counter-Charge* must be lead by the hero calling the charge, so the hero must be the first model to move and he must be able to move in a straight line directly towards the enemy model identified by the charge marker, and he must exceed the Advance movement rate. If a *Charge* or *Counter-Charge* is declared against a unit that is more than twice the size then a *Morale Test* must be made, see '*Morale Tests*'.

Charging models must move in a straight line each turn and must exceed their Advance move rate, but do not have to move full speed. If for any reason a charging model cannot exceed the Advance move rate (because of rough terrain or obstacles perhaps) then the model will not be eligible for any combat bonuses normally awarded for charging models if he engages in combat this turn.

Players are not permitted to declare charge on opposing units that are already charging or engaged in combat. However Tactical charges are permissible at any time (see *Tactical Charge*) and it is also permitted to charge retreating units.

If a charging model engages an enemy model before exceeding the Advance move rate, then provided the charging model exceeded the standard move rate in the previous turn the charge is legal and all bonuses apply. If however the charge was called this turn and the charging model did not exceed the standard move distance before engaging the enemy, then the charge is not legal and charge bonuses are not applied.

When *Charge* or *Counter Charge* is declared the following sequence applies;

1. A charge marker (shield) is placed adjacent to an enemy model showing the unit that has been targeted.
2. The hero must move first and must exceed his standard Advance movement rate.
3. All models including the hero must move in a straight line.
4. The player may choose which models join his hero for the charge. models exceed their standard Advance movement rate where possible and end their move within the hero's command zone or in combat.

All charging models that exceeded their standard movement rate before engaging the enemy will gain +1 on the *Melée* chart, plus they gain an advance bonus.

Charge Bonus

When a charging model wins a combat he gains +1 to his damage dice when consulting the *Melée* chart. In addition, when a charging model wins a combat and the opponent has backed away, he may advance up to 1" (cavalry may advance 2") and engage in a second combat (possibly with the same model again) which should be resolved immediately. The advance is a continuation of the charge and should be in a forwardly direction, and not a move in reverse. This bonus is optional and only applies once.

Cavalry Charge Bonus

When cavalry charge they gain an additional dice when rolling to win the fight, this reflects the momentum and power of the horse which itself becomes a formidable weapon when it smashes into the enemy lines.

In addition to the appropriate skill dice for the rider, light cavalry gain a d6 while heavy cavalry gain a d8. The two dice will count as two attacks when calculating the combat. Example: Heavy cavalry model armed with lance and *Charging* vs pike-armed model *Holding*.

The two models engage when the cavalry model moves within 1" range of the pike. The pike model has +1 for *Hold* so the player will roll a d6 and add +1. The cavalry model has a d6 for using a lance plus a d8 for the heavy horse at charge. The cavalry model may also has a Large shield as the lance is a single handed weapon.

Charging Cavalry

Infantry units are not permitted to charge or counter charge cavalry units unless they outnumber the cavalry unit numerically two-to-one and pass a morale test. Only if the infantry have more than double the number of models may they test for morale and declare a charge or counter charge.

Charging Pike

Horses will not willingly commit suicide by running onto something sharp so they will shy away from charging onto pikes. To reflect this, cavalry models must pass a courage test before charging into range of a pike model. It is the

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horse that must make the courage test and not the rider. A horse has a courage of 2. Any cavalry model that fails this courage roll must still move but may not engage or move into strike range of an opposing pike model.

Ending a charge

A *Charge* ends with the engagement of the enemy - or if three successive charge moves have been made and the enemy is still not engaged. Models cannot charge more than three times before slowing down. They may not charge again until they have spent at least one turn at rest (not moving). If a charge is halted or the enemy are not engaged after three turns then the following move must be made at full Advance speed (see '*Halt*' rule).

Responses to Charge

If an opposing charge marker has been placed anywhere within the command zone of the hero about to take his move, either this turn or in a previous turn then the unit is considered to have been charged and is under threat. The responses to being charged are more limited. Advance, Charge and Fall-back are not permitted.

The following are possible responses to being charged:

Counter-Charge

Hold

Melée

Shoot

Retreat

Holding

Holding is a response to be charged. When *Hold* is declared, a Hold Marker (shield) is placed adjacent to the Charge Marker. If the unit declaring *Hold* is less than half the size of the charging unit, then a morale test must be made - see '*Morale Tests*'. When a unit is *Holding*, all models may move up to 1" in any direction to reorganise and form ranks - they may do this each turn they continue to *Hold*.



Holding models will gain +1 to their dice roll to win a combat in the combat phase. Models that have a shield may also use the shielding rule when combat begins, see '*shielding*'.

Shoot

When archers are charged they may respond by shooting direct fire (not volley fire) see '*Archery*' for details of resolving direct fire.

The command to shoot is specific to units of archers or crossbow. As only one unit command may be issued per turn it is sensible to separate your archers into their own units under the command of a hero or minor hero/captain.

See '*Archery*' for details of how to resolve archery fire.

Retreat

Retreat allows a unit to charge away from another unit. Normally with *Charge* the unit must aim to engage an opposing unit. With *Retreat* the following rules apply:

1. All models must move, including the hero, and must exceed their normal movement rate where possible.
3. Models are not bound by the rule to end their turn within the command radius of the hero.
4. All models must move in a straight line as if charging.
5. Retreating models may not engage the enemy.
6. All models will continue to retreat off the table unless a successful '*Halt*' is called.
7. Models will not gain any charge bonuses if they are engaged in combat.
8. The Hero calling the retreat is not required to move first as with charge.
9. All retreating models must move in the direction of the nearest friendly or neutral table edge.

Melée

The *Melée* command can be used as a spontaneous charge if the enemy unit moves within range. In order to declare a *Melée* at least one friendly model within the hero's command zone must be within charge range of an opposing model. The hero declaring the charge is not required to move, but if he does, he must move first. All models may move up to the maximum charge move rate, they may move out of the command zone of the hero provided they end their move in base contact with an enemy model.

Models are *not* required to move in a straight line as with *Charge*. Models ending in combat do not gain charge bonuses.

Important: A maximum of three models can engage any single enemy - this applies in all cases including when pole-arms are used.

Fall-back

Similar to *Hold* - except all models must move away from the enemy - up to a maximum move of 2". Models are not required to move, and the hero may move last. Models are not required to face the direction of their last movement. Falling-back models may not engage the enemy. Models falling back are not required to make a morale test and may use '*shielding*' if engaged. See '*Shielding*'.

Halt

Once a *Charge*, (*Charge*, *Counter-charge* or *Retreat*) has started it can be very difficult to stop.

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To *Halt a Charge*, the hero leading the unit must use his leadership skill (Ls). Roll a d10. If the score rolled exceeds the hero's Leadership score, then the roll was unsuccessful and the *Charge* continues. The hero may spend one or more Tactical points to decrease the dice score rolled in order to successfully pass the roll.

If the Roll is successful, the *Charge* has been halted, however you can't stop a charge on a dime! All models that charged last turn must move the maximum Advance movement rate before stopping. In this slow down round, *Charge* rules no longer apply, the hero still moves first but movement need not be in a straight line, retreating models may not engage the enemy. Note that *Charge* combat bonuses will no longer apply as the Advance move rate has not been exceeded.

Combat

To calculate the result of a fight, both players first roll to try to win the fight and then roll on the Melée chart to determine any wounds. Each player takes one dice for each model in the fight. The appropriate dice required for each model is determined by the Skill (Sk) rating on the model's profile:

Skill Rating	Dice type
1-3	d6
4	d8
5	d10
6	d12

Both players roll simultaneously unless one player elects to shield, see '*Shielding*'. The highest dice score wins the combat, remember that models *Holding* get +1 on their dice roll to win the fight. In the event of a draw, models in base contact with either a King or a Banner win the draw, otherwise if the result is still tied then the model with the highest skill will win the draw. If both models have the same skill score then both models are considered to have parried each other's blows so the result is that no wounds are inflicted and the combat is considered resolved for this turn, however all models must back off from the combat, see '*backing off*'.

Multiple Combats

When two or three models are fighting a single opponent the scores are totalled and the highest total score wins the combat. However, the defending model is able to split his score and still strike a blow despite losing the combat.

Example 1: Three English vs one Scots hero



In this example, the Scottish player has Wallace with a fighting Skill of 6 - and so he uses a d12. The English player rolls 4, 6 and 1. The Scottish player rolls 6.

The English player wins the combat because his total score of 11 beats the Scottish player's 6. However, the Scottish player is able to split his score - he cannot stike blows against the pole-armed soldier, but he can beat the 4 with 4 of his 6 points (he will win the draw because of his higher fighting skill) and use the remaina 2 points to win against the English player's roll of 1 winning the second combat also. So, although losing the combat, Wallace never the less parrys the blow from the pole armed model and gets one strike against the English sword-armed model before taking a blow from the two-handed axe.

Once wounds are resolved the Wallace model must back off at least half an inch because he lost the combat.

Striking Blows

When blows are struck, the weapon type determines the type of dice that will be used on the Melée chart. Most soldiers will use a d6, but heavier weapons may use a larger dice such as a d8 or have a bonus applied. The weapon damage is shown in the profiles.

When the number of blows has been determined, consult the Melée Chart to resolve if any wounds are inflicted.

To use the Melée chart look down the left to find the Skill level of the winning model and look across to find the armour class of the losing model. The dice roll must equal or exceed the number indicated by the chart.

If a wound is inflicted the losing model reduces his Stamina score (St) by one. If the Stamina is reduced to zero the model is killed. Most models have only one Stamina to begin with and so they are killed with a single wound, however models employing a shield have a saving throw, see '*Shields*'.

Some heroes have up to three Stamina and can survive several wounds before being killed. Heroes can also attempt a saving throw when wounded using their Luck, see '*Using Luck*'. This is in addition to using the shield saving throw.

Veteran Soldiers

When designing your army, you may wish to consider using veteran soldiers. Any of the standard foot soldiers and minor heroes/captains may be upgraded to experienced veteran soldiers at an additional cost of two points for each model. Only entire units may be so upgraded. Veteran soldiers reroll any 1's rolled to win a fight in combat. Veteran archers do not reroll when fighting in close combat but instead reroll any 1's rolled when shooting.

Backing off

Once combat and wounds have been resolved, the losing model or models must back off a minimum of half an inch (and up to a maximum of 1") from the winning models.

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Other models not engaged in combat can move to make room for the model to withdraw. Models backing off or making way cannot engage in a new combat.

If the losing model is unable to withdraw the minimum half inch required, then the losing model is considered to be surrounded (or trapped against something). Surrounded models automatically receive an additional wound. This automatic wound can be negated by a successful shield saving throw if the shield has not been used already, and also by using Luck.

Example 2: One Scots warrior vs one English



The English soldier wins the combat because 6 beats the score of 4 rolled by the Scottish player.

The English player will now roll for wounds using the *Melée* chart. If the English player successfully wounds, the Scottish model has a small shield and will deflect the blow on a score of 6. If the Scots model is still alive, he must back away from the English model a minimum of a half an inch (maximum 1").

Shields

There are two types of shield in *Rebellion*. Small shields and large shields. Small shields may be used at the same time as using a two-handed weapon, however a large shield cannot be used when employing a two-handed weapon. The Scottish round shields and the smaller kite shields (such as those supplied with the English foot soliders) are considered to be small shields, while the larger kite-shaped shields used by Knights are considered to be large shields.

Large shields may be carried on the warrior/hero's back when using a two-handed weapon, but this means the model may not use shielding or benefit from the shield saving throw if wounded. Carrying the shield does enable the warrior/hero to change to using a single-handed weapon and employing the shield if he chooses. Models may only change weapon and shield options if they begin the combat round not engaged, otherwise they must keep with the equipment options they last employed.

Models engaged in combat who are using a shield have a saving throw when a wound is indicated in combat. The defending player rolls a d6. If the model has a small shield, a roll of 5+ indicates a successful save and if the model is employing a large shield, a roll of 4+ indicates the blow is

taken on the shield, no wound is inflicted. The combat is considered resolved for this turn, however the defending model must back-off from the combat, see *'Backing-off'*. This shield saving throw can only be used to negate one blow per turn. If two wounds are scored against a particular model he may only use the shield saving roll to deflect one of them.

Shielding

Models engaged in combat who are armed with a shield may choose to shield rather than strike a blow. Shielding must be declared before the dice are rolled and any models shielding **must roll first**. The player then has the option to re-roll the dice if he wishes, but if he does choose to re-roll the second roll stands. The other models then roll and combat is resolved as normal except that shielding models do not strike blows if they win the combat. Charging models (including counter-charging and retreating models) may not use the shielding rule.

Pole-arms

Pole-armed models need not be in base contact to fight, but can attack from a distance of 1", thus the opponent cannot strike blows in return unless he is similarly armed.



Pole-arms include; Halberd or 'pole-axe', spears, lances, and pikes. Models using two-handed pole-arms may employ a small shield, but may not use a large shield. Note that the lance is a single handed weapon, so a Large shield may be used with a lance. Only cavalry models may use a lance. If the rider is unseated, the lance is lost.

Throwing Spears and Darts

Some warrior types have throwing spears or darts (javelins) included in their inventory. Spears may be thrown at any time during the models' move and aimed at any enemy model within 6".

To throw the spear roll a d6 and score equal or less than the warrior's skill score. The damage roll to wound for a spear is a d6. Warriors are not limited to the number of spears they can throw, but they may only throw one per turn.

Archery

Archery includes the use of shortbows, longbows and crossbows. Archers are formed into archer units and fire together under command of a captain or hero model.

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The maximum number of archers in any given unit is ten.

Archer units are not permitted to charge or counter-charge. Archers may move up to 1" and still shoot.

When archer models find themselves out of range of the command zone of their own captain or hero they always desert and are removed from the board as casualties. Archer models are not permitted to mix with another unit.

Archery fire is calculated as group fire, with all archers in the unit firing together rather than as individual shots. There are two types of archery fire, *direct* and *volley* fire. Note that crossbows may *not* use volley fire.

Archers may be mounted but only for convenience of transportation. They may not charge, but they are permitted to retreat and full speed. Longbow and shortbow are not permitted to fire from horseback, they must first dismount. Mounted crossbow are permitted to fire whilst on horseback, but again they may not charge.

When archer models dismount, simply replace the mounted model with a foot version. It can be assumed that the horses are tethered somewhere nearby. The archers may remount at the start of the round if they are not in combat.

Direct Fire

Direct fire is used at short range and when targets are in the line of sight of the shooting model.

All archers firing must have clear line of sight to the enemy models. Archers in the second rank may fire past the front rank provided they can see between the models in front of them. If other friendly models are in the way of the shot, the archer may not fire. Archers may fire into combats provided they have a clear sight to the enemy model, however there is still a fair chance that the shot will miss the intended target and hit another model involved in the combat. If a hit is indicated dice fairly to see which model in the combat was hit.

The shooting player may pick his targets, however no more than three archers may fire at any single target model. The target must be within range otherwise the shot falls short. All shots must be declared before hits are calculated.

Ranges	Close Range (half)
shortbow 18"	9"
Longbow 24"	12"
crossbow 30"	15"

Hits

To hit the target the player must roll less than or equal to the archers' skill. If the target is at close range the archers' skill is increased by +1. Veteran archers may re-roll if they roll a 1. If a cavalry model is hit, roll 50/50 for horse or rider.

If there an object in the way, perhaps a wall or another model, roll 50/50 to determine if the arrow hits the target or the other object or miniature.

A hit counts as a wound unless the model is wearing heavy armour or carrying a shield.

Armour and shields

Models with an armour class of 5+ will save if they roll a 6 on a d6. Models using shields may deflect the arrow in the same way as with combat, with a small shield saving on a 5+ and a large shield saving on a 4+. Models may save for armour or shield, not both.

Similarly, heavy horses due to their size save on 6, while armoured or barded horses will save on a 5+.

Volley Fire

Volley fire is a shot fired up into the air, only the commanding model is required to be able to see the target. Volley fire has an increased range over direct fire but is less accurate. Shortbow and longbow may use volley fire for increased range, crossbows may not use volley fire.



The range for volley fire must exceed the direct fire range for the weapon however the maximum range is double the direct fire range.

The captain commanding the archers must have a clear line of sight to the enemy unit that is the target of the volley fire, he must be able to see 5 or more models clearly. An opposing unit that his hidden behind a hill for example may not be fired upon.

Ranges

Shortbow 18" to 36"
Longbow 24" to 48"

The intended centre point or target of the volley fire is indicated by an arrow marker (a 20mm base with arrows). Next the shooting player must estimate the range to the target in inches measuring from the captain to the arrow marker. Remember that the range must exceed the direct fire range for the weapon and be no greater than the maximum range. The range to the target is checked and the marker repositioned according to the player's estimate.

Deviation

To calculate further deviation, the player rolls one d8. The 8 sided dice is pointed at each end and the dice naturally points the direction of the deviation. The score indicated by the dice shows the distance in inches.

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However a score of 8 indicates that the shots are on target and there is no deviation. Otherwise the arrow marker is again repositioned.



Area of effect

The area of effect for the arrow fall is a circle 3" radius from the centre of the arrow marker. Ordinarily all models in the target zone may potentially be hit, however if there are more than 12 models in the target zone then only the 12 models nearest the centre of the area of effect are potential targets. A model is considered to be inside the target zone if any part of the base falls within the area of effect.

Hits

The shooting player rolls a d6 for each archer shooting in the volley. Any 6's indicate hits. Veteran archers may fire twice so roll the dice a second time if you are employing veteran archers.

For each hit indicated roll a dice to determine which model has been hit, roll randomly. For 10 models use a d10 for 6 model use a d6, for 11 models use a d12 and re-roll a 12. etc. Players should agree how the models will be counted off before the dice are rolled ie. counting from the left for example. If a cavalry model is hit, roll 50/50 for horse or rider.

A hit counts as a wound unless the model is wearing heavy armour or carrying a shield.

Armour and shields

Saving throws for armour and shields are calculated the same as for direct fire.

Morale & Courage

A morale test is for testing the courage of a unit of men. Morale tests are done when Charging or Holding against a superior force or if the army is reduced to 50% in size.

A courage test is for testing the courage of an individual. Courage tests are made when a soldier finds himself outside of any friendly command zone or if a unit fails a morale test.

Heroes and minor heroes are never considered to be outside of a command zone since they exert their own zone of command.

Morale Test

Each model has a Courage score from 1-6. When a Morale test is called - against a unit (a unit is all the models within the command zone of a commander or hero model) take the lowest courage score in the unit. Add +1 for each hero or minor hero and +1 for each banner in the unit, this is the unit's Morale Score. Note that the maximum unit Morale Score is 9. The player rolls a d10. If the roll is greater than the Morale Score the unit fails the morale test. The leader (the hero with the highest Leadership in the unit) of the unit can attempt to save the situation by using his Leadership ability, see 'Rally'.

When an army gets below half it's original strength, unit morale tests are compulsory at the end of each turn.

If the morale test is failed then all models including the heroes must make Courage Tests to stay on the field, roll the courage tests for the highest ranking heroes first. Only when the army is below half strength and a unit fails morale is the hero required to test his courage. Only superior heroes (heroes with greater Leadership scores) may attempt to rally another hero.

Courage Test

If a unit fails a morale test, or if a soldier is out of range of any commanding hero (perhaps the hero was killed in combat) then a Courage Test is called for. A Courage test is done for each individual model. Simply roll a d10. If the roll is greater than the model's Courage score then the test is failed and the model is removed from the table as if he was a casualty unless the model is within range of a hero that may attempt to Rally. If there is a hero or captain that can attempt to Rally then he may try to save the models from being lost, see 'Rally'.

Models finding themselves outside of any friendly command zone at the start of the following turn may move in the Command phase after all other units have moved, however they may not engage the enemy and will have to test for courage again if they end the turn still out of range of any friendly command zone.

Rally

When a unit fails a morale test all the models must pass a *Courage Test* to stay on the field, otherwise they are removed as casualties. However, a hero may attempt to rally any men within his command zone.

As the courage tests are made for each model and an individual fails courage, make a Leadership roll, rolling a d10 and comparing with the hero's Leadership score. If the roll is less than or equal to the hero's Leadership, the individual model stays on the field and is considered to have passed the courage test. Roll for each model.

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Banners

Banners are an important feature of any medieval army. They denote the presence on the field of particular Knights and in the game, they play an important roll in command and morale.

Each army gets one national flag bearer free unless the scenario rules specifically state '*no banner*'. The English army receives the 'Cross of St George', and the Scottish army gets the 'St Andrew's Cross' or 'Saltire' at no cost. All named heroes including randomly generated heroes receive a free personal banner bearer. A free banner consists of a foot soldier mounted on a 50mm base carrying a banner and armed as described in the Army profiles.

Note that if a named hero is killed, his banner is also lost and both models along with any personal squires are removed from the board as casualties.

What do banners do?

Ordinarily a named hero has a command radius of 6". However, when a named hero has his personal banner within 6" his command range increases to 12" radius.

When a banner is in base contact with a model that is in combat, the model in the combat will win in the event of a draw.

In addition, if a Commander or named hero is *in base contact* with his personal banner at the beginning of the turn, he gains a free Tactical point which can be used in that turn. Tactical points gained from banners cannot be stored for future use. Banners also have an effect on Morale and Courage tests - see '*Morale & Courage Tests*'.

When a banner is in combat the model fights as if armed with a short sword. The bearer may employ a large shield. If a banner bearer is killed, the banner may be taken up immediately by a friendly soldier within 1" range, otherwise the banner is lost. Banners may not be passed on to heroes or minor heroes in this way.

Heroic Standard bearers

Certain heroes are shown under their profile as being a 'Standard bearer' in their list of special abilities.

In medieval armies it was a great honour to be chosen to carry one the main standards at the head of the army, and this honour was bestowed upon the King's most loyal and experienced Knights and Commanders.

Heroic standard bearers are not permitted to carry their own banner or that of other named heroes, but they are permitted to carry either the appropriate national flag banner (Saltire or St George's Cross) or the King's own standard. Other banners also fall into this category and are listed in the profiles section, but include the 'Dragon Standard' and the standard of the 'Swan Knights'.

It is not compulsory that a hero who has 'standard bearer' in his profile to act as a banner bearer but if the player chooses he may remove ordinary banner model in favour of the hero carrying the banner.



Heroic banner bearers however must be mounted. If the hero dismounts for any reason the banner is lost.

Heroic standard bearer models remain on a 40mm heroic base, they do not require a 50mm base unlike ordinary banner bearers. So long as the hero carries the banner his personal command zone is increased to 12" however he does not receive a Tactical point from the banner since it is not his own personal standard. In all other respects the model is regarded as a banner bearer, other models will receive combat bonus if in base contact and the banner counts when calculating a morale roll.

At no time may the hero pass the banner to another model, and he may not use a two-handed weapon unless his profile includes the special ability '*King's Champion*'.

Heroic standard bearer models will need to be modified from the existing models available using a spare wire pike and a banner printed out from the pdf files available from the eBob Miniatures forum:

<http://ebobminiatures.proboards33.com/>

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Heroes

Heroes and captains play an important leadership role in Rebellion, but they are also powerful figures in their own right. In addition to the normal profile, Heroes and Minor heroes have Luck, Leadership and Tactical points.



Luck

Regardless of physical prowess, some characters are just more lucky than others.

Luck can be used to:

Make a saving throw when wounded.

Adjust the dice to hit when shooting.

Increase the dice roll to win a fight.

When a hero or captain receives a wound for example, he can attempt a saving throw using his Luck. To test for luck, roll one d6. The score rolled must be less than or equal to the hero's Luck score to pass. If the luck test is passed the effects of the wound are negated, the wound is not severe enough to reduce the hero's Stamina.

Luck is not something can be relied upon however, so whenever a luck roll is made, the hero's luck score is reduced by one.

Leadership

Leadership points determine the rank of the Hero. If there are two or more heroes on the field the hero with the highest Leadership score is the superior ranking hero.

Leadership is also used for:

Making Unit Morale Tests, see '*Morale & Courage*'.

Rallying troops that have lost courage, see '*Rally*'.

Halting a Charge or Retreat, see '*Halt*'.

The hero's Leadership score is permanent, and is not reduced as the result of using his Leadership skills.

Tactical

Tactical points reflect a hero's ability to lead his men and also show his experience and grasp of combat tactics.

Tactical points can be used to:

Adjust the initiative dice roll.

Purchase an initiative dice.

Advance after combat.

Declare a Tactical Charge.

Tactical points may be used to increase or decrease the dice roll for initiative. Tactical points may also be used to purchase an Initiative dice. Any named or minor hero who begins the turn without an Initiative dice for whatever reason, may purchase an Initiative dice at the cost of 2 Tactical points.

A single Tactical point can also be used to enable a hero to advance up to 1" into a second combat after winning an initial combat. The hero may advance even if all opponents in the first combat were not killed.

At the cost of 2 Tactical points, a hero can declare a 'Tactical Charge'. A tactical charge is when the unit is charged to point on the table without the requirement to engage the enemy. The charge marker may be placed anywhere on the table up to a distance no greater than 3 charge moves from hero declaring the move. Otherwise all normal rules for charge apply, see 'Charging'.

Chain of Command

Subordinate Commanders who begin the round within the command zone of a superior Commander do not have their own initiative dice but instead move when the superior Commander calls a move, taking their men with them - however they are permitted to move out of the command zone of the superior Commander thus splitting the unit and gaining an Initiative dice of their own in the next turn.

Positioning subordinate heroes or Commanders on the outer edge of a command zone is a useful way of creating a larger single unit under one command. In this way a large force can be brought to bear on a smaller enemy unit forcing your opponent to make Morale tests.

Special Abilities

Named heroes can have a number of Special Abilities noted on their profiles. These abilities can greatly increase the hero's effectiveness. Each ability and its effect is listed below:

1. Charismatic Leader

Can command cavalry even if on foot.

2. Tactical Commander

Can charge to any point on the table as per '*Tactical Charge*' but at no cost.

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3. *Superior General*

Can stop a charge, counter-charge or retreat without a the need for a dice roll.

4. *Inspirational Leader*

All models in the command zone have a courage of 6.

5. *Deadly blow*

Can kill on a 6+ regardless of how many wounds the opponent has. Opponent can only save if he makes a successful luck roll to save one wound.

6. *Veteran Commander*

Can move first regardless of Initiative roll, once per game. In addition a Veteran Commander re-rolls any 1's rolled to win a combat.

7. *Standard Bearer*

If mounted, the hero is permitted to bear the appropriate national flag banner, the King's banner or any other 'inspirational standards' which are listed in the profiles section. The hero remains on a 40mm base rather than using a 50mm base, but otherwise he is regarded as a banner bearer.

8. *Great Patriot*

Commands a 12" radius when mounted. This applies even in the absence of a personal banner.

9. *Warrior King*

A Warrior King is an experienced combat veteran with the ability to win battles with skill and tactical brilliance. A Warrior King may transfer one Tactical point per turn from his permanent store of points.

10. *King's Champion*

A Great warrior can wield a two-handed weapon with one hand. The hero is counted as using a two-handed weapon but he may at the same use a large shield or carry a banner etc. as if fighting with a sidearm.

Squires

For every named knight in your army you may purchase up to three Squires. Squires serve several functions. Squires are knights in training and are good in combat. They are fiercely loyal to their master and will defend him vigorously. Squires act as a personal bodyguard for a Knight. As they are still in training, squires may never be upgraded to veterans, however they will gain +1 on their dice roll to win a fight if they are engaged in the same combat as their master.

Squires perform a second very useful function. They may carry any additional wargear purchased for the knight. They may for example carry such equipment as a bow and quiver, crossbow, two-handed sword, large shield, lance or any other additional equipment options that the Knight

cannot carry all at once. In game terms, this also allows the player to modify the squire model with additional weapons and equipment rather than alter the heroic model to reflect the correct wargear.

If the Knight is in base contact with his squire at the start of the Combat phase and neither model is engaged in combat, then wargear may be exchanged between them.

Lastly, the Squire may carry the Knight's own banner in preference to the usual banner bearer. If this option is chosen, it costs nothing, but the banner bearer model is discarded. The benefit of using a squire is that he is better equipped to defend the banner than a normal bearer.

Defections

Many of the nobles of Scotland had extensive lands both in Scotland and England, indeed many of the nobles in Scotland at the time were of Norman origin and loyalties were seriously divided. Even among loyal Scots many supported Robert the Bruce while others supported John (the Red) Comyn as the rightful heir to the crown.

In fact Comyn had the strongest claim under the rule of law and this venomous divide split the country in two and set Scot against Scot. It wasn't until The Bruce murdered Comyn in cold blood that he was able to claim the crown and unite Scotland under one banner, but the hatred for Bruce from some quarters ran deeper and darker than the hatred of the English.

Rebellion is set against this complex background and so you will find several nobles that appear in the profiles both under the Scottish heroes and English heroes lists. Even Robert the Bruce (before he was King) himself would fight for the English King if it suited his ambitions to do so. These divisions also mean that The Bruce and The Red Comyn will not fight together in the same army. Players can even choose to fight Scots vs Scots, Bruce against Comyn.

If both players have the same hero in their army, the hero is forced to decide where his loyalties truly lie. The profiles give information about which Knights have divided loyalties and which will refuse to align with others.

When both players contest ownership of the same hero the players are forced to roll off using a d6. If the dice rolls are drawn the hero will return to his primary allegiance. Primary allegiance is shown on the profile for the hero.

A defecting hero takes with him, his banner bearer and 1-6 (roll d6) models under his command. The player losing the hero chooses the models that defect with the hero.

Employing such flakey characters in your army is therefore not without risk, however these heroes are purchased more cheaply, so it perhaps a calculated risk, along with the opportunity they pose to poach a hero from your opponent.

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Kings

When on foot a King is based on a 30mm base and acts much like any other hero and has a command radius of 6". When mounted however a King model is based on a 50mm base and gains all the benefits of a banner just as if he was carrying his own banner, his command radius is increased to 12" even if his personal banner is not present.



The King does not count towards one of the three Commanders for your army. When a King is included in your army you gain an additional initiative dice. The King's dice can either be used by the King to lead a body of men onto the field or the dice may be bestowed to any friendly hero or captain on the table. If the King's dice is given to another Commander, the Commander's own dice is discarded.

When the King is threatened his men will fight more earnestly to defend him. Any friendly model in base contact with the King fights as if a veteran soldier. The King himself of course may also fight, but does not get the re-roll unless his profile includes '*Veteran Commander*'.

Although the King is always the highest ranking hero in any army, he can choose to allow one of his Commanders or heroes to lead him into battle. The King can move as if he is subordinate to any other hero or captain.

The King is the only hero that can command cavalry models when he is not mounted. If the King's horse is killed he may requisition another horse from any friendly mounted model that starts the turn in base contact with the King.

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Generating a Random Hero

The profiles for several named heroes are included in these rules, however players should be encouraged to choose their own named heroes from books or lists of Bannerets that fought in the War of Independence, on both sides.

To generate a new hero whose profile is not included in the rules, players may use the random hero generation rules below.

Skill (Sk)	(d6) 1,2 = SK3 3,4 = SK4 5 = SK5 6 = SK6
Stamina (St)	(d6) 1,2 = ST1 2,4,5 = ST2 6 = ST3
Courage (C)	(d6) 1,2 = C3 4,5 = C4 5 = C5 6 = C6
Tactical (T)	(d6) 1,2 = T1 3,4 = T2 5,6 = T3
Leadership (Ls)	(d6) 1,2,3 = LS1 4,5 = LS2 6 = LS3
Luck (L)	(d6) 1 = none 2, 3 = L1 4, 5 = L2 6 = L3
Special Abilities	(d6) 1,2= none 3,4 = 1 ability 5 = 2 abilities 6 = 3 abilities

The basic cost in points for a Hero is 10pts. Add 5pts for each point of Luck, Tactical and Stamina and 10pts for each special ability. Add 5pts for any other ability (Leadership, Skill or Courage) that is a 6.

Armour

Choose at cost below

Leather	5pts
Padded	10pts
Chainmail	15pts
Plate	20pts
Small shield	5pts
Large shield	10pts

Weapons

Sidearm (short sword)	0pts
Longsword	5pts d6(+1)
Two handed sword	8pts (d8+1)
Lance	5pts d6
Light horse	10pts
Heavy horse	15pts

Special Abilities

Heroes can have one or more of the following special abilities as shown on their profiles. Roll a d6 to determine which special ability, if any, the hero has. If you are rolling for more than one special ability and you roll a duplicate, roll again.

1. Charismatic Leader
2. Tactical Commander
3. Superior General
4. Inspirational Leader
5. Deadly blow
6. Veteran Commander

The following abilities are reserved and may not be rolled for when creating a randomly generated hero.

Standard Bearer
Great Patriot
Warrior King



*Nine quarters large he was in length - no less;
Third part his length in shoulders broad was he,
Right seemly, strong, and handsome for to see;
His limbs were great, with stalwart pace and sound;*

Melee Chart

Attackers' Skill	Defenders' Armour Class					
	1	2	3	4	5	6
1	4	5	5	6	7	8
2	3	4	4	5	6	6
3	2	3	4	5	6	6
4	2	2	3	4	5	6
5	2	2	3	3	4	5
6	2	2	2	3	4	4

+1 on damage roll for charging models

Shields

Models engaged in combat who are using a shield have a saving throw when a wound is indicated in combat. The defending player rolls a d6. If the model has a small shield, a roll of 5+ indicates a successful save and if the model is employing a large shield, a roll of 4+ indicates the blow is taken on the shield, no wound is inflicted. The combat is considered resolved for this turn, however the defending model must back-off from the combat.

Winning a Combat

Each model rolls 1 dice to try to win the combat.

Select the appropriate dice for the skill value

Skill 1-3 = d6

Skill 4 = d8

Skill 5 = d10

Skill 6 = d12

Dice modifiers:

Models on 'Hold' gain +1 on the dice roll to win the combat. Holding models that have a shield gain the bonus of the optional 'shielding' re-roll, adding +1.

When two combatants roll the same score to win a fight, any model in base contact with either a King or a banner wins the draw otherwise the combat must be decided by Skill.

Using the Melee Chart

Cross reference the Skill of the attacking soldier with the Armor Class of the defender. Using the appropriate dice indicated by the Weapon characteristic under the attacker's profile - the resulting roll must equal or exceed the target indicated by the table above.

Dice modifiers:

Charging models gain +1 to wound roll.

Shields

Any model with a shield has a saving throw if wounded. Heroes may use Luck to modify this roll.

Models with a small shield must roll 5+

Models with a large shield must roll 4+



Rebellion

Battle Scenario Ransom



Each side will be attempting to capture one or more heroes from the opposing force, to be held for ransom or exchange.

Board Setup

The board should be 4ft x 4ft minimum with some scenery of the player's choice, trees, rocks or small hills.

After the table has been prepared players roll off to decide who chooses the first table edge with the opponent deploying on the opposite table edge.

Deployment

Starting with the English Player, the players take it in turns to deploy one unit at a time of their army until all units have been deployed. Models are deployed up to 12" from the friendly table edge.

Objective

Both players are attempting to capture as many of the opposing captains and heroes as possible.

If 3 attacking models are in base contact with an opposing

hero or captain model at the end of the turn, he is considered to have surrendered and is removed from play as a captive.

If a hero or captain is killed the attacking player may choose not to inflict the final wound but to leave the hero model alive instead.

At the end of the game the points values for each captured hero or captain will be totalled to decide the Victory conditions.

Victory - you have captured heroes and or captains totalling more points than your opponent.

Defeat - your opponent has captured more valuable heroes and or captains than you have.

Draw - neither side has captured any heroes or captains or the points values are identical.

Forces

Each player can select a force totalling no more than 700 points. With a maximum model count of 50 models.

Timed Game

The game is timed and should be played for an agreed length of time. The suggestion is to play for 1.5 hours.

The game ends when the agreed time has expired.



Rebellion

Battle Scenario Protect the King

The Battle is lost and the King is under threat from the avenging enemy army. You must fight a rearguard action to protect the King until relieved.

Board Setup

The board should be 4ft x 4ft minimum with some scenery of the player's choice, trees, rocks or small hills. There should be no scenery in the middle of the board. The King's deployment area must be clear of scenery.

Dice to see who is the defending player for the scenario. The defending player must have a King in his army.

Deployment

The defending player deploys his King and up to 25% of his army no greater than 10" from the centre of the table.

The attacking player deploys up to half his army around the table within 6" of any table edge.

Objectives

The defending player will be attempting to move his King model off the table to safety.

Forces

Each player can select a force totalling up to a maximum of 500 points.

Timed Game

If the game is timed then the game will end suddenly after 1 hour.

If the King is killed it is still a moot victory for the attacking player but the objective is really to capture the King to secure great ransom and feudal supremacy.

The attacking player will be attempting to Capture the King model. The King is captured if 3 attacking models end the turn in base contact with the King.

Reinforcements

At the start of each turn the players roll a d6 for each unit not already deployed. On a roll of 6 the unit may be deployed anywhere around the table with the models no greater than 3" from the table edge. Newly deployed units may move in the turn they are deployed.

On a roll of 1 the unit is otherwise engaged and will not enter the game, for the purposes of the game the unit is considered to have been destroyed. On a 3, 4 or 5 the unit is delayed and does not deploy this turn.

Victory - attacking player captures the King alive.

Victory - the defending player's King exits the table.

Defeat - defending player's King is killed or captured.

Draw - neither side succeeds in their objective.



Special Note:

As all the table edges are potentially hostile there is no option for either player to use the Retreat rule.

Rebellion

Battle Scenario Champion's Challenge



Battle is about to commence and each side has sent forth scouting parties to seek out the enemy position. As two such parties meet unexpectedly, a rider spurs his horse forward and a challenge is issued..

Board Setup

The board should be 4ft x 4ft minimum with some scenery of the player's choice, trees, rocks or small hills. There should be no scenery in the middle of the board.

Each player must select a hero from his army to meet the challenge.

Deployment

Each player positions his army up to 12" from the table edge. The chosen heroes are positioned centrally 14" from the table edge.

Objectives

Before battle may commence the combat between two champions must be resolved. Once one champion has been killed by the other the armies may advance and battle may commence. Until then, no other model may perform any action other than watching the spectacle.

Victory Conditions

Once the main battle commences, the game continues until the time for this scenario has expired or when one army has been driven from the board.

At the end of the scenario player add up how many models have been killed, counting 1 point for every soldier killed, light cavalry as two models and any heavy cavalry as 3 models. Any heroes killed, cavalry or foot count as 10 points.

The player winning the Champion's Challenge is awarded a bonus of 25 points.

Victory - you have scored the most points.

Defeat - you scored less than your opponent

If both sides score the same, the winner of the Champion's Challenge wins the day.

Timed Game

The game is timed and should be played for an agreed length of time. The suggestion is to play for 2.5 hours.

The game ends when the agreed time has expired.



Rebellion

Battle Scenario

Take the high ground!



Both sides are contesting a strategically important area of high ground overlooking a pass, which has become a crucial supply route for both armies. The high ground must be taken at all costs.

Board Setup

The board should be 4ft x 4ft minimum with some scenery of the player's choice, trees, rocks or small hills.

One player starts from a corner of the board. The other player will start from the opposite corner. An area of high ground should be indicated on one of the neutral corners of the board.

Deployment

Each player positions 50% of his army up to 18" from the corner of the board.

Objectives

At the end of the game the winner of the scenario is the player that has the King's standard highest on the area of high ground.

Each player receives the a banner bearer with the King's standard, but is not required to include the King model in the army

Reinforcements

Each turn dice for reinforcements. A unit may join the battle from the friendly corner on a roll of 5 or 6. Deploy within 12" of the corner.

Victory Conditions

The game ends when the time has expired. If the King's standard is lost, the game is forfeited.

Victory - your banner is higher up the hill.

Defeat - you lost your banner or it is not as high up the hill.

Draw - Both banners are equally high on the hill.



Timed Game

The game is timed and should be played for an agreed length of time. The suggestion is to play for 1.5 hours.

The game ends when the agreed time has expired.

