


Otterburn

August 19, 1388

- X 1 
- X 4 
- X 1 
- X 1 
- X 8 
- X 7 



Historical Notes



Sir Henry Percy
Son of the Earl of
Northumberland

1

Victory Conditions



X 5

5

WAR COUNCIL Level 0



James Douglas
2nd Earl of Douglas

1

Victory Conditions



X 6

5

WAR COUNCIL Level 0

Briefing

Breaking a period of truce between England and Scottish kings in the summer of 1388, James Douglas mounted a major expedition into England. In a skirmish at the gates of Newcastle he captured the lance and pennon of Henry "Hotspur" Percy, the son of the Earl of Northumberland. Henry swore to recapture them before the Scots re-crossed the border.

On the evening of August 19, the English caught the Scots. Percy dispatched Thomas Umfraville to march north by moonlight and outflank the Scots while he advanced on the Scottish line of battle. Douglas confidently divided his army into two divisions and sent one forward to pin the enemy near the river while he led the other through the hills to attack the English right. Douglas' troops pressed forward so quickly that the English longbows were useless.

Meanwhile, Umfraville, on his march round the flank, discovered and overwhelmed the small band who had remained to guard the Scottish camp. However, instead of taking the fight to the larger Scottish force, he retired by the same route he came, removing himself from the larger battle. In the end, while Percy's lance and pennon were recaptured and Douglas himself was killed in the fighting, both Percy and his brother were captured. By daybreak, the Scots were masters of the field.

Conditions of Victory

The English gain one Victory banner if an English unit occupies the Scottish camp at the start of the English player's turn. Remove the Blazon token from the Scottish camp and place on the English Victory Track. Use common landmark rules for the Scottish camp.

Special Rules

- The River Rede is impassable
- All Pennant Archer units are Long Bow units.
- Medieval Lore rules are in effect.