

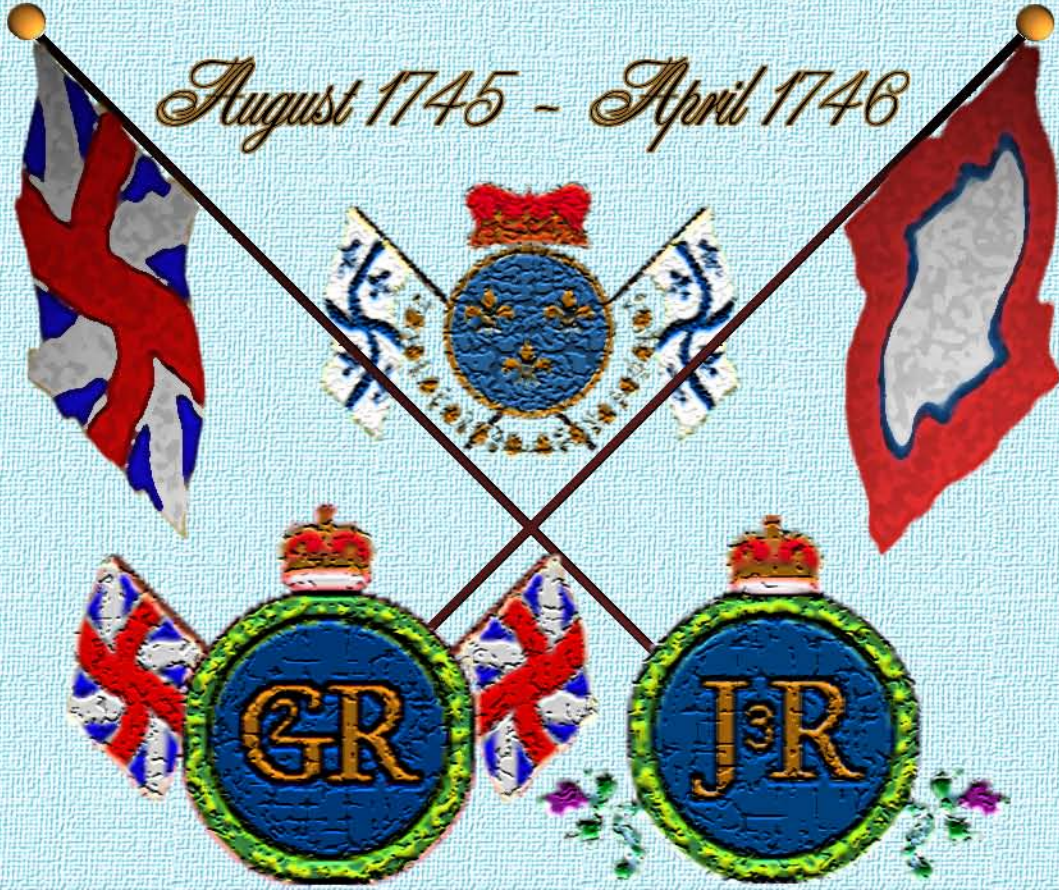
A wind that awoke on the moorland came sighing



Charlie's Year

Bliadnha Thearlaich

August 1745 - April 1746



*His Majesty's Instructions
for the Suppression of the
Rebellion in Scotland*

2nd Edition

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"NOT FOR THEARLACH ALONE THE RED CLAYMORE WAS PLING,

BUT TO WIN BACK THE OLD WORLD THAT COMES NOT AGAIN."

Like the voice of the heroes who perished in vain;

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CHARLIE'S YEAR EXCLUSIVE RULES

1.0 ORIENTATION

*"O went the challenge fra Dunbar,
Saying Charlie meet me on ye door,
And I'll learn you the art o' war,
If ye'll meet wi' me in the morning."*

*"Hey, Johnny Cope are ye wauking yet?
Or are ye sleeping, I would wit
O haste ye get up for the drums do beat,
O fye Cope rise in the morning."*

"Hey Johnny Cope"

This second volume in RSG's Lace Wars series, Charlie's Year (Bliadnha Thearlaich in Gaelic) is an historical study of the Jacobite Rebellion of 1745-46 in the form of a two-player game. One player takes the side of the forces loyal to George Augustus Welf, Elector of Hanover and King of Great Britain. The other player leads the Jacobites – various factions supporting the deposed and outlawed Catholic Stuarts, under their Regent, Charles Edward Stuart, better known as Bonnie Prince Charlie or the Young Pretender.

The game begins with the Raising of the Standard of the Stuarts, at Glenfinnan on the on the shores of Loch Shiel. The Young Pretender has just come from Loch-nam-uamh on the coast, where he was landed from a French warship with seven companions, all exiled from Britain for their faith in the Jacobite Cause. The Government, having successfully prevented a French invasion the year before (actually the weather was to blame, not the Navy), is unprepared for this lone attempt against all odds. The Royal Army is tied up fighting the French in Flanders, and all that stands between the Jacobites and success are the pitiful scrapings of a garrison command and a mess of poorly-equipped militia – most of whom are hardly enthusiastic about going hand-to-hand with fearsome Highland warriors.

But Charlie has his own problems. His supporters are themselves unprepared for a Rising, though it has been their dearest professed wish these last thirty years. The various clan chiefs upon whom he must rely – co-religionists who just happen to command the last body of armed men not entirely under the thumb of the State – are uncertain whether it will be safe to stand up for this young puppy. Does he mean what he says? Are the French truly behind him? If the Rising fails, exile will be the most generous punishment meted out.

One man swings the balance, John Cameron of Lochiel, a mighty son of Anak called the "Gentle Lochiel", in jocular contrast to his father – who once bit out the throat of an English soldier in hand to hand combat. Lochiel is against the Rising, but in honour, feels that any refusal to the Prince must be made in person. The others warn him not to go, else he may be persuaded. And, indeed, in private conference with Prince Charles, Lochiel swings round, perhaps fired by the Young Chevalier's enthusiasm, perhaps expectant of a promise of French soldiers. With Lochiel's declaration, some – but not all, and not the greatest – of the Western chiefs likewise pledge their loyalty. Within a year, most will be dead, in exile, or on trial for their lives; the clans they ruled for so long broken and scattered...

For almost nine months, Charlie and his army fought the established regime, shaking it to its foundations. But factionalism, the indifference of the populace, and an all too apparent lack of international support ate away at morale, at materiel, and at the Pretender himself. To the casual historian, it appears inevitable that he would fail, given the disparity of resources, but his enemies were not so sanguine. They very nearly threw up the game, despite the odds in their favour.

Ultimately, the failure of the Rising stemmed from tensions within the Jacobite ranks, and Charlie's inability, as a young and impetuous man, to master his followers. He began a revolution with nothing but his own name and wound up possessing something perhaps a little less than that, simply because he lacked the judgement and force of character to attain a goal that had eluded men much older and wiser than he. But Charles is not playing this game, you are. Equipped with a reproduction of the ground, the armies, and rules reflecting some of the limitations of the day, this is your chance to make history come out right.

Both sides were strapped for men. The Jacobites began with seven volunteers, including the Prince's aged tutor and his secretary – hardly valiant men of battle. They hoped to raise the estimated 15,000 clansmen of the Highlands, but it was like trying to get blood from a stone. And even in victory, the men would break ranks to loot or return home, claiming they had done their bit. The Jacobites' English supporters totalled 250 hungry textile weavers. The great hope was that 10-12,000 French regulars would intervene, once Charlie had "set match to train" – and this might have come to pass, if not for the utter lack of coordination between the two parties.

On the other side of the hill, the Government could field 20,000 battle-hardened regulars, 12,000 "loyal" Highlanders, and a host of militia units and Gentlemen Associators. But the quality of the volunteers and militia ranged from "poor" to "more dangerous to their own side than the enemy", the "Whig" Highlanders were every bit as reliable as their Jacobite neighbours, and the regulars simply could not be spared from the war. Ultimately, the latter were spared, and in this sense the Jacobites did win, because the price the British paid for victory was the loss of Flanders to the French and an eventual return to the status quo antebellum.

With such flimsy tools as these, therefore, you must ensure that you and your party are the ones holding the reins of power in the British Isles. But, after crushing your detestable rival, you will have leisure to choose between a magnanimous banishing of your Royal relation, or a vindictive show trial.

IMPORTANT. THESE RULES HAVE BEEN REWORKED TO BRING THEM UP TO THE 3RD EDITION OF THIS SERIES (LACE WARS). ALL NEW MATERIAL AND IMPORTANT CHANGES ARE MARKED WITH A ">>>>" SYMBOL. RULES THAT WERE ADDED TO THE *KR&Os* HAVE BEEN DELETED FROM THIS VOLUME.

1.1 SUMMARY

"What is properly called the Highlands of Scotland is the large tract of mountainous ground to the Northwest of the Tay, where the natives speak the Irish language. The inhabitants...being accustomed to the use of Arms and inured to hard living, are dangerous to the public peace; and must continue to be so until, being deprived of their Arms for some years, they forget the use of them."

Duncan Forbes

1.11 General. *Charlie's Year* (*Bliadnha Thearlaich* in Gaelic) is a two player historical study in game form. It depicts the Jacobite Rising of 1745-46 in which the old Stuart dynasty of Britain attempted to regain the throne from the rival "Hanoverian" dynasty that had been in power for the last thirty years.

1.111 One player leads the British forces loyal to George II, Elector of Hanover and King of Great Britain. The other player leads the Jacobites – various factions supporting the outlawed Catholic Stuarts, under their Regent, Charles Edward Stuart, better known as Bonnie Prince Charlie. The Jacobite player also has command of any French units that become available and the Government player may receive mercenary units – Dutch and/or Hessians. The two sides are known as "Jacobite" and "Government".

1.112 Design Note: technically, the Government side could better be called "Hanoverian" after George of Hanover, but this can be confusing. It could just as easily be called "Whig" (Liberal) after the dominant political party, except that there were many Tories (Conservatives) who supported them. Besides, the Hanoverians considered themselves the legitimate government, while the Jacobites were "rebels and arrant scum".

1.113 Government counters have a light grey background on their reverse. Jacobite counters have a light blue background. There are also some "Neutral" units. These are duplicated in each side's force pool and are marked with an "N".

1.12 Parts:

- ❑ Six maps, roughly 12" by 16" in size, making up the whole of England, Wales, and Scotland. They purposely overlap about 1/4" on each sheet.
- ❑ Three books: *The King's Regulations & Orders* (standard rules, now 3rd edition), *His Majesty's Instructions for the Suppression of The Rebellion in Scotland* (Charlie's Year 2nd edition exclusive rules – this volume), and an historical commentary.
- ❑ One set of charts and tables, plus two sheets of Wing Cards.
- ❑ Not provided but required: at least one 10-sided die.

>>>>1.121 For the DTP version:

- ❑ One Jacobite counter sheet set (front and back) of 6/8" counters, ditto for the Government, and one "mixed" set, front and back. The DTP version consists of two mirror-imaged fronts and backs for making double-sided counters.
- ❑ One unmounted sheet of 6/8" Leader and Naval counters (single-sided).
- ❑ One unmounted sheet of 1/2" markers (can be mounted single or double-sided as desired).
- ❑ Two unmounted 6/8" strength marker sheets (single-sided).

>>>>1.212 For the boxed version, the same except that the counter sheets have been pre-mounted and die cut; because of the processes involved, the 1/2" counters have been replaced with 6/8" counters. Also, the mix of markers has been altered to conform to the 3rd edition *KR&Os*, and the counter fronts have lost the Movement Allowance indicators still found on some DTP sets (there were complaints from players about illegibility).

1.13 Rules References. All case numbers in this volume apply to this volume unless designated "*KR&Os*", in which case they refer to the standard rulebook.

1.14 Scenarios. This volume contains three (3) battle scenarios – Prestonpans, Falkirk, and Culloden – included partly for historical interest and partly as practice lessons for the combat system. There are also three (3) minor scenarios, each covering an important phase of the Rising – the opening moves, the advance into England, and the final retreat. Finally, there is a Campaign scenario covering the same period as a whole.

1.15 New Rules. Sections 1.0 through 4.0 provide the bulk of the game-specific information. Section 5.0 (Naval) is optional. There is also a Random Event section (6.0) that is just for reference.

>>>>**1.151 Design Note:** rather than alter the rules sequence to conform to the rest of the series, the layout has been left pretty much intact – why have a "strategic events section" when there are no such animals.

1.16 Charts & Tables. For the most part, the charts and tables are standard to the series; any game-specific information is factored into them. Game-specific charts and tables have references reading "Ex. Rule such and such".

1.2 THE MAPS

With only human and animal locomotion, the ratio of time to distance was much greater. Even the fact that Charlie had landed took weeks to be confirmed. Happenings in distant parts of the realm were as remote as events on the Continent. For an Englishman, visiting Scotland was like entering another world, and the same could be said for a Lowland Scot visiting his Highland cousins.

1.21 General. The maps are a representation of England, Scotland, and Wales, at a scale of 8.5 miles (13.6 km) per hex (1:625000). The map was compiled from a mix of modern cartography and period maps drawn between 1715 and 1750.

1.22 Reference Hexes. All locations are referenced to Glasgow, Edinburgh, or London (The Tower hex). Locations in Scotland are referenced to either Glasgow or Edinburgh; locations in England are referenced to London. Glasgow is on the W map, 27 hexes NW of London. Edinburgh is on the E map, 25 hexes N of London. *Example:* Dumbarton lies two hexes NW of Glasgow.

1.221 The Jacobite Campaign Game set-up location at Glenfinnan (roughly 8 hexes N of Glasgow) is marked with a Jacobite flag and a cairn, and the three historical battle locations are labelled in black ink.

>>>1.23 Territories. There are five distinct territories on the map (apart from the bit of France in the SE corner and the outline of Ireland). These territories are England, Wales, Lowland Scotland, Highland Scotland, and London. All territories in *Charlie's Year* are deemed Unaligned.

1.231 England is defined as all land south of the Anglo-Scottish border (located in the approximate middle of the map). England also includes the Isle of Wight on the south coast and the Isle of Man to the west.

1.232 Wales consists of all contiguous land west of the borderline running from Chester to the Bristol Channel, plus the Isle of Anglesey.

1.233 Scotland is divided into Highland and Lowland territories by the Highland Line, running on a rough diagonal from Dumbarton to the northeast, and curling around to Inverness. The Highlands are north and west of this line.

1.234 Important. All hexes in the Highlands and Wales are Forage Depleted at all times.

1.235 Although a part of France is shown on the map, complete with terrain, this territory is not playable. The detail has been included for a later module linking the games *Charlie's Year* and *Cockpit of Europe*.

1.24 London. London is marked out with its own territorial boundary. All London hexes are Regional Centres (1.25), and Urban terrain.

1.241 Control of London may be achieved by controlling all the hexes in the territory.

1.25 Regional Centres. Locations marked with a Regional Centre symbol (see the TEC) are Regional Centres where the recruiting of forces (termed Mustering – 3.3) can be done. If one side controls a Regional Centre, only it can Muster units there. Either side can use uncontrolled centres (this means that the first side to Muster units there will deny the centre to the enemy).

1.251 Regional Centres have one or more letter codes associated with them. These are for Mustering purposes and are explained in 3.3.

1.252 *Eilean Donan* Castle (12 hexes N of Glasgow) was destroyed by the Royal Navy in 1719, and thus does not exist as a Fortification. It is included on the map for use in the *Highland Quorum* module. For *Charlie's Year* this location is still a Regional Centre.

1.26 Peaks. The hills in Britain are not particularly high, but some of them are exceedingly rugged. Peak hexsides represent watershed boundaries or particularly steep terrain. Peaks are Prohibited hexsides.

1.261 Exception: Highlanders (3.4) and other Mountaineer units may cross Peak hexsides at a cost of their entire MA. They may not cross a Peak into an enemy-occupied hex unless the enemy is in a Blockaded Fortification. A Formation cannot cross a Peak hexside if part of it consists of non-Mountaineer units.

1.27 Water Symbols. *Charlie's Year* permits Riverine movement, and extends this into Amphibious Movement (3.5). In addition, there is an optional naval game, covered in section 5.0, which uses a set of boxes arranged around the map.

1.271 Riverine Routes are shown in dark blue. Lakes where Riverine movement is possible are given a dark blue "patchy" look.

1.272 Amphibious Routes are shown as dotted blue lines between Ports.

1.273 Convoying is resolved using the light blue boxes surrounding the British Isles. These boxes have letter codes corresponding to letter codes beside the Ports with access to those boxes. This system is only used when playing with the naval game, as described in 5.0.

>>>1.274 Clarification: in most of the games in the series, these would be treated as a form of Riverine Route. In *Charlie's Year*, they have additional capabilities, due to the difference in scale.

1.28 Fortifications. There are a couple of minor points regarding Fortifications:

- ☐ The associated terrain for all Walled Towns is Clear.
- ☐ Voluntary Flooding (*KR&Os* 7.15) is not permitted in *Charlie's Year*.

1.3 GAME SCALE

*Some talk of Alexander, and some of Hercules,
Of Hector and Lysander, and such great names as these,
But of all the world's great heroes,
There's none that can compare,
With a tow, row row row, row row row,
To the British Grenadiers.*

The British Grenadiers

1.31 General. Units in *Charlie's Year* are rendered at battalion and regimental scale, not brigade. SPs are equal to companies, not battalions. Each battalion-sized counter typically represents from 400-700 men (200-300 for horse units). Artillery units are of indeterminate size (as usual) but tend to represent fewer guns.

1.311 At this scale, only Garrison units and HQs are Formations.

1.32 Columns and Brigades. Given the lower scale, an additional HQ (the Brigade) and Leader (the Brigadier) have been added to the system. Column HQs still exist, and are Formations, but now assume a role below that of the Brigade.

1.321 Brigade HQs are treated the same as any other HQ, except as follows. They may have up to eight (8) units Subordinated to them, all of which must be either Cavalry or Infantry. Cavalry units may only join a Cavalry Brigade (which are marked as such on their

counters); Infantry units may only join an Infantry Brigade (all non-Cavalry Brigades are Infantry Brigades). Forming a Brigade HQ requires that a Brigadier be Posted to command it in the usual manner for commanding HQs. See 3.26 for Brigadiers.

>>>1.322 **Clarification:** some units are Classed as Horse or Foot. As might be expected, these are Cavalry or Infantry, respectively.

1.323 Columns are HQs, but are not represented by standard HQ markers. Instead, place a Column Marker on a stack of units. Units under the marker act as a single Formation for as long as they remain under it. Up to three (3) units of any Class may compose a single Column. Columns require no Leader, though a Brigadier (3.26) *may* be Posted to a Column if desired.

1.33 **Battle Scales.** For battle resolution, the procedures found in the *KR&Os* (section 6.0) are used without alteration. For example: Wings still hold four (4) units – the units are simply battalions rather than brigades – and Frontage is not altered, even though the Wings are technically one fourth the size of those found in brigade-scale games. Losses are inflicted as usual – they simply represent lost companies rather than lost battalions.

1.331 **Exception:** where possible, all the units of a Brigade must be assigned to the same Wing card. In the case of a large Brigade, the units will have to be divided between two Wing cards, but again, the Brigade's component units must monopolise those two cards. Columns with only Horse or Foot units are treated the same way. Columns of mixed composition must be broken up. Any independent units are assigned last, as desired.

1.332 **Exception:** any Brigadiers present must be used as Wing Commanders in preference to a draw from the Officers' Mess.

2.0 VICTORY CONDITIONS

"An tho' there were three regular Armies in England, each of them more numerous than they... if those Armies had been removed, eight Millions of People must have been subdued and reduced to Slavery by five Thousand..."

David Hume

The '45 was a dynastic struggle between the House of Hanover and the House of Stuart. Both families were related by blood (Charles and his enemy Cumberland were near cousins). The whole point of the campaign was to remove George II by force and replace him with "King" James III, Charlie acting as Regent. However, the French who half-heartedly backed the Stuarts had their own agenda, and the clan chiefs had different ideas about the nature of Stuart rule than the Stuarts themselves.

2.1 GENERAL POINTS

*Come through the heather, around him gather,
Ye're a' the welcomer early
Around him cling wi' a' your kin,
For wha'll be King but Charlie?
Come through the heather, around him gather,
Come, Ronald, come Donald, come a' the gither
And crown your rightfu' lawfu' King!
For wha'll be King, but Charlie?*

Wha'll be King, but Charlie?

2.11 **Battle Scenarios.** The Prestige rules (*KR&Os* 9.0) are not used in these scenarios. Victory in the battle scenarios goes to the side that remains on the Battlefield. If both sides happen to retreat at the same time, the side that has lost the fewest units is the victor.

2.12 **Minor Scenarios.** The minor scenarios all have very simple victory conditions based upon the award of Victory Points (VPs) for the capture of locations or other successful actions. The Prestige rules

are not used in these scenarios either. Only the Jacobite player accumulates VPs. If he accumulates enough by the end of the game, he wins. The actual VP schedules are listed in each scenario's special rules.

2.13 **The Campaign Game.** The campaign uses the standard Prestige rules, as modified in section 2.2 below. As usual, the player with the highest Prestige level at the end of the game is the winner. Ties are resolved normally.

2.131 **Design Note:** essentially, both sides are competing for the support of the population (not the *People*, but those with influence). The side with the highest Prestige at the end of the game will be most likely to retain its grip on power.

2.2 PRESTIGE RULE MODIFICATIONS

*COPE would not cope.
Nor WADE wade through the snow,
Nor HAWLEY haul his cannon to the foe.*

Jacobite Doggerel

2.21 **General.** Prestige and PP awards are given on the Prestige Charts. Only these awards are used. Ignore those given in the *KR&Os*.

>>>2.211 Campaign Plans (*KR&Os* 9.4) are not used in Charlie's Year.

2.212 The Government player starts the campaign game at Prestige Level Two, and the Jacobite player at Prestige Level One.

>>>2.22 **Initiative.** In *Charlie's Year*, Prestige is also used to determine player Initiative, superseding *KR&Os* 3.13. The remainder of section 3.1 in the *KR&Os* remains in force, especially 3.14 Changing the Turn Order:

- ❑ The player with the highest Prestige at the start of any given turn has the Initiative. *Exception:* the Jacobite player starts the Campaign Game with the Initiative – see 3.21.
- ❑ If Prestige is tied, then a die roll is made, and the player with the higher roll gains the Initiative for that turn. Ignore PPs for Prestige tie-breaking in this instance. If the *die roll* is tied, roll again.
- ❑ In the minor scenarios, the Initiative player is designated by the scenario instructions. See 3.21.

2.23 **Spending PPs.** See the PP Spending Chart. This list is almost the same as that found in the *KR&Os* (9.23), but has some deletions. There are two additional expenditures: spending one (1) PP to allow the Hessians and Dutch to be on the map at the same time (4.432), and spending PPs to bribe Neutral Clans (3.37).

2.24 **Automatic Victory Checks (AVCs).** Some events are so momentous that the game might end because of them. These events trigger AVCs. AVC instances and awards are given on the AVC Chart. When an event triggers an AVC, one side (as listed on the chart) will receive an immediate Prestige award. If, after receiving this award, that side has a Prestige level two (2) or more levels higher than opposing side, the side receiving the AVC immediately wins the game.

2.241 Note that an Automatic Victory is *not* granted during play just for having sufficiently high Prestige – an AVC must be triggered.

2.242 It is possible that a side could reach or be at the maximum Prestige level (Level 5) when it is awarded additional Prestige levels from an AVC. For the purposes of an AVC, assume that the Prestige

Track is of infinite length, but if the game continues, ignore the excess levels gained.

2.243 Example: the Jacobite player has Prestige 2 and the Government player has Prestige 3. If the Jacobites occupied London and got the Mob to recognise them (rule 2.3), this could award them an AVC with a +3 gain in Prestige (the actual amount is variable), putting them at Prestige 5. Since Prestige 5 is two levels higher than Prestige 3, *and* an AVC just occurred, the Jacobite player immediately wins. If the Jacobite player *began* at Prestige 5, he would now be at "Prestige 8". Note also that in this case, the AVC would result in a Jacobite win no matter what the award, as the Jacobites began two levels higher than the Government (5 to 3). Only the AVC, however, would permit this situation to end the game. Otherwise, the Jacobite player would have to maintain his lead until the last turn of the scenario. If for some reason the game did not end, the Jacobite player would lose the excess Prestige and remain at Prestige 5.

2.3 MOB RULES

The Jacobites' main hope was that the English supporters of the Stuarts would rise during the march on the Capital. Most games that see a successful Descent on London will end at this point.

2.31 General. The first time that a Jacobite unit enters London, consult the London Mob Table. Two things will occur. First, the Jacobite player will be awarded an AVC (2.24) with a variable Prestige award as determined by the table. Second, the City of London may choose an Allegiance (this will apply in those cases where the game does not end).

2.32 City Allegiance. London is initially an Unaligned territory, just like the other territories on the map. One possible result of consulting the London Mob Table will be a change of Allegiance. (This assumes the game does not immediately end in a Jacobite win). London can become Pro-Government, Pro-Jacobite, or remain Unaligned.

2.322 If London has joined a specific Side, any of the opposing player's units that occupy or pass through London treat the hexes as Forage Depleted.

2.323 If for any reason a Personage is alone in an enemy London hex, he is automatically Captured. If stacked with Friendly units, instead roll one die. On a "2" or less he is Captured. This check must be made immediately upon London choosing an Allegiance, at the end of any operation in which the Personage entered an enemy London hex, and at the end of any Administrative Phase in which the Personage entered an enemy London hex.

2.324 If a Personage is Captured due to this rule, an AVC for his capture is triggered in the usual manner.

2.33 Coals to Newcastle. At the end of any Fall or Winter turn that the Jacobite player controls Newcastle, he may make a die roll on the London Mob Table. This event may only occur once per game. It can be made in addition to the normal check generated by actually entering London. Normal Mob results apply.

2.331 Historical Note: Newcastle was probably the most important city in England at this time, after the Capitol. Nearly all the coal needed to heat London came from Newcastle. If the Jacobites had ever taken the city, London would have been without heat during one of the coldest winters on record. This would have produced riots, and might easily have toppled the Georgian regime. For this reason, a Government army of 16,000 men was based in Newcastle, doing little beyond some half-hearted probes.

3.0 MISCELLANEOUS RULES

*In faith, quo Johnnie, I got sic flegs
Wi' their claymores an' philabegs,
Gin I face them again, de'il brak my legs,
So I wish you a' good morning.*

Hey Johnnie Cope

>>>3.1 PERSONAGES

"Another for Hector!"

MacLean warcry.

Hector MacLean, a famous chief of the clan MacLean, had seven bodyguards, or "shield-men". Each defended the chief in turn. As one fell, the cry would go up, "another for Hector", and the next man would step forward.

3.11 General. This section adds to *KR&Os* 3.79. All rules from that section remain in force.

3.111 In *Charlie's Year*, there are no Captains-General.

3.112 In *Charlie's Year*, the following are Royals:

- ☐ King George II of England
- ☐ Charles Edward Stuart, the Young Pretender

3.12 King George II. George Augustus Welf, of the House of Brunswick, is the Elector of Hanover and the King of Great Britain and Ireland. His counter is only used in the Campaign Game.

3.121 George begins the game off the map, in Flanders. He may be transferred onto the map in any Administrative Phase after the first turn, if the Government player first rolls a "5" or less on one die. One check may be made each turn for his arrival. When George arrives, he is immediately placed in the Tower hex of London. He cannot move any further that turn.

3.122 Optional: when playing the Naval Game, George is Convoyed (5.2) to England in the same manner as any other Leader, except that the Government player must still roll a "5" or less on one die in order to initially move George from Flanders. He must be Convoyed as quickly as possible to the Tower.

3.123 After he has arrived at the Tower, George can move on land with any friendly units he is stacked with at the beginning of any Administrative Phase.

3.124 At least three (3) Horse Guard Class units must accompany King George at all times if possible, as his Escort. If this is not possible, any one (1) Foot Guard Regiment (i.e. two counters; 1st and 2nd battalions with the same name) will suffice until the Horse units can take over the Escort role. If there are no Formed Guard units currently on the map, then George must be accompanied by at least one (1) Horse unit and Foot unit, if at all possible.

3.115 Unless George is in London, the Government player cannot hold the Initiative, regardless of his current Prestige. When George first arrives in London, the Government player's Prestige is immediately lowered by one (1) level.

3.126 George can leave the map once. No die roll is required for permission to do this. However, if George does leave, he can never return and is removed from play. The Government player loses one (1) Prestige level for removing George from play.

3.117 If George is captured or killed, the Jacobite player receives an AVC (see the Prestige Charts).

3.118 Historical Note: the king was in Hanover when the rebellion broke out, and Parliament was unable either to finance the war

without his signature or to come up with a coherent plan. Historically he arrived quite quickly, as he had already decided to return prior to Charlie's landing.

3.12 Bonnie Prince Charlie. Charles Stuart is the Jacobite Royal. He must remain on the map at all times. Unlike King George, Charles can act as a Captain General in certain circumstances, as explained in 3.28 (and especially 3.283).

3.121 Charles may move about the map by himself during the Administrative Phase. He has an MA of "8" for this purpose. He may any form of movement permitted to a unit, and is considered a Mountaineer. He may also move in the Operations Phase, but only if accompanying a Formation, and if he does move with a Formation, may only accompany that Formation for the entire phase.

3.122 If Charles is Captured or Killed, the Government player receives an AVC (see the Prestige Charts).

3.123 When Jacobite Contingents are checked for Disaffection (3.24), the Jacobite player may cancel the effect against one (1) Contingent if Charles is currently stacked with a Leader from that Contingent. If Charles passes a LC, the entire Contingent is immune to Disaffection for the turn. The Contingent must be indicated before the check is made.

3.2 COMMAND & CONTROL

*"an do threig Clann mo chinnidhmi?"
("Have the children of my name deserted me?")*

MacDonald of Keppoch at Culloden.

3.21 Initiative. Initiative is not determined by the method explained *KR&Os* 3.13, although its function is the same. In the minor scenarios, the scenario instructions assign one Side the Initiative for the duration of the game. In the Campaign Game, the Jacobite player begins with the Initiative by default. The Government gains the Initiative as soon as Government Prestige is two (2) or more levels higher than that of the Jacobites.

>>>3.211 After the Government has gained the Initiative for the first time, the Initiative can pass back and forth, going to the player whose Prestige is currently two (2) or more levels higher than his opponent. However, taking the Initiative at this point is a choice, not a requirement.

3.22 Retreat Thresholds. Per *KR&Os* 6.75, RTs are determined separately for each Contingent. See the Retreat Threshold Chart.

3.221 For the Government, only the British, Dutch, and Hessians count as separate Contingents. For the Jacobites, only the French count as a Contingent distinct from the rest of the Jacobites.

>>>3.23 **Hubs & Depôts.** In the original *Charlie's Year*, Hubs were represented by a similar counter called a ULC, or Ultimate Line of Communications marker. If proper Hub markers are not present in the countermix, treat the old ULC markers as Hubs. Ranges may be found on the Hub Radius Chart. If the chits used to record Hub Preparedness are lacking, use blank counters and write the Hub names on them (or assign variously coloured chits to each Hub).

3.231 Only the Government player initially has a Hub, located at the Tower hex of London. No other hex may be used for the Government Hub.

3.232 If the Jacobite player receives French Intervention (4.6) – a Campaign Game rule – he gains the use of the (notional) French Hub located at Paris. The LoC to this Hub is traced to any Friendly-Controlled Port. A variable number of range brackets are added

depending on where the Port is and the Season. See the Hub Placement Chart.

3.233 Not having a Hub is not the same as having a Suppressed Hub. Without a Hub, the Jacobite player simply has no Preparedness points to spend; his forces may otherwise perform normally. Note that *Charlie's Year* does not use the Campaign Plan rule (*KR&Os* 9.4), and that Replacements and Reinforcements are generated through different methods than *KR&Os* 8.4/8.5 (see 3.3).

3.234 For the purpose of *KR&Os* 3.176 (skipping the Operations Phase if no Side has an Active Hub), the (nonexistent) Jacobite Hub is deemed Active. I.e. the Operations Phase is not skipped when the Government Hub is Inactive. Once the French Hub is brought into play, *KR&Os* 3.176 is applied normally.

3.235 The Jacobite player does not have any Depôts to start with, and cannot create them on the map. He may receive Depôts as Reinforcements if French Intervention occurs. In addition, he may capture Government Depôts. When he captures one, the Jacobite player may roll a die. On a "3" or less, the Depôt is not Reduced due to the Capture.

3.236 The Jacobite player may also receive Depôts from France. These may be generated, in France, when the French Hub becomes available (3.232). Depôts in France may be Redeployed to the map using the normal procedures found in 3.63 (and 5.2, if playing with the optional naval game).

3.237 At any given time, the Jacobite player may have a single Full Depôt in France. Further Depôts cannot be gained until this Depôt has begun to Redeploy to the map. The additional Depôt received for French Intervention (4.6) does not count against this limit. Both forms of Depôt are French – only use the Jacobite Depôts for Captured supply.

3.24 Jacobite Factions. At the start of each Operations Phase, the Jacobite player must consult the Faction Table. Depending on the result, one or more Jacobite Contingents may be Disaffected. The effects last for the duration of the turn. The normal penalties for mixing Contingents continue to apply as well.

>>>3.241 Disaffected units provide an additional Attrition Check die roll modifier to any stack they are in. Half of any Attrition losses taken by such a stack must come from Disaffected units first. (This takes precedence over the 50% Horse/Foot ratio).

3.242 Disaffected Leaders have their Leadership Ratings reduced by one (1) and their Personalities are considered to be Timid for the duration of the turn.

3.243 If a unit or Leader belongs to multiple Contingents, these effects are ignored unless ALL such Contingents are affected.

3.244 Per 3.123, Charles may be able to cancel these effects for one Contingent.

3.245 Historical Note: the Jacobite officer corps was riven by petty rivalries: Lowlanders versus Highlanders, Highlanders versus other Highlanders, Protestants versus Catholics, exiles versus the home crowd, the Irish versus everybody. At the centre was Charles, who by temperament was inclined to cling to his Irish-exile coterie and to the "dependable" Catholic core at the price of alienating some of his more gifted followers. The Government side was also factionalized, but with less impact on the final outcome. There were various opinions as to the wisdom of recalling the Army and as to the severity to be shown to the rebels. There was also mistrust between some Scots commanders (like Argyle) and the English, and between

hard-line Whigs and those (like General Oglethorpe) who had Jacobite connections.

>>>3.25 **Command Structure.** There are no Grand Army HQs in *Charlie's Year*. In order to distinguish them, Army HQs use the markings of Grand Army HQs, while Corps HQs use the standard Army HQ markings. Brigades use the series-standard Column HQ layout and this game's Columns use a special marker (1.323).

3.251 Subordination of one Class of HQ to another is more fluid than in other games, and is covered in 3.27.

3.252 Marshals may command Armies, Generals may command Corps, and Brigadiers (3.26) may command Brigades and Columns. There are no Captain-General, and two Royals (King George and The Pretender); the latter can act like a Marshal in certain circumstances – a simplified form of C-G. See 3.28.

3.26 **Brigadiers.** Along with the Brigade HQ comes a new kind of Leader – the Brigadier. These are ordinary Leaders that rank lower than Generals. Brigadiers may be Posted to command Brigade HQs or Columns, or be used as Garrison Commanders. In Battle, they act as Wing Commanders. See also 1.32 and 1.332.

>>>3.27 **Subbing HQs.** Army HQs and Columns may not be Subordinated to another HQ. Corps HQs may be Subordinated to Army HQs. Brigade HQs may be Subordinated to Army or Corps HQs. There is no limit to the number of HQs that may be Subordinated to a particular HQ.

3.271 Apply *KR&Os* 3.63 (Grand Armies) as a general case whenever one HQ is Subordinate to another, treating the higher HQ as if it were the Grand Army.

3.272 Insubordination (*KR&Os* 3.75) applies in all cases where one HQ is Subordinate to another. Consider the commander of the higher HQ to be in the position of a Grand Army commander with regard to the Leaders of the Subordinate HQs.

3.273 In *Charlie's Year*, a Brigade may be Subordinate to a Corps that is in turn Subordinate to an Army. For the Government Side, in these cases only consider the Corps commanders when determining the IV. Brigadiers have no effect. For the Government Side, the rule on Multinational Forces (*KR&Os* 3.76) applies only to the Dutch and Hessians.

3.274 However, for the Jacobite Side, when Brigades are Subordinate to a Corps that is in turn Subordinate to an Army, treat each Brigade as if it were a separate Contingent under the Multinational Forces rule (*KR&Os* 3.76). The actual Contingent(s) present within a given Brigade is of no concern with regard to this rule.

3.275 In Battle, units from a Subordinate HQ must, if at all possible, be assigned to the same Wing or group of Wings. See 1.33 (that rule applies to Brigades, but all Subordinate HQs function in a similar way).

3.276 A Jacobite commander may be affected by the Disaffection of subordinate Leaders (3.24).

3.28 **The Regent's Lieutenant-Generals.** The Jacobite player has four (4) Marshals who were given the title of Lieutenant General: Lord George Murray, the Duke of Perth, Lord John Drummond, and the Marquess of Tullibardine. Since these Leaders are capable of commanding Corps HQs that are Subordinate to the Army HQ, it is possible that there will be rivalry between them. The Jacobite player must check to see if their rivalries cause a switch in the command of the Army HQ.

3.281 This check made in the Administrative Phase, after all HQ reorganisation. The Jacobite player rolls one die for each such Leader, adding the modifier given on the Jacobite Lieutenant-Generals Chart, to his die roll. The Leader with the highest total becomes the commander of the Army HQ until the next Administrative Phase. If the new commander is not the same as the former commander, the former commander takes the new commander's old Posting.

3.282 **Exception:** when Lord George Murray is replaced as the Army HQ commander, he Sulks, and is removed to the Officers' Mess. If Murray Sulks, the Jacobite player can only give him another Posting if he first passes a LC. Once Murray has passed this LC, his pride has been assuaged and the Jacobite player does not have to make LCs to give him other Postings – unless, of course, he is "passed over" again.

3.283 If Charles Stuart is present in the Army HQ's hex, he must be included in such a check. Note that if it is only Charles and one (1) Marshal, no check is made – the Marshal commands normally, with Charles as an attached Personage. Only where the check for a switch in command must be made does Charles also take part as a "spare Marshal". Any Marshal that Charles replaces is removed to the Officers' Mess. If Charles does not replace the Army commander, he remains as an attached Personage.

3.284 If Charles is present at a Battle where another Leader would be the Generalissimo, he and the latter must also make the same check for command – the one with the highest die result is the Generalissimo for that Battle. No-one is removed to the Officers' Mess in this instance, and the old commander resumes his Posting after the Battle (unless the HQ becomes Unformed, or that Leader becomes a casualty, of course).

3.29 **Special Jacobite Leaders.** The Jacobite player has two special Leaders, coded "O". These are Mirabelle de Gordon, Chief Engineer (a.k.a. "Mister Miraculous"), and Colonel James Grante of Lally's Regiment, Inspector of Ordnance. These Leaders are not Posted to command Formations. Instead, they can be Posted to perform special actions at any point during the Operations or Administrative Phase (depending on the job). Their abilities are as follows:

- ❑ **de Gordon** can be Posted to any Jacobite Blockade or Siege. Once Posted he may attempt to **a)** enable Jacobite Highlander units to participate in the Siege (normally they cannot – see 3.434), and/or **b)** provide a Siege Resolution modifier. In order for de Gordon to "mobilise" the Highlanders, de Gordon must pass a LC. However, if the die roll is "7" or higher, one (1) Highlander SP is eliminated (desertion due to disgust). This LC is optional, but must be made per Siege Resolution Operation in order that the Highlanders may be utilised. De Gordon's Siege Modifier is ± 2 . The Jacobite player must roll an extra die prior to adding his modifier to the Siege Resolution die roll. On an odd result, de Gordon's modifier is used in the Jacobite player's favour, and on an even result it is used in the Government player's favour.
- ❑ **Grante** has two abilities: **a)** he can be Posted to any one (1) friendly Fortification per turn. Once there the Jacobite player may attempt to Scrounge Artillery SPs from Fortifications in the same manner as the Government player (3.36), and **b)** he can be Posted to any one (1) Battle location per turn, when Leaders are selected to fill Wing commands. He then allows all Jacobite Artillery in the Battle to act as Professional.

3.291 After performing their special actions, these Leaders must be returned to the Officers' Mess until the next turn. **Exception:** de Gordon may remain Posted to his Siege for the duration of the Operations Phase.

3.292 These two Leaders have no other positive effects on play, but they can suffer the same fates as other Leaders while on the map.

3.293 Clarification: note that, per 3.434, Highlander participation in an Escalade is *not* dependent on de Gordon – in fact, he has no effect on Escalade resolution, except that he is eligible to become a casualty if present at the Siege (like any other Leader).

3.3 MUSTERING & REPLACEMENTS

MacDonald of Keppoch and his men "unexpectedly surprized the poor people, snatching some of them out of their beds. Others, who thought their old age would excuse them were dragged from their ploughs... while some were taken off the highways. One I did myself see overtaken by speed of foot, and when he declared he would rather die than be carried off to the rebellion, was knock'd to the ground by the butt of a musket and carried away all bleed."

Deposition against the rebels, 17th March, 1746

3.31 General. Neither side receives ordinary Replacement SPs during the game. *KR&Os* 8.4/8.5 are not used. Some SPs can be generated during play from on map sources through a process known as Mustering.

>>>3.311 The full Mustering procedure covered in 3.33 is only used in the Campaign Game. During the minor scenarios, Replacements are assigned by the scenario instructions. However, rules 3.32, plus 3.35 through 3.37 are always in force.

3.312 All Highlander (3.4) and Militia units are initially Formed through the act of Mustering. They may (usually) be re-Formed in the same manner after becoming Unformed, and while Formed, may have their strengths augmented with additional SPs through the same process.

3.313 Mustering takes place in the Administrative Phase, and is the only way that new SPs can be created in *Charlie's Year*.

3.314 Design Note: on the Government side, many units belong to the Regular Army and are, in the context of this short punitive campaign, irreplaceable. For the rest of the units in the game, the Mustering routine reflects the recovery of deserters and stragglers as well as the raising of new units.

3.32 Regional Centres. There are a number of Regional Centres marked on the map (see the TEC). Each Regional Centre has one or more letter codes printed beside it. These indicate the SP Classes that may be Mustered there:

- ❑ H = Highlander SPs, for Highlander units.
- ❑ M = Militia SPs, for Scottish Militia units in Scotland and English Militia units in Wales and England).
- ❑ W = Jacobite Welsh, for Jacobite Welsh Militia units.

3.321 Both sides have the ability to Muster SPs at any given Centre, but the player who may do so is the one who controls the Centre. *Exception:* if neither player controls a Regional Centre, *both* players are eligible to Muster SPs there, subject to restrictions on their Contingents, as given in section 4.0 (e.g. the Jacobite player may not recruit English Militia until he invades England).

3.322 If a Fortification is present, the Regional Centre is assumed to be located in the primary hex; Garrisons in Blockaded Fortifications do not control the Centre.

3.33 Generating SPs. A player may Muster SPs at each and every eligible Regional Centre in each Administrative Phase. He may Muster SPs of each Class permitted by the Centre. To Muster SPs, consult the Muster Table.

3.331 A die roll can be made for each Class of SP eligible to be Mustered at a given location.

3.332 All SPs must be assigned to combat units of the same Class as the SPs. The units may already be Formed but at less than full strength, or may be newly Formed by this act.

3.333 Newly Formed units must be placed directly on a Regional Centre; no newly Formed unit may receive SPs from more than a single Regional Centre.

3.334 Previously Formed units may receive SPs when they are within four (4) MPs of a Regional Centre, and may receive SPs from multiple centres at the same time.

3.334 All SPs generated by Mustering are Foot/Infantry Class by default. One (1) Militia Cavalry SP may be generated by converting two (2) normal Militia Foot SPs at the time they are Mustered.

3.335 Both sides have a few special units that use Militia SPs when initially Formed, but once Formed, these units cannot receive replacements:

- ❑ Elcho & Balmerino's Life Guards (Jacobite). See 4.56.
- ❑ L'Écossais Royaux (Jacobite). See 4.64.
- ❑ 64th of Foot (Government). See 4.33.

>>>3.34 **Drumming Up Recruits.** The Initiative player (only) may conduct a single Recruiting Operation during the Operations Phase. The Initiative player may attempt to Muster SPs at any one (1) Regional Centre that he currently controls. *Exception:* for the Jacobite player, Charles must be in the hex as well, or no attempt can be made.

3.341 The Muster attempt is conducted normally, and each Class of SP available at the regional centre can be Mustered, but there is an additional "-2" penalty to the die roll.

3.34 Losses. Eliminated SPs are not recorded. Units that become Unformed are removed from play permanently, unless capable of receiving Mustered SPs, in which case they may be Formed again by using them (apart from case 3.335).

3.35 Surrenders. In *Charlie's Year*, the Surrender Table is only consulted if Government units Surrender to at least one (1) French unit, or if any French units Surrender to the Government. In all other cases, Surrender means an automatic Internment of the Surrendered forces for the duration of the game. In practical terms, this means that such forces should be permanently discarded.

3.351 Clarification: if a mixed force of indigenous Jacobites and French Surrender, only the French gain the benefits of the Surrender Table. On the other hand, the presence of one (1) French unit permits the use of the table for all surrendering Government units in that hex. When units that can receive Mustered SPs are Interned they are ineligible for future Mustering.

>>>3.352 *Exception:* all Artillery can be Captured normally, as per *KR&Os* 3.42.

3.353 Design Note: the Jacobites cannot afford to take large numbers of prisoners (though they can gain a few deserters – see 4.532). Prisoners taken by the Jacobites are not "massacred"; it is assumed that they are demoralised and scattered beyond recall. If the game went on longer, there would be a mechanism for recovering them. Prisoners taken by the Government are another matter. The Government will not release "traitors", and admit the laws of war only to the French, who are "lawful combatants".

3.36 Artillery. Artillery units cannot be replaced during the game. Remove all eliminated Artillery units from play. However, Mixed Artillery counters may be reused.

>>>3.361 During the Administrative Phase, the Government player (or the Jacobite player if using the Leader Grante – see 3.29) may acquire Artillery SPs from Fortifications, per *KR&Os* 8.54. As an exception to the general case, the SP may be used to buy a Battery for a Mixed Artillery unit. A new Mixed Artillery unit may be Formed in that hex if needed.

3.362 The countermix is an absolute limit on the number of Mixed Artillery units that may be in play at any one time.

3.37 Neutral Clans. Many clans decided to sit the Rising out. Some had Jacobite sympathies, and others did not. Either side can Muster these forces by bidding for their loyalty on the Loyalty Table during each Administrative Phase, and at the start of the game.

3.371 The Loyalty Table may only be used once per turn per player. The pre-game check is extra. The Jacobite player always uses the table first. Before he rolls the die a player must declare which Clan he is attempting to win to his side. The die roll can be modified by the payment of one or more PPs, as shown on the table.

3.372 Once a Clan has joined a particular Side, it is no longer Neutral. All forces belonging to the Clan are immediately available for use, but have to be Mustered normally.

3.373 Note that there are two sets of Neutral Clan units, one for each side. Once a Clan joins a particular side, the other side's counters are removed from the game.

3.4 HIGHLANDERS

*Thigibh an so! Thigibh an so!
Clannabh nan Con s'gheibh sibj feoil!*

*(Come away! Come away!
Sons of the Dogs, and feast ye on flesh!)*

Cameron War Cry

Despite its "Rational" label, in this period warfare was still quite a brutal and brutalising experience. It is thus striking that the men who fought unfazed through many Continental battles found warfare against the Highlanders to be the most frightening thing they had ever faced and said they were sickened by the slaughter at Prestonpans, Falkirk, and Culloden. The Highlanders were seen as not very far removed from "Red Indians". They fought just as ferociously, and received much the same treatment from their more "civilised" opponents. William Pitt is generally credited with creating the famed Highland regiments, but in fact, while he was still a lowly Parliamentary backbencher, other men had seen the potential of diverting idle hands from their warlords' service into that of the government.

3.41 General. The Highlanders were aggressive and high-spirited war bands, but prone to desertion. Both players have Highlander units. To differentiate them the Jacobite player's Highlanders are called Highland Bands (HB) and the Government player's Highlanders are known as Black Watch (BW).

3.411 Highlanders use Mountaineer movement rates, as denoted by their red MA. All Highlanders are Infantry, despite their high MA.

3.412 Highlander units enter play by Mustering, just like Militia, at Regional Centres with an "H" code.

3.413 If Highlander SPs are attached to Garrisons, they must be recorded separately. When Highlander SPs are transferred out of a Garrison they retain their Highlander Class.

3.414 Play Note: some units have tartan-pattern uniforms, but are not Highlanders – they just wanted to look cool. Check for the red Mountaineer MA and Highlander Class on the reverse.

3.42 The Highland Charge. During Battle, Highlanders may conduct a special form of attack called the Highland Charge. This is carried out in the same manner as a Cavalry Charge. Each charging

Highlander unit is doubled (x2) for determining its Wing's combat value. There are some modifications to the basic Charge rules, however.

3.421 Highland Charges are declared at the start of the combat round. If the Leader making the LC belongs to the Highlander Contingent, the LC is modified by a favourable "-2".

3.422 If a Wing successfully conducts a Highland Charge, all the Highlander units in it attack first, inflicting all their casualties before the enemy returns fire. Other units in the Wings attack normally. If opposing Highlanders Charge each other at the same time, the effects are simultaneous for them.

3.423 Wing CE is determined normally except that if a Wing with Highlander units took casualties *before* it Charged, the Wing's CE is reduced by two (-2) grades (e.g. from "C" to "E") for the duration of the combat.

3.424 Charging Highlanders must absorb all their Wing's casualties for the round, if possible.

3.425 Charging Highlanders do not cause their Wing to become Shaken after the Charge (unlike Cavalry Wings), and a Wing does not have to make a MC in the round that its Highlanders Charged, as long as only the Highlanders took casualties in that Wing that round.

3.426 The Jacobite player (only) may make a "Grand Highland Charge" by using his Generalissimo for the LC. If successful, all his engaged Highlander Wings will Charge at once with the single LC. The "-2" modifier of 3.421 is applied on a Wing by Wing basis, permitting those Wings with Highlander commanders to benefit from it. It can be applied to all the Wings if the Generalissimo qualifies to receive the bonus.

3.427 Example: Lord George Murray is Generalissimo for a force containing 3 Highland Wings, two of which have Highlander Wing Commanders. On a die roll of "8", Murray fails the LC, but the "-2" modifier makes it a pass for the two Wings with Highlander commanders. They Charge and the other Wing does not.

3.428 Historical Note: the Highland Charge was first developed by the Irish Confederates (Catholic forces *usually* allied to the Royalists) during the Civil Wars of the 1640's, and imported to Scotland by Alasdair "Colkitto" MacDonell's men who fought with Montrose. Move swiftly to within 100 yards, fire a volley, then rush forward, throwing yourselves flat as the enemy fires, then up and at them with your broadswords. Don't stop until they're hacked into itty-bitty pieces.

3.43 Highlanders and Attrition. Highlanders were prone to desert at any opportunity, but especially after a battle (even a victorious one) – mostly to check on their families and deposit their loot. Therefore, all Attrition Checks against stacks containing Highlanders suffer an adverse die roll modifier of "+2", and 75% of the losses generated must be taken from Highlander units, if possible. This qualification takes precedence over all others (e.g. the 50% Horse requirement).

3.431 However, Highlander units only count as half (1/2) a unit each when counting how many units are present for the purposes of resolving Attrition.

3.432 A special Desertion Check is made whenever Highlander units cross the Anglo-Scottish Border into England. The Jacobite player must roll once on the Attrition Table for each stack containing a Highlander unit that enters England. This is done at the instant that the stack does so. However, while actually in England and/or Wales, the penalties for Attrition given above are ignored (case 3.431 *always* applies).

3.433 Historical Note: for most of the men, it would have meant their deaths to have thrown themselves on the tender mercies of the English locals, who still believed that Highlanders ate babies.

3.44 Retreating. When a stack containing Highlander units retreats from a Battle, even voluntarily, it must check for General Rout with a "+2" die roll modifier to the Generalissimo's LC.

3.45 Sieges. Highlanders are normally ignored when conducting Siege Resolution. They may Blockade normally. However, they *can* be persuaded to participate in an Escalade, if their immediate commander passes a LC at the moment that the Escalade is declared.

3.451 Exception: the special Leader de Gordon may enable Highlanders to participate in all stages of Siege Resolution – see 3.29.

>>>3.5 AMPHIBIOUS MOVEMENT

3.51 General. Amphibious Movement is a modified form of Riverine Movement (*KR&Os* 4.4). Amphibious Movement is strictly defined as movement between Port hexes that are connected by Riverine Routes.

3.52 Changes to *KR&Os* 4.4. Except for the following changes, the rules on Amphibious Movement follow those for Riverine Movement.

- ❑ The Embarkation/Debarcation hexes are defined by Port symbols, without the need for Dépôts.
- ❑ Each Port entered during Amphibious Movement consumes one (1) MP.
- ❑ Stacks moving Amphibiously may be Intercepted (optional rule 5.4).

3.521 Important: some Riverine/Amphibious Routes cross ordinary hexes. These points may also be treated as Disembarkation hexes (only). Transit through them is permitted, in which case they are ignored.

3.53 Restrictions. Government units cannot move Amphibiously into or through a Port hex that is enemy-Controlled. Jacobite units cannot move Amphibiously into or through a port hex that is enemy-Controlled, or that contains an Unaligned Fortification. This even includes cases where an enemy-Controlled Fortification is Blockaded.

3.531 Exception: a unit *is* permitted to pass through a Port with a *friendly*-Controlled Fortification even if the Fortification is Blockaded. A unit may not end its move in such a location if the move would cause combat with enemy units.

3.532 As implied by the above statements, the general requirement for a unit moving in the Administrative Phase to be four (4) MPs distant from an enemy unit (see 4.26 in the *KR&Os*) can be ignored during Amphibious Movement.

3.6 OFF-MAP FORCES (CAMPAIGN RULE)

*Courage, boys, 'tis one to ten,
But we return all gentlemen
All gentlemen as well as they,
Over the Hills and far away.*

*Over the Hills and O'er the Main,
To Flanders, Portugal and Spain,
The queen commands and we'll obey
Over the Hills and far away.*

Over the Hills and Far Away

3.61 General. This rule is an abbreviation of the naval transport rules. When using rules section 5.0, ignore rule 3.63 and 3.64. Rule 3.62 remains in force.

3.62 Off Map Forces. Some of each player's forces begin the game off map. For the Government player, these are the Irish Garrison Command and the Flanders Army Command (see 4.12); for the Jacobite player these are the French Intervention forces (4.6). As described in section 4.0, these forces must be Released before they can be used in the game.

3.621 While off map, such forces should be stored on the Off Map Forces Card. As usual, all listed SPs must be assigned to units, with every unit listed as belonging to that force having at least one (1) SP.

3.622 Leaders and Auxiliaries are stacked with the units, not in their holding boxes (and are thus unavailable for use on the map). HQs are always available for use on map.

>>>3.63 Redeploying Forces. Once Released, off map forces are eligible for Redeployment to the map; in addition the Government player can Redeploy some of his on map forces off the map to Ireland or Flanders, and may Redeploy forces directly between Ireland and Flanders or *vice versa*. All Redeployment is conducted during the Administrative Phase.

3.631 When making a Redeployment, the owning player must stack all the forces to be Redeployed from one location to another in that turn together. At that point, the indicated stack is assumed to be "At Sea".

3.632 The owning player then consults the Redeployment Table for each stack At Sea. This table indicates whether the designated forces arrive at their destination that turn.

3.633 The chance of arrival depends on the number of turns a force has been "at sea". Use the Record Track to mark the number of turns at sea by placing the Redeploying a stack on the "0" box at the time transfer begins. Move the stack along the track one (1) box per turn.

3.634 A stack's destination does not have to be declared until it "arrives". Once a particular stack arrives on the map, it must be placed at any one (1) Friendly or Unaligned Port. It cannot be placed at a Port associated with a Blockaded enemy Fortification. Ireland and Flanders are Government-controlled Ports. French off map boxes are Jacobite-controlled Ports.

3.64 Other Criteria. Units that arrive on map can move no further that turn, nor may they participate in any HQ reorganisation that turn. Leaders and Auxiliaries are placed in their respective holding boxes (Auxiliaries in the Available Box), but cannot be assigned Tasks or Postings that turn.

3.641 Forces that leave the map must begin the Administrative Phase stacked at a Port. They are then simply removed when At Sea. Again, the Port cannot be associated with a Blockaded enemy Fortification. Leaders and Auxiliaries are removed as well if in the same stack, or if

in their holding boxes, are again simply removed and placed with an At Sea stack. Auxiliaries may only be removed from the Recovery Box if there is no alternative.

3.642 Government forces (only) are also permitted to Redeploy between friendly-Controlled on map Ports using these rules, as an alternative to Amphibious Movement (generally when the distances are too great for a quick move).

4.0 THE ARMIES

*"She pe no fight Tracoons. She pe no fight Tracoons.
She pe fight Foot with her Claymore but she pe no fight Tracoons!"*

Highlanders on the run.

IMPORTANT: IGNORE THE RELEASE REQUIREMENTS WHEN PLAYING THE MINOR SCENARIOS; ALL FORCES ARE ASSUMED TO HAVE BEEN RELEASED FOR THOSE SCENARIOS.

4.1 THE REGULAR ARMY

"I have but a very mean opinion of the infantry in general. I know their discipline to be bad, & their valour precarious. They are easily put in disorder, & hard to recover out of it; they frequently kill their Officers thro' fear, & murder one another in their confusion..."

James Wolfe (of Quebec), Brigade-Major at Culloden

4.11 General. The Government player has one main Contingent – the Royal Army – and four minor Contingents: the English Militia (4.2), the Loyal Scots (4.3), and the Hessian and Dutch mercenaries (4.4).

4.111 The Government side has a large number of units with two Contingent markings: "British" and another. The secondary Contingent marking is only important for initial placement, Mustering (3.3), and the Release of such forces (as explained in the sections below). Otherwise these units are considered to belong to the British Contingent, and can be commanded by any Government Leader and Subordinated to any Government HQ without suffering the usual penalties for mixed Contingents.

4.112 All Government Leaders except those belonging to the Dutch and Hessians (4.4) belong solely to the British Contingent. Any of these Leaders that are assigned to a specific secondary Contingent or to a Command (4.12) at start are bound by any restrictions given to that force until such restrictions are lifted.

4.113 When determining Retreat Thresholds, the Government forces are divided into three (3) Contingents: British, Dutch, and Hessian. See 3.22.

4.12 The Royal Army. The Royal Army is divided into a number of Commands, to reflect the pre-Rising situation. These are the Army of Flanders, and the Scottish, Irish, and English Garrisons. Flanders and Ireland are off map locations.

4.121 Each Command must be separately Released before its components can perform without restriction. The Government player may attempt to Release any of his Royal Army Commands by consulting the Command Release Table. This compares the number of turns passed since the beginning of the game with each Command (or the French Intervention forces for the Jacobite player, which are on the same table). The number given under the appropriate column is the chance that Release will occur. Roll this number or less. The die roll is modified by the difference in the players' Prestige levels (Jacobite minus Government). Once a Command is Released, all restrictions against it are lifted.

4.123 Exception: in some scenarios, some or all of these Commands may start Released. Check the scenario instructions.

4.124 Forces belonging to on map Commands may be Redeployed off map, and *vice versa*, as explained in 3.6 (or the optional naval game – 5.0). For all purposes they become a part of the Command they Deploy to.

4.13 The Scottish and English Garrisons. At the beginning of the game, the forces belonging to the Scottish and English Garrisons are placed on the map as directed by the scenario instructions. SPs are assigned to any combat units listed as part of their Command, or to Garrison units placed at locations within their territory (England or Scotland respectively).

4.131 These units have no Command markings. They are assumed to be part of the English Garrison while in England, and the Scottish Garrison while in Scotland.

4.132 Forces belonging to the Scottish Garrison are automatically Released at the beginning of the game and are under no restrictions. If such forces enter England, they may complete their move, but are then considered to belong to the English Garrison and must be treated accordingly.

4.133 In addition to the normal release rule (4.112), the English Garrison is automatically Released as soon as a Jacobite unit enters England.

4.134 Until Released, forces belonging to the English Garrison are restricted in three ways:

- ☐ Units cannot voluntarily move.
- ☐ SPs cannot be Transferred.
- ☐ Auxiliaries cannot be used in England.

4.134 Although Garrison units are not technically part of the Royal Army (historically coming under a separate Command ignored by the game), any Garrison units within the English Garrison's territory must abide by the same restrictions until that Command is released.

4.135 Historical Note. As an example of the situation at the start of the Rising, Lee's Regiment (55th of Foot) happened to be divided up. Half the regiment was with General Cope in Scotland and half was in England. Despite repeated requests, Lord Mark Kerr at Berwick refused to release his half of the unit and it remained in England until after Cope's half surrendered at Prestonpans. Kerr then berated Cope for not defeating the Jacobites. Go figure.

4.14 Ireland and the Army of Flanders. These two Commands are off map. Once an off map Command is Released elements of it may be Redeployed to the map or to the other off map box, as explained in 3.6 (or the optional naval rules – 5.0).

4.141 Units setting up the game as part of the Irish Command have a "Shamrock" Contingent marking in addition to the Union Jack. Units setting up the game as part of the Flanders Command have the "Royal Arms" as their secondary Contingent marking.

4.142 The Government player will find it prudent to maintain some forces in Ireland. For every French SP in Ireland the Government player must have two (2) Royal Army SPs there, or the Jacobite player will gain one (1) PP each turn that the French strength is not properly matched. See also 4.63.

4.143 Historical Note. Ireland at this time was very quiet, which is at first glance surprising given the constant reductions in the Garrison and the famous showing of the Irish Brigade at Fontenoy. A famine that occurred in 1741 and a recent pogrom against priests and monks in 1744 may have had something to do with it. Of more importance

were the repressive Penal Laws, and the Irish peoples' utter rejection of the Stuart dynasty following James II's abandonment of them in 1690. However, could the French have landed in 1745, they might have sparked some show of resistance independent of Charles' efforts that would have given the Government yet another headache.

4.15 The Army of Flanders & Prestige. It is dangerous to weaken the Army of Flanders too much. For every twenty (20) SPs, or fraction thereof, Redeployed out of this Command to another location, the Jacobite player gains one (1) PP. Cavalry SPs count double (x2). Each Royal Artillery unit counts as five (5) SPs.

4.151 In addition:

- ❑ For each turn prior to the October-November turn that any SPs are Redeployed out of this Command, the Jacobite player gains one (1) additional PP. (This is because the Royal Army is still campaigning against the French, who have not gone into winter quarters).
- ❑ For each month after on and after the February-March turn that that any SPs are Redeployed out of this Command the Jacobite player gains one (1) additional PP. (This is because the Royal Army has to prepare for the coming campaigning season against the French).

4.152 The Government player may return SPs to the Army of Flanders Command from any other Released Command of the Royal Army. For every twenty (20) SPs added to this Command the Government player gains one (1) PP. Ratios for Cavalry and Artillery are as above.

4.16 Provisional Battalions (PBs). PB units may be created by the Government player in any Administrative Phase by placing an Unformed PB counter in a hex and Transferring SPs to it from units within four (4) MPs of it. As a bonus, the unit is freely awarded a single SP when placed. (This SP represents small bodies of troops not otherwise represented in the game). Provisional Marines are Line Infantry Class; the Guard is Guard Foot Class.

4.162 Provisional Marines may only Form in a Port.

4.163 Provisional battalions may Transfer their SPs to other units, but if the PB unit becomes Unformed it is permanently removed from play.

4.164 PB units do not belong to any Command and may be employed freely at all times.

4.165 Historical Note: the Government was able to form some fairly effective units out of "additional companies" (recruiting parties) and other small bodies of troops, staffing them with unemployed Marine officers whose own units were divided among the Navy's ships. As well, a provisional guard battalion was formed, but whether from converged Grenadier "flanker" companies or out of the remnants of units blasted at Fontenoy, is unclear. The former seems indicated by the fact that there were still six guards battalions on the establishment, in addition to the Provisionals. For this reason it is also Classed as Grenadiers.

4.17 British Guard Units. The Government player has a number of Guard Class units – some Infantry (including the Guard PB), and some Cavalry. Infantry units can only be Subordinated to the Guards Brigade HQ, or directly to a Column, Corps, or Army HQ. Cavalry units may be Subordinated to any Cavalry Brigade HQ, or directly to a Column, Corps or Army HQ.

4.171 If Guard units are Subordinated to a Brigade HQ, no non-Guard Class units may be Subordinated to the same HQ.

4.172 Some Guard units will act as Escorts for King George. See 3.115.

4.173 Formed Guard units on the map that are not assigned to Escort duties must either remain within eight (8) MPs of London or be stacked with King George. If forced by circumstances to break this rule, the affected units must move to an allowed location as expediently as possible.

4.174 Historical Note: Guard units were supposed to be the best and most loyal elements of any king's army, and often one of the Sovereign's hobbies. Therefore they were carefully husbanded.

4.2 GOVERNMENT MILITIA

*And now dear Gower thou man of Power
And comprehensive Noddle
Tho' you've the Gout yet as you're Stout
Why won't you place in Saddle
When you might ride to either Side
Choose which K-g you'd serve with?
But dear Dragoon Charge not too soon
For fear of th' other Blunder.*

*"The Heroes" by C. H. Williams
to the tune of "Sally in Our Alley"*

The militia and the various volunteer units suffered from the usual fault of amateur forces: their members had enlisted on a short-term basis, and generally expected that they would only have to defend their own homes. In addition, the militia establishment, supposedly the cornerstone of British defence, had declined into virtual non-existence, having spent the last 80 years or so as a political football.

4.21 General. The Government player's English Militia comprises three elements: the Trained Bands, the Nobles' Regiments, and the County Militia. All are distinguished with a cross of St. George, in addition to the universal Union Jack designating them as British.

4.211 English Militia units are all Militia Class, and must use English Militia SPs. These SPs can be received as part of the unit's initial scenario deployment, or be Mustered (3.3) at Regional Centres in England and Wales that are designated with an "M" code.

4.212 English Militia units may not voluntarily exit England or Wales. If forced to do so they become Unformed and their SPs are eliminated.

4.213 Any time an English Militia unit moves further than six (6) MPs from a Unaligned or friendly-Controlled Regional Centre in England or Wales, its stack immediately suffers an additional Attrition Check, with as many losses as possible being taken by English Militia units in the stack.

4.214 These general rules may be overridden by the specific rules for each type of Militia unit.

4.22 Trained Bands. These units represent a mix of volunteer Formations associated with particular towns or cities. The units have "TB" printed on their reverse.

4.221 Trained Band units cannot be Formed until a Jacobite unit has entered England for the first time, at which point their counters become available, but still have to be Mustered normally.

4.222 Trained Band units are all assigned to a particular location, as noted in the scenario instructions. Trained Bands cannot voluntarily move more than two (2) hexes from their assigned location. If forced to do so they must return within their allowed area as expediently as possible. The occupation of their assigned location by the enemy forces their Disbandment. Disbanded Trained Bands are permanently removed from play and their SPs are eliminated.

4.223 If a Trained Band unit becomes Unformed for any other reason, its counter is also permanently removed from play.

4.224 A Trained Band unit cannot be Formed in an enemy-occupied hex. However, it is not Disbanded if its placement hex is enemy-occupied, and may be Formed later in the game, once the hex is no longer enemy-occupied.

4.23 Nobles' Regiments. Thirteen Militia Foot Class units (regimental-numbered 67th to 79th) and two Cavalry Class units (regimental-numbered 9th & 10th) are designated Nobles' Regiments, marked with "NR" on their reverse. (One of the Horse is Militia Class, the other Hussar). See 4.25 for special rules on the latter.

4.231 Nobles' Regiments cannot be Formed until a Jacobite unit has entered England.

4.232 If a Nobles' Regiment becomes Unformed it is permanently removed from play.

4.233 The scenario orders of battle list placement locations for these units, but they are optional. The units can actually be Formed in any eligible Regional Centre.

4.234 Historical Note: these units were an emergency measure in the face of strong political opposition to calling out the old county militia. Only a few units were actually raised, and even fewer did anything (see the historical commentary for details), but they were to be organised and equipped as line battalions. They were at least a more effective response than the county militias proved to be.

4.24 County Militia. Certain units are named "County Militia". These units have "CM" printed on their reverse. County Militia units may be Formed in any Administrative Phase, using the normal Mustering procedure (3.3). The number of County Militia counters is an absolute limit on the number of units that may be in use at any one time, but the counters can be reused.

4.25 Kingston's Light Horse. The 10th Horse is Classed as a Hussar. This unit has two (2) counters: a unit and an Auxiliary. Only one of the counters may be in play at any one time. During any Administrative Phase, the Government player may convert the unit into the Auxiliary, or vice versa. (This may be done any number of times during the game.

4.251 When the Auxiliary is converted to a unit, the Auxiliary counter is set aside and the unit is stacked with any friendly units in England. The Auxiliary may be in either the Available or Recovery Boxes at the time the conversion occurs. If in the latter box, the unit is received with one (1) SP, otherwise it is received at full strength.

4.252 When the unit is converted to an Auxiliary, the unit counter becomes Unformed and the Auxiliary counter is placed in the Available Box if the unit was at full strength, or in the Recovery Box if the unit was at less than full strength. The SPs belonging to the unit are eliminated.

4.253 The Hussar unit uses English Militia SPs and acts like a Militia Cavalry unit. Unlike the rest of the Nobles' Regiments, it may leave England, and can be Formed again if its SPs are eliminated.

4.3 THE LOYAL SCOTS

"For my own part I am very sorry to hear that any loyall Highlanders are to be armed at all. The proverb indeed says, 'set a thief to catch a thief', but I beg leave to except Scotch thieves."

The Earl of Chesterfield, Viceroy of Ireland

4.31 Loyal Scots. The Loyal Scots consist of all units with a "Thistle" Contingent marking on their reverse, in addition to the Union Jack. Units belonging to this minor Contingent suffer from a number of restrictions before their Release:

- ❑ Units cannot voluntarily move.
- ❑ SPs cannot be Transferred.
- ❑ Loyal Scot Auxiliaries cannot be used.
- ❑ SPs belonging to this Contingent cannot be Mustered (3.3).

4.311 The Loyal Scots Contingent is Released in the Administrative Phase of the turn in which a Jacobite unit moves within three (3) MPs of Inverness, Perth, Glasgow, or Edinburgh. The MP costs should be traced using Mountaineer rates, if any of those Jacobite units are Highlanders.

4.312 Even after their Release, Loyal Scots units may never be moved out of Scotland. If forced to do so they become Unformed. SPs belonging to those units are eliminated.

4.313 All Loyal Scots units, except for the Black Watch (4.32) are Militia Class, and are Formed through Mustering. They use Scottish Militia SPs and can only be mustered at Regional Centres in Scotland marked with an "M" code.

4.314 Clarification: the elements that comprised the Loyal Scots Contingent were historically controlled by the Scottish Parliament, coming under command of the Scottish Garrison only in wartime. In the game, the latter is one of the four Commands of the Royal Army Contingent. The Loyal Scots, although British, belong to the minor Contingent of the same name, are not part of the Royal Army Command, and are thus Released separately. The "Regular" forces are not marked with a thistle. Note, however, that Loyal Scot and Royal Army SPs can and do coexist in the same Garrison units – this does not raised any "issues", simply obey the rules for each SP's Contingent on an individual basis when dealing with these units.

4.32 The Black Watch. The Government player has a number of Highlander units. These are termed Black Watch (BW) units, after the original Highland "police force" established by the Government. They abide by all rules pertaining to Highlanders, and belong to the Loyal Scots Contingent.

4.321 All BW units are Formed through Mustering (3.3). BW units can only be Mustered at Regional Centres designated by an "H" code.

4.322 BW units may prove Unreliable in Battle if fighting against a force containing Jacobite Highlanders. The Government player must roll a die for each BW unit immediately after checking for Surprise. On a roll of "6" or less, the unit participates normally. On a roll of "7" or higher the unit immediately becomes Unformed. The SPs are eliminated.

4.323 If BW SPs are part of a Garrison, the same Reliability Check is made the first (1st) time the Fortification is Blockaded by a Formation including Jacobite Highlanders. A single check is made for all the BW SPs in the Garrison. A given Fortification is only checked once (1) per time that it comes under Government control.

4.324 Example: Fort Augustus is occupied by BW SPs at the start of the game, but is later abandoned. Toward the end of the game, the Government player re-Garrisons the Fortification with more BW SPs.

The BW SPs would potentially undergo two Reliability Checks – first, if the original Garrison was Blockaded by HB units, and second, if the re-occupying BW SPs were also Blockaded by HB units.

4.325 Historical Note: the various Government Highlanders were strongly suspected of being soft on their Jacobite cousins. Even the 43rd of Foot (later the 42nd Black Watch) was strictly monitored, as many of its members had family on the other side. In the main though, these units proved to be loyal and effective, thus this rule reflects the Government's fears more than anything else.

4.33 The "English Bargains". The Government player has the ability to convert his "shaky" BW units into more reliable Militia Class units, at the price of losing their Highlander abilities.

4.331 There are three Loudon Militia (LM) units, which are Scots Militia Class (naturally), and the 64th of Foot, which is a Line Infantry Class unit. All are Loyal Scots units. The LM units may be Formed and augmented with Scots Militia SPs through Mustering or Transfer. They may also have BW SPs transferred to them. BW SPs that Transfer to LM units become Scots Militia SPs for all purposes.

4.332 The 64th of Foot can only become Formed through the Transfer of BW SPs to its counter, and can only be augmented with BW SPs. As soon as they are Transferred, these SPs become Line Infantry Class SPs for all purposes.

4.333 Optional: the LM units and the 64th must undergo Training before they can be used. When these units are first Formed, do not place them on the map. Instead, place the LM units on the TRT one (1) turn and the 64th on the TRT three (3) turns ahead of the current turn. They are received as Reinforcements in the Administrative Phase of that turn, at any friendly-Controlled Regional Centre in Scotland. If no such location exists, their entry may be delayed. BW SPs (only) can be added to these units while on the TRT simply by removing the SPs from BW units or Garrisons anywhere on the map and Transferring them to the units on the TRT, and/or by directly adding newly Mustered BW SPs to those units. This act does not prolong the training period.

4.334 Historical Note: Duncan Forbes, the de facto PM of Scotland, attempted to raise 20 militia companies of Highlanders as a part of his long term pacification scheme. 18 companies were actually created and used in the Rising, but their organisation lay somewhere between war band and regiment until after the rebellion. In addition, the 64th Highlanders (Lord Loudon Campbell's) were in the process of recruiting as the rebellion began, but their companies were widely scattered.

4.4 HESSIANS & DUTCH

In the '45, allied troops accounted for over a third of the Government's total strength. Historically, the Dutch were employed first, and then the Hessians replaced them. The Dutch had been used before, notably in the Rising of 1715, where they gained the reputation of being "worse than the English" for pillaging. The Dutch soldiers in the War of the Austrian Succession were no better and no worse than those of any other army, and in fact the Dutch had had a good military reputation in the previous century. However, their political masters were engaged in a tightrope act with their new enemies the French and their old enemies the Austrians, and this meant that the leadership was reluctant to make any outstanding contribution – in fact they dragged their feet remorselessly.

The Hessians' reputation has suffered in American schoolbooks, but although the elites of both England and the Thirteen Colonies disliked mercenaries on principle, the common people found them to be no worse than their own standing armies, and sometimes even a pleasant change from the usual loutish clowns and arrogant squires that composed the latter. At least the Hessians paid for their lodgings.

4.41 General. There are two foreign Contingents available to the Government player – the Dutch and the Hessians. Both Contingents are (if not set up on map to begin with) set up in Flanders when received, and may be Redeployed to and from the map like any other Government forces. Auxiliaries and Leaders belonging to these Contingents are placed in their respective holding boxes (Available Box or Officers' Mess) when received. These Contingents are not part of the Flanders Command.

4.411 There is one Dutch Brigade HQ and one Hessian Brigade HQ. These HQs cannot be used unless that particular Contingent is available and cannot Subordinate units other than those of their own Contingent. Units from these Contingents may be Subordinated to British HQs instead, but not to each other's HQs. British Auxiliaries may assist these HQs without penalty.

4.412 Each Contingent has one Brigadier (*Algemeen* – General – Schwartzberg for the Dutch and Prince Frederick for the Hessians), who must be Posted to command his own Contingent's Brigade HQ when it is Formed. If that Leader is Killed, the HQ may remain in play (and may even become Unformed and then be Formed again), but no other Leader may be assigned to it. The HQ is assumed to have a notional Leader with no Personality, and ratings of "0".

4.413 Auxiliaries and Leaders belonging to these Contingents may remain in play even if there are no units of their Contingent on the map, but must be removed from play if their Contingent is officially removed from play (see below). These Auxiliaries may freely assist forces of other friendly Contingents.

4.414 Forces from these Contingents may be Redeployed to Ireland.

4.42 The Dutch. These represent a 6000-man force loaned as part of a clause in the Treaty of Utrecht in (1713). (The clause was invoked in 1715 and 1719 as well).

4.421 The Dutch become available (if not made available by the scenario starting setup) in the first Administrative Phase in which the Jacobite player has a Prestige level at least two (2) higher than the Government player.

4.422 If a French Intervention unit (4.6) ever arrives on the map (that is, lands in Britain), all Dutch forces on the map must be removed from the game at the end of the turn. Dutch forces in Flanders cannot enter the map while a French unit is present on the map.

4.423 The same restriction applies if any Dutch forces are in or wish to go to Ireland and French forces arrive there.

4.424 Exception: the *Graf von Frangipani* Hussar Auxiliary may enter and remain on the map (or Ireland) despite the presence of French forces there.

4.425 Dutch forces may only be Redeployed once during the game (e.g. Dutch units sent to Ireland cannot later be Redeployed to the map).

4.426 Historical Note: the Dutch units were members of paroled Garrisons and could not fight the French without breaking parole! Since the Dutch were technically not in a state of war with France, even though their troops were engaged against them, besieged by them, and frequently surrendered to them, they tended to be sticklers for protocol. When the French ambassador to the Jacobites showed up with some officers from the *Écossais-Royaux*, the Dutch were compelled to return to Holland. *Graf von Frangipani* was a Bavarian unit in Dutch service, of which one troop apparently served in Scotland. Since the records show that there was a troop of "leib" horse under Hessian command, but no Hessian horse are recorded as

having served in Britain, by an educated guess, *Graf von F* probably remained behind.

4.43 The Hessians. Frederick of Hesse-Cassel kept his troops in shape and his account books balanced by hiring his army out on a contract basis. At this time he was working for the Allies (Austria, Holland, and Britain) against the French.

4.431 If not available at the start of a scenario, the Hessians are made available in the Administrative Phase of the turn after the Dutch Contingent has been removed from play.

4.432 Exception: The Hessians may be brought into play while the Dutch are still in use, or even before the Dutch are made available, if the Government player pays a PP. The Dutch still become available normally.

4.433 Hessian units may refuse to participate in an Operation. Each time any Hessian units are to be moved during the Operations Phase, the Government player must make a LC for Prince Frederick. If successful, the Hessian units are activated and moved normally. Otherwise they are not activated. Any other units involved in that Operation are activated normally.

4.434 The LC is made regardless of where Frederick is, and even if he is Wounded, or Captured. *Exception:* if Frederick is Killed, no LC need be made – Hessian units then activate like other units.

4.435 When the Hessians refuse to activate, they must be removed from the HQ they are Subordinate to and stacked on the map in their current location. If Subordinate to their own HQ, they may remain so, but their HQ will be removed from Subordination to any higher HQ. The Government player may instead choose to forfeit his Impulse in order to keep his Hessian units Subordinated.

4.436 This check can be made as many times as desired, but only once (1) per Impulse. If the Hessian HQ is being activated, the LC receives a favourable "-2" die roll modifier.

4.436 Historical Note: even though Frederick of Hesse was one of the Duke of Cumberland's best buddies, he objected to the savagery of the fighting – besides, his men's pay was in arrears.

4.5 JACOBITE CONTINGENTS

*There's nought in the Highlands but syboes and leeks,
And lang-leggit callants gaun wanting the breeks;
Wanting the breeks, and without hose and shoon,
But we'll a' win the breeks when King Jamie comes hame.*

Jacobite Doggerel

4.51 General. The Jacobite player has five "national" Contingents, plus a "universal" Contingent. Each is marked in the normal manner with a single "national" flag. The five national Contingents are the Highland Bands, the Scottish, the English, the Welsh, and the French. The universal Contingent is indicated with the Jacobite Standard of a white square bordered in blue and red. See 4.6 for the French.

4.511 Units belonging to a national Contingent can only use SPs of the same Contingent. Units belonging to the universal Contingent can use any Jacobite SPs of the correct Class. Militia and Highlander Class units are Mustered (3.3), as usual.

4.512 Exceptions: the *Edinburgh Regiment* (4.532), *l'Écossais Royaux* (4.64), and all Highland Bands (4.52) have some leeway when using SPs, as noted in the appropriate rules.

4.513 Some Jacobite Leaders have a "national" Contingent marking and a "universal" Contingent marking. Those with multiple

Contingent markings may be stated to belong to one Contingent or the other as and when the owning player desires.

4.52 Highland Bands. Jacobite Highlander units are termed Highland Bands (HB) to distinguish them from the Government BW. HB units can only be mustered at Regional Centres designated by an "H" code.

4.521 Ordinarily, HB units must use Jacobite Highlander SPs. However, the Jacobite player is entitled to take one (1) Government BW SP that was eliminated in a Battle that the Jacobites won, and add it to any one (1) HB unit that participated in the same Battle. Maximum unit strengths may not be violated. The Government player is not entitled to do the same for his BW units.

4.53 Scottish. Jacobite Scottish (SM) units are all Militia Class (*exception:* the *Elcho & Balmerino Lifeguard* unit). Jacobite SM units can only be Mustered at Regional Centres in Scotland designated by an "M" code.

4.531 Jacobite Militia Cavalry may only be Formed once. If such a unit loses all its SPs, it is permanently removed from play.

4.532 The **Edinburgh Regiment** is a special case. If the Jacobite player wins a Battle, he may take up to two (2) eliminated Government SPs of any kind and either: **a)** immediately form this unit with those SPs in the same location, or, **b)** if the unit is already in existence, add the SPs to it – regardless of the unit's current location. Maximum unit strength may not be violated.

4.54 The English & the Welsh. These two Contingents obey the same general restrictions, except as noted below. If the Jacobite player has a Prestige level of Three (3) or higher and currently has units in England, he receives a variable number of Unformed English Jacobite units. If the Jacobite player has a Prestige level of Three (3) or more and currently has units in Wales, he receives a variable number of Unformed Welsh Jacobite units.

4.541 These units are initially added to the Jacobite player's pool of Unformed units. English units can only be Mustered at Regional Centres in England designated by an "M" code; Welsh units can only be Mustered at Regional Centres in Wales designated by an "W" code

4.542 English and Welsh units may enter each other's territories freely, but neither Contingent may enter Scotland voluntarily. The units become Unformed if forced to do so and their SPs are eliminated. Technically, Unformed English or Welsh units are permanently eliminated. However, their counters are reusable.

4.543 When a stack containing English and/or Welsh units loses SPs to Attrition, two (2) additional SPs must be lost, taken solely from the English and/or Welsh units.

4.544 The **Manchester Regiment** is a special case. It is received automatically as an Unformed unit as soon as the Jacobite player enters England for the first time, and can be Formed at any point by Mustering English Jacobite Militia SPs. If eliminated it is permanently removed from play. Otherwise, this unit is treated as an ordinary Jacobite English unit.

4.55 Dismounted Jacobite Horse. The Jacobites were severely short of horses of any kind. Only three (3) of the five (5) Scottish Jacobite Cavalry units may be mounted at any one time. The others must have a Dismounted counter placed on them to indicate their status.

4.551 Dismounted Scottish Jacobite Horse units are Militia Foot Class.

4.552 Scottish Jacobite Horse units can exchange mounts whenever they are stacked together during the Administrative Phase. The number of SPs a unit has is not important.

4.553 If a mounted Cavalry unit becomes Unformed, a currently dismounted Jacobite Scottish Horse unit may have its Dismounted marker removed in that turn's Administrative Phase, regardless of its location.

4.554 French Cavalry units can be dismounted in order to remount Jacobite Scottish Horse, or in order to reduce their Convoying costs (5.2). French units that dismount in France cannot be remounted. Dismounted French Cavalry units are Line Infantry Class.

4.56 Elcho & Balmerino's Lifeguards. Charlie's "guard" consists of a single unit comprising the two mounted troops of Lord Elcho and Lord Balmerino. Elcho's is a Guard Horse Class unit, but is initially Formed with Mustered Scottish Militia SPs. Like the Jacobite Militia Cavalry, it is permanently removed from play if it becomes Unformed. This unit is not an official Escort.

4.57 Baggot's Hussars. This regiment has two counters: a unit counter and an Auxiliary counter. The Jacobite player may freely trade between the two counters, in exactly the same way that the Government player can with Kingston's Light Horse. See 4.25 for details.

4.571 In other respects, Baggot's Hussars is a normal Scottish Militia Horse unit.

4.58 The Swedes. Just before the battle of Culloden, a regiment of Swedish volunteers was Formed to fight for the Jacobites. Apparently they were paid for and equipped by the French. The Rising was over before the unit could be sent.

4.581 The Jacobite player may receive the Swedish Volunteer unit if Element 2 of the French Intervention is Released (4.6) and it is the March turn of 1746, or later. The Swedes may be placed in any friendly-Controlled Port location. The unit is treated as French for all purposes. It arrives with its maximum strength in SPs (6 SPs).

4.582 The Jacobite player receives a Swedish Artillery SP (and Battery) in any Administrative Phase on or after Element 2 of the French Intervention is Released (4.6). The Jacobite player must roll one die. On a roll of "7" or less, the SP is received. Otherwise it is eliminated. If received, the Artillery SP represented by the Battery can be added to any Jacobite Mixed Artillery unit in play. If such a unit is not currently in play, one may be immediately Formed and the Swedish SP added to it.

4.583 Historical Note: the guns were modern pieces (and actually made in Sweden, not just "Swedish" style), and had a skeleton crew of French gunners. The Swedish Volunteer counter wears the uniform of Hamilton's Regiment. The men who volunteered were probably Jacobites in the Swedish military, culled from many regiments, but Hamilton's was chosen to represent them because it was obviously commanded at some point by an expatriate Scot.

4.6 THE FRENCH

The French Court was divided on the issue of aid to the Jacobites. With the Rising's initial success, some of the French wanted to jump on the bandwagon; in particular the Duc de Richelieu, who had been put in Charge of the invasion forces. But Maréchal de Saxe, architect of recent French victories in the Low Countries, and Richelieu's loathsome rival, argued against a division of labour. In the end, the mere threat of invasion was sufficient to give de Saxe a free hand in Belgium at minimal expense for the French.

4.61 General. The French Contingent begins the game off map "in France". It is grouped into three (3) Intervention Elements, which must be Released individually before they can be used. The Jacobite player may attempt to involve the French by consulting the Command Release Table in any Administrative Phase. Note that the die roll is modified based on the Jacobite player's current Prestige level.

4.611 Only one Element can be Released in any given turn. Furthermore, the Elements must be Released in sequence (i.e. the 1st Element before the 2nd Element).

4.612 Once Released, an Element can be Redeployed to the map or to Ireland as described in 3.6 (or the optional naval game – 5.0). The components of an Element do not have to be kept together.

4.613 There are two (2) French off map boxes: Brest and the Channel Ports. Either or both boxes may be used to store French forces. *Exception:* when playing with the optional naval rules (5.0), French forces are given a specific starting box. (The Ireland box, while friendly to the French as well as the British, cannot have French units placed in it initially – see 4.63).

4.62 Prestige Gains. The Jacobite player may gain PPs by permanently forfeiting an Element of the French Contingent – two (2) PP per Element forfeited. This may be done before or after an Element's Release, so long as no French forces belonging to that Element have left France.

4.63 Ireland. French forces may be Redeployed to Ireland. Once there they cause the Jacobite player to gain PPs as per 4.142. They do not engage in combat, nor do they suffer any losses. French forces Redeployed to Ireland must remain there for the duration of the game. Cavalry SPs count double (x2); Artillery SPs count as five (5) each.

4.64 L'Écossais-Royaux. This unit was initially raised in 1744 for the planned invasion of Britain that year. Its members were Scots exiles or their French descendants. Sources vary as to its strength, going as high as 1000 men. Some men were actually enlisted in Scotland. Other Jacobites joined *Ogilvie's Forfar Regiment*, which was enrolled in French service as of February 1746, enabling its members to escape later persecution.

4.641 *L'Écossais Royaux* can use any other Jacobite SPs, either as Transfers or received through Mustering. SPs Transferred to this unit become Line Infantry Class. If it becomes Unformed, this unit is permanently removed from play.

4.642 *Ogilvie's Forfar Regiment.* On the January-February turn of 1746, this regiment (1st & 2nd Battalions) joins the French Contingent and is treated as such for all purposes.

5.0 NAVAL RULES (OPTIONAL)

*When Britain first, at heaven's command,
Arose from out the azure main,
Arose, arose, arose from out the azure main.
This was the charter, the charter of the land,
And guardian angels sang the strain.*

*Rule Britannia!
Britannia rule the waves.
Britons never, never, never shall be slaves.*

5.1 SUMMARY

When the Admiral would have the Fleet to get in a Condition for Sailing, he will loose his Fore-top-sail; and all the Fleet is to do the same.

Article I, Signals by Day

5.11 General. These rules are optional, but must be used in their entirety. These rules replace 3.63 & 3.64.

5.111 There are three elements to the naval game: moving forces strategically by sea; moving forces “amphibiously” (covered in 3.5); and the interception of such forces by an opponent’s navy.

5.112 All naval-related actions are carried out in the Naval Phase, which is inserted between the Operations and Administrative Phases. This phase is only used when playing with these rules.

5.12 Sea Zones. Naval movement (Convoying – 5.2) is conducted using the series of light blue boxes arranged around the perimeter of the map. These boxes are known as Sea Zones. Forces involved in Convoying are moved from zone to zone as described in 5.2.

5.121 Each Sea Zone is coded with a small letter. These correspond with letter codes found at each Port (5.13). Convoying to and from a Port may only take place where Ports and Sea Zones have matching letters.

5.122 Sea Zones giving access to the off map boxes are labelled with the name of each box that can be reached from that zone. For the purposes of the naval rules, each off map box is considered to be a Port, permanently friendly to the side indicated by the national flag depicted in the box. Note that Ireland has flags for both the French and British.

5.13 Ports. Convoys (5.2) may only be Formed or Disbanded at Friendly-Controlled Ports. Naval Squadrons (5.3) may only Base at Friendly-Controlled Ports. The termini of all Amphibious Routes (3.5) are Ports.

5.131 The Jacobites may only conduct Convoying (5.2) into or out of Friendly Port hexes. Government forces may only conduct Convoying (5.2) into or out of Friendly or Unaligned Port hexes.

>>>5.132 A Jacobite Friendly-Controlled Port is one physically occupied by a Jacobite unit (including French units), or a French off map box. A Port at a Blockaded Jacobite-Controlled Fortification is considered Jacobite Friendly-Controlled for the basing of naval Squadrons, but not for the Formation or disbandment of Convoys. All other Ports are Government-Controlled.

5.133 In some cases, Ports are located upriver from the coast. In these cases, Fortifications located adjacent to the Rivers (including estuaries) are considered to belong to the Port in question for the purposes of 5.131 & 5.132.

5.134 If a naval Squadron (5.3) is based at a Port that becomes ineligible for basing, it must immediately be displaced to a Sea Zone affiliated with that Port. If this is not possible (during Storm weather

– 5.15) the Squadron’s SPs are eliminated and it becomes Unformed. This displacement does not trigger Interception (5.4).

5.14 The Naval Phase. Actions for this phase are conducted in the following order:

- 1) Determine naval weather (5.15) and resolve its effects.
- 2) Form or Disband Convoys (5.2).
- 3) Transfer Naval SPs (NSPs) between Squadrons and Form new Squadrons (5.32/5.33).
- 4) Conduct Naval Operations (5.2-5.5).

5.141 The players may Form/Disband Convoys and Transfer naval SPs simultaneously. Naval Operations are conducted in alternation, beginning with the Initiative player.

5.142 A Naval Operation consists of the movement of a single Convoy (5.2) and its Escort (5.34), or the movement of a single stack of Squadrons (5.31). Non-moving naval forces may Intercept (5.4) moving naval forces, and moving naval forces may Search (5.45) for non-moving naval forces, in that order.

5.143 If Interception or Searching is successful, a Naval Battle (5.5) will be fought, ending the Operation. Otherwise the operation ends when the moving stack runs out of MPs or its owner chooses to stop.

5.144 No Convoy or Squadron may conduct more than one (1) Naval Operation per turn.

5.15 Weather. Consult the Naval Weather Table. Crossindex the “land” weather that will be used in the Administrative Phase with a die roll:

- ❑ **Fair** weather has no affect on play.
- ❑ **Rough** weather increases the costs of Convoying (5.2) by one (1) Naval Movement Point (NMP) per Sea Zone entered by a naval force, and doubles the costs of Amphibious Movement (3.5). Riverine Movement is unaffected. Rough weather reduces the chance of a successful Interception (5.4) as noted on the Interception Table.
- ❑ **Storm.** When Storm weather occurs, consult the Storm Table once for each Friendly stack currently in a Sea Zone. This may result in the Scattering (5.26) of those forces and/or a loss of NSPs from Squadrons (5.32) and/or Transport Points (TPs) from Convoys (5.25).

5.2 CONVOYING

If it grow thick and foggy Weather, the Admiral will continue sailing with the same Sail set that he had before it grew foggy, and will fire every Hour a Gun; which is to be answered by the Flag-ships of the Fleet; and the private Ships are to answer by firing of Musquets, beating of Drums, and ringing of Bells.

Article V, Instructions for Sailing in a Fog

5.21 General. Land forces may be shifted around the map using the network of Sea Zones and their associated Ports. This activity is termed Convoying. Forces being Convoyed are moved from Zone to Zone, and/or from Zone to Port (and *vice versa*) by expending Naval Movement Points (NMPs). A stack of land forces participating in this activity is called a Convoy (5.22). The number of counters that can be involved in the act of Convoying at any given moment is limited by each side’s Shipping Capacity (5.25).

5.22 Forming Convoys. Stacks of land forces can be Formed into Convoys at the start of any Naval Phase, after weather has been determined. Such stacks are notionally carried in transport vessels whose presence is indicated by a Convoy marker placed on the stack. All counters under the marker are assumed to belong to that Convoy.

5.221 Convoys are only Formed in Ports. All forces wishing to join a particular Convoy must be stacked together at the time the Convoy is Formed. Once Formed, Convoys may not voluntarily change their composition. Even if forced to change their composition (e.g. after being Scattered), Convoys can never merge with one another.

5.222 Convoys may remain “At Sea” indefinitely but are subject to Interception and the effects of bad weather while occupying Sea Zones. Convoys cannot leave Port in Storm weather. Convoys At Sea during Storm weather may be Scattered (5.26).

5.223 As noted in rule 3.6, Auxiliaries and Leaders are Redeployed to or from off map locations in the same manner as units, and thus must be transported by a Convoy. Leaders and Auxiliaries occupying off map boxes or their proper holding boxes (Officers’ Mess, etc.) can simply be placed with any desired Convoy at the moment it is Formed.

5.224 HQs are never Convoyed, but their component units can be detached to join a Convoy being assembled in their current location. HQs may become Unformed through this action. *Clarification:* the changing of an HQ’s composition in order to form a Convoy is specifically allowed during the Naval Phase.

5.225 A Leader commanding an HQ may only join a Convoy if his HQ becomes Unformed at the time the Convoy is Formed. No Influence Check is required to remove such a Leader from his Posting.

5.23 Disbanding Convoys. When a Convoy reaches its ultimate destination (which must be a Port) it is Disbanded. Note that a Convoy does not have to Disband when it arrives at a particular Port, but must do so if the owning player wishes to detach any of its components, even Leaders and Auxiliaries, for use according to their proper nature.

5.231 When Convoy Disbands, any units remain at the Port at which they arrived. They may not be moved during the Administrative Phase of the same turn, but may be Subordinated to an HQ.

5.232 Auxiliaries are placed in the Available Box. Leaders can be placed in the Officers’ Mess, or they may be Posted to command any newly Formed HQs in the same hex.

5.24 Naval Movement. Moving a Convoy is an Operation. To move a Convoy, the owning player rolls one die. This is the number of Naval Movement Points (NMPs) that Convoy has for the turn.

5.241 A Convoy expends one (1) NMP for each Sea Zone or Port it enters. If a Convoy has no NMPs remaining it must stop moving. If it has insufficient NMPs to enter a Sea Zone, the Convoy must stop moving. NMPs cannot be accumulated from turn to turn.

5.242 In Rough weather, the basic movement cost is increased by one (1) NMP per Sea Zone entered. The cost for entering a Port remains fixed at one (1) NMP.

5.243 Certain Sea Zones have additional movement costs, recorded as a “+##” in their box. These additional costs are paid upon entering the Sea Zone. *Example:* the Pentland Firth zone costs “+2 NMPs” to enter, due to the notorious combination of wind and tide that could make sailing ships literally stand still for days.

5.244 Convoys may move around the map in any direction, so long as each zone entered is adjacent to the one before. Convoys may only enter Ports with the same code as that found in the associated Sea Zone (remember, off map locations have names, not letter codes). Convoys cannot move directly from Port to Port; they must pass through their associated Sea Zone first, even if the Ports are in adjacent hexes.

5.25 Shipping Capacity. Shipping Capacity is an abstract representation of the merchant vessels available to each side. Each side has its own fixed capacity of Transport Points (TPs). Each TP can carry one (1) SP or Auxiliary counter. Leaders do not use TPs and can be Convoyed freely. *Clarification:* SPs cannot be Convoyed independently – they must belong to units.

5.251 Cavalry SPs are doubled in size (i.e. two TPs are needed to carry one Cavalry SP), unless the Cavalry is Dismounted (4.55). Only French Cavalry units may be Dismounted in order to Convoy them.

5.252 Artillery SPs require five (5) TPs each.

5.253 Shipping Capacities in *Charlie’s Year* are as follows:

- ❑ French: 60 TPs.
- ❑ Normal Jacobite Shipping 0-9 TPs.
- ❑ Government Shipping 48 TPs.

5.254 Jacobite and Government capacities can be used at any time.

5.255 The French capacity can only be used to move units from France to the map. French TPs can only be used once, and are then eliminated. *Play Hint:* use the *Jacobite* TPs for moving Depôts to the map from France.

5.256 Note that the Jacobite capacity is a *range*, not a set value. Each time the Jacobite player wishes to form a Convoy, he must roll a die and receives TPs equal to the roll, which may only be used for that Convoy. These TPs cannot be accumulated. The Jacobite player can only form one (1) Jacobite Convoy per turn (he may form any number of French Convoys, up to the limits of the countermix).

5.257 TPs are recorded on the players’ General Record Tracks using the chits provided. There are two (2) sets of chits. One set records a side’s Overall Shipping Capacity, and is adjusted as that total changes due to losses. The other set records the number of currently unused TPs. As soon as a Convoy is Formed, sufficient TPs must be expended to permit its Formation. Once a Convoy is disbanded, surviving TPs are regained. (There are no chits for the Jacobites, only for the French and the Government).

5.26 Scattering. Convoys can be Scattered in two different situations: any Convoy in a Sea Zone during Storm weather is Scattered; any Convoy attacked by enemy naval forces is Scattered if it suffers losses (see combat).

5.261 Scattered Convoys have a Scattered marker placed on them. Scattered Convoys cannot move. The Scattered marker is removed at the start of the next Naval Phase, assuming the weather is not Storm. If a Scattered Convoy is Scattered again there is no additional effect.

5.262 A Convoy that is Scattered may instead be Disbanded. If a player chooses to Disband a Scattered Convoy, the *opposing* player places the units belonging to it at any eligible Port or Ports associated with the same Sea Zone. Leaders are placed in the Officers’ Mess and Auxiliaries are placed in the Available Box.

5.3 NAVAL UNITS

The Royal Navy of England hath ever been its greatest defence and ornament; it is its ancient and natural strength; the floating bulwark of the island.

William Blackstone

5.31 General. Both players have naval forces, arranged into counters with SPs, just like combat units. Naval counters are called Squadrons. Squadrons are used to Escort friendly Convoys, or to Intercept and attack enemy Squadrons, Convoys, or land units using amphibious movement.

5.311 There are two (2) Classes: Patrol Squadrons (PSqns) and Battle Squadrons (BSqns). The former represent groups of smaller vessels such as frigates, and the latter represent ships of the line. Squadrons are defined as units, and as Formations, in the same manner as brigade-sized land units.

5.312 Squadrons are rated for speed in NMPs, for interception capability by an Interception Rating, and for combat power in Gun Factors (GFs).

5.32 Naval SPs (NSPs). A Squadron's current strength is recorded by placing an SP marker under the Squadron's counter. Each NSP represents two to three vessels. Squadrons with NSPs are Formed naval units; Squadrons without NSPs are Unformed naval units and must be removed from play. There is no maximum size for a Squadron.

5.321 In combat, the number of NSPs in a Squadron is multiplied by the Squadron's GF to produce its combat strength. See 5.5. NSPs are also eliminated to satisfy losses.

5.322 NSPs may be Transferred between Squadrons of like Class. SPs may only be Transferred between Squadrons that share the same Port or Sea Zone. NSP Transfers must occur prior to the movement of any friendly naval forces.

5.33 Forming Squadrons. NSPs can also be transferred to Form new Squadrons of the same Class as the Squadron they came from. (PSqns and BSqns cannot contribute NSPs to the same Squadron). Squadrons may be Formed in a Sea Zone or at a Port, but can only be Formed in the same location as their donated NSPs.

5.34 Movement. Squadrons are moved around the map in a similar manner to Convoys, except that their NMP allowance is not randomly generated but fixed (printed on the counter). Squadrons may move individually, in stacks of Squadrons, and/or may accompany Convoys. In the latter case the Squadrons are said to be Escorting the Convoy. Each movement action is a separate Operation.

5.341 Squadrons moving as a stack must move using the NMPs of the slowest Squadron in the stack. Escorts move at the same rate as their Convoy, even if this is further than their printed NMP allowance.

5.342 Design Note: the NMP rates are an abstraction of doctrine and seaworthiness. The variable Convoy movement rate reflects the disorganisation prevalent among hastily assembled merchant Convoys. Slow naval vessels are allowed to keep up with a speedy Convoy because they are not "sweeping" for enemy forces.

5.343 Non-Escorting Squadrons may be dropped off from a stack as desired but cannot move further in the same phase themselves. The other Squadrons may continue to expend NMPs up to the lowest NMP rating among the Squadrons remaining.

5.35 Naval Supply. BSqns with three (3) or more SPs may act as Reduced Depôts for the supplying of land forces during the Operations Phase. If in a Sea Zone, a BSqn can provide Reduced Depôt supply to all land forces within two (2) MPs of any friendly-controlled Ports associated with the same Sea Zone. If in Port, the BSqn's supply radius may only extend from that Port.

5.351 BSqns acting as Depôts may not move or participate in any Interceptions in the Naval Phase of the same turn. Such Squadrons may themselves be Intercepted and defend against attack normally.

5.4 NAVAL INTERCEPTION

"...our fleets are defrauded by injustice, manned by violence and maintained by cruelty".

Admiral Vernon

5.41 General. Naval Interception is conducted in an effort to interfere with enemy Naval and Amphibious Movement. Riverine Movement cannot be Intercepted. There are two methods in which Interception can be carried out. As each reflects a different doctrine, they are mutually exclusive. The first method or doctrine is called Sally From Port; the second is called On Station Patrol.

5.411 The Jacobite player is limited to the Sally From Port method. The Government player is limited to the On Station Patrol method. The method used will determine which column of the Interception Table is used to resolve Interceptions, and will also determine the manner in which Interceptions may occur, as explained below.

5.412 Historical Note: the first (and older) method of Intercepting an enemy at sea was for ships to sortie from a Port or anchorage upon word of an enemy's approach. This method had the theoretical advantage of keeping the crews rested and the ships in good shape, although it often had more to do with internal State politics and a shortage of manpower than operational theory. The second method, which became standard practice for the Royal Navy beginning around 1744, was for ships to remain permanently "on station" outside enemy Ports or at strategic points on the shipping lanes. The ships and crews could take a pounding in bad weather, but they were in a better position to intercept an enemy, besides gaining invaluable experience both in basic seamanship and in squadron operations. This change in doctrine was the main reason that the British and not the French became the premier naval power in the world.

5.42 Conducting an Interception. Interception is either conducted during enemy Naval Operations, or as part of a Search (5.45). The actual conduct of an Interception is the same regardless of the method chosen to bring it about.

5.421 A Squadron may make one (1) Interception attempt per moving enemy Convoy, stack of enemy Squadrons, or stack of Amphibiously Moving units. A Squadron may only make one (1) *successful* Interception per turn – this includes Search-generated Interceptions (5.45).

5.422 To make an Interception attempt, indicate all the Intercepting Squadrons and their target, then consult the Interception Table. If the Interception is successful, any opposing Squadrons, whether independent of a Convoy or acting as Escorts, fight a Naval Battle using the Naval Battle Table.

5.423 Unescorted Convoys and Amphibiously Moving units are simply attacked once (1) by the successfully Intercepting Squadrons and are then Scattered. These targets suffer a penalty on the NBT because they are not Escorted.

5.424 If a Convoy was Escorted, and any Intercepting Squadrons survive the Battle without being Scattered, they may then attack the

Convoy itself (although not as effectively as if it had been unescorted).

5.425 If an Evade result is obtained on the Interception Table, the Interception is considered unsuccessful and the moving forces may continue their Operation. The Intercepting Squadrons are free to attempt further Interceptions per 5.421.

5.43 Sallying From Port. All Squadrons in Port may Intercept enemy Convoys and Squadrons that move into in the Sea Zone affiliated with that Port. They may Intercept Amphibiously Moving units that are using a route that passes through or ends at their Port.

5.431 PSqns (only) may Intercept enemy naval forces while at sea, if those forces move into in their own Sea Zone. They may also plus Intercept Amphibiously Moving units that are using a route that passes through or ends at a Port affiliated with that Sea Zone.

5.433 Even though PSqns may Intercept at sea, their attempts are still resolved under the “Sally From Port” column of the Interception Table (it is assumed that the Squadrons are scouting friendly coastal waters, not observing specific enemy Ports).

5.44 On Station Patrol. All Squadrons may Intercept enemy naval forces entering their own Sea Zone and enemy land units moving Amphibiously along a route which passes through or ends at a Port affiliated with that Sea Zone. Squadrons may *not* Intercept from a Port.

5.45 Searching. Any friendly Squadrons that move into an enemy-occupied Sea Zone may conduct a Search of that Sea Zone. This is resolved as an Interception, using the Search column of the Interception Table, with the moving force as the Intercepting side.

5.451 Only one (1) Search may be conducted per Sea Zone per Side per turn, even if the Search is unsuccessful.

5.452 Squadrons that have already successfully Intercepted cannot Search in the same turn; likewise, Squadrons that have Searched cannot Intercept.

5.453 A Search cannot be declared until after the non-moving player has conducted any Interception of his own.

5.5 NAVAL COMBAT

As soon as the Admiral shall hoist a Red Flag on the Flag-staff at the Fore-top-mast-head, and fire a Gun, every Ship in the Fleet is to use their utmost Endeavour to engage the Enemy in the Order the Admiral has prescribed unto them.

Article XIII, Fighting Instructions

5.51 General. Naval combat occurs whenever a Squadron successfully Intercepts an opposing enemy stack. It is resolved using the Naval Battle Table (NBT).

5.511 A single Naval Battle will involve all the Squadrons that participated in the Interception on one side as the Attacker, and all the Squadrons that comprised the target on the other side as the Defender.

>>>5.512 If the Defender has no Squadrons, but has a Convoy, that Convoy will be attacked using the NBT, but cannot fire back. The same applies if the target is a stack of Amphibiously Moving units.

5.52 Resolution. Each player multiplies the number of SPs in each of his participating Squadrons by the counter's Gun Factor (GF), then totals the values.

5.521 Naval combat is resolved as a series of rounds, lasting until one Side Withdraws all his Squadrons or has been completely eliminated.

Each player makes a separate die roll and crossindexes it with his current combat strength to determine how many enemy SPs are eliminated that round.

5.522 Combat losses are inflicted simultaneously except for the first (1st) round. In the first round only, the players roll one (1) die each for the “Weather Gauge”. High roll wins. The player with the Weather Gauge resolves his attack before his opponent. If the roll is tied, there is no advantage and combat is resolved simultaneously.

5.523 Design Note: losses include damaged ships as well as those that are sunk. Within the timeframe of the game, it would not be realistic to repair damaged vessels, so they are simply removed from play.

5.53 Withdrawal. A player may freely Withdraw some or all of his Squadrons at the end of any round of combat. Withdrawn Squadrons are immediately placed in the nearest friendly Port (regardless of zone) and cannot move or Intercept for the remainder of the turn. Convoys may not be withdrawn.

5.54 Attacking Convoys & Amphibiously Moving Stacks. Unescorted Convoys and those that have lost their Escorts in the current Battle can be attacked once by surviving non-Scattered enemy Squadrons. This is done using the Convoy column of the NBT. There is a penalty to the Convoy if it was not Escorted to begin with. The result will be a number of TPs eliminated. After this attack, the Convoy is Scattered (and may be voluntarily Disbanded).

5.541 When a TP is eliminated, the owning player must also eliminate land SPs and/or other counters that have the same or a greater value from the Convoy's stack. Leaders are only eliminated if the entire Convoy is destroyed.

5.542 Eliminated TPs reduce the overall Shipping Capacity by an equal amount.

>>>5.543 Stacks of Amphibiously Moving units are treated the same as unescorted Convoys. Since such stacks do not use TPs, simply eliminate the equivalent number of SPs.

5.544 Example: a number of enemy Squadrons attack a Convoy consisting of 3 foot units of 4 SPs each, an artillery unit, 2 Auxiliaries, and a Leader. The Convoy did have an Escort, but it has run away. The attacking Squadrons use the Convoy column of the NBT without modification. The attack results in the loss of 3 TPs. The Convoy's owner could eliminate 3 SPs from the units, or 1-2 SPs and 1-2 Auxiliaries. Less wisely, he could eliminate the artillery unit instead. The Leader is unaffected. After the attack, the rest of the Convoy is Scattered, and the owner decides to Disband it – the attacking player chooses where the units will go, while the Auxiliaries and Leader are returned to their holding boxes. The Convoy's owner marks his overall Shipping Capacity down 3 TPs, and increases his available capacity by 16 TPs because the Convoy was Disbanded.

6.0 RANDOM EVENTS

*The reprieve was comin' o'er the brig o' Banff
To let MacPherson free;
But they pit the clock a quarter fore
And hanged him to the tree.*

MacPherson's Lament

IMPORTANT: THIS RULES SECTION IS PRIMARILY FOR REFERENCE. IT CAN BE READ AS NEEDED.

6.1 INSTRUCTIONS

6.11 General. Random Event Checks are made at the start of each Operations Phase using the Random Event Table. A generated event takes place immediately.

6.111 Either player may make the check. In cases where the event applies to one side only, the players must randomly determine the side affected.

6.12 Exceptions. If the terms and conditions of the event cannot be met, the result is treated as No Event.

6.2 EXPLANATIONS

6.21 Disease:

- ❑ **Hypothermia.** Randomly select one stack that contains an Army HQ, or if there is no Army HQ on the map, a Corps HQ. If there is no Corps HQ, select the stack with the greatest number of units. Make an Attrition Check for the stack using the special modifier given on the Attrition Table, and multiply the resulting losses by two (x2).
- ❑ **The Pox.** High rank was no panacea when it came to disease. From all the Leaders currently on the map – excluding Personages – choose one randomly. This Leader has succumbed to a life-threatening disease (your choice, from advanced syphilis to bubonic plague – but not gout, everybody had gout) and is immediately removed from play as if he had been wounded. Each turn, the owning player must check for the Leader's recovery or death by rolling a die: 0-2 Recovers, 3-7 No Effect, 8-9 Dies. If the Leader dies, he is permanently removed from the game. If he recovers, he is returned to the Officers' Mess, as if he had recovered from wounds. It is possible to have more than one sick Leader at a time.

6.22 Administrative:

- ❑ **Lost Orders.** The courier carrying dispatches to HQ has stopped to sample the wares of a popular roadhouse. While there, he is set upon by the agents of a rival clique and forced to barricade himself and his servant in the cellar for two weeks. Randomly select one HQ on the map. That HQ cannot voluntarily move during the current Operations Phase.
- ❑ **Captured Orders.** A hard-riding enemy courier's neck has connected with a rope that somehow got stretched across the road. Randomly determine which side is affected. That side may move a Formation in any one Impulse without the need for a Leadership Check (the affected side is the one who donated the rope).
- ❑ **Supply Surplus.** The Quartermaster-General has learned that nine out of ten soldiers can't tell the difference between bread baked with flour and bread baked with sawdust. One randomly determined Half strength Government Depôt is immediately flipped to Full.

- ❑ **Supply Peculation.** A certain member of the Court who is anxious to make a corner on wheat approaches the Quartermaster-General for assistance. One randomly determined Full strength Government Depôt is flipped to Depleted.
- ❑ **Powder Magazine Explodes.** A sentry is careless with matches. Make a random selection of one Siege in progress (not a Blockade). The besieged Garrison immediately loses one SP (eliminated), and if the Garrison is now less than 3 SPs in strength it must immediately Surrender.
- ❑ **Keelmen Owed Six Months Back Pay.** Randomly determine which Side is affected. That side's forces cannot cross Major Rivers or use Riverine movement during the current Operations Phase. Amphibious Movement is unaffected.
- ❑ **No Boats!** Randomly determine which side is affected. That Side's forces cannot use Amphibious Movement this turn.

6.23 Jacobite Events:

- ❑ **For the Cause!** An old Jacobite dame has bequeathed her silver plate to the Good Old Cause. The Jacobite player may immediately place a Reduced Depôt in any eligible location on the map. Many Jacobites came out of the closet upon Charlie's approach. One old noblewoman, who had scrimped and saved for a generation, handed over all she had to the Jacobite forces. Sadly, she died of a broken heart when Charlie turned back at Derby.
- ❑ **The Seven Men of Moidart.** The Jacobite player may do one of the following this turn: **a)** conduct a special Ambuscade during any one Government Operation this turn. The Ambuscade is carried out as if a single Auxiliary were participating – no Screening is allowed; **b)** void any casualty or Capture result against Charles – this may be done any number of times during the turn; **c)** add one (1) HB SP to any friendly HB unit on the map. The Seven Men of Moidart were a famous band of outlaws who pledged to continue the struggle after Culloden, and did so for many years, harassing sheriffs, murdering tax collectors, and so forth. They also helped spirit prominent Jacobites out of the country, or hid them in the fastnesses of the central Highlands. Through their care, Charlie was kept hidden from his pursuers, and eventually escorted to safety aboard a French ship.
- ❑ **The Rout of Moy.** The Jacobite player may conduct a special Ambuscade during any one Government Operation this turn. The Ambuscade is carried out as if two (2) Auxiliaries were participating, and no Screening is allowed. During the winter, Lord George Murray carried out a large number of raids on enemy outposts. This dispersal of the Jacobite strength, coupled with word that Charlie was visiting a lady-friend unescorted, encouraged the local Whig commander in hopes of coup. With great presence of mind, the lady in question arranged for her servants to hide out in the woods and simulate a Jacobite ambush against the approaching Government Highlanders, using bagpipes, cries, and the odd shot from a squirrely-rifle. The Whigs fled in confusion – one of the few slain being the famous piper, MacCrimmon of Skye.
- ❑ **The Loch Arkaig Treasure.** If the Jacobite player manages to move a friendly combat unit to the hex south of Loch Arkaig (8 hexes N of Glasgow) this turn, he may immediately do one of the following: **a)** add two (2) HB SPs to any friendly HB unit on the map **b)** place a Reduced Depôt in any eligible location on the map. This event simulates the recruiting of additional forces with gold supposedly buried at the time of the 1719 Rising. The

treasure has never been officially found – it's probably been spent by now, but the clans aren't talking.

- ❑ **HMS Prince Charles.** If the Jacobite player manages to move a friendly combat unit to the town of Tongue (18 hexes N of Edinburgh) this turn, he may immediately do one of the following: **a)** add two (2) Artillery SPs to any friendly Mixed artillery unit on the map – a new unit may be Formed if necessary; **b)** place a Reduced Dépôt in any eligible location on the map. Late in the Rebellion, the HMS *Hazard*, captured by the French and renamed the Prince Charles, was wrecked in the far north of Scotland, bearing gold and munitions for the Cause. Whig clansmen rounded up the men who rushed to collect it and the salvage fell into Government hands. The gold might have had a major impact on operations, since by that point Charlie had been reduced to paying his men in bread, thus lowering the ration stocks.

6.24 Town Independence. Occasionally, local administrators ignored their instructions and refused "friendly" forces admittance, or worse, opened their gates to the enemy. This could be from outright treachery, pique, or simply fear. Randomly choose the Side that will benefit. Once during the Operations Phase, the effects may be applied.

6.231 During a player's own Operation, when one of his Formations moves into a or starts in a hex with an enemy Garrison, that Garrison is removed from play and its SPs automatically transferred to the nearest units friendly to them (including other Garrisons) that are eligible to absorb them. The Fortification is then automatically captured.

6.232 During an enemy's Operation, when the enemy ends his current move on an empty Fortification, the inactive player may immediately place a Garrison in that Fortification, adding SPs to it equal to the roll of one die, halved (or to the maximum Garrison limit, whichever is less). The SPs must be taken from a friendly stack (or stacks, if equidistant) closest to the new Garrison.

THE SCENARIOS

THE PRIMARY FOCUS OF CHARLIE'S YEAR IS THE CAMPAIGN GAME. HOWEVER, FOR THOSE LEARNING THE SYSTEM OR DESIRING SOMETHING QUICKER, THERE ARE SIX OTHER SCENARIOS HERE: THREE SCENARIOS COVER THE THREE MAJOR BATTLES AND THREE MORE DIVIDE THE CAMPAIGN INTO ITS THREE MAIN PHASES.

7.0 SCENARIO INSTRUCTIONS

*Be the brand of each chieftain like Fin's in his ire!
May the blood through his veins flow like currents of fire!
Burst the base foreign yoke as your sires did of yore,
Or die like your sires, and endure it no more!*

Flora MacIvor's Song, from "Waverley" – Sir Walter Scott

7.01 Orders of Battle. In each scenario, individual units are listed first. Next come Auxiliaries and then Leaders. Reinforcements are listed last.

7.02 Units and SPs. Units setting up on the map are listed by name, with the number of SPs currently attached to them. Class of SP is noted only where there may be confusion (i.e. for Garrisons).

7.021 Off map Royal Army Commands and the French are given a set number of SPs, by Class, and a list of the units belonging to the Command. The owning player may assign SPs to these units as he sees fit, except that each unit listed must have at least one (1) SP.

7.03 Leaders. Leader codes are as follows: M = Marshal; G = General; B = Brigadier. In the battle scenarios, no other Leaders are available. Otherwise, Leaders are divided between those posted to a command at start, those in the Officers' Mess, and those assigned to an off map Command, or Unreleased Contingent.

7.04 Other. Auxiliaries are listed by name and are divided into those placed "in the Available Box" and those placed in off map boxes. All HQs are always available to be used by the forces on the map. Unit and lesser HQs may be Subordinated to them at game start (*exception:* the Dutch, Hessian, and French HQs are received when their Contingent is Released – Element 3 for the French).

7.05 Special Coding. SP = Strength Points (if an item does not have SPs, the value under the strength listing refers to counter quantity); BW = Black Watch; HB = Highland Band; B = Brigadier General; G = General; M = Marshal, O = Jacobite Special Leader. Note that in the battle scenarios, artillery is listed by Battery, while in the other scenarios it is listed by Unit, with SPs.

7.06 Special Rules. Information regarding conditions of play and victory follows the unit listings. See 2.1 for general victory conditions.

7.07 Battle Scenarios. These scenarios are for historical interest. Note that they may be very one-sided. The map itself is not used for these scenarios although the Battle locations are marked on the maps with crossed swords for historical interest. The terrain and weather conditions are given in the special rules. The scenarios begin with step 1 of the battle procedure. Each Battle may consist of any number of rounds. Victory goes to the player who "remains on the field" at the end of combat.

7.08 Minor Scenarios. These scenarios cover short periods of the Rising. Victory Points (VPs) are accumulated according to the schedule listed with each scenario. In these scenarios, Reinforcements are received according to a strict schedule, and are minimal. Counters that are not listed in the order of battle are

unavailable. Mustering (3.33) is not used – all SPs are received by schedule, although the mechanics of their receipt are as given in 3.3. All forces are considered Released in the minor scenarios.

7.09 The Campaign Game. This scenario covers the entire Rising, and includes several variants. Its setup instructions follow that of the minor scenarios. Victory is by the accumulation of Prestige (*KR&Os* 9.0, and in this volume 2.2/2.3), and forces are received as per the rules for each Contingent (section 4.0) and 3.3 (Mustering).

7.1 BATTLE SCENARIOS

7.11 Prestonpans The Gladsmuir Coalfields

*Now Johnny be as guid as your word,
Come let us try baith Fire and Sword,
And dinna flee like a frichted bird
That runs frae its nest i' the mornin'*

"Hey Johnny Cope"

Fought on the 21st of September 1745, this was the first major battle of the campaign, and a stunning victory for the Jacobites. The sides were about even numerically: 2200 Hanoverians (as George's regime was called) versus 2000 Jacobites. However, the Government's raw Garrison troops were no match for the ferocious, highly motivated clansmen.

Outflanking the Government forces by night, the Highlanders under Lord George Murray and Prince Charles himself, Charged with the dawn and routed Major-General John Cope's army in just 15 minutes, for a loss of 30 killed and 70 wounded, against 300 killed, 400 wounded, and 1500 prisoners – almost the whole of the Scottish Garrison army. Legend tells that the unfortunate Cope brought the news of his own defeat to his superiors at Berwick, outdistancing his fleeing men. He was court-marshalled but acquitted, and served in a minor capacity for part of the campaign.

(Takes place to the east of Edinburgh).

7.111 Jacobite Setup

Leaders

Charles Stuart (Personality)

M = Lord George Murray (Generalissimo), Duke of Perth

G = Strathallen

B = Keppoch, Lochiel, Clanranald, Ardsheal

Units	SPs
Strathallen's Horse	1
Menzies of Shian's men	1
1 st Battalion McDonald/Glengarry Clan	6
McLachan Clan	2
McDonald/Keppoch Clan	3
Appin Stewart Clan	2
1 st Battalion McDonald/Clanranald Clan	4
Nairne Atholl Battalion	4
1 st Battalion Duke of Perth's Regiment	4
1 st Battalion Cameron Clan	4
2 nd Battalion Cameron Clan	4

7.112 Government Setup

Leaders

M = Cope (Generalissimo)

B = Fowke, Loudon, Hamilton (representative Leader)

Units	SPs
13 th Gardiner's Dragoons	3
14 th Hamilton's Dragoons	3
6 th Guise's Regiment of Foot	1
55 th Lee's Regiment of Foot	4*
57 th Murray's Regiment of Foot	5
58 th Lacelle's Regiment of Foot	5
59 th Ligonier's Regiment of Foot	1
*1 SP represents the artillery guard on Lee's flank.	

Other	Items
Mixed Artillery Battery	1

7.113 Special Rules

The weather is Clear. The terrain is Moor.

7.114 Excursus: Prestonpans 21 September 1745

In this engagement, both sides were seeking a decisive battle. The Jacobites approached from Edinburgh to the west and the "Hanoverians" from their landing site at Dunbar in the east. Earlier, after marching north against the rebels and missing them, Cope had gone to Inverness, then marched over to Aberdeen, where he found Convoying to take his column south. He couldn't simply retrace his steps: for one thing he would have been one step behind the Jacobites all the way, and for another, he was short on rations. He had intended to land at Leith docks (the port of Edinburgh) but contrary winds forced him to land at Dunbar instead.

Charlie and the "Jacks" had marched south from Glenfinnan and after missing Cope's forces through faulty intelligence (on both sides), taken the old military road south to Blair and the valley of the Tay. At Ruthven Barracks, the tiny permanent Garrison repulsed them so they bypassed it. The column stopped for some days at Perth, one of the old capitals of Scotland, in order to raise money and drum up recruits. Here Charles proclaimed his father James as king and welcomed many prominent Jacobites, including the experienced but reluctant Lord George Murray and the feckless but politically correct Duke of Perth. Then the miniature army had marched on Edinburgh, bypassing Stirling Castle with its even more minuscule Garrison and scattering a party of Government dragoons who sought to stop them at Coltbridge, west of the Capitol. Upon reaching Edinburgh the Jacobites found the gates closed against them, but after negotiations had failed they were able to seize one of the gates – the Netherbow Port – by waiting for the doors to open to let a carriage through.

This *coup de main* shocked the already shaky Garrison and the city fell without a fight, although the octogenarian governor of the castle, General Guest, refused to surrender and began sporadically firing on the town. (George Drummond, the city provost, had assembled the city's trained bands, but as they marched through the town their numbers steadily dwindled until he was left with only 40 men or so by the time he reached the gates). Despite the threat of the castle guns, Charlie indulged in a well-attended victory parade (reputedly 20,000 people), and yet another proclamation of James as king. By this time, word had been received of Cope's arrival to the east of the city.

After spending two days disembarking, General Cope led his men cautiously along the flat coastal plain, failing to conduct a reconnaissance of the higher ground to the left (south) of him. When

the two sides encountered each other near the hamlets of Prestonpans and Cockenzie, the Jacobites were approaching along the heights, not from the western plain as expected by Cope.

While the Jacobites arrayed themselves on the slope above, General Cope arranged his forces. His army, consisting of four under-strength foot and two dragoon regiments, backed by a few of Loudon's Highland militia, constituted almost the whole of the mobile forces in Scotland. Most were raw recruits, many of them Irish. The dragoons were dispirited after their rout by the Jacobites at Coltbridge, and their mood infected the rest of the army.

Cope's initial stand was a strong position, facing south, with villages and walled parkland on the flanks, and a bog and ditch to the front at the bottom of the slope. Lord George Murray, Charles' principle lieutenant and field commander, judged the ground between the armies as unsuitable for an attack. The Jacobites, at this point mostly Highlanders, were in much better spirits than the Army of Scotland, and were mainly concerned that their enemy might escape them. To this end, 500 men were sent a few miles to the west to prevent Cope slipping into Edinburgh via the coast road. Murray, not informed of this action, threw a tantrum when he found out, but apparently only because he had not been consulted.

With both sides declining to attack, it was too late to seek combat that day, so the armies encamped within hailing distance. During the night, one of the Jacobite gentlemen recalled a little known path through the bog at the bottom of the slope. Immediately the men were roused, and orders given to slip along this path and deploy to the east of Cope's position. Messengers were sent to recall the 500 blocking troops from the west, and the whole army made its way silently, and with some difficulty, along the path. (Some accounts state that the plan was Murray's from the start, and that his officers were annoyed at having to make a flank march across Cope's front, which would alert the enemy to the plan, and even more annoyed that Murray had not consulted them – an interesting point considering his own fit earlier in the day).

By this time it was early morning, and a thick fog lay on the ground. Despite all precautions, the Government piquets detected them and rode off to sound the alarm. Swiftly the Jacobites deployed. General Cope's only reaction was to redeploy his men 90 degrees about, so that they faced the enemy.

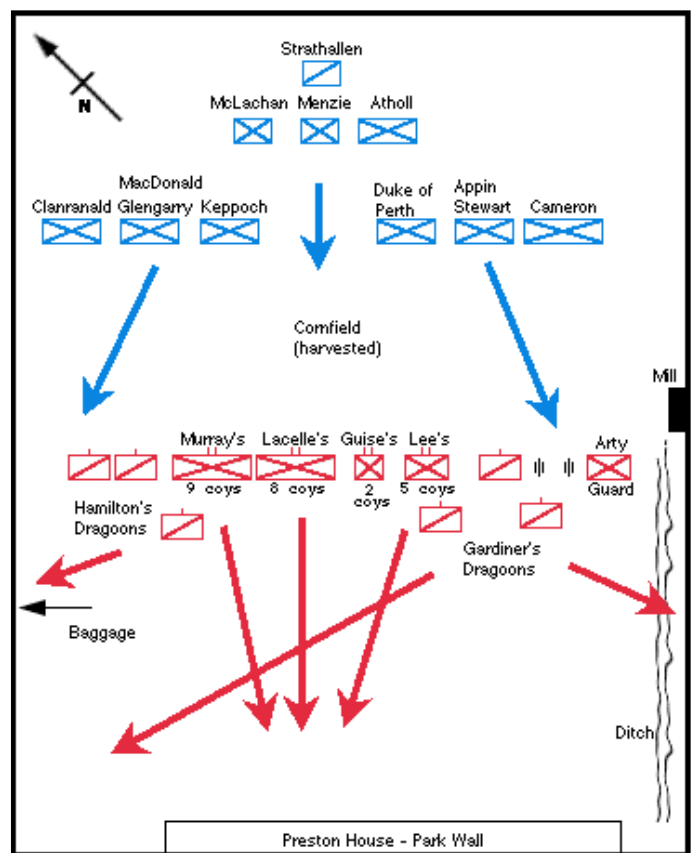
"As the sun rose the mists rolled away, and revealed the two hostile hosts in their positions. There lay between them a level and naked plain, without bush or tree – in fact, it was a stubble field. The Highlanders no sooner saw the enemy than, taking off their caps, they uttered a short prayer, and pulling their bonnets over their brows, they rushed forward in their separate clans with a yell that was frightful. The stubble rustled under their feet as they ran, and there was a deep murmuring of their voices, as they all continued talking as they went. The cannon, consisting of seven pieces and four coehorns, fired upon them, but did little execution, and rushing up to their muzzles they took them by storm... The men who served the guns were not regular artillerymen, but seamen, whom Cope had brought from the fleet. They fled at the furious onset of the Gaels, and left the guns in their possession. [Actually most of the gunners fled immediately; the commanders of the coehorns and guns, respectively, with a supreme effort, managed to fire off all their pieces save one, but of course, they could not reload without crews.]

"Colonel Gardiner [Cope's lieutenant] now endeavoured to Charge the advancing enemy with his dragoons, but it was in vain that he attempted to animate their craven souls by word and example – at the first volley [and a pretty ragged one at that] of the Highlanders they wheeled and fled. The same disgraceful scene took place on the left,

at nearly the same moment. Hamilton's regiment of horse [dragoons] dispersed at the first Charge of the Macdonalds, leaving the centre exposed on both flanks. The infantry made a better stand than the cavalry; it discharged a steady and well-directed volley on the advancing Highlanders, and killed some of their best men, amongst others a son of the famous Rob Roy. But the Highlanders did not give them time for a second volley; they were up with them, dashed aside their bayonets with their targets, burst through their ranks in numerous places, so that the whole, not being able to give way on account of the park wall of Preston, were thrown into confusion, and at the mercy of the foe."¹

At this point organised resistance ceased. In a matter five or six minutes, a major battle had been decided. Prince Charles, coming up with the second line, spent the remainder of the fight trying to stop his raging followers from hacking the surviving Government troops to bits. The entire government force was either killed or captured, save some hundred or so men who fled into Edinburgh, and the dragoons, who were long gone. General Cope fled to Coldstream, and later Berwick, leaving his orders, dispatches, and £2500 in the kitty. Lord Mark Kerr, the warden of the East March, commented acidly that he must have been the first general in history to arrive at headquarters with the news of his own defeat.

Reasons for Victory



Both sides were evenly matched in numbers. (Of the Government regiments, one half of Lee's was still in England, and most of Guise's was tied up Garrisoning the northern forts). The Government had both cannon and cavalry, while the Jacobites had only fifty troopers,

¹Taken from Cassell's Illustrated History of England, Vol. 4, Cassell Peter and Galpin, London. pp. 500, 501.

purposely kept in the rear to reduce the noise of their approach. The Government artillery consisted of four 1.5-lbers, with six Coehorn mortars to their right, and a hundred-man artillery guard. Neither side deployed unusually. In fact, the Jacobites accidentally left a gap in the center of their line, which the second echelon was unable to fill in time.

The advantages of high ground were discarded, since the Highlanders came down and fought on the flat. The whole turning movement appeared to place Cope at a disadvantage, by taking away the defensive benefits of his position. In their new position, the Government right was protected by a deep ditch. To the right, beyond the ditch, lay a large patch of bog known as Tranent Meadows, as well as Colonel Gardiner's estate – Bankton House (after the battle the mortally wounded colonel died literally on his own doorstep and one wonders what input he gave to Cope's dispositions, as he was second in command). The left was uncovered, with the baggage park some 500 yards away on that flank, and the coast of the Firth of Forth nearer a mile. The walls of Preston House to the rear were some ten feet high and virtually impassable (holes had to be punched through them to allow access).

The quality of the commanders did not feature significantly; even Cope's failure to reconnoitre really had no impact on the actual course of the battle and was offset by the Jacobite Leadership's inability to submit to each other's authority. It was a Classic infantry battle.

There was no element of surprise, beyond the speed of the assault. The Jacobites attacked at great speed, in deep columns, chasing away the cavalry and turning both flanks rapidly (one open, the other shielded). The guns were overrun as their guard retreated in disorder. Surrounded on three sides, and blocked by the walls in their rear, the infantry could not retire and were forced to surrender. The Jacobite second line never even entered the battle, spending its time trying to close the gap between the two Jacobite Wings.

In fact, the key to the Jacobite victory lies in the inexperience and demoralised nature of Cope's recruits, compared with the high spirits and hand to hand fighting skill of the Highlanders, and in Cope's lack of a decent artillery train. The battle was won through shock action, enhanced by the speed and violence of the attacking troops. At the time, the ferocity of the Highlanders and their grim handiwork with the sword shocked even their own officers.

7.12 Falkirk (The Pale Red Church)

*There's some say that we wan,
And some say that they wan,
And there's some say that none wan at a' man.*

Sherrifmuir

Fought on the 17th of January 1746, Falkirk is considered to be an indecisive battle that became a strategic defeat for the Jacobites. Begun in a thunderstorm near nightfall, something between 6,500 and 8,500 Government troops under General Henry "Hangman" Hawley attacked in piecemeal fashion, uphill, toward an enemy partially concealed by the ground. They were then counter-Charged and driven back in confusion.

Both sides managed to cripple each other's left Wing, but the Jacobites gained the field, the 6,000 to 8,000-man rebel army losing all cohesion as the Highlanders pursued their foes willy-nilly into the murk. The Hanoverian faction abandoned their artillery and fled precipitately back to Linlithgow.

Unfortunately, most of the Jacobite rank-and-file believed they had lost. The bulk of the men retreated to Stirling in disorder while their Leaders sat glumly round a farmhouse kitchen. In actuality the Jacobites lost 50 killed and 80 wounded, but due to their confusion only mustered 1,500 men the next day. One Jacobite man was captured.

On the Government side, an estimated 300 were slain and 100 captured (Hawley fudged the casualty lists to conceal the extent of the disaster). 31 men from Hamilton's Dragoons alone were hanged for desertion in the face of the enemy; a total of 32 foot soldiers were shot for cowardice. The Royal Artillery commander, who had driven the train into a bog and left the guns for the enemy to keep (without even spiking them), was court-martialled and "cashiered with infamy" – his sword was broken over his head, his sash cut up and thrown in his face, and he was given "a kick on the posteriors" by the Provost-Marshall's servant.

Sir John Cope is said to have danced a jig when he heard of Hawley's discomfiture, possibly because he had just won a pot of money betting the rebels would win!

(Takes place directly to the NW of Falkirk).

7.121 Jacobite Setup

Leaders

Charles Stuart (Personality)

M = Lord George Murray (Generalissimo), Duke of Perth, J. Drummond

G = Strathallen, Pitsligo, Glenbucket

B = Keppoch, Cluny, Stapleton, Lord Lewis Gordon, Ogilvie, Clanranald, Lochiel, Ardsheal, Elcho, Glencoe

Units	SPs
Baggot's Hussars	1
Kilmarnock's Grenadiers	1
FitzJames' Horse	3
Elcho & Balmerino's Life Guards	1
1 st Battalion McKenzie Clan	4
1 st Battalion McLean Clan	2
1 st McDonald Clanranald Clan	4
Appin Stewart Clan	3
1 st Battalion Cameron Clan	4
2 nd Battalion Cameron Clan	4
Farquarson Clan	2
1 st Battalion Forfar Regiment (Ogilvy's)	5
2 nd Battalion Forfar Regiment (Ogilvy's)	5
Stoneywood's Gordon Battalion	4
Enzie's Gordon Battalion	4
Strathbogie's Gordon Battalion	4
Glenbucket's Regiment of Gordons	4
Grant of Glenmorriston's men	1
The Irish Piquets	1
Lady MacIntosh's Regiment	4
Lovat's Battalion of Frasers	3
MacPherson Clan	3
Glencoe McDonald Clan	2
1 st Battalion McDonald Glengarry Clan	6
2 nd Battalion McDonald Glengarry Clan	5
McDonald of Keppoch's men	6
McGregor Clan	3
McKinnon Clan	1
McLachan Clan	2
Menzies' Atholl Battalion	3
Mercer's Atholl Battalion	4
Nairne's Atholl Battalion	4

Raasay McLeod Clan	2
Roy Stuart's Edinburgh Regiment	2
Menzies of Shian's men	1
Robertson of Struan's men	2

7.122 Government Setup

Leaders

M = Major-General Hawley (Generalissimo)

B = Huske, Cobham, Home, Cholmondeley, Manmore

Units	SPs
10 th Cobham's Dragoons	2
13 th Gardiner's Dragoons	1
14 th Hamilton's Dragoons	1
2/1 st St Clair's Royal Regiment of Foot	6
3 rd of Foot – Howard's Old Buffs	3
4 th Barrel's Regiment of Foot	3
8 th Wolfe's Regiment of Foot	3
13 th Pulteney's Regiment of Foot	3
14 th Price's Regiment of Foot	3
27 th Blakeney's Regiment of Foot	3
34 th Cholmondeley's Regiment of Foot	3
36 th Fleming's Regiment of Foot	3
37 th Munro's Regiment of Foot	3
59 th Ligonier's Regiment of Foot	5
62 nd Battereau's Regiment of Foot	3
Lord Home's Glasgow Enthusiasts	5
1 st Argyll Militia Battalion	5
2 nd Argyll Militia Battalion	5

7.123 Special Rules

The weather is Wet. The terrain is Moor.

(NB: the Yorkshire Blues were also present at the battle, but were serving with the Government artillery and did not participate. Neither did the artillery – see the excursus).

7.124 Excursus: Falkirk 17 January 1745

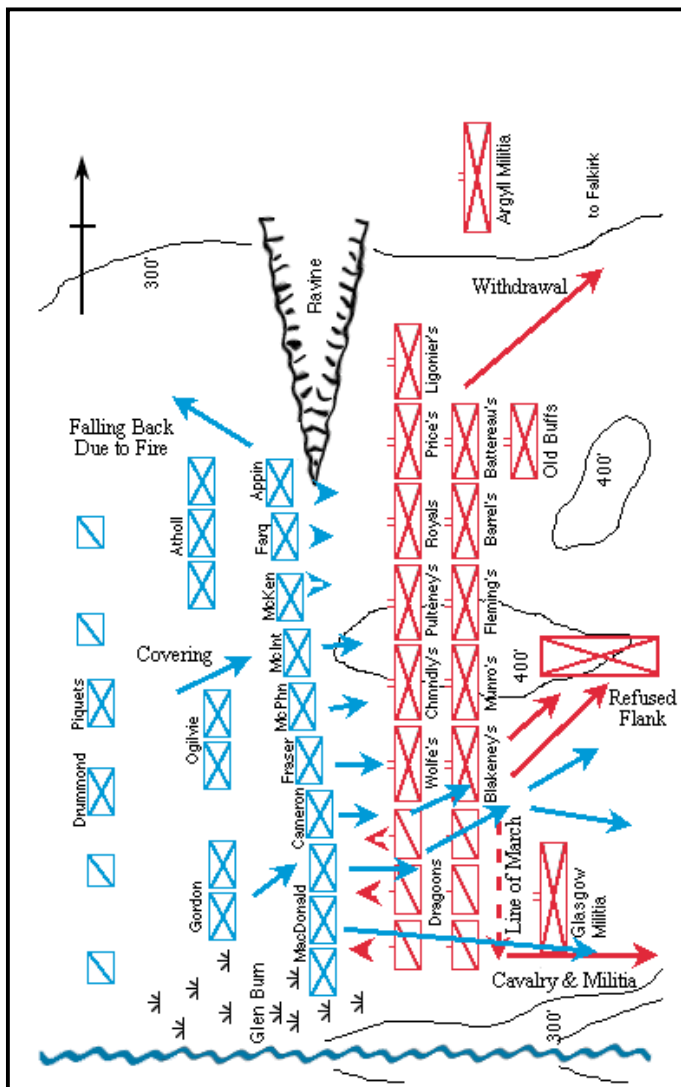
This battle was also a head-on confrontation sought by both sides, but now the Jacobites, suffering from the stresses within their Leadership and weary after the aborted invasion of England, faced twelve veteran battalions of foot, three cavalry regiments, and about 2,000 Whig militia.

The Jacobites were besieging Stirling Castle, a chokepoint on the north-south invasion route. At this time Charles was ill with influenza, and to make matters worse, he refused to call a council of war – had refused to ever since the retreat from Derby began – and was scarcely on speaking terms with his primary lieutenant, Lord George Murray.

Stirling Castle had been a thorn in the Jacobite side since the start. Most of their reinforcements were gathered to the north of the Forth river on which Stirling sits, and being bypassed at the beginning of the campaign, the castle had not only held out, but been reinforced. Furthermore, it acted as a base for piquets and patrols covering the fords of the river (virtually the only route south from the northeast, as most of the land between the estuary and Loch Lomond was either bog or the "Ardenne-like" forest of the Trossachs. West of Loch Lomond was Campbell country. Makeshift ferries were used across the Forth estuary, but this route was fraught with the risk of an encounter with the Royal Navy.

The Lowlands as a whole had proved unsympathetic to Charlie's cause; the more so after his retreat from England. In the west, the Whigs of Glasgow and Galloway detested the Highlanders to a man, and in the east, the "Hanoverians" had reclaimed Edinburgh early on

from their bases at Newcastle and Berwick. The Jacobites were penned in, with their supports on the other side of the Forth. Fortunately, they had been able to bottle up the Garrison of Stirling in the castle, but the siege was not proceeding well. The castle sits on a high outcrop of rock, surrounded by miles of alluvial plain dotted with woodland, in those days made sodden by a high water table. After weeks of preparation, a battery (of a mere 6 guns, none heavier than an 18-lber) was unmasked by the Jacks and immediately destroyed by the castle's first salvo. This was partly due to the Jacobites' master engineer, M. Mirabel de Gordon, or Mister Admirable as he was known, a drunken incompetent.



Charles was ill and neither taking nor receiving advice. Lord George was on reconnaissance in the west, but when he did report, tactlessly told his prince he would do better to delegate command to a group of his colonels. This Charlie adamantly refused to do and spent most of his time composing a lengthy letter to that effect, when not allowing himself to be nursed by his mistress. Meanwhile their subordinates moseyed on with the siege without direction and the Hanoverian regime marshalled its forces for another round.

Major-General Henry "Hangman" Hawley, an arrogant, hard-charging veteran who had worsted the Highlanders at the battle of Sherrifmuir in 1715, headed up this new effort. Unfortunately for him, he had Formed his impressions of Highland warfare serving on the victorious Wing of that battle – the other end of the line had itself

been routed by some of the fiercest of the clan regiments. He believed that the Highlanders were terrified of cavalry (true in the past) and that one good Charge should sent them packing. Although he did draw up comprehensive instructions for defeating them in a more defensive type of battle, he did not allow (or was not given) enough time to train his men in the new tactics.

From Edinburgh, Hawley's advance guard under Major-General John Huske creaked slowly toward the Jacobites, who were billeted over a wide area between Stirling and Linlithgow. Upset by his approach, the Jacks rallied at Bannockburn, site of the medieval victory of Robert the Bruce, and a well-omened location (omens being important to the superstitious Highlanders), as well as the home of Charlie's mistress. The men clamoured for action. On the 15th and 16th of January, a reported 8,500 Jacobites drew up for battle, but Hawley and the main body of his troops only arrived at Falkirk on the 16th. As the Government army did not appear to be in evidence, Charles moved out in search of them. Lord George Murray again displayed his operational talent. He left about 1,000 men to Blockade Stirling, set a portion of the remainder to making a demonstration as if marching directly on the Government camp in front of Falkirk, and circled the bulk of the army south onto the high ground of Falkirk Muir, overlooking the town from the southwest.

The Government troops were overconfident. General Hawley, after having failed to provide outposts for his camp, was taking lunch with the attractive Lady Kilmarnock (whose husband was with the Rebels, although she herself was a Whig) as the Jacobites approached. His second-in-command, General Huske, was deceived by Lord George's stratagem into mistaking the direction of the Jacobite march. The troops had been stood to since dawn, but upon seeing the rebels near at hand, the whole army was thrown into a panic, the officers crying out "Where is the general?" and "We have no orders!" Hawley was sent for, but he appeared unconcerned by the reports of imminent battle, and it was not until the Jacobites had reached the outside edge of the moor that he finally joined his army, hatless and riding hard.

In Hawley's favour are some reports that he was actually on reconnaissance on another part of the field. In this version, of events, however, the army was still facing the wrong way and had to be redeployed from its position in front of the camp, the columns straggling out across a mix of enclosure, marsh, and bog, as they closed at right angles to the speedier Highlanders.

Dusk was coming on rapidly as both sides now attempted to gain the high point of the moor. The Government dragoons got to the crest first, even though they had the steeper slope, but they were unable to prevent the Highlanders from anchoring their right flank on a bog. In addition to the advantage of ground, the Jacobites were positioned with the wind at their backs, while a storm that had come up suddenly drove rain into the faces of the government troops.

The Jacobites were to deploy in the standard Formation of two lines and a reserve, but due to the nature of the ground the regiments were widely separated – the horse still wading the marshes far to the rear. With their right flank anchored and the remainder of the first line hurrying to fall in to the left, the Jacobite right found themselves Charged by the three dragoon regiments, whom Hawley, ignorant of the true situation, had first ordered to cover his infantry's deployment, and then to drive the rebels off the high ground.

The dragoons should have taken the left flank of a coordinated advance, but in fact they were compelled to Charge upon a force that was four times their number, because the Hanoverian foot were still struggling up the wet slope. (Note that the diagram, based on some "official" artwork of the day, does not make this point clear – try to picture the forces starting at right angles but with the Jacobite right

and the Government left converging and engaging each other first, then the rest coming up in instalments from the bottom of the picture to the top).

"The order being given, the cavalry under Ligonier [a Colonel, not the General, who was still recovering from a near-fatal illness] Charged the Macdonalds, who coolly waited till the English horse was within ten yards of them, when they poured such a murderous volley into them, as dropped a frightful number from their saddles, and threw the whole line into confusion. [An estimated 80 casualties in some accounts. Again, these were dragoons, not horse.] The Frazers immediately poured an equally galling crossfire into the startled line, and the two dragoon regiments which had fled at Coltbridge and Prestonpans waited no longer, but wheeling round, galloped from the field at their best speed. Cobham's regiment stood firm, but the Highlanders continued their fire with such steady effect, and the hill and the storm were so against the English cavalry, that they also wheeled to the right and went off betwixt the two armies, under a galling discharge from the Highland left Wing. The Macdonalds, seeing the effect of their fire, in spite of Lord George Murray's endeavours to keep them in order, rushed forward, loading their pieces as they ran, and fell upon Hawley's two columns of infantry. Having discharged their pieces, they ran in upon the English with their targets and broadswords.

"They would have suffered severely from the English infantry, but the muskets of the English had got wet, and many of them would not go off, while the Highlanders had protected their locks with their plaids. The left, therefore, soon gave way, and Hawley, who had got involved in the crowd of flying horse, had been swept away with them down the hill, and thus had no means of keeping them to their colours. On the right of the royal army, however, the infantry stood firm, and as the Highlanders could not cross the ravine to come to close quarters with sword and target, they inflicted a severe slaughter upon them, and Cobham's cavalry rallying, soon came to their aid and protected their flank, and increased the effect on the Highlanders, many of whom began to run, imagining the day was lost. Charles, from his elevated position observing this extraordinary state of things, the enemy's left being squandered, but his right being in the act of routing his own left, advanced at the head of the second line, and checked the advance of the English right, and, after some sharp fighting, compelled them to a retreat. But in this case it was only a retreat, not a flight. These brave regiments retired with drums beating and colours flying in perfect order. They found Burrell's [Barrel's] regiment, and part of two other regiments, making a portion of Hawley's column, [that is, the Government left] still standing their ground, and uniting with them, they marched in order to the front of their camp, where the rest of the army had rallied, except the two regiments of unparalleled infamy, which never drew reign till they reached Linlithgow".²

The cavalry did not simply recoil, it wheeled to the right and rode along the front of the clan regiments for some distance, being fired on by each in turn until it fled, hotly pursued by the Jacobite right. Some dragoons broke through, but were engaged in hand to hand combat with the second line and were either beaten off or captured. The fleeing cavalry rode down their own Glasgow Militia which was dutifully anchoring the left of the Government second line all by itself, and also disrupted the advancing left (or front) of the two infantry columns. The troops who withstood this rout briefly witnessed the ominous spectacle of riderless horses galloping down from a skyline of bonneted clansmen, and were then assaulted by the

²Cassell, pp. 516, 518.

Highlanders, who in following their prey had outflanked the whole Government army.

On the right side of the hill, three Government battalions held, and with volley fire, and by the fact that a ravine to their front prevented either side from coming to grips, nearly routed the Jacobites opposite them. (Everything from the Royals leftward bolted, although Barrel's bravely held its ground). The Government army was saved from obliteration by the fact that Murray was unable to rally the clans – many men wandered the field searching for loot or merely chatting with one another about their accomplishments until it was too dark to see.

Ultimately, the Government units that were still in good order retired on Falkirk, quickly tried to destroy their camp, then fled to Linlithgow, where those who had previously run were already looting and spreading rumours of disaster. On the Jacobite side, the MacDonalds and their allies mingled with the rout, rushing on to plunder what they could, while the rest milled about in the dark trying to find their Leaders, many of whom had left the field in search of their men. It took days for both sides to reorganise themselves.

Reasons for Victory

Probably the most important factor in this battle was the Government generals' continued underestimation of their enemy, and consequent lack of preparedness. General Hawley had been on the victorious Wing at Sherriffmuir (1715) and was not impressed by kilts. If he had been less sanguine, he would never have ordered the dragoons to attack immediately. In doing so, given the constricted terrain, and the fact that many of his units were still in march column, he forced his cavalry and infantry to attack independently. First off, using cavalry against unbroken infantry was a recipe for disaster on the 18th Century battlefield (although at Fontenoy the Dutch-Hanoverian-Austrian horse did just that, but only as a diversionary move). Second, the dragoons did not even form line to Charge, but merely rode forward in a jostling mass, anticipating that the Highlanders would panic and flee at the sight of them. Ultimately, the cavalry, when routed, started a chain reaction that disordered the entire left flank (that is the head of the deploying Government columns). The only reserve available, the Argylls, was not behind the army, but still on the right flank, nearer their camp than the action and at the bottom of the hill.

Similar evidence of haste and lack of preparedness can be seen in the wet firelocks of the troops of the left. Wet powder was such a common occurrence on the battlefield that to not take precautions by covering the locks as the Highlanders did smacks of negligence on the part of the officers, or at least a very confused assembly – especially considering that these regiments were the pick of the Army. There is evidence that the men were far more concerned with surviving an exhausting climb up and across sodden moorland than what they would do when they got to the top. (Incidentally, pre-packaged cartridge-and-ball was introduced shortly before this time and while the militia may have used antiquated arms, the regulars were issued with it – however, the locks and pans would have been the main concern). Alternatively, the men may have simply been making excuses for running away. Note that the regiments on the right apparently had no trouble with *their* muskets. These units came up last and had less of a distance to march; presumably their officers had time to think. They were also not Charged out of the gloom by screaming savages, because of the ravine in front of them.

The handling of the Hanoverian artillery is a prime example of the incompetence and lack of initiative that the British Army could display, in compensation for their normally sterling performance. The officer in question, later cashiered, had no orders and was unable to

obtain them from his immediate superior, General Huske, being referred to Hawley. Unwilling or unable to disturb the General, he did nothing but return to his position, and upon finally receiving orders to bring up the guns, in his haste promptly drove them into a bog.

Part of the problem that both sides faced was the difficulty of commanding troops who disappeared from view periodically. Not only was it turning dark, and the weather bad, but the battle raged up and down a steep slope that peaked down the length of the moor from east to west. Lord George Murray at the top was unable to see or stop the confusion on the right-hand slope, and likewise, the Hanoverian commanders were unable to see how effective a stand they were making on their own right.

On the Jacobite side, decisive action by Charles saved their isolated left from being turned, a dangerous situation brought about by the precipitate advance of the MacDonalds. This insubordination, typical of Highland armies, and requiring strong Leadership to keep it in check, was growing as the campaign turned from bad to worse, exacerbated by Murray's constant arguments with the Prince and his "inner sanctum" of Irish.

Ironically, the spontaneous advance caused the defeat of the Government army, as the Highlander's skill in close quarter battle again proved superior, even against seasoned troops. It is interesting to speculate as to what might have happened had the battle been conducted as a stand up firefight. Since the clansmen did not use cartridges they were accustomed to firing a single volley and then charging. The Highlanders, opposed by disciplined troops, would probably have had the worst of it, despite their musketry practice, and either broken or Charged forward in order to alleviate their sufferings, as happened at Culloden.

As a postscript, Hawley was court-marshalled, but like Cope, was acquitted. For one thing, he had made himself useful to the regime in numerous "black ops" and knew too much to be dismissed out of hand. He served under Cumberland, whose attitudes and personality traits he shared, and commanded the right Wing cavalry at Culloden.

(Most secondary accounts of the battle are confusing, or give a picture distorted by Hawley's whitewashed reports. For a clearer, more detailed account, read Bailey's "Falkirk or Paradise" listed in the bibliography).

7.13 Latha Chuil-Lodair (The Yellow Bog)

*There before us in its wilderness
Stretches bare Culloden's heath;
There the broken clans were scattered,
Gaunt as wolves and famine-eyed.*

Aytoun

Fought on the 16th of April 1746, just outside of Inverness, Culloden brought *Bliadnha Thearlaich* to an end. After a fruitless attempt to surprise the Hanoverian camp in the night, roughly 5,000 exhausted Jacobites, disorganised and short of food, drew up for battle on Culloden Moor, facing nearly 9,000 well trained, well fed Government troops. The old and tried Highland Charge faltered in the face of the disciplined artillery fire and rolling volleys of the Duke of Cumberland's veterans. The government troops took a bloody revenge for past humiliations.

Losses totalled 50 killed and 250 wounded for the Hanoverian faction, against 1,200 Jacobite slain and 500 prisoners on the battlefield alone. Spirited away against his will, Bonnie Prince

Charlie escaped back to exile on the Continent after months in hiding. With his flight, seventy years of dynastic contention were laid to rest.

(Takes place south of Inverness).

7.131 Jacobite Setup

Leaders	
Charles Stuart (Personality)	
M = Lord George Murray (Generalissimo), Duke of Perth, Tullibardine, J. Drummond	
G = Strathallen, Pitsligo, Glenbucket	
B = Keppoch, Stapleton, L. L. Gordon, Ogilvie, Lochiel, Clanranald, Elcho, Ardsheal	
Units	SPs
Baggot's Hussars	1
Kilmarnock's Grenadiers	1
FitzJames' Horse	3
Elcho & Balmerino's Life Guards	1
Pitsligo's Horse	2
2 nd Battalion McKenzie Clan	3
1 st Battalion McLean Clan	2
1 st McDonald Clanranald Clan	2
Appin Stewart Clan	3
1 st Battalion Cameron Clan	4
Farquarson Clan	3
1 st Battalion Forfar Regiment (Ogilvy's)	2
2 nd Battalion Forfar Regiment (Ogilvy's)	2
Stoneywood's Gordon Battalion	2
Enzie's Gordon Battalion	2
Strathbogie's Gordon Battalion	2
Glenbucket's Regiment of Gordons	2
Grant of Glenmorrison's men	1
The Irish Piquets	1
Lady MacIntosh's Regiment	2
Lovat's Battalion of Frasers	3
Inverallochie's Battalion of Frasers	3
MacPherson Clan	3
Glencoe McDonald Clan	2
1 st Battalion McDonald Glengarry Clan	3
McDonald of Keppoch's men	3
McKinnon Clan	1
McLachan Clan	2
Menzies' Atholl Battalion	2
Mercer's Atholl Battalion	2
Nairne's Atholl Battalion	2
Raasay McLeod Clan	2
Roy Stuart's Edinburgh Regiment	2
Robertson of Struan's men	2
Bannerman of Elsick's Battalion	2
1 st Battalion Duke of Perth's Regiment	2
2 nd Battalion Duke of Perth's Regiment	2
Chisolm Clan	1
1 st Battalion Écossais-Royaux	4
Other	Items
Mixed Artillery Battery	1

7.132 Government Setup

Leaders	
M = Cumberland (Generalissimo), Hawley	
B = Mordaunt, Cobham, Manmore, Bland, Cholmondeley, Loudon, Albemarle	
Units	SPs
10 th (Kingston's Light) Horse	2
10 th Cobham's Dragoons	2
11 th Kerr's Dragoons	2
2/1 st St Clair's Royal Regiment of Foot	6
3 rd of Foot – Howard's Old Buffs	3
4 th Barrel's Regiment of Foot	3
8 th Wolfe's Regiment of Foot	3
13 th Pulteney's Regiment of Foot	3
14 th Price's Regiment of Foot	3
20 th Bligh's Regiment of Foot	3
21 st Campbell's Regiment of Foot	3
25 th Sempill's Regiment of Foot	3
27 th Blakeney's Regiment of Foot	3
34 th Cholmondeley's Regiment of Foot	3
36 th Fleming's Regiment of Foot	3
37 th Munro's Regiment of Foot	3
59 th Ligonier's Regiment of Foot	5
62 nd Battereau's Regiment of Foot	3
Lord Home's Glasgow Enthusiasts	5
1 st Argyll Militia Battalion	5
2 nd Argyll Militia Battalion	5
Other	Items
Royal Artillery Batteries	2

7.123 Special Rules

The weather is Wet. The terrain is Moor.

7.124 Excursus: Culloden 16 April 1746

Culloden or Drummoissie Muir was the final and truly decisive battle of the Rising. Most authorities agree that the Jacobites were defeated before the battle began. Not only were the troops hungry, but they were exhausted by the abortive night attack on Cumberland's camp at Nairn, which Murray had felt at the time was the best hope of success, given that many of his men were away foraging or still enroute to the battlefield. (The Jacobites had about the same number of men in total as the Duke of Cumberland, but they were scattered throughout the north while the Government troops were in one location). Finally, the constant wrangling between the various factions within the army culminated in the famous decision to take the MacDonalds away from the post of honour on the right, a decision which reputedly caused that clan to hold back in a fit of pique.

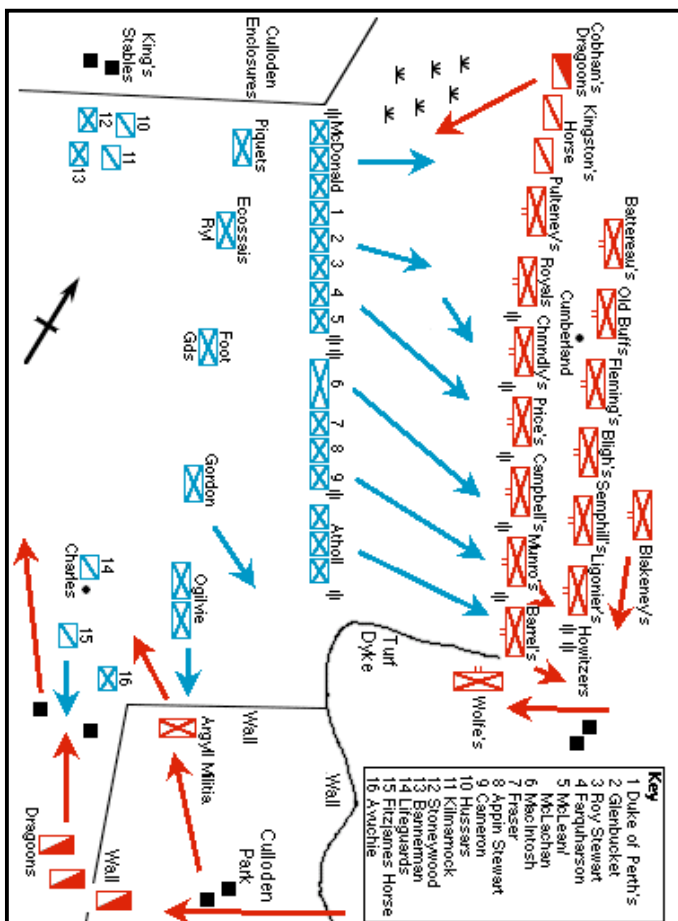
(An alternative explanation for the immobility of the MacDonalds is the threat of cavalry on the left, once the clan had advanced past the wall protecting its flank, and the very boggy ground to their front that made charging difficult in the first place. In fact, after MacDonalds were repulsed, this body of horse did Charge, but encountered the Irish Piquets and Royale Écossais, who successfully held them off, withdrawing in good order).

The Hanoverians, on the other hand, were well organised, and in much better spirits. Cumberland was no great strategist (in fact he lost most of the battles he was entrusted with and even had to surrender his entire command one year) but he was brave, and popular with the men. His army had spent the worst of the winter training to avoid the mishaps of earlier battles, using, ironically,

General Hawley's maxims which should have been employed at Falkirk. For the first time, the regular companies of the Royal Artillery, mainly their Swedish-style battalion guns, would be brought to bear.

When the battle came, it opened with an artillery duel in which the Jacobites were completely outClassed. The clans suffered under this barrage, which caused few casualties, but was demoralising because there was no effective response. They had some guns, but the bulk of the French gunners were still napping in Inverness, unaware that they were needed. Everything seemed to go wrong for the Jacobites. The Prince's orders to advance were first ignored by Murray, who felt he did not have enough men assembled, and later intercepted when a second messenger was killed.

The regiments in the first line were forced to extend their ranks in order to conform to the ground, almost creating an "echelonned" Formation. Meanwhile, the second line was soon required to defend against the threat of dragoons and militiamen on the Jacobite right flank and could not reinforce the attack.



The threat to the Jacobite right flank developed gradually, as the Argyll Militia broke down a series of stone walls enclosing Culloden Park, allowing the bulk of two dragoon regiments, Cobham's and Kerr's, to come behind the Jacobites. By this time the Highland Charges had been repulsed, and Charles' forces were already falling back.

The main effort was made against the Government left, possibly because the ground was firmer here (there was a dirt track), but this meant that the Jacobites were compressed into a small area, with enemy troops on their left and to their front and a wall of stones on their right. Barrel's Regiment was initially kicked back, but supported

by four regiments from the Government second line helped form a dogleg, forming a kill zone into which the Highlanders poured. Fresh troops from the Jacobite left, unable to Charge across the boggy ground to their front, drifted upon the right, and pressed into the mass of Highlanders already rendered immobile by the steady fire of 1,200 British regulars. The slaughter was tremendous.

For most of the battle, the MacDonalds stood by, "sulking". Eventually they Charged, but by this time the other clans were falling back. At roughly the same time, the cavalry under Hawley managed to break out of the farm enclosures on the Jacobite right and Charge the second line's flank, causing the rout of almost the entire force. The Prince's bodyguard, horse and foot, withdrew in good order, and continued to defend his person.

Reasons for Victory

Culloden is an excellent example of the proper employment of all three combat arms. The Government troops were not only experienced in Continental warfare, but now knew what to expect from the Highlanders. They had received extra training and were well fed and properly equipped, being accompanied by a large fleet of transports and warships lying in the Moray Firth. For the first time in the Rising, artillery played a decisive role, firing in direct support of the infantry to soften up the enemy. The infantry then engaged the bulk of the enemy (in this case defensively), while the cavalry moved to outflank the Jacobites and the artillery continued to ply the enemy ranks. With the breaking of the enemy infantry, the British cavalry completed the rout, followed up by the foot regiments dragging their guns with them.

Special mention is made in most accounts of the techniques taught to the British troops. Instead of thrusting with the bayonet at the man directly threatening him, each soldier was to thrust at the opponent to his right, uncovering the Highlander's shields. This drill, requiring a high degree of coordination and trust, coupled with a three-rank volley (as opposed to the more common volley by platoons), stopped the Highlanders cold.

The Jacobite Army, on the other hand, here demonstrates how not to fight. Their troops were already demoralised and divided. The Leadership could not agree on what to do. The artillery was virtually useless, as the French crews did not realise their presence was required, while there were not enough horses to equip more than a few men for the cavalry. Most of the Jacobite horse fought dismounted – the foot guards, for example, were a collection of dismounted gentlemen. (Some accounts say sixty or so, total, against three dragoon regiments and Kingston's Horse – over 1000 men). The battle therefore devolved on the Highlanders. Could they have won?

Perhaps if the whole line had assaulted quickly, maintaining their dressing so that all the enemy were engaged equally and prevented from converging their fire, they could have broken through, since rushing the enemy was still effective when facing blackpowder weapons. They would have thus lessened their sufferings under the musket and cannon fire, and beaten the English cavalry to the punch before the latter got out of the enclosures. However, casualties would have undoubtedly been quite heavy, and since the Hanoverians outnumbered the Jacobites almost two to one, there would probably have been enough English regiments available to cope with any breakthrough. Given the overall situation, it has generally been argued that they should not have fought at all.

Even at the time, there were advocates for a retreat to the hills and the waging of a guerrilla campaign. This was one reason they had retreated so far north in the first place. But, as Lord Elcho questioned, where would they have obtained food in such barren terrain? The harvest had been poor, and the men with the army were the ones

needed to gather it. The recent wreck and subsequent capture of a French treasure ship meant that the Prince was forced to pay his men in bread, which naturally reduced the ration stocks further.

Moreover, fifteen hundred men were dispatched on a wild goose chase after the treasure, only to be rounded up by the northern Whig clans. Several hundred more men were scattered about, guarding the various approach routes to Inverness, or simply foraging.

The Prince's only other option was surrender. Considering the expected fate of his men (borne out by events) and the price on his own head, perhaps he felt that it would be better to go out in a blaze of glory; better for he and his men to die in battle than in the prison hulks. Like his great-granduncle one hundred years before, at the last he was led somewhat unwilling from the field, turning his back on the opportunity for martyrdom.

7.2 MINOR SCENARIOS

*Fly now Johnnie, get up and run!
The Highland bagpipes mak' a din.
It's best tae sleep in yer hale skin,
For twill be a bluidy mornin'.*

"Hey Johnny Cope"

7.21 The Heather on Fire

(From Glenfinnan to Prestonpans)

In a state of profound tranquillity, we have been alarmed with advices...of intended invasions; and particularly of a visit which the Pretender's eldest son is about to make to us...

Duncan Forbes, Lord President of the Sessions, 2 Aug 1745

On the 19th of August 1745, the Royal Standard of the Stuarts was raised at Glenfinnan, at the head of Loch Shiel, to the west of Fort William. Roughly 1,000 men turned out, 700 of whom were Camerons from the lands nearby. The Government Garrison of Scotland consisted of roughly 3,000 raw recruits under Sir John Cope, based at Edinburgh, with detached companies of men parcelled out among a string of billets, barracks, forts, and dilapidated castles. Having been allowed to wither on the vine in the best Anglo-Saxon tradition, it was ill prepared to deal with anything worse than a cattle raid.

What with slow communications and dithery politicians, it was some time before an expedition was mobilised and the Army of Scotland lumbered north toward Inverness. Accidentally dodging Cope at the Pass of Corryarrick (Charles was furious that he had missed coming to grips with his enemy), the Prince's army entered Perth, the old Scottish capital, and his father James was proclaimed King. By September 17th, the Jacks had entered Edinburgh, although a Garrison held out in the citadel. On September 21st, they met and annihilated Cope's army by the coalfields of Prestonpans, midway between Edinburgh and the port of Dunbar, where it had landed after a rough sea passage from Aberdeen.

This scenario covers the initial moves of the campaign. In less than a month, the Jacobites had raised a force of over 2000 men, outmanoeuvred their enemies, and taken both Perth and Edinburgh. Their star in the ascendant, thousands more flocked to their cause. At no other time in the rising did the situation appear as hopeful as in the days after Prestonpans.

7.211 Jacobite Setup

At Glenfinnan (at any one of the three grid hexes closest to the flag and cairn symbol) – NW map, 8 hexes N of Glasgow

Personage = Charles Stuart	
Mixed Artillery unit	1 SP
1 st & 2 nd Battalions Cameron Clan	4 SPs each
1 st Battalion McDonald/Clanranald Clan	2 SPs
McDonald/Glencoe Clan	2 SPs

7.212 Jacobite Reinforcements

As per special rules #1 (Leaders to Officers' Mess)

M = Lord George Murray, Tullibardine, Perth	
G = Strathallen, Pitsligo	
B = Clanranald, Keppoch, Ardsheal	
Strathallen's Horse	1 SP
Pitsligo's Horse	2 SPs
1 st Battalion McDonald/Glengarry Clan	3 SPs
McGregor Clan	3 SPs
McDonald/Keppoch Clan	3 SPs
McLachan Clan	2 SPs
1 st Battalion Duke of Perth's Regiment	4 SPs
Appin Stewart Clan	3 SPs
Grant of Glenmorriston's men	1SP
Menzies of Shian's men	1SP
Nairne's Atholl Battalion	4 SPs

Jacobite Leaders (Officers' Mess or Posted at Start)

B = Lochiel

Jacobite Auxiliaries

Highland Band Companies 1-4

August-September Turn (special rule #2);

At each friendly-controlled Regional Centre	1 SP
At any one friendly-controlled Regional Centre	1 SP

7.213 Government Setup

At Edinburgh;

Mixed Artillery unit	1 SP
13 th Gardiner's Dragoons	3 SPs
55 th Lee's Regiment of Foot	1 SP
57 th Murray's Regiment of Foot	5 SPs
59 th Ligonier's Regiment of Foot	1 SP
Garrison	2 SPs BW

At Perth (NE map, 3 hexes N of Edinburgh);

58 th Lacelle's Regiment of Foot	5 SPs
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At Inverary (NW map, 5 hexes NW of Glasgow);

Garrison	2 SPs BW
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At Fort William (NW map, 7 hexes N of Glasgow);

Garrison	2 SPs Line; 1 SP BW
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At Fort Augustus (NW map, 9 hexes N of Glasgow);

Garrison	2 SPs Line; 1 SP BW
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At Bernera Barracks (NW map, 10 hexes N of Glasgow);

Garrison	1 SP BW
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At Inverness (NE map, 11 hexes N of Edinburgh);

6 th Guise's Regiment of Foot	1 SP
Garrison	2 SPs BW

At Ruthven Barracks (NE map, 8 hexes N of Edinburgh);

Garrison	1 SP Line
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At Aberdeen (NE map, 9 hexes NE of Edinburgh);	
Garrison	1 SP Line
At Dunrobin (NE map, 16 hexes NE of Edinburgh);	
Sutherland Black Watch	2 SPs
At Inversnaid Barracks (NW map, 3 hexes N of Glasgow);	
Garrison	1 SP Line
At Stirling (NW map, 1 hex NE of Glasgow);	
Garrison	1 SP Line
At Falkirk (NW map, 1 hex SE of Glasgow);	
14 th Hamilton's Dragoons	3 SPs
At Dumbarton (NW map, 2 hexes NW of Glasgow);	
Garrison	2 SPs Line
At Glasgow, Crieff, or Cupar (latter 2 are NE map, 4 and 3 hexes respectively N of Edinburgh);	
Garrison	2 SPs Line
Government Leaders (Officers' Mess or Posted at Start)	
M = Cope, Argyle	
B = Fowke, Loudon, Manmore, Reay	
Government Auxiliaries	
Converged Grenadier Battalions 1-2	
Black Watch Companies 1-2	

7.214 Government Reinforcements

August-September Turn, at Inverness (NE map, 11 hexes N of Edinburgh);	
Munro BW	2 SPs
Garrison	2 SPs BW
August-September Turn (special rule #2);	
At each friendly-controlled Regional Centre	1 SP
At any one friendly-controlled Regional Centre	1 SP

7.215 Special Rules

- 1) Jacobite reinforcement units are received at the end of any Administrative Phase in which the Prince Charles counter occupies Perth, Aberdeen, or Inverness. They are placed in the same location as the Prince. All are received at the same time.
- 2) Replacement SPs are Mustered at any friendly-controlled Regional Centre and must immediately be assigned to existing units within three (3) MPs of the Regional Centre or they are forfeit. Lines of communication must be traced normally. Any eligible Class of SP (according to the code of the Regional Centre) may be taken.
- 3) The game begins on the August turn and ends on the September-October turn. Only Scotland is in play (units which enter England for any reason are removed from the game). The Government player may trace a supply line to Berwick and Carlisle (they are assumed to be in friendly control at all times).
- 4) SPs belonging to units may instead be set up in Garrisons. Units that become Unformed due to this action remain available for use during the game.
- 5) Units may be Subordinated to HQs and Leaders Posted at start.
- 6) The Jacobite player ignores forage limits in his initial location for the first supply phase.

7.216 Victory Points

Only the Jacobite player records VPs. The Jacobite player needs 3 VP to win. Otherwise the Government player wins.

Entering Perth, Inverness, or Aberdeen (once per game, not once per city)	1VP
Entering or Besieging Edinburgh (regardless of outcome)	1VP
Taking Edinburgh Castle (even if not held at game end)	2VP
Each Battle Victory involving Charles & 50% or more of the Jacobite SPs on map	1VP
Each Battle Lost involving Charles & 50% or more of the Jacobite SPs on map	-2VP
Every 15 Jacobite SPs lost (round fractions down)	-1VP

A Major Victory results from any field battle in which there were at least 25 SPs participating in total, and both players contributed at least 30% of the total.

Aftermath

After the battle of Prestonpans, there was a lull for most of October. The Hanoverian regime reluctantly determined that they would have to recall their army from Flanders, which they began to do roughly from the turns Oct II to Oct IV, aided by favourable winds and the fact that the army had pretty much broken contact with the French. The Jacobites were busy recruiting and assembling stores, and debating the invasion of England. The French decided to support Charles; ratifying the treaty of Fontainebleau (Oct II), they began to assemble troops and ships for an invasion.

7.22 The Derby Races

(The Invasion of England)

"You ruin, abandon and betray me if you don't march on!"

*Charles to his council of war,
Exeter House, Derby, 5th Dec 1745*

"No one is afraid of a rebellion that runs away."

Horace Walpole

Charles and his army, numbering about 5,500 men, left Carlisle on November 20th, 1745, and began a rapid march south, outstripping the superannuated General Wade, and skilfully misleading an army of observation under the ailing Huguenot general, Sir John Ligonier. They reached Derby, only 125 miles from London, on December 4th.

In the Capital, panic reigned. King George prepared to flee to Hanover aboard his private yacht, while the Whig Ministry under the "trimmer" Lord Newcastle ground to a palsied halt. There was a run on the Bank of England, and that institution was reduced to having its own clerks loudly demand money as customers, then run out with it around the back of the building to redeposit it in the vaults. (They also heated up sixpences until they were red-hot before handing them out).

But the Jacobite camp was divided. No real English support had been forthcoming. They were not to know of the £10,000 gathered by London Jacobites, or of the poor state of the capital's defences. With 30,000 men against them, not counting militia, and phantom reports of an army at their backs, the more "experienced" Leaders argued that it would be folly to continue; better to retreat and link up with the French military mission newly arrived in Scotland. Charles, whose political instincts were keener than those of his subordinates, nevertheless gave his unwilling acquiescence, and the withdrawal began. By December, they were back in Scotland. Although few truly realized it, the Rising was over.

7.221 Jacobite Setup

At Carlisle (W map, 19 hexes NW of London);

Personage = Charles Stuart	
Mixed Artillery (with Swedish Battery)	3 SPs
Elcho & Balmerino's Life Guards	1 SP
Baggot's Hussars	1 SP
Kilmarnock's Grenadiers	1 SP
Strathallen's Horse	1 SP
Pitsligo's Horse	2 SPs
Mercer's Atholl Battalion	4 SPs
Nairne's Atholl Battalion	4 SPs
Menzies' Atholl Battalion	3 SPs
Menzies of Shian's men	1 SP
Robertson of Struan's men	2 SPs
1 st & 2 nd Battalions Duke of Perth's Regiment	4 SPs each
1 st Battalion Forfar Regiment (Ogilvy's)	5 SPs
Glenbucket's Regiment of Gordons	4 SPs
Roy Stewart's Edinburgh Regiment	2 SPs
McDonald/Glencoe Clan	1 SP
1 st Battalion Cameron Clan	4 SPs
Grant of Glenmorriston's men	1 SP
Appin Stewart Clan	3 SPs
McLeod of Raasay Clan	1 SP
2 nd Battalion McD/Glengarry Clan	3 SPs
McDonald/Keppoch Clan	3 SPs
MacPherson Clan	3 SPs
Garrison:	2 SPs HB

Jacobite Leaders (Officers' Mess or Posted at Start)

M = Lord George Murray, Perth

G = Pitsligo, Glenbucket

B = Keppoch, Cluny, Lochiel, Ardsheal, Clanranald, Elcho, Glencoe

Jacobite Auxiliaries

Bagot's Hussars available for conversion as per 4.57.

7.222 Jacobite Reinforcements

At Manchester (W map, 13 hexes NW of London);

Manchester Regiment 3 SPs
in any Administrative Phase in which Charles occupies Manchester.

7.223 Government Setup

At Newcastle (E map, 16 hexes N of London);

Royal Artillery (1 st & 2 nd "battalions")	2 SPs each
Yorkshire Blues	8 SPs
10 th Cobham's Dragoons	2 SPs
2/1 st St Clair's Royal Rgt of Foot	6 SPs
3 rd Howard's Regiment of Foot	3 SPs
4 th Barrel's Regiment of Foot	3 SPs
8 th Wolfe's Regiment of Foot	3 SPs
12 th Skelton's Regiment of Foot	6 SPs
13 th Pulteney's Regiment of Foot	6 SPs
34 th Cholmondeley's Regiment of Foot	3 SPs
36 th Fleming's Regiment of Foot	3 SPs
37 th Munro's Regiment of Foot	6 SPs
62 nd Batareau's Regiment of Foot	3 SPs
68 th Bedford's Country Regiment of Foot	2 SPs
1 st & 2 nd Bns Holstein-Gothorp Regiment (Dutch)	6 SPs each
1 st & 2 nd Bns Patot Regiment (Dutch)	6 SPs each
Bracknell Regiment (Dutch)	4 SPs

At Stafford (W map, 7 hexes NW of London);

Mixed Artillery	2 SPs
9 th Montague's Horse	2 SPs
10 th Kingston's Light Horse	2 SPs

8 th St George's Dragoons	3 SPs
11 th Kerr's Dragoons	2 SPs
11 th Soule's Regiment of Foot	6 SPs
21 st Campbell's Regiment of Foot	6 SPs
24 th Houghton's Regiment of Foot	1 SP
28 th Bragg's Regiment of Foot	6 SPs
31 st Beauclerk's Regiment of Foot	6 SPs
32 nd Harrison's Regiment of Foot	5 SPs
33 rd Johnson's Regiment of Foot	6 SPs
55 th Lee's Regiment of Foot	3 SPs

At Liverpool (W map, 12 hexes NW of London);

Liverpool Blues	2 SPs
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At Richmond (E map, 12 hexes N of London);

County Militia	4 SPs
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At Berwick (E map, 21 hexes N of London);

13 th Gardiner's Dragoons	1 SP
14 th Hamilton's Dragoons	1 SP
14 th Price's Regiment of Foot	6 SPs
59 th Ligonier's Regiment of Foot	5 SPs

At Coventry (E map, 7 hexes NW of London);

19 th Howard's Regiment of Foot	6 SPs
20 th Bligh's Regiment of Foot	6 SPs
25 th Semphill's Regiment of Foot	6 SPs

At Leicester (E map, 6 hexes N of London);

1 st & 2 nd Bns 1 st Will's Foot Guards	7 SPs each
1 st & 2 nd Bns 2 nd Folliot's Foot Guards	7 SPs each

At Chester (W map, 12 hexes NW of London);

9 th Molesworth's Dragoons	3 SPs each
61 st Richbell's Regiment of Foot	5 SPs each
27 th Blakeney's Regiment of Foot	6 SPs each
73 rd Chomondeley's County Regiment	2 SPs each
County Militia	3 SPs each
1 st -3 rd Bns Hersler Regiment of Swiss (Dutch)	6 SPs each

At Northhampton (SE map, 3 hexes NW of London);

74 th Halifax's County Regiment	2 SPs each
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At Bristol (SW map, 7 hexes W of London);

Bristol Volunteers	2 SPs each
Garrison:	1 SP Line

At Hull (E map, 10 hexes N of London);

Yorkshire Royal Hunters	1 SP Line
1 st & 2 nd Bns Villets' Regiment (Dutch)	6 SPs each

At Gloucester (SW map, 6 hexes W of London);

71 st Granby's County Regiment	2 SPs each
77 th Gower's County Regiment	2 SPs each
69 th Montague's County Regiment	2 SPs each
Garrison:	1 SP Line

At Derby (E map, 8 hexes NW of London);

Derbyshire Blues	3 SPs each
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At London;

King George II	
1 st Horse Guards: De La Ware/Hertford	1 SP
2 nd Horse Guards: Albemarle/Shannon	1 SP
Horse Grenadier Guards: Dormer/Effingham	1 SP
1 st & 2 nd Bns 3 rd Dunmore's Foot Guards	4 SPs each
Loyal Blue Fuzileers	2 SPs
Garrison:	2 SPs Line

At York (E map, 11 hexes N of London);

Georgia Rangers	3 SPs
County Militia	3 SPs
Loyal Associators	2 SPs

At Harwich (SE map, 3 hexes NE of London);

76 th Harcourt's County Regiment	2 SPs
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At Lincoln (E map, 9 hexes N of London);

Mordaunt's Volunteers	3 SPs
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Government Leaders (Officers' Mess or Posted at Start)

M = Cumberland, Stair, Ligonier, George Wade, Handasyde
 B = Oglethorpe, Cobham, Mordaunt, Hamilton, Wentworth, Bland, Semphill, Schwartzberg, Cholmondeley, Howard, St. Clair, Cornwall, Guise, Pagett, Bowles, Nevill, Albemarle

Government Auxiliaries

Graf von Frangipani Hussars
 Converged Grenadier Battalions 1-4
 Samenengekomen Bataljon van de Grenadier 1-2
 Kingston's Light Horse available for conversion as per 4.25

7.224 Government Reinforcements

None

7.225 Special Rules

1) Only England is in play. Units exiting England may not be returned to play. England south of the line Bristol to Chatham, inclusive, is out of play. Any units entering this region must be removed from the map and may not be returned to play.

2) The units at Newcastle may not move in the first turn, having just completed a brutal march into the Pennines. In subsequent turns, the Government player may release these units by rolling between "0-3" on one die at the start of the turn. There is a cumulative -1 die roll modifier each turn after the first.

3) The game begins on the November-December turn and ends on the December-January turn.

4) SPs belonging to units may instead be set up in Garrisons. Units that become Unformed due to this action remain available for use during the game.

5) Units may be Subordinated to HQs and Leaders Posted at start.

7.226 Victory Points

The Jacobite player must amass a certain number of VPs to win. The Government player must prevent this. The Jacobite player needs 6 VPs to win.

50% of Jacobite force pool within 20 MPs of Tower	1VP
70% of Jacobite force pool within 10 MPs of Tower	2VP
80% of Jacobite force pool within 5 MPs of Tower	3VP

The preceding points are cumulative, but each is received only once per game: by "force pool" is meant the starting SP total. Round all fractions up.

Entering London (only once)	3VP
Holding Newcastle at game end	4VP
Holding York at game end	1VP
Holding the Tower at game end	1VP
Entering Wales (only once)	2 VP
Holding Chester at game end	3 VP
Holding Caernarvon at game end	2 VP
16 Jacobite SPs lost	-1VP

24 Jacobite SPs lost	-2VP
32 Jacobite SPs lost	-3VP

Aftermath

This scenario covers the Rising from the march to Derby to the retreat into Scotland. After crossing the Border, and abandoning the Manchester Regiment in Carlisle just so he could claim a toehold in England, Charles moved on Glasgow, where he held a review to intimidate the local people and replenished his stores by force (Glasgow and the whole southwest were rabidly Whiggish & Presbyterian). The situation was mixed. On the one hand, all the gains in the Lowlands, and especially Edinburgh, had been lost to the Government. On the other hand, north of the Forth Viscount Strathallen had assembled a new army, including many French regulars, and daily expected new recruits from the hills. The problem was how to link the two armies, as Stirling Castle blocked the fords over the Forth River. Sounding a note of urgency were the reports of new British regiments landing from Flanders and a strong column under the ruthless General Hawley making its way from Newcastle to Edinburgh.

7.23 The Low Road**(Falkirk to Culloden)**

*Oh ye'll tak' the high road
 and I'll tak' the low road,
 An' I'll be in Scotland before ye',
 But wae is my heart until we meet again
 On the Bonnie, bonnie banks
 O' Loch Lomond.*

Loch Lomond

Reputedly composed and sung by Jacobite prisoners awaiting "transportation" in the Thames prison hulks. The "high road" is the King's road - i.e. the traitor's choice. The "low road" is the path the spirits of the dead take when returning to their homeland.

Before Falkirk, the Rising still appeared to have some hope of success. That this was an illusion was demonstrated by the uncontrolled retreat of the Jacobite troops after the battle. Given a breathing space, the rebel forces then wasted time in a fruitless siege of Stirling Castle.

Upon the approach of the Hanoverians, it was decided to split up into two columns and move north. This division was more than just an operational manoeuvre. After Falkirk, disaffection with the Prince's cause began to spread rapidly. His overall commander, Lord George Murray, was constantly at odds with him. The rank-and-file were disgruntled.

Despite Charles' habitual optimism, time was running out. Vital money and supplies were taken by government forces in the north, forcing the rebels to gamble all on a last throw of the dice.

7.231 Jacobite Setup**At Stirling (NW map, 1 hex NE of Glasgow);**

Personage = Charles Stuart	
Mixed Artillery unit (with Swedish Battery)	3 SPs
Baggot's Hussars	1 SP
Kilmarnock's Grenadiers	1 SP
Strathallen's Horse	1 SP
FitzJames' Horse (Dismounted)	3 SPs
Elcho & Balmerino's Life Guards	1 SP
Pitsligo's Horse	2 SPs
1 st McDonald/Glengarry Clan	6 SPs
2 nd McDonald/Glengarry Clan	5 SPs
McDonald/Keppoch Clan	6 SPs

1 st McDonald/Clanranald Clan	4 SPs
McGregor Clan	3 SPs
McDonald/Glencoe Clan	2 SPs
Grant of Glenmorriston's men	1 SP
McKinnon Clan	1 SP
McLeod of Raasay Clan	2 SPs
Nairne's Atholl Battalion	4 SPs
Mercer's Atholl Battalion	4 SPs
Menzies's Atholl Battalion	3 SPs
Menzies of Shian's men	1 SP
Robertson Struan's men	2 SPs
Stoneywood's Gordon Battalion	4 SPs
Strathbogie's Gordon Battalion	4 SPs
Enzie's Gordon Battalion	4 SPs
Lovat's Fraser Battalion	3 SPs
McPherson Clan	3 SPs
McLean Clan	2 SPs
1 st Battalion Mackenzie Clan	4 SPs
McLachan Clan	2 SPs
1 st & 2 nd Bns Forfar Regiment (Ogilvy's)	5 SPs each
1 st & 2 nd Battalions Cameron Clan	4 SPs each
The Irish Piquets	3 SPs
1 st Battalion Royal-Ecossais	4 SPs
1 st & 2 nd Battalions Duke of Perth's Regiment	4 SPs each
Glenbucket's Regiment of Gordons	4 SPs
Lady MacIntosh's Regiment	4 SPs
Appin Stewart Clan	3 SPs
Roy Stewart's Edinburgh Regiment	2 SPs
Farquarson Clan	3 SPs
Clan Chattan Regiment	3 SPs
Anywhere within 7 MPs of and South of Inverness (Inverness is NE map, 11 hexes N of Edinburgh);	
Inverallochie's Fraser Battalion	3 SPs
2 nd Battalion MacKenzie Clan	3 SPs
Any Garrisons	4 SPs HB
At Perth (NE map, 3 hexes N of Edinburgh);	
Garrison	1 SP HB
Jacobite Leaders (Officers' Mess or Posted at Start)	
M = Lord George Murray, Tullibardine, Perth, J. Drummond	
G = Strathallen, Pitsligo, Glenbucket, Cromartie	
B = Ogilvie, Lord Lewis Gordon, Keppoch, Cluny, Stapleton, Ardsheal, Elcho, Clanranald, Lochiel, Bannerman, Glencoe, Stewart	
O = Mirabelle de Gordon, Chief Engineer	
O = Colonel James Grante of Lally's Regiment, Inspector of Ordnance	
Jacobite Auxiliaries	
Bagot's Hussars	available for conversion as per 4.57.
Highland Band Companies 1-4	

7.232 Jacobite Reinforcements

Each Turn;

1 replacement SP at each friendly Regional Centre

January-February Turn. Anywhere within 8 MPs of Fort Augustus (Ft Aug. is NW map, 9 hexes N of Glasgow);

2-5-5H Chisholm Clan

2-5-10H Foyers' Fraser Battalion

7.233 Government Setup

At Linlithgow (NW map, 2 hexes NW of Edinburgh);

Mixed Artillery unit	2 SPs
10 th Cobham's Dragoons	2 SPs
13 th Gardiner's Dragoons	1 SP
14 th Hamilton's Dragoons	1 SP
2/1 st St Clair's Royal Regiment of Foot	6 SPs
3 rd Howard's Regiment of Foot	3 SPs
4 th Barrel's Regiment of Foot	3 SPs
8 th Wolfe's Regiment of Foot	3 SPs
13 th Pulteney's Regiment of Foot	3 SPs
14 th Price's Regiment of Foot	3 SPs
62 nd Battersau's Regiment of Foot	3 SPs
27 th Blakeney's Regiment of Foot	3 SPs
34 th Cholmondeley's Regiment of Foot	3 SPs
36 th Fleming's Regiment of Foot	3 SPs
37 th Munro's Regiment of Foot	3 SPs
59 th Ligonier's Regiment of Foot	3 SPs
1 st , 3 rd Bns Argyll Militia	3 SPs each
Glasgow Enthusiasts	3 SPs

At Fort William (NW map, 7 hexes N of Glasgow);

Garrison 2 SPs Line; 1 SP BW

At Bernera Barracks (NW map, 10 hexes N of Glasgow);

Garrison 1 SP Line

At Inverness (NE map, 11 hexes N of Edinburgh);

Garrison 2 SPs BW; 1 SP Line

At Ruthven Barracks (NE map, 8 hexes N of Edinburgh);

Garrison 1 SP Line

At Dunrobin (NE map, 16 hexes NE of Edinburgh);

Garrison 1 SP BW

At Fort Augustus (NW map, 9 hexes N of Glasgow);

6th Guise's Regiment of Foot 3 SPs

At Inverary (NW map, 5 hexes NW of Glasgow);

4th Battalion Argyll Militia 2 SPs

At Inversnaid Barracks, Kilchurn Castle, Castle

Stalker, (all NW map, 3, 5, 7 hexes respectively N of Glasgow);

Garrison at each location 1 SP BW

At Dumbarton (NW map, 2 hexes NW of Glasgow);

Garrison 1 SP Line

At Inverness (NE map, 11 hexes N of Edinburgh);

2nd Battalion McLeod Black Watch 4 SPs

McKay Black Watch 2 SPs

Munro Black Watch 2 SPs

At Fort George (NE map, 11 hexes N of Edinburgh – at Inverness);

Garrison 2 SPs Line

At Carlisle (W map, 19 hexes NW of London);

The Royal Siege Train 2 SPs

9th Molesworth's Dragoons 3 SPs

11th Soule's Regiment of Foot 3 SPs

12th Skelton's Regiment of Foot 3 SPs

18th Mordaunt's Regiment of Foot 5 SPs

24th Houghton's Regiment of Foot 5 SPs

28th Bragg's Regiment of Foot 3 SPs

31st Beauclerk's Regiment of Foot 3 SPs

32nd Harrison's Regiment of Foot 5 SPs

61st Richbell's Regiment of Foot 5 SPs

County Militia	5 SPs
At Edinburgh;	
11 th Kerr's Dragoons	2 SPs
10 th Kingston's Lt Horse	2 SPs
8 th St George's Dragoons	3 SPs
20 th Bligh's Regiment of Foot	3 SPs
55 th Lee's Regiment of Foot	3 SPs
Yorkshire Blues	8 SPs
Edinburgh Volunteers	5 SPs
At Stirling – besieged (NW map, 1 hex NE of Glasgow);	
Garrison	3 SPs Line
At Glasgow;	
2 nd Montague's Horse	1 SP
5 th Wade's Dragoons	2 SPs
33 rd Johnson's Regiment of Foot	3 SPs
At Newcastle (E map, 16 hexes N of London);	
Royal Artillery (1 st & 2 nd "battalions")	2 SPs each
9 th Montague's Horse	2 SPs
3 rd Bland's Dragoons	2 SPs
21 st Campbell's Regiment of Foot	3 SPs
25 th Sempill's Regiment of Foot	3 SPs
68 th Bedford's County Regiment	2 SPs
69 th Montague's County Regiment	2 SPs
71 st Granby's County Regiment	2 SPs
74 th Halifax's County Regiment	2 SPs
At London;	
Personage = King George II	
1 st Horse Guards: De La Ware/Hertford	1 SP
2 nd Horse Guards: Albemarle/Shannon	1 SP
Horse Grenadier Guards: Dormer/Effingham	1 SP
4 th Rich's Dragoons	1 SP
1 st Marleborough's Dragoons	2 SPs
Brigade of Guards (all six foot units)	33 SPs in all
16 th R Handasyde's Regiment of Foot	3 SPs
1/1 st St Clair's Regiment of Foot	3 SPs
19 th Howard's Regiment of Foot	3 SPs
23 rd Huske's Regiment of Foot	3 SPs
30 th Frampton's Regiment of Foot	3 SPs
43 rd Crauford's Regiment of Foot	3 SPs
57 th Murray's Regiment of Foot	3 SPs
Loyal Blue Fuzileers	2 SPs
Garrison	2 SPs Line
At York (E map, 11 hexes N of London);	
County Militia	4 SPs
Loyal Associators	2 SPs
County Militia	3 SPs
At Hull (E map, 10 hexes N of London);	
Yorkshire Royal Hunters	1 SP
70 th Ancaster's County Regiment	2 SPs
At Bristol (SW map, 7 hexes W of London);	
72 nd Berkeley's County Regiment	2 SPs
Bristol Volunteers	2 SPs
At Truro (SW map, 16 hexes SW of London);	
75 th Falmouth's County Regiment	2 SPs
79 th Edgcombe's County Regiment	2 SPs
At Portsmouth (SE map, 4 hexes SW of London);	
67 th Bolton's County Regiment	2 SPs

At Shrewsbury (W map, 8 hexes NW of London);
78th Herbert's County Regiment 2 SPs

At Harwich (SE map, 3 hexes NE of London);
76th Harcourt's County Regiment 2 SPs

At Chester (W map, 12 hexes NW of London);
Liverpool Blues 2 SPs
77th Gower's County Regiment 2 SPs

At Lincoln (E map, 9 hexes N of London);
Mordaunt's Volunteers 3 SPs

Anywhere within 4 MPs of the Channel Sea Zone;
Any Garrisons 10 SPs

Government Leaders (Officers' Mess or Posted at Start)
M = Cumberland, Argyle, Hawley, Ligonier, Lord Stair, Wade, Handasyde
B = Oglethorpe, Bland, Mordaunt, Home, Manmore, Huske, Cobham, Cholmondeley, Cope, Howard, Hamilton, Semphill, Fowke, Wentworth, Reay, Loudon, St. Clair, Cornwall, Guise, Pagett, Bowles, Nevill, Albemarle

Government Auxiliaries
Graf von Frangipani Hussars
Converged Grenadier Battalions 1-4
Black Watch Companies 1-4
Samenengekomen Bataljon van de Grenadier 1-2
Kingston's Light Horse available for conversion as per 4.25

7.234 Government Reinforcements

January-February Turn (special rule #1). At Edinburgh, Formed under the Hessian HQ;
B = Prince Frederick of Hesse
6 Battalions of Hessian Foot 6 SPs each
GrobesSackzeug Lief Grenadier-Batallion Zn #1

Each Turn;
1 SP at any one Regional Centre

7.235 Special Rules

- 1) The Government player's Hessians arrive from Flanders in the Administrative Phase and may not move in the turn they arrive.
- 2) Replacement SPs are Mustered at any friendly-controlled Regional Centre and must immediately be assigned to existing units within three (3) MPs of the Regional Centre or they are forfeit. Lines of communication must be traced normally. Any eligible Class of SP (according to the code of the Regional Centre) may be taken.
- 3) The game begins on the January-February turn and ends on the April-May turn. The entire map is in play.
- 4) SPs belonging to units may instead be set up in Garrisons. Units that become Unformed due to this action remain available for use during the game.
- 5) Units may be Subordinated to HQs and Leaders Posted at start.

7.236 Victory Points

Only the Jacobite player collects VPs. The Jacobite player needs 7 VP to win. Otherwise the Government player wins.

Holding Stirling Castle at end of the game	2VP
Taking Stirling Castle (one time only)	1VP
Every 20 Government SPs lost	1VP
Every complete turn the Charles counter is in play	1VP
Government use of Hessians in combat (per combat)	1VP

Before & After

This scenario begins with the siege of Stirling and the battle of Falkirk, and ends with Culloden. See Falkirk Excursus for the development of that battle.

After Falkirk, the Jacobite army was in disarray. In the next few days the decision was reached to continue the siege of Stirling, but (as related earlier) with the destruction of their siege battery and the reforming of the Hanoverian army, Murray and some of the colonels mutinied (in spirit anyway), handing their prince a memorandum advocating retreat to the Highlands with a view to a protracted guerrilla campaign. Charles was furious but could do nothing. He saw only two past victories and an expected third, while his officers (and their men) were fed up with battles that led nowhere.

Lord George planned an orderly retreat in great detail, but at the mere rumour of a withdrawal, all control was lost. The Jacks' flight across the Fords of Frew saw the loss of the remainder of their artillery train, the abandonment and pillaging of vital stores, and the accidental destruction of their magazine (and with it a church and several civilians). Reassembling the army at Crieff, with Cumberland only two days behind them, Charles opened the stormiest council of war yet. He was annoyed that his officers had exaggerated the extent of desertion (many men, bored with the siege, had left, but rejoined once they had secreted their plunder). But the prince's anger was nothing compared to the rage of Lord George, whose plan of withdrawal had been ruined – possibly, he implied, by Charles himself, certainly by his brainless coterie of Irish. In fact, he accosted the quartermaster-general O'Sullivan on the road, cursing him in front of the whole army, and had to be physically restrained from striking the man.

After this the Jacobites split up. Lord George Murray took the Lowland Brigade via the coast up to Aberdeen and round to Inverness, with a couple of regiments detached via Angus to the valley of the Spey, while Charlie took the Highland Brigade up Wade's Road to Inverness direct. Cumberland followed Murray at a leisurely pace, detaching Frederick of Hesse and his Germans to screen the Highland flank.

All three Jacobite columns reunited at Inverness, and, after clearing out Lord Loudon and his Whigs, formed a base from whence they conducted raids against the Lowlands and assaults on the forts of the Great Glen – covered by an army of observation (the "Army" of the Spey). Cumberland meanwhile encamped for the winter at Aberdeen, where he assembled a vast quantity of material and a supporting fleet, rested his men, and trained them in new drills.

By April I, the Jacks were once again concentrated at Inverness, minus the army of observation on the Spey, and a further quarter of their army still engaged against Loudon and Lord Reay in the far north. Cumberland was on the move, marching by the coast road to Inverness accompanied by a fleet of warships and supply vessels. Withdrawing their screen, the Jacobites made ready for the final battle. (See Scenario 3 Excursus for details on the battle of Culloden).

After Culloden the Jacobites mustered 4,000 men at Ruthven Barracks. Having lost confidence in his army, Charles refused their offer to continue the fight (not even attending the muster). He proposed to return to France, assemble a French army, and invade England. With this promise, the clans saw no need to continue in arms and dispersed, after assuring the prince they would be ready to rise again when he did so (more to alleviate the bitterness than out of any real expectations).

Charles spent several months flitting between the Hebrides and the central Highlands, until rescued by the French. He returned to Britain only once more, on a brief and incognito personal visit to London in

1750. Cumberland had decided that an example had to be made, and the regime concurred. Scotland was placed under military rule. Cumberland returned to Flanders with the bulk of the army, while Lord Albemarle took over as commander-in-chief.

Roving patrols scoured the Highlands. Jacobite sympathisers went in fear of their lives. Homes were burnt and crops destroyed. The rebel clans were forcibly disarmed and attempts were made to impoverish them by the destruction of their cattle. (Not only were the Highlanders disarmed, they were even forbidden such things as the wearing of tartan dress and playing the bagpipes – marked out as "an instrument of war").

By the end of 1746, the British Army had succeeded in hunting down most of the rebels, with 80 men executed (out of 3,471 prisoners) and many of the rest "transported" to America as indentured labour or to India as cannon fodder for the East India Company.

However the effects of this suppression were temporary (contrary to popular belief, the Highland Clearances were not a direct result of the rebellion, but were due to economic factors, admittedly partly connected to the indebtedness of the chiefs). What really changed Scotland was the realisation that the Jacobite cause was a dead issue. Turning to the wider world, the Highlands began to embrace the social values and new economy of their southern neighbours.

7.3 BLIADNHA THEARLAICH

"CHARLIE'S YEAR"

*An he's clappit down in our gudeman's chair
The wee wee German lairdie
And he's brought forth o' foreign trash,
And dibbled them in his yairdie,*

*He's pu'd the rose o' English loons,
And broken the harp o' Irish clowns,
But our Scots thistle will jag his thumbs,
The wee wee German lairdie.*

The Wee German Lairdie

7.31 SPECIAL RULES

This is the Campaign Game. The Young Chevalier Charles Stuart, accredited Regent to his father James, has just landed with a handful of supporters and some cannon; the Government suspects a landing but is unsure of its seriousness.

- 1) The game starts on the August turn and lasts until the April-May turn. It is 12 turns long. The full map is in play.
- 2) Section 2.0 victory condition rules are in force for this scenario.
- 3) SPs belonging to units may instead be set up in Garrisons. Units that become Unformed due to this action remain available for use during the game.
- 4) Units may be Subordinated to HQs and Leaders Posted at start. *Exception:* the Government player's Hessian and Dutch HQs are not available until those Contingents are Released.

7.32 JACOBITE SETUP

At Glenfinnan (at any one of the three grid hexes closest to the flag and cairn symbol) – NW map, 8 hexes N of Glasgow;

Personage = *Le Chevalier*, Prince Charles Edward Louis John Casimir Silvester Severino Maria Stuart, Regent to King James III of Great Britain and Ireland, & Captain-General of His Most Christian Majesty's Loyal Subjects in Britain.

B = Donald Cameron of Lochiel (the Gentle Lochiel)

Mixed Artillery unit	1 SP
1 st & 2 nd Battalion Cameron Clan	4 SPs each
1 st Battalion McDonald/Clanranald Clan	2 SPs
McDonald/Glencoe Clan	2 SPs

Remaining Jacobite Units (excluding French – see below)

Become Formed through Mustering (3.3).

Exceptions:

Roy Stuart's Edinburgh Regiment	4.532
The Manchester Regiment	4.546
The Swedish Volunteers	4.581
All Artillery as per <i>KR&Os</i> 8.65.	

Jacobite Auxiliaries

Bagot's Hussars is available for conversion as per 4.57, when its unit is Mustered.

Highland Band Companies 1-4

Jacobite Leaders in Officers' Mess or Posted at Start

B = McDonald of Keppoch

Jacobite Leader Reinforcements

(Placed in the Officers' Mess upon receipt.)

When any Atholl battalion is mustered;

M = Lord George Murray, Lieutenant General

M = William Murray of Atholl, Marquis of Tullibardine, Lieutenant General

When Bannerman's is mustered;

B = Alexander Bannerman, 3rd Baronet of Elsick

When the Stewarts of Appin are mustered;

B = Charles Stewart of Ardsheal

When Elcho & Balmerino's is mustered;

B = David, Lord Elcho

When Clanranald's Regiment is mustered;

B = Ranald, Young Clanranald

When the Glencoe MacDonalds are mustered;

B = Alexander MacDonald of Glencoe

When the Edinburgh Regiment is created;

B = Colonel John Roy Stewart

When any unit is mustered in Perth;

M = James Drummond, 3rd Duke of Perth, Lieutenant General

G = Colonel John William O'Sullivan, Adjutant General

G = Major General William Drummond of Machany, 4th Viscount Strathallen, Master of Horse

When any McKenzie unit is mustered;

G = George McKenzie, 3rd Earl of Cromartie

When the Glenbucket Regiment is mustered;

G = Major General John Gordon of Glenbucket

When a unit of the Ogilvie Forfar Regiment is mustered;

B = David Ogilvie, Lord of Airlie

When the Pitsligo Horse is mustered;

G = Alexander Forbes, 4th Lord Pitsligo, General of Horse

When any Gordon battalion ("Gdn") other than the Glenbucket regiment is mustered;

B = Lord Lewis Gordon

When any Clan Chattan unit (labelled "CC") is mustered;

B = McPherson of Cluny

When any English/Welsh Jacobite unit is mustered, as long as there are 4 or more such units in play at the time;

G = Lord Orrery

B = Sir Robert Abdy, Sir Watkin Williams Wynn

(NB: these men were leading English Jacobites, but their military skills are unknown as they never participated in the Rising).

French Intervention Forces (4.6)

Element 1

M = Colonel Lord John Drummond of l'Écossais Royaux, French Advance Party commander & Regent's Lieutenant General

B = Colonel (Brigadier General) Walter Stapleton, Irish Piquets

O = Mirabelle de Gordon, Chief Engineer

The Irish Piquets & The Irish Brigade: 30 SPs in all

Régiment de Dillon

Régiment de Bulkeley

Régiment de Roth

Régiment de Lally-Tolendahl

Régiment de Clare

Régiment de Berwick

1^{er} Bataillon de Régiment Écossais Royaux 5 SPs

Element 2

G = Colonel Sir John MacDonald of FitzJames' Horse, Inspector of Cavalry

O = Colonel James Grante of Lally's Regiment, Inspector of Ordnance

Remaining Line Infantry Units: 38 SPs in all

Régiment de Orléans (2 battalions)

Régiment de Crillon (3 battalions)

Régiment de Beauvoisis (1 battalion)

Régiment de Biron (2 battalions)

Régiment de Duc de Fronsac (2 battalions)

Régiment de Bouffler-Wallon (1 battalion)

Régiment de Grenadiers Royaux (4 battalions) 24 SPs in all

Batallion de Convergé de Grenadier Auxiliaries 1-4

The Swedish Artillery Battery 4.582

Element 3

M = Monsieur le Duc de Richelieu, Marshal of France

G = Milord Clare

G = Milord Bulkeley

Remaining Horse Units: 22 SPs in all

Clermont-Tonerre

Chabillant

Maugiron

FitzJames

Royal-Étranger

Dragons de Septimanie 8 SPs

Artillerie Bataillon Richécourt 3 SPs

Ditto Sappers x2 Auxiliaries

Ditto Pioniers x1 Auxiliary

Optional French Naval Forces: 5 SPs in BSqns; 3 SPs in PSqns. All counters are available.

7.33 GOVERNMENT SETUP**At Edinburgh;**

Mixed Artillery unit 1 SP

13th Gardiner's Dragoons 3 SPs

55th Lee's Regiment of Foot 1 SP

57th Murray's Regiment of Foot 5 SPs

59th Ligonier's Regiment of Foot 1 SP

Garrison 2 SPs BW

At Perth (NE map, 3 hexes N of Edinburgh);

58th Lacelle's Regiment of Foot 5 SPs

At Inverary (NW map, 5 hexes NW of Glasgow);

Garrison 2 SPs BW

At Fort William (NW map, 7 hexes N of Glasgow);

Garrison 2 SPs Line; 1 SP BW

At Fort Augustus (NW map, 9 hexes N of Glasgow);

Garrison 2 SPs Line; 1 SP BW

At Bernera Barracks (NW map, 10 hexes N of Glasgow);

Garrison 1 SP BW

At Inverness (NE map, 11 hexes N of Edinburgh);

6th Guise's Regiment of Foot 1 SP

Garrison 2 SPs BW

At Ruthven Barracks (NE map, 8 hexes N of Edinburgh);

Garrison 1 SP Line

At Aberdeen (NE map, 9 hexes NE of Edinburgh);

Garrison 1 SP Line

At Dunrobin (NE map, 16 hexes NE of Edinburgh);

Sutherland Black Watch 2 SPs

At Inversnaid Barracks (NW map, 3 hexes N of Glasgow);

Garrison 1 SP Line

At Stirling (NW map, 1 hex NE of Glasgow);

Garrison 1 SP Line

At Falkirk (NW map, 1 hex SE of Glasgow);

14th Hamilton's Dragoons 3 SPs

At Dumbarton (NW map, 2 hexes NW of Glasgow);

Garrison 2 SPs Line

At Glasgow, Crieff, or Cupar (latter 2 are NE map, 4 and 3 hexes respectively N of Edinburgh);

Garrison 2 SPs Line

At Hull (E map, 10 hexes N of London);

Garrison 2 SPs Line

At Pendennis (SW map, 16 hexes W of London);

Garrison 1 SP Line

At Chester (W map, 12 hexes NW of London);

Garrison 1 SP Line

At Sheerness (SE map, 2 hexes E of London);

Garrison 1 SP Line

At Carlisle (W map, 19 hexes NW of London);

Garrison 1 SP Line

At Plymouth (SW map, 13 hexes SW of London);

Garrison 2 SPs Line

At Berwick (E map, 21 hexes N of London);

Garrison 2 SPs Line

At Bristol (SW map, 7 hexes W of London);

24th Houghton's Regiment of Foot 1 SP

At Newcastle (E map, 16 hexes N of London);

42nd Oglethorpe's Regiment of Foot 1 SP

Oglethorpe's Georgia Rangers 1 SP

Any coastal Fortifications in England;

Any Garrisons 4 SPs Line

Anywhere in London;

DeLaWare's Horse Guard Troop 1 SP

Hertford's Horse Guard Troop 1 SP

Dormer's Horse Grenadier Guard Troop 1 SP

30th Frampton's Regiment of Foot 1 SP

32nd Doyle's Marines (Harrison's) 1 SP

41st Fielding's Regiment of Foot 1 SP

61st Richbell's Regiment of Foot 1 SP

Anywhere in England;

2nd Montague's Horse 1 SP

8th St. George's Dragoons 1 SP

Government Leaders in Officers' Mess or Posted at Start

M = Field Marshal Sir George Wade, C-in-C Army of England

G = Major General Sir John Cope, C-in-C Scottish Garrison Forces

B = Brigadier General Thomas Fowke

B = Major General James Oglethorpe, Governor of Georgia

B = Brigadier General George Read

B = Brigadier General John Guise

Loyal Scots Leaders (Thistle):G = John Campbell, 3rd Duke of Argyll, Army of Scotland*

G = Lord Reay, Earl of Sutherland

B = John Campbell, 4th Lord Loudon, John Campbell of Manmore

B = Lord Home

**The Duke of Argyle was commander of the entire Army of Scotland, a political creation; Cope was the commander of the Regular Army Garrison Forces under the Army of Scotland. His immediate superior, who was not under Argyle's command, and who pointedly remained in England to prove it, was Lord Mark Kerr. Kerr political responsibilities toward the English Government as Warden of the Marches and to the Army as a senior officer, while Argyle had an even greater political role as a Scottish Peer and statesman for his country. Cope's feelings, being stuck between these two millstones, can be imagined.*

Government Auxiliaries

Black Watch Companies 1-4 Released with Loyal Scots

Converged Grenadier Battalion #1

Flanders Command (Royal Arms);

Personage = His Majesty George Augustus II, Elector of Hanover & King of Great Britain. See 3.11.

M = Prince William Augustus, Duke of Cumberland

M = Field Marshal John, 2nd Earl Stair, C-in-C Flanders Army

M = Lieutenant General Sir John (or Jean) Ligonier

G = General Thomas Wentworth

G = General of Cavalry, Major General Henry Hawley

G = General of Cavalry Phillip Honeywood

G = Lieutenant General the Earl of Dunmore

G = Lieutenant General Roger Handasyde

B = Major General Sir Humphrey Bland

B = Major General the Earl of Albemarle

B = Major General John Huske

B = Major General Thomas Howard

B = Major General Phillip Anstruther

B = Brigadier General Thomas Bligh

B = Brigadier General Skelton

B = Brigadier General Marlborough

B = Brigadier General Richard Onslow

B = Brigadier General Archibald Hamilton

B = Brigadier General Cobham

B = Brigadier General James, Lord Cholmondeley

B = Brigadier General Lord Semphill

B = Brigadier General Mordaunt

All units with the "Royal Arms" Contingent marking in the Flanders Box:

132 Foot SPs, 23 Horse SPs. All units must have at least 1 SP.

(4 Guard Horse units; 7 Guard Foot units; 4 Line Horse units; 8 Dragoon units; 24 Line Infantry units)

The Royal Artillery (1st & 2nd "battalions") 2 SPs each

The Royal Siege Train 2 SPs

Converged Grenadier Battalions 2-4

Irish Command (Shamrock);

G = Lieutenant General William Kerr

G = Lieutenant General James Tyrell

G = Lieutenant General William Barrel

G = Lieutenant General Andrew Bissett

G = Lieutenant General Edmund Fielding

G = Lieutenant General Francis Columbine

B = Major General Charles Otway

B = Major General William Hargrave

B = Major General Henry Harrison

B = Major General Charles Nevill

B = Major General Richard Phillips

B = Major General John Armstrong

B = Major General Phineas Bowles

B = Brigadier General Stephen Cornwall

B = Brigadier General Thomas Pagett

B = Brigadier General James St. Clair

All units with the "Shamrock" Contingent marking in the Ireland Box:

12 Horse and/or Dragoon SPs; 12 Line Infantry SPs. All units must have at least 1 SP.

(2 Horse units; 3 Dragoon units; 4 Foot units)

Dutch Contingent (in Flanders);

G = Algemeen Schwartzenberg

Zwitzer Regiment Hirtzel (3 battalions) 7 SPs each

Regiment Bräkel 7 SPs

Regiment Holstein-Gottorp (2 battalions) 7 SPs each

Saksen Regiment Tissot van Patot (2 battalions) 7 SPs each

Regiment Villattes (2 battalions) 7 SPs each

Graf von Frangipani Hussars Auxiliary

Samenengekomen Bataljon van de Grenadier Auxiliaries 1-2

Hessian Contingent (in Flanders);

B = Prince Frederick of Hesse

1st Battallion Garde Regiment 6 SPs1st Battallion Leib Regiment 6 SPs1st Battallion Leibgrenadier Regiment 6 SPs

Regiment Erbprinz (2 battalions) 6 SPs

Regiment Prinz Maximillian (2 battalions) 6 SPs

Hessen-Hanau Regiment Barnsdorff 6 SPs

GrobesSackzeug Lief Grenadier-Battallion Zn Auxiliary #1

Nobles' Regiments per rule 4.23Historical Placement is Optional9th Duke of Montague's Horse Northampton*10th Duke of Kingston's Light Horse Liverpool*67th Duke of Bolton's Winchester68th Duke of Bedford's Northampton*69th Duke of Montague Ordnance Rgt Stamford70th Duke of Ancaster's Lincoln71st Marquis of Granby's Nottingham72nd Earl of Berkeley's Bristol73rd Earl of Cholmondeley's Chester74th Earl of Halifax's Northampton75th Lord Falmouth's Truro76th Lord Harcourt's Oxford*77th Lord Gower's Birmingham78th Lord Herbert's Shrewsbury79th Lord Edgecombe's within 4 MPs of Exeter

Kingston's Light Horse Auxiliary available as per 4.25.

**Actually the towns of Kettering, Warrington, Bedford, and Thame, respectively.*

Trained Bands per rule 4.22Historical Placement is Mandatory

Derbyshire Blues Derby

Liverpool Blues Liverpool

Bristol Volunteers Bristol

Gentlemen Volunteers of London (2 units) London

Tower Hamlets (2 units) Tower of London

Loyal Blue Fuzileers Plymouth

Devon Volunteers Exeter

Exon Volunteers Exeter

Loyal Associators	York
Mordaunt's Volunteers	Oxford
Yorkshire Blues	York
Carlisle City Militia	Carlisle
Durham Association Horse	Durham
Yorkshire Royal Hunters	York
Lord Kildare's Regiment of Volunteers	Chester
Duke of Rutland's Regiment of Volunteers	Leicester
Lord Derby's regiment of Volunteers	Lancaster

Provisional Units per rule 4.16

Provisional Guard Battalion
 Frazer's Provisional Battalion
 Coterall's Provisional Battalion
 Duncombe's Provisional Battalion

Optional Government Naval Forces: 15 SPs in BSqns; 13 SPs in PSqns. All counters are available.

7.34 NEUTRAL CLAN UNITS

Available per Rule 3.37

Sinclair
 MacRae
 MacDougall of Lorn
 MacNeill of Barra
 1st Battalion MacLeod of MacLeod
 1st & 2nd Battalions MacDonald of Sleat
 1st & 2nd Battalions Grant
 2nd Battalion Clanranald MacDonalds

7.4 VARIANTS

*The Highlanders are pretty men for target and claymore,
 But yet they are but naked men to face the cannon's roar.*

Old Rhyme

7.41 OPTIONAL FORCES: THE WILD GEESSE

Accompanying the Prince on board his escort vessel, l'Elisabeth, were a small party of soldiers. The sources provide three completely different explanations of who they were: about 700 men of France's Irish Brigade, 100 engineers, or a measly 60 French Marines (Jacobite volunteers in French uniforms). When their ship was damaged in the fight with HMS Lion, it proved impossible to transfer the men to the Prince's ship, du Teillay, and they returned to port. The lack of evidence of French support for Charles did grievous harm to his cause upon landing – in particular, MacLeod of MacLeod and MacDonald of Sleat refused to join him although they had pledged to do so, conditional (in their minds at any rate) on French aid.

7.411 The Jacobite player rolls a die before setting up. On a "4" or less he receives the Irish Piquets and any one (1) out of the three "4 SP" Irish battalions. Otherwise he receives the French *de Maurepas* Marine Auxiliary. (Note that the latter is not normally used in the game). The unit(s) received are set up with the rest of his forces at Glenfinnan. *De Maurepas* is treated as a Grenadier Auxiliary.

7.412 The Jacobite player may also receive the two MacLeod of MacLeod battalions and the two MacDonald of Sleat battalions on a second die roll of "4" or less. There is a "-2" die roll modifier if the Irish units were received. The extra HB units may be stacked in any Coastal location within 16 MPs of Eilean Donan, or with the rest of the Jacobite "at start" forces.

7.413 Even if these HB units are not received at start, they are treated as Jacobite units instead of Neutral/Government aligned, and may be Mustered as Jacobite units by the Jacobite player. The Government

player may never Muster these units. *Clarification:* he may still Muster the MacLeod of Assynt unit.

>>>7.414 If the Irish units are received under this rule (not if they enter play normally), the Jacobite player gains a "+1" die roll modifier when Mustering Scottish units for the rest of the game.

7.42 OPTIONAL STARTING LOCATIONS

Charles landed in Scotland because of the ready supply of armed men, and because he had reason to believe a large number of them would be supportive of his cause. However, the goal of the Stuarts was always the reconquest of England, and they succeeding in persuading themselves of the strong Jacobite feelings shared by the majority of the country people. The West Country (Devon and Cornwall), Wales, and the Borders were notorious for supporting the Stuarts, or at least for being in opposition to the Whigs and their German king. In truth, the support did not extend much beyond bold words spoken in public houses, as most of the Catholic nobility had either made their peace with the government, been exiled, or had died off. Still, a Jacobite landing in England or Wales was always feared by the Administration, especially if it included French soldiers. In addition, wind and tide had more to do with the actual point of landing in Scotland than good advice. A descent on Ireland was not as likely. Since James II abandoned them in 1690, the bulk of the Irish had little love for the Stuarts.

7.421 This rule may be applied in conjunction with the Wild Geese (7.41).

7.422 The Jacobite player may initially set up in any unoccupied coastal hex from Plymouth on the south coast of England, west and north, as far as Tongue on the north coast of Scotland. He may place up to three (3) Dummies at similar sites when setting up.

>>>7.423 No change is made to the Government dispositions. However, if any Jacobite counter (including Dummies) is set up in England or Wales, both the English Garrison Command and the English Militia are automatically Released at the start of the game. If no Jacobite forces set up in Scotland, the Scottish Garrison Command is Released in the same manner as the English Garrison Command would be under normal circumstances – except that Jacobite units must enter Scotland rather than England. The Loyal Scots are always Released normally.

7.43 WHIG CLAN NEUTRALITY

The Campbells in the southwest and the Sutherland-dominated clans in the north were strongly pro-government. However, they were also Highlanders and therefore not trusted by the English Parliament. Blood feud was still a more important issue with many of the clansmen than high policy.

7.431 Each turn, beginning with the first turn in the game, roll one die at the start of the Administrative Phase. On a "0" the forces and lands loyal to the Duke of Argyle become Neutral. On a "9" the forces and lands loyal to the Earl of Sutherland become Neutral. Both may be Neutral at the same time. If already Neutral, these results make that force and its associated lands pro-Government instead.

7.432 When one of these power blocs becomes neutral, the Government player may not Muster SPs in its "capital". Neither may either player voluntarily move within a certain radius of the capital, and if within this radius must leave as quickly as possible.

7.433 **Argyle:** capital is Inverary. Neutrality Radius of six (6) MPs. Eliminate the entire Argyll Militia (1st-4th battalions), plus half of all the Black Watch SPs currently in Garrisons. Remove two (2) BW Auxiliaries from play. Remove the Leaders Argyle, Loudon, and Mamore from play – no Influence Check is required. Additionally, no Loudon battalions (4.33) may be Formed – but if any such units are already Formed they remain in play.

7.434 **Sutherland:** capital is Dunrobin. Neutrality Radius eight (8) MPs. Remove all Black Watch Highlander units, plus half of all the

Black Watch SPs currently in Garrisons. Remove two (2) BW Auxiliaries from play. Remove the Leader Reay. Additionally, Inverness may not be used to Muster BW SPs.

7.435 After it again loses its Neutrality, a power bloc's area may be entered freely by either Side, all restrictions on Mustering and the Forming of units are lifted, and all Leaders and Auxiliaries are replaced in their respective holding boxes (Auxiliaries to the Available Box).

7.44 SEARCH AND DESTROY

One problem General Cope faced was overconfidence on the part of the Government. In the opposite camp, Charlie, too, was anxious to prove his mettle. This rule forces both players to act aggressively if they want to tap their full manpower potentials.

7.441 Until the Government player has fought a battle with the Jacobites he may not Release the Flanders Command.

7.442 To balance things out, the Jacobite player may not Release his French Intervention forces until this battle occurs.

7.45 SCOTLAND FOREVER!

A major reason for the discontent amongst Charles' followers was his insistence on regaining the throne of England. For this reason alone, many were hesitant to support him. Regaining England was central to all the Stuarts' dreams, but what if Charles had listened to his advisors and chosen to reign as an independent Scottish monarch? The Jacobite player now has an opportunity to receive not only the neutral clans, but also the Government player's Scottish units.

7.451 At the start of the game, the Jacobite player may declare a "War for the Liberation of Scotland". All Neutral Clan units are considered Jacobite units. The Government player is not entitled to Muster them.

7.452 The Jacobite player may be able to gain control of Government Scottish Militia and Black Watch forces. Both Classes units must be checked for Unreliability in the normal manner. If proven Unreliable, they immediately become Jacobite units and remain so for the rest of the game. The Jacobite player may deploy them in any Battle about to be fought in their current hex.

7.453 Jacobite BW counters use HB Replacements. In all other respects they are treated as HB. Scots Militia are treated as Jacobite Scots Militia.

7.454 All Loyal Scot Leaders – Argyle, Loudon, Home, Mamore, Reay – are likewise liable to change sides. The Jacobite player may attempt to switch each of these Leaders' allegiance at the start of any Administrative Phase. To do so, he declares the Leader he is attempting to subvert and makes an Influence Check for that Leader. If the Leader passes, he joins the Jacobite Side for the remainder of the game. When a Leader changes sides, he is immediately removed to the Jacobite Officers' Mess (no Influence Check required to remove him from a Posting). He cannot be Posted in the same phase. Only one (1) attempt per game may be made to change each Leader's allegiance.

7.455 If the Jacobite player declares a Scottish Liberation, his chance of involving the French declines, and his French Release die rolls are modified by "+2".

7.456 If the Jacobite player succeeds in acquiring all Regional Centres and Fortifications in Scotland, he immediately receives an AVC with a +3 Prestige level award.

7.46 EXTENDED CAMPAIGN

An option for the Jacobites that is often brought up for discussion is guerrilla warfare. If they could have retreated to the hills and fought a war of attrition, they might have won a greater measure of support from the Continent or even achieved some sort of status quo with the Government.

Of course, this idea completely ignores Charles' mercurial personality, the conventional 17th century (not even 18th century) mindset of the Jacobite Leadership, the fact that the Highlands of Scotland are about as far away from indigenous support as you can get while at the same time totally accessible to the Royal Navy, the fact that both the physical environment and the structure of Highland society, while supporting activities such as cattle reiving and feuds, was completely inadequate for sustaining a Vietminh-style people's war even if such a thing had been conceived of...

To paraphrase Lord Elcho, "how would they survive the winter with no shelter; and, where was the food to come from when the men needed to gather it were with the army". George Washington led a barely successful 18th century war of attrition, which was often of a guerrilla nature, but he had the advantages of being a long way from England in a place with open frontiers. He also gained the strong support of major European powers, which eliminated the stranglehold that the Royal Navy had imposed on him. And while George wasn't a fantastic general, he was an excellent Leader. Charles Stuart did not have the character of a George Washington. In fact, he was decidedly flaky.

7.461 When playing an extended campaign, there is no end date. Instead, the game progresses until one side achieves victory.

8.0 PLAYER STRATEGY

*Cha till mi tuille; ged thillis MacLeod, cha till MacCrimmon."
(MacLeod will return but MacCrimmon will not)*

*O'er Coolin's face the night is creeping,
The banshee's wail is round us sweeping;
Blue eyes in Duin are dim with weeping,
Since thou art gone and ne'er returnest.*

*No more, no more, no more returning;
In peace nor in war is he returning;
Till dawns the great day of doom and burning,
MacCrimmon is home no more returning.*

MacCrimmon's Lament (1745)

The MacCrimmons were a famous clan of pipers (they even had their own school of music) and were the hereditary pipers of the clan MacLeod. It was said they had the power "to make men weep or fight like the gods, with just a leather bag and a flute of bone". Donald MacCrimmon foretold his own death and wrote the music to this pibroch on the night before he left to join the fighting. His sister later added the words. He was one of only two men slain at the Rout of Moy in February '46 – by a spent musketball. (MacLeod of MacLeod had contributed a few men to the Government side).

8.1 THE DESIGNER'S VIEW

In modern parlance, Charlie's Year would be termed an "operational" game. But in the early part of the 18th Century, there was no doctrine of operational combat, just battlefield tactics, campaign strategy, and high politics. The armies were so small that the same men could concern themselves with both tactics and strategy. Therefore, the focus of the game is a strategic one, but you are permitted to make battlefield decisions to some extent.

Fortifications. Although the Rising was primarily a war of movement, both sides placed emphasis on the capture and defence of Fortifications. The former proved to be very difficult, as neither side had an adequate siege train. The Jacobites took Edinburgh town by a ruse, Carlisle by intimidation, and a number of fortlets by storm. At Fort Augustus they managed to blow up the magazine. Fort George was abandoned to them. Edinburgh Castle, and especially Stirling Castle, the lynch pin of Scotland's defences, proved impregnable. The

Government army easily took Carlisle back because its walls hadn't been fixed in a couple of hundred years.

In *Charlie's Year*, you will find that Fortifications are critical to limiting the supply and manoeuvrability of your opponent, especially in Scotland. However, the Jacobite player cannot waste too much time in lengthy siege operations – in any case he is not equipped to conduct them. Therefore, masking (Blockading) of enemy strongholds becomes an important form of operation, usually conducted by a small force moving in advance of the main body, which can then bypass the screened Fortification.

The Jacobites. The Jacobite player has three basic options, with variations. A swift blow straight at London (or Newcastle if the Government player is a dimwit), the destruction of the Government player's army, or grabbing as much territory and trying to collect as much prestige as possible.

With the first strategy the best plan is to destroy your immediate opposition, gather as large an army as you can in just a few turns, and then strike south, before the bad weather and the main Government forces appear. Victory is much more certain if you can assure French intervention – even if the Scots can't reach London, the French will. This is an all or nothing strategy, as it is unlikely that the Government player will allow you to regroup if you muff it.

Failing option one, develop a power base in northern and central Scotland, taking Fortifications only if necessary for your protection, and work at defeating the Government forces piecemeal. Use your Highlanders to wage a secondary guerrilla campaign against isolated Government forces. Hopefully your opponent will be forced to commit so much manpower that the French will overrun the Low Countries or make a successful landing (you can also send the French to Ireland). Unfortunately, one or two lost battles will finish you, unless the Government player is very inept (and few players make the same mistakes as their historical counterparts). This strategy also demands close attention to supply and some skilful manoeuvring to avoid battle on the enemy's terms. Remember that hexes above the Highland Line are always Forage Depleted. You will at least get a feel for how the Continental campaigns were waged, and why they tended to come to nothing after a lot of effort.

Both the foregoing ideas had their adherents during the Rising. The third option is one that many wargamers seem to favour, but it doesn't really work very well in this game. Take as many Depôts and forts as you can, fighting the enemy frequently. The problem with this plan is that Clausewitz's "friction of war" affects you far more than the Government player. Unless you act quickly, he will isolate you and wear your forces down to nothing. The limitations of supply, command, and manpower will force you to concentrate into one or two stacks on the offensive or disperse into penny packets on the defensive – the nature of the game makes it difficult to coordinate concentration and dispersal in the Napoleonic manner.

Nearly all the variants favour the Jacobite player. The Government player has enough going for him as it is. The most powerful are options 7.41 and 7.42. The reasons for this are obvious. Option 7.43 can also give a major advantage to the Jacobites.

The Government. The Government player has huge resources to draw on and his goal is quite simple – destroy the Jacobites. This should be done by first avoiding combat until you have superior local strength, while simultaneously denying any major advantages in position or prestige to the Jacobite player. Once you have sufficient forces, try to box in his army, close with it, and defeat it. As a corollary, try to take and hold the Jacobite player's main recruiting areas in the Highlands, to deny him the chance to regroup.

Remember that bad weather affects both of you equally – however, the Jacobite player does have the advantages of a greater foraging ability and faster units. The Government player, on the other hand, has the Royal Navy, which was as decisive an arm then as air power is today. The sea supply markers should be used in rotation – while one is supplying the main army, the other is restocking itself.

Planning for the Government player mainly revolves around the balancing of your resources – how many battalions can you afford to take from Flanders, how much supply will you need, etc. There's no point in annihilating the Jacobite army with overwhelming force if you lose prestige by doing so. The system forces you to plan several turns ahead of your current situation.

Keep a strong force around London and an even stronger one around Newcastle. Depending on the Jacobite player's aggressiveness you may have to deploy some units in the west of England. The Channel coast must not be disregarded. Occupying all the Fortifications will deny most of the ports to the French, and there should be one or two mobile columns stationed inland for a quick reaction. A strong coastal defence, however, will leave you little to pit against the Jacks. Naturally your prime defence against the French is the Royal Navy, an item that you have very little control over in the game, unless using the optional 5.0 rules. Even then, should your naval supremacy begin to slip, a strong coastal defence will become essential.

Generalities. The most critical element in the game is supply. Without a large supply net you cannot concentrate your forces – or rather, you can, but your army will suffer. For the Government player this can be crippling, as his main force is irreplaceable.

The second critical element, and particularly for the Jacobites, is recruitment. You must hold sufficient regional centres to ensure the rapid growth of your army, and to provide replacements.

When manoeuvring, do so with a few strong stacks – even just one stack. Use dummies frequently for diversions. Try to maintain a secure line of communication (although the Jacobite player must be prepared to cut free of his base in the interests of higher strategy). The Government player always has the sea as a reasonably secure base, but it is unpredictable.

Resist the temptation to give battle unless it is unavoidable or you are ready for a decisive stroke. Even a win may shatter your army at least temporarily and lose you the opportunity to take advantage of your opponent's weakness. Reserves are essential in battle, they are even more so in a strategic sense – although as the Jacobites, you should be prepared to take greater risks in the interests of a speedy campaign.

[Added for the 2nd Edition] Despite the numerous changes to the rules, the basic principles covered above remain the same. Probably the greatest change is the addition of Strategic Initiative, which better reflects the ebb and flow of fortune. As the Jacobites, if you lose the Initiative you will have to work very hard to regain it, and probably won't be able to – so don't lose it. Without the Initiative, you will have a hard time dictating the pace of operations. Also, both players should make maximum use of both their artillery and their Auxiliaries, especially as there aren't very many of either.

8.2 THE PLAYERS' VIEW

These notes from the 1st edition are by kind permission of Tom Klubi & his team (see credits). They have been reworked to pass the sense onto the 2nd edition rules.

In our group, two strategies tended to emerge on the Government side. The first was to forestall or prevent a Jacobite advance south to Glasgow and Edinburgh by concentrating at Perth. The second was to avoid an early confrontation altogether and systematically withdraw from Scotland to Newcastle until sufficient strength had been amassed.

The first strategy focuses on preventing the Jacobites from gaining early access to Perth and Dundee [under the old rules, these used to be major supply Depôts. They are still very important recruiting centres, nicely located]. The farther south that the Jacobite player can begin his recruiting during the opening moves, the easier it is to raise, organise, and supply his army. By holding Perth, the Government player forces his opponent to shift his centre of gravity to Inverness or Aberdeen, and to spend more time consolidating his position in the north.

There are several ways that Cope's force at Edinburgh can reach Perth before the Jacobites (including a sea move directly from Edinburgh to Perth), and the prospect of initiating a battle at Perth with only a small body of Highlanders and the penalties of a river crossing may daunt a less than aggressive Jacobite player. As a less risky option, Stirling also offers a strong defensive position.

[In 1715, the Earl of Mar's Jacobite army was based on Perth, and grew to several thousand men, at least four times the size of the Government army which was at Stirling (in all the Jacobites had some 12000 men in arms). The Jacobites also had control of most of the Highlands. Nevertheless, the Duke of Argyll was able to hold the line of the Forth for a number of months, and even after suffering severe losses at Sherrifmuir (north of the river) continued to retain his position until the Jacobite army began to break up and was forced to retreat north. It should be noted however, that Mar was not a "fighting general" but a politician whose forte lay in administration and organisation.]

The second strategy focuses on removing all mobile Government forces to a place of safety until an army can be assembled at Newcastle that is strong enough to regain and hold the initiative. In order for this strategy to work properly, strong Garrisons must be left behind, particularly in the citadels of Edinburgh, Stirling, and Dumbarton, and in the "Chain" of Forts Augustus, William, and George. These six locations should be held at maximum strength. The remaining Fortifications should be held by at least a few SPs, if possible.

Garrisons at these locations offer the advantage of sitting astride and disrupting significant portions of the Jacobite player's potential supply net, or serving as potential bases for amphibious landings. Every Garrison will either siphon off Jacobite strength in covering operations or necessitate a siege that will demand more units and time than the Jacobites can afford to waste. The key in this "withdrawal" strategy is for the Government player to time his moves to remain just ahead of the Jacobites while creating the maximum number Garrisons possible.

The Government forces should avoid engaging the Highlanders until they have developed some advantages over the Highland Charge, such as high-quality artillery, a strong cavalry Contingent, a sizeable force of Black Watch, and the operational ability to force the Jacobites to attack at a disadvantage (such as across a river) [and especially with the new rules, gaining the Initiative]. A return to Scotland should then be undertaken as soon as possible, with the maximum use of the Government's superior amphibious capabilities.

In both strategies, time is the Government player's best ally: the greater the delay imposed on the Jacobites, the easier Cumberland's job will be when the Flanders Army is returned to England.

For the Jacobite player, there are a number of maxims he should follow:

- 1) Always seek to maximise the movement potential of the Highlanders – this means dumping the artillery in the early stages.
- 2) Expand your supply net constantly, and recruit as you go. Until a proper supply net is built your options will be severely limited. Move from Depôt to Depôt, even if this shortens your march, in order to maximise your recruiting efforts. [In the original edition, regional centres acted like Depôts. Now that the Jacobite player is even more reliant on forage, such locations are less important in the short term. However, it still helps to hold them, not only for recruiting, but in order to establish control over a large area. Remember that in this game, all the territories are neutral, and thus lines of supply must stretch between controlled strongpoints].
- 3) When moving, plan carefully to avoid attrition.
- 4) For the early game, Perth should be the goal, not Inverness. If you retain the initiative and use your movement capabilities fully, the Jacobite army should arrive there before Cope.
- 5) Your forces should be grouped to take advantage of their peculiar strengths and weaknesses: Highlanders moving over the rough ground, while Lowland units and the artillery use the road net and more open terrain.

Another major decision is whether to engage in an invasion of England. The Jacobites have very little margin for error in the game. There are simply too many practical considerations working against such a decision (building a sufficient supply net, the Royal Navy, the risk of losing Highlander SPs, etc.), not to mention the Government player's historical hindsight. The conditions need to be ideal. The Jacobite player must dominate Scotland. He must avoid prolonged sieges. He must also find an axis of advance that moves through rough terrain, in order to negate the Government player's cavalry advantage. Even if all these elements are in place the use of several variant rules is recommended, particularly the Wild Geese (7.41), Optional Starting Locations (7.42) and Wig Clan Neutrality (7.43).

[The designer must point out that the above argument highlights the choice made by Charles' own advisors at the Derby council of war when they were only 120 miles (3-4 days march) from London. The Jacobite player must be prepared to take risks. After all, Charles' arrival in Scotland was a gamble in and of itself. Nothing was deeply calculated or finely planned, they were flying by the seat of their pants the whole way (as were the Government forces to some degree). And, as Horace Walpole commented, "no-one is afraid of a rebellion that runs away".]

For both sides, the most overlooked and under-valued rules were strategic movement, forced marches, and mustering. [And don't forget to take advantage of riverine and amphibious capabilities. The optional Jacobite Naval capacity should be used to obtain small items from France before a mass invasion].

CREDITS

*"Through the sleet and through the rain,
When the moon is beaming low
On frozen lake and hills of snow,
Bold and heartily we go;
And all for little gain."*

Cattle Reivers' Song

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Thanks also to: Charles, John, Randy, Tim, and the proud owners of the 1st edition for your moral support.

3rd Edition revisions by Ian Weir (surprisingly few changes considering this is the first game RSG produced).



Charles Edward Stuart Circa 1785