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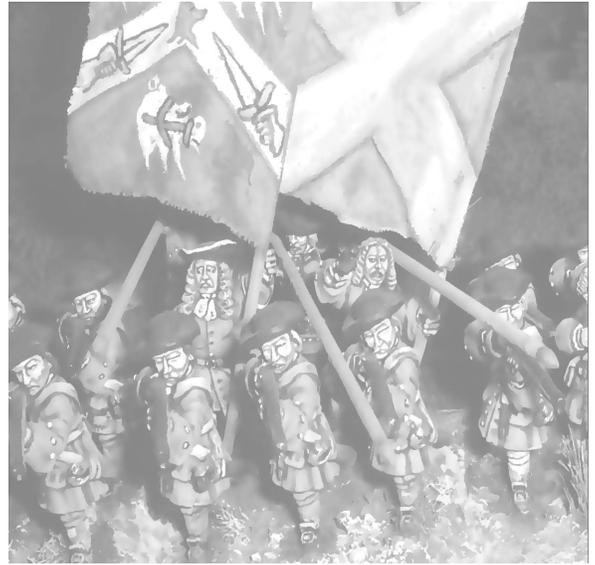
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# Section 1.0 – Game Preparation

## 1.1 Game Turn Sequence

1. COMPULSORY MOVES.  
(Routs, Retreats, Reforms after melee)
2. DICE FOR MOVEMENT/EVENT CARD OPTION
3. PLACE ORDER MARKERS
4. CHARGE DECLARATIONS & REVEAL ORDERS
5. UNITS BEING CHARGED CHECK MORALE  
(Compulsory retreats, evades etc)
6. MOVE CHARGING UNITS
7. NORMAL MOVEMENT  
(Including strategic movement)
8. ARTILLERY FIRE
9. SMALL ARMS FIRE  
(charging units check morale if hit)
10. MELEE
11. MORALE



*General Hugh Mackay's Army contained Flanders veterans of his own Brigade.. The men of his regiment stood shoulder to shoulder with those of Sir George Ramsay and Barthold Balfour. The Earl of Leven's Edinburgh Volunteers, Colonel Hasting's English infantry, guns and dragoons completed the force that would surely secure Scotland for King William.... the braes of Killiecrankie , 26<sup>th</sup> June 1689 saw a Highland Army of less than half their number led by the charismatic 'Bonnie Dundee' completely routed the red coats and claim Scotland for the Stuarts and King James VII.*

## 1.2 Scales

The rules are not specific about ground scales however figure to man ratios are around 35-40 men per figure. The ranges for weapons can be back calculated if you are inclined but represent commonly utilised weapon ranges for 28mm scale Horse and Musket wargaming. No specific timescales have been considered but a safe assumption could be one turn approximating to 15-20 minutes real time. In larger scale scenarios this time period is closer to 30 minutes.

The basic infantry unit is a battalion and the basic cavalry unit a squadron.

## 1.3 Troops classifications for morale purposes

### Troop Types

<i>Guards</i>	The army elite (such as <i>Gardes Francaises, Gard te Voet, Danish Footguards</i> )
<i>Elite</i>	Battle hardened units or those who have some recognised prestige (such as <i>English Guards</i> )
<i>Drilled</i>	Trained to fight but may be untested in battle.
<i>Raw</i>	Conscripts, levies and scrapings (such as Irish recruits both Jacobite and Williamite)

## 1.4 Basing your models

### FOOT

**MUSKETEERS & DISMOUNTED DRAGOONS:** Stands of 45mm frontage and 50mm depth. 5-6 models per stand (representing 6).

**PIKEMEN:** Stands of 45mm Frontage and 50mm depth. 3-6 models per stand (representing 3-6 as agreed with your opponent)

### CAVALRY

**HORSE & DRAGOONS:** Stands of 60mm frontage and 50mm depth. 2-3 models per stand (representing three)

**IRREGULAR CAVALRY:** Stands of 60mm frontage and 50mm depth. 1-2 models per stand (representing 2)

### ARTILLERY

**LIGHT & BATTALION GUNS:** Stands of 45mm frontage & 50mm depth. 2 crew models

**FIELD & POSITIONAL GUNS:** Stands of 60mm frontage and 90mm depth. 3-4 crew models

**LIMBERS:** As suits the individual models.

**BRIGADIERS :** 50mm diameter round bases with 1 mounted or two foot figures

**SENIOR COMMANDERS & GENERALISSIMO'S:** 75mm diameter round bases with 2 or 3 mounted or foot figures

**ROUT BASES:** 50mm round bases containing 1 or two figures. One could represent a routed battalion but 2 or 3 will look better. These are totally optional and markers can substitute beside the normal unit.

**Important Note:** If your models are based in another configuration (40mm x 40mm stands with 4 figures per stand is common) this does not present major problems. Musket casualties are calculated by 'number of six figure stands firing'. Simply calculate how many six figure stands your musketeers equate to. 16 figure battalions will obviously take fire penalties more quickly than 18 figure battalions. 20 figure battalions will have a slight advantage in casualty absorption before receiving firing penalties. If you have based pikemen integral to musket stands then agree with your opponent before the game whether the unit is classed as ALL musket or has a proportion of pikes. If the option is all musket then the fire calculations are easy. If there are a proportion of pikes, you must subtract these when calculating your casualties inflicted. You must also take into account that casualties received may fall upon a pikemen. This is usually done using a % die for ease. Another alternative is to treat your battalions as having 18 figures like every other and use a casualty record sheet to keep losses. This problem is only an aesthetic and should not disadvantage any player happy with current basing arrangements. The golden rule is; Common sense at all times.

*The chevaliers of Le Roi Soliel were irresistible upon the field of battle.. None would stand against them not even the infantry of the Dutch who were counted as the steadiest in all of Europe.. Time and again they swept their enemies from the field, at Fleurus, Steenkirke and Neerwinden.. such days of glory for the greatest army in the world.....*

