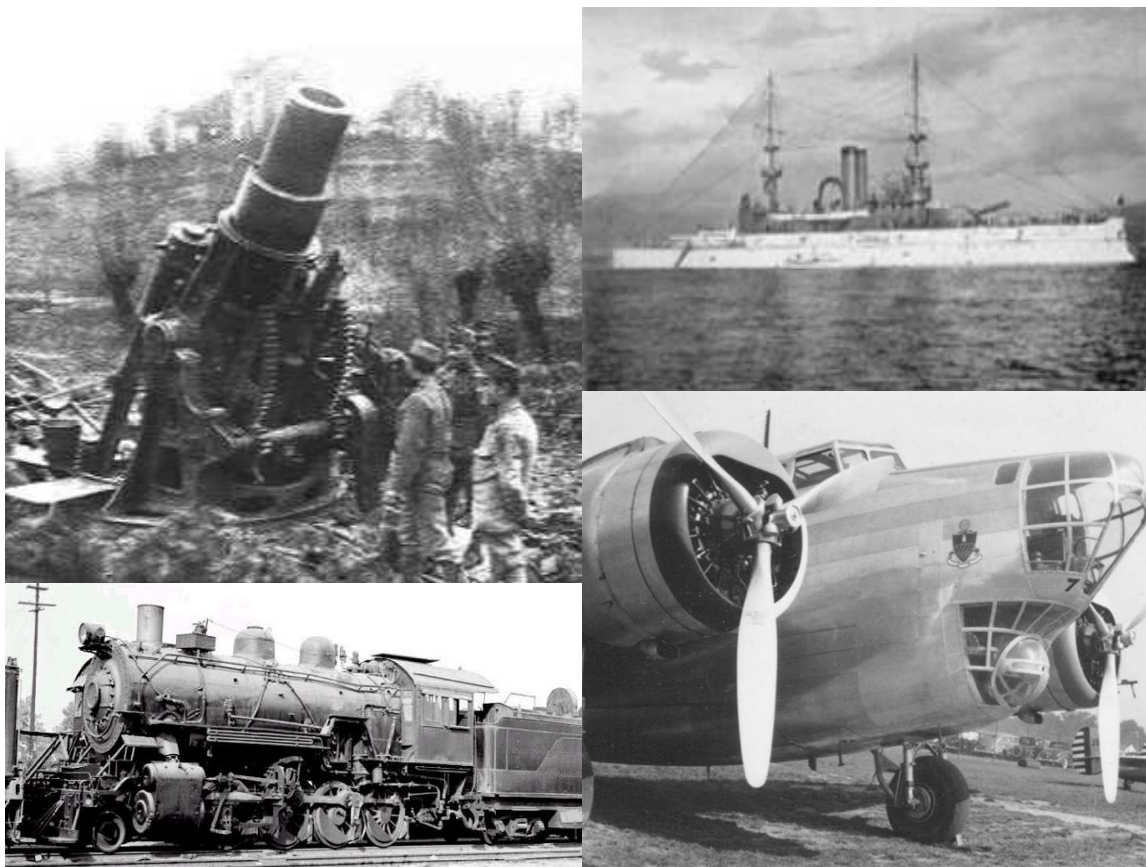


- Vol. 5 No. 4

Old Soldiers

July 2009

Dedicated to the Preservation and Play of
Out Of Print Games, and to the Support of the Small
Wargame Companies

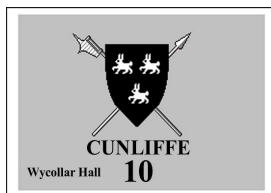


Website www.oldsoldiersmagzine.com

Variants, Strategy, Tactics, Series Replays,
Scenarios, Military Book Reviews and
Annotations, and *Historical* Articles

Games In This Issue

Rosebud / Little Big Horn (KPG), *Gunslinger* (AH),
Rebel Yell (HGD), *June '44* (DDH)



From The Desk of The Editor

This issue begins a new chapter for OSM. I've made a concerted effort to invite a large number of history minded people to subscribe and write for the magazine. The most consistent commentary in my mail box over the last 3 years or so, since I began the Napoleon's Marshals column, was how much people liked the pure history articles. So, I'm going to try to move the magazine toward an even treatment of history and wargaming (which by the way, for those of you who are miniatures enthusiasts, does include that arm of the wargame family – I hope that will encourage you to write articles about your hobby and submit them). So far these efforts have born fruit. Malcolm Archibald, an author and historian was immediately helpful, sending along two articles upon his favorite topics, Scottish History. At the end of his articles, please pay attention to the advertisement for Malcolm's books. The four noted are but a few of those he has penned over the years. Check out his website for others.

Since we have so many new subscribers, I'd like to take an instant to speak about a problem we all have as we get older, and let's face it, the vast majority of wargamers and history minded individuals are not young people. This magazine is published in 12 point print. Now, I've checked with some of the wargamers who receive this publication, and who have asked me to do artwork for their favorite games specifically due to their failing eyesight.

They tell me that 12 point is visible to them. But, one of the nice things about an e-magazine is that I can at the "flip of a switch" change things to a different size font. So, if anyone has problems reading the magazine, please let me know. I want people to be able to enjoy the magazine and not get a head ache trying to read it.

Also, for the first time in the magazine's history, we're offering within its covers a complete DTP "mini-game". This is a light version of Richard Dengel's "Rebel Yell" system and an intro specifically to his *Devil's Due* game. In succeeding issues there will be published other scenarios from his Rebel Yell series, and I may well design

some myself. I have 50 years of back issues to *Civil War Times Illustrated*, and am missing only one issue Dec. 2004 (hint, if someone has it and is willing to part with it, I'd sure like to have it). And, I have a whole box full of duplicates of this magazine.

The magazine has now more than a 1000 subscribers from all walks of history and wargaming, ancient to modern. With such talent, and so many scholars, I'm certain the articles sent in will only increase in number and in quality. Personally I can't wait to read the articles certain to arrive.

**Please Remember Out Friend
John at Bunker Hill Games**

Index

Dance If Ye Can (History)	Page 3
All Their Time In Wars (History)	Page 8
Rosebud / Little Big Horn (Khyber Pass Games)	
Errata, Q&A, Variants, and Tactical Advice	Page 42
Box Canyon Gunslinger's Showdown 24	Page 48
Demo Yell (A Rebel Yell Demo)	Page 54
Letters to the Editor	Page 80
June '44 (a DDH Game Review)	Page 82
June 44 and August 44 Q&A and Errata	Page 87
Letters to the Editor	Page 91
Comte Arminius-Maurice de Saxe (History)	Page 97
FrancoAlgerian Relationship 1830-1962 History	Page 115



Bunker Hill Games

Arms and Provisions for the Wargamer and Tabletop Strategist
www.bunkerhillgames.com

Dance If Ye Can: The Scottish Soldier

I have brought you to the ring; dance if ye can –

William Wallace, Falkirk, 1298

By: Malcolm Archibald

www.spanglefish.com/malcolmarchibald

Romans, Picts and Vikings

The Scottish soldier has attracted respect, contempt, admiration, vilification and sometimes fear, but perhaps most of all there was fascination. Every enemy he encountered seemed to comment on the attire, attitudes and methods of fighting of these men of the north.

When Julius Agricola marched his Romans into Caledonia in the early 80s, his biographer, Tacitus wrote telling comments on the tribesmen that he met. The initial comments were hardly charitable, as Tacitus termed the Caledonians ‘*a pack of spiritless cowards*’ but their practice of guerrilla warfare tested the mettle of even the professional Roman army.

Unlike the Celts of the south, before the Caledonians faced Agricola in pitched battle, they sent their women and children to safety. When battle was joined, Tacitus no longer slated his opponent.

‘The Britons wanted neither skill nor resolution. With their long swords and cetrae, they managed to elude the heavy weapons of the Romans, and at the same time to discharge a thick volley of their own.’

Other invaders met similar tactics. The savage night raid, the battle, the retreat and ambush in woods or hills. Calgacus, who commanded the Caledonians, could almost have written the Rules of Engagement

for future Scottish wars.

If one accepts that the Picts were a Celtic people, and that is by no means certain, then their way of life would equate with other societies across the British Isles. At the apex of Celtic life was a warrior aristocracy, whose exploits were lovingly recalled by bards. Unfortunately no bardic writings remain from any of the Pictish nations, but instead they left some of the finest stone carvings in Europe. A carved stone at Aberlemno, near Forfar, may refer to the battle of Dunnichen in 685, when the Picts repulsed the Northumbrians. The stone depicts a battle between two distinct groups of warriors, one with helmets and one without.

There are various scenes, but the Pictish tactics seem clear. When facing cavalry the infantry appeared to fight in three disciplined ranks. The front rank held a defensive shield, with a sword ready for retaliation, the second thrust forward his spear to cover his front rank man and the third waited in reserve. In effect it was a schiltrons, the same tactic as Wallace used at Falkirk, and not too dissimilar to the squares of Waterloo.

The enemy carried swords and spears, with round shields and helmets of a type that the Northumbrians used. The horsemen used the spears for throwing, not couched as lances, and the level of Pictish horsemanship must have been high. Weapons and tactics of the

Dark Ages seem to have been broadly similar across Scotland. Pictish stone carvings from Orkney reveal men with spears that are not much taller than themselves, while their shields are small and square, with that of the chief the most ornate.

Other evidence comes from verse. The *Goddoddin* is a bardic elegy that may refer to the battle of Catteraeth, although there is a strong possibility that some of the verses were tagged on at a later date. The story is of glorious defeat, and all the men were heroes. Verses speak of men with names such as Hyfeidd the Tall, Caradawg and Gwawrddur, a British war band, ‘retinue of Mynyddawg’ that fought the encroaching Angles around 600 AD. They came from south of the Pictish lands, and were describes as ‘*a force with steeds and blue armour and shields, javelins aloft and keen lances, and bright mail-coats and swords.*’ There are echoes of Arthur in the words, inevitable defeat against insufferable odds, a Homeric tragedy enacted upon the damp lands of Britain.

To the west were the Dalriadic Scots, and if they fought like their blood brothers from Ireland, then they used shield and sword, the large spear known as a sleg and the smaller bir and foga. In the early days the heroes rode chariots to battle and fought for honour and cattle. They gloried in single combat and displayed the heads of their

Dance If Ye Can

Continued

victims, but fought with armour of linen or even with no protection at all.

There is a work of the tenth century known as the *Senchus Fer n Alban*, the History of the Scots, which includes a military survey of Dalriada. This text reveals that the kingdom was split into three sub-kingdoms, with a combined fighting strength of around 2100 men. As an island and coastal nation, it is not surprising that the warriors were expected to take their place at the oars of the ships as well as fight on land.

Such were the warriors of the Dark Ages. In the eighth century the Norse roared south, with large axes, long swords and coats of mail. Where other nations fell before the Viking menace, the warbands of the Alban nations fought back. While England and much of France surrendered to Norse rule, Scotland kept fighting, and in the Highlands at least, the men adopted many of the Norse battle tactics.

At the battle of Bruanburh, the Scots fought in similar style to their Norse allies. They fought on foot, behind a shield wall. It became a Scottish tradition to ride to battle but dismount before the fighting began.

Mediaeval and Renaissance

By the twelfth century the picture is clearer, as Scottish warriors faced more literate opponents. The Norman-English affected little respect for the native Scots as King David's

expedition of 1126 combined Galwegian with men from Lothian, Norman with Celt. While the Norman lords huddled around the king, secure in grey armour and kite shaped shield, the Galwegians fought naked, or nearly so, with leather shields and swords, while the men from the lowlands had the small shield and the long spear that was to be Scotland's primary weapon for centuries. When they got close, the Scottish spearmen were ferocious opponents, but the English countered with the longbow that killed at a hundred paces.

At this period the Scottish host was composed of every fit man between sixteen and sixty. When the king commanded, they were duty bound to serve for forty days, unpaid. The local mormaor, later known as an earl, led the men of his area, and in the highlands, the status of clan chiefs depended on the number of men in their fighting tail. This method ensured that the king had the maximum of manpower with the minimum expense, but it also made for an untrained and short-term army. Like their Dark Age ancestors, most Scots fought on foot, and not until the statutes of Robert I in 1318 was there any attempt to provide some protection from the killing hail of English archers. Even the quilted coat or chain mail was little defence for those who had some wealth, while the poorest, those worth less than £10, could only shelter behind their courage.

Relatively peaceful until the high Middle Ages, the knights of lowland Scotland stagnated.

They retained the appearance of martial skill, but when Edward of England mounted a challenge, all they know was the conventional charge of chivalry. Wallace and Andrew Moray used the power of the people, but it was King Robert I who returned to the old Celtic tactics of hit and run and ambush. His lieutenant, James of Douglas, became the commando fighter per-excellence, and generations of Borderers followed his lead.

By the late Middle Ages there was a degree of professionalism about the nucleus of the royal army. There would be full time artillerymen and perhaps a number of crossbowmen in the royal castles. In 1429 King James I ordered the Scots to learn archery, presumably with the hope they could beat the English at their own game. The Scots probably paid lip service to the idea, but retained their traditional arms. In the event, the king's idea was sound but outmoded; there were to be no more ritual slaughters of Scottish armies by English longbowmen.

Each area of Scotland would have an annual wappenschauw, literally, weapon show, where in theory each man's state of readiness for war could be checked and maintained. The primary infantry weapon in the lowlands continued to be the spear, sometimes termed a pike, and those who could afford it carried a sword. The Scottish spearmen, however, were not to be despised. They fought shoulder

Dance If Ye Can

Continued

to shoulder in a compact hedgehog that could advance on an appalled enemy or repel the charge of armoured chivalry. If a sufficient number of spearmen could reach the enemy, they were hard to beat.

While the gentleman class provided the heavy cavalry, the Borders produced a large number of light horsemen, known as 'prickers.' These men were invaluable for scouting, irregular warfare and the fast, hit-and-run raids that were a border speciality. Both William Wallace and King Robert I used the archers from Ettrick, while parts of the highlands also sent archers, such as the contingent from Argyll at the battle of Pinkie.

Highland and lowland fighting men evolved differently, probably due to their diverse cultural backgrounds. Writing in 1420, Andrew Wyntoun describes the highland combatants at the Battle of the North Inch as fighting 'with bow and ax, knyf and swerd.' The bow was an important weapon in the north. In 1521 John Major said that the highlanders '*always carry a bow and arrows, a very broad sword with a small halbert, a large dagger, sharpened on one side only, but very sharp, under the belt. In time of war they cover their whole body with a shirt of mail of iron rings, and fight in that.*'

Major was obviously referring to the upper classes of highland society, for he added that the '*common people of the Highland Scots rush into battle,*

having their body clothed with a linen garment manifoldly sewed and painted or daubed with pitch, with a covering of deerskin.'

In 1549, when the French were assisting to remove the last of the English from southern Scotland, the Frenchman John de Beaugue wrote that the Scottish army were '*followed by the Highlanders, and these last go almost naked; they have painted waistcoats and a sort of woollen covering, variously coloured.*' The lowlanders were also light infantry, with a spear or pike, an iron or steel helmet and a leather jerkin or quilted jack. In the Borders, at least, firearms were becoming popular.

Writing in 1583, another Frenchman, Nicolay d'Arfeville, wrote that the highlanders used '*the bow and arrow, and some darts, which they throw with great dexterity, and a large sword, with a single-edged dagger. They are very swift of foot, and there is no horse so swift as to outstrip them.*'

In the early 1570s, Lindsay of Pitscottie termed the highlanders a '*very rud and homlie kind of people...called the Reidschankis or Wyld Scottis...thair weapons ar bowis and dartis, with ane verie broad sword and ane dagger scharp onlie at the on edge.*' Describing the highlanders as 'redshanks' was common at the time, the name referring to their bare legs, and casting memories back to the Norwegian King Magnus who earned the title Magnus Barelegs when he adopted Hebridean dress after his campaigns in the west.

George Buchanan, who wrote in 1582, mentioned that the highlanders wore '*an iron bonnet and an habbergion...even to their heels. Their weapons...are bowes and arrows. The arrows are for the most part hooked, with a bauble (barb) on either side, which once entered within the body cannot be drawn forth again, unless the wound be made wider. Some of them fight with broad swords and axes.*'

The combination of light infantryman with armoured axe men was potent, causing major problems at Harlaw in 1411 and defeating a royal army at Inverlochy twenty years later. The axes seem to have been a speciality of some of the warriors from the far north and the Western Isles, the areas most influenced by the Norse. There was a traditional movement of warriors from western Scotland to Ireland from at least the thirteenth century. These men were known as galloglaich, or gallowglass, which meant 'foreign warrior.' Gallowglasses often settled in Ireland and featured in most Irish conflicts until the wars against Queen Elizabeth. The early warriors fought on foot, wearing long shirts of mail and wielding a long handled battleaxe. They were the elite fighting men of the Irish chiefs and kings.

Scottish highlanders featured very strongly in the 16th century warfare in Ireland. In 1545 Donald Dubh sent many of his men over, and an English observer reported that they

Dance If Ye Can

Continued

were ‘very tall men, clothed...in habergeons of mail, armed with long swords and long bows but with few guns; the other thousand, tall mariners that rowed in galleys.’

Peregrine O’Cleary, in his *Life of Hugh O’Donnell* described the Highlanders who fought Elizabeth as carrying ‘horn-hafted swords, large and military, over their shoulders. A man when he had to strike with them, was obliged to apply both his hands to the haft.’

At the other end of the country, the borders also created a distinctive type of warrior. Their light horsemen usually bore the brunt of any English invasion, and when not at war, were often involved in clan feuding or straightforward cattle thieving.

In the fourteenth century Froissart had commented that the Scots rode to war, with ‘*the common people on little hackneys and geldings.*’ By the sixteenth century the borderers had evolved their own culture of the horse and their prickers were perhaps the most professional soldiers in Britain. The word professional means just that; they rode and fought for profit, not for glory or honour, and would leave a battlefield without a qualm if there were a chance of a quick buck. More like modern soldiers than their contemporaries, the border ‘light horsemen’ were supremely functional. From the steel helmet that protected his head, past his reinforced quilted jacket to the leather boots, everything had a purpose, and

none more than the nine-foot lance, the backsword and the pair of pistols that they used with chilling skill.

The less favoured foot soldier, who filled the ranks at Flodden, Hadden and a hundred forgotten skirmishes through the centuries, carried a long spear or a shorter bill, with the Jedburgh Staff or Axe being a local favourite. Knowing that they lived on one of the most volatile frontiers in Europe, the borderer was good at his job. He had to be.

But how effective were the Scots? In the sixteenth century, English armies triumphed in major battles such as Flodden and Pinkie, but failed in smaller encounters such as Hadden Rigg and Ancrum. England thought it wise to wrap Berwick in some of the most impressive fortifications in Europe, while the expenditure in Scottish wars drained the English treasury. Warfare in Scotland cannot have been popular, given the climate, the uncertainty and the constant possibility that there was a Scottish retaliatory force waiting over the next hill

Seventeenth and Eighteenth Century

The seventeenth century was a seminal period in the history of Scottish warfare. The last official war with England had finished, and excess Scottish manpower honed their skills fighting other people’s wars. Not until the late 1630s did the horror return to Scotland, but when it did, it lasted for years.

The 1640s and early 1650s were bloody years with armies of

of the King and Covenant butchering each other in the name of religion or power. When the First Bishop’s War erupted in 1639, the government of Scotland created a more professional army, yet retained some national characteristics. Musicians garnished the army that gathered at Duns in 1639, but the blue bonnets that Alexander Leslie led over the border the following year achieved their military objectives with little trouble.

Armies still comprised cavalry and infantry, but improvements in the musket had changed the face of the battlefield. In common with other European states, Scotland trained dragoons, which were little more than mounted infantry, and a force of armoured medium cavalry that David Leslie was to use with some effect. Strangely, pikemen were seen as more honourable than musketeers, and had to be strong to manage the eighteen-foot long pike. In the early years they outnumbered the musketeers by around two to one, and although musketry could thin the enemy’s ranks, most battles were won by ‘push of pike.’

However, by mid century musketeers were more numerous, numbering over half the infantry. The fortitude of the infantryman remained as important as it had ever been.

The musketeer was unarmored, firing behind a thin screen of stakes, much like the English archers at Crecy. He fired a matchlock, and was responsible for ensuring that bad

Dance If Ye Can

Continued

weather or carelessness did not extinguish the match. At that period his musket was supported by a rest, and fired a ball an ounce in weight, but with little accuracy. A good musketeer might fire every two minutes. Slow moving, slow firing and slow of manoeuvre, the seventeenth century musketeer was not a figure of grace, although his position improved when the lighter flintlock musket came into use.

In the early seventeenth century the musketeers fought in ten deep ranks to allow a continual roll of musketry. As the weapons improved, the ranks thinned to six, and eventually to three. As each man fired, he fell back and his rear marker took his place.

Montrose was said to be the first Scottish commander to use the Swedish 'salvee' method of having all six ranks fire a salvo together. His salvees were usually enough to shake the enemy formation, so that the ensuing highland charge would destroy it. Cromwell's New Model Army copied Montrose, but with far greater numbers of men.

Infantry tactics were relatively simple. A body of skirmishers, known as the 'forlorn hope' harassed the enemy until the musketeers were in range. There was an exchange of musketry and then push of pike. The cavalry would fight each other and either hit the enemy flanks or chase a defeated opponent.

In the 1640s these slow moving infantry faced a terrifying enemy when Montrose united Alasdair MacColla MacDonalds Ulster veterans with the highland clans. Fast moving, dedicated and relentless, the highlanders ducked when the opposing musketeers fired, moved forward rapidly and delivered a killing volley from close range before closing with the broadsword and Lochaber axe. William Cleland, veteran of Bothwell Bridge and Drumclog described the highlanders of 1678 as carrying

*'A targe of timber, nails and hides;
With a long two-handed sword.'*

They killed him at Dunkeld, in 1689.

More conventional forces found such adversaries formidable opponents, so long as they were well led. It was the Camerons that gave Cromwell his biggest headache after he had defeated the Covenanting armies, and he thought so highly of the MacLeans that he sent five government warships to arrest their ten-year-old chief.

After the Restoration, legislation was put in place to raise a militia of 20,000 infantry and 2,000 horse. This manpower, backed by a handful of regular regiments, was used primarily for suppressing unrest at home. The later Covenanters, who resolutely opposed King Charles' attempt at imposing Episcopacy, were the main targets. At the battles of Rullion Green, Drumclog and Bothwell Brig redcoated Scottish troops face ill-armed Scottish Presbyterians.

By 1689 the situation had changed as religious intolerance saw the Catholic King James VII replaced by the Protestant William of Orange. Between that year and 1746, redcoated regulars of Scottish and English regiments faced highland clans who supported the exiled Stuart kings. By that time the highland tactics were anachronistic. They fought the same as their grandfathers had under Montrose, but faced infantry who could fire faster and with more skill, backed by artillery. There was no doubting their ability; in 1688 William Sacheverell, governor of the Isle of Man visited the Maclean lands of Mull and commented that the highland soldiers had:

'A round target on their backs, a blue bonnet on their heads, in one hand a broadsword, and a musquet in the other. Perhaps no nation goes better armed; and...they will handle them with dexterity.'

Highland courage and broadswords won the battle of Killiecrankie, albeit at great cost, but failed against the Cameronians at Dunkeld. Badly led, the highlanders could only draw at Sherrifmuir in 1715, as they faced Argyll's regular forces. Their victory at Prestonpans came in a flank attack, and they fought hard and skilfully at Falkirk, but Culloden was a disaster. After enduring an artillery bombardment for half an hour, the highlanders launched a piecemeal attack against twice

Continued on Page 46

All Their Time In Wars An Alphabet Of Scottish Battles

*The Scots spend all their time in wars, and when there is no war,
they fight with one another – Don Pedro de Ayala, 1498*

By: Malcolm Archibald

www.spanglefish.com/malcolmarchibald

Copyright retained by author, though, people are welcome to make use of it,
but not to reproduce it or claim it as their own.

A

Abercorn Castle, 1455. West Lothian, near Hopetoun House.

When James II realised that the Douglas family may have had ambitions for the crown, he murdered Earl William Douglas and began a campaign against the clan. During this mini civil war, the king besieged Abercorn Castle. Douglas and one of his supporters, Hamilton of Cadzow, arrived with an army that seemed to tip the balance against James, until Hamilton changed sides. Douglas fled, and when the castle surrendered in May, James hanged the garrison.

Aberdeen, March 1644.

Aberdeenshire. During the civil war that raged through Scotland in the middle of the seventeenth century, Royalists under Sir John Gordon of Haddo raided the city of Aberdeen one March morning. They kidnapped several important citizens including the Provost. The prisoners were held for a short while in the Castle of Strathbogie, but were freed when the Gordons learned that a Covenanting army under the Duke of Argyll was heading north.

Aberdeen; 13th September

1644. Aberdeenshire. This battle was fought during the great civil war of the 17th century. A

Royalist army under the Marquis of Montrose fought a force of Covenanters just outside Aberdeen.

After his victory over Lord Elcho's Covenanters at the battle of Tippermuir, many of Montrose's highlanders left his army. Left with around 1500 men, mainly Alasdair MacDonald's Ulstermen and highlanders, Montrose marched north. Lord Burleigh led a Covenanting force to meet the Royalists at the Justice Mills outside Aberdeen. Montrose sent a drummer boy to demand the surrender of the town, but an Aberdonian shot him. The resulting battle took place at Two Mile Cross, near the present retail park at Brig o Dee.

The Covenanters started the battle with a cavalry charge, which Montrose repulsed with his own force of mounted men. When the Covenanters' flanks crumbled, Montrose ordered his infantry forward, driving back the Covenanters after a hard struggle of over an hour. The Ulstermen and highlanders then sacked the town for three days. Perhaps 200 people were murdered, with much rape and looting. There is no memorial for this battle, which is also known as Justice Mills or Crabstane Rout.

Aberfoyle, Pass of, 1653; 20 miles (32 kilometres) west of Stirling, 25 miles (40 kilometres)

north of Glasgow, in

Stirlingshire. During Glencairn's rising against the Cromwellian invasion of 1653, there was a skirmish in the Pass of Aberfoyle. Graham of Duchray seems to have stalled a Cromwellian advance.

Achdaluie, 1654 About two and a half miles west of Corpach, near Fort William, Lochaber, Highland. Camerons defeat Cromwellian forces. During the Cromwellian occupation of Scotland, Clan Cameron, under Ewan Cameron, was probably the Royalist clan who did most damage to the invader. General Monck, Cromwell's man in Scotland, attempted to quell the Camerons. Five Cromwellian ships landed two thousand of Cromwell's troops at Inverlochry and set about building a fort that would later be Fort William. Ewan cleared the area of his people and observed Cromwell's forces with only thirty-two men. When a force of Cromwell's men ventured out to cut timber and loot the local houses, Ewan Cameron led his men in a charge on around 150 of the enemy. An estimated forty or fifty Cromwellians were killed and the rest ran. It was in this fight that Ewan Cameron fought an English officer hand to hand and bit out his throat. When the

All Their Time In Wars

Continued

Camerons offered quarter, an Englishman fired at Ewan, so the Camerons finished off the enemy. Only two English escaped, and five Camerons were killed. After the battle, the Camerons examined the bodies to see if the English had tails, as their behaviour was more like devils incarnate than men.

Achintore c 1654. Once a separate village, now part of Fort William, Lochaber, Highland. Another battle between the garrison of Cromwell's fort at Inverlochy, now Fort William, and the Cameron clan, in whose land the Cromwellians were intruding. The Camerons ambushed and defeated a force of Cromwell's men that was gathering timber.

Achnashellach, c 1505. Near **Lochalsh, Sutherland, Highland.** This clan conflict was fought 12 miles from the Castle of Strone in Lochalsh. It is one of the many battles in Scotland for which details are vague, but accounts suggest that a body of Camerons under their chief Ewan Cameron defeated the Munros and Mackays. It seems that Sir William Munro of Foulis was killed

Ailtan-Beath, 1542, Sutherland, skirmish between clan Mackay and Sutherland. Donald Mackay of Strathnaver had recently taken over as chief of the clan, and when Adam, Earl of Sutherland died, he invaded Sutherland with a body of men. He burned the township of Knockartoll and plundered

Strathbrora. Sir Hugh Kennedy of Griffen Mains, Gilbert Gordon of Garty and Hutcheon Murray of Abirscors gathered a force and attacked Mackay at Ailtan-Beath.

The Mackays lost the fight that followed, and John MacIan-MacAngus was killed, with many of the Mackays. Donald Mackay fought well, killing William Sutherland before he fled with the others. He was later captured and imprisoned in Fowlis Castle in Ross.

Airds Moss, 22 July 1680. Near Muirkirk, East Ayrshire.

Government forces defeated the Covenanters. On 22 June, 1680, the radical Covenanter Richard Cameron, known as the Lion of the Covenant, his brother Michael and 20 horsemen rode into Sanquhar and fixed a declaration to the Mercat Cross. It stated that the Covenanters intended to 'disown Charles Stuart, who hath been reigning, or rather...tyrannising on the Throne of Scotland.' On Thursday 22 July Captain Bruce of Earlshall, the commander of Claverhouse's troop of dragoons found Cameron and 40 followers on Airds Moss near Muirkirk in Ayrshire. Bruce led 120 government troopers to capture him.

Cameron led his men into battle with the call 'Lord, spare the green and take the ripe.' In the skirmish that followed, Richard and Michael Cameron were both killed, with seven of their followers. The remainder scattered. Cameron's named lived on when the Cameronian Regiment of the army was raised

in 1689. There is a tall stone monument that remembers Cameron and his men.

Alcluith, 756. Dumbarton, Strathclyde. This battle was fought at the fort on Dumbarton Rock. At a time when Alcluith was the capital of the British kingdom of Strathclyde, the Britons defeated Oengus MacFergus and his ally Eadberht, King of Northumbria. The Britons had pretended to surrender ten days before the battle, and then attacked without warning, defeating the allies.

Aldy-Charrish, 1487, also known as **Aldicharrish.** Wester Ross, clan battle in which the Mackays defeated the Rosses. Men of the clan Ross had killed Angus Mackay at Tarbat, and John Riabhach Mackay, the son of Angus, asked the Earl of Sutherland, his feudal superior, for help to avenge the death. Sutherland sent Robert Sutherland and a body of men to help the Mackays.

The combined Mackay – Sutherland force ravaged Strathcarron and Strathoykel. The Ross chief, Alexander Ross of Balnagown brought his men and attacked the allies at Aldicharrish. There was a hard fought battle that the Mackays and Sutherlands ultimately won. Ross of Balnagown and seventeen gentlemen were among the Rosses killed.

All Their Time In Wars

Continued

Alford, 2 July 1645, 25 miles west of Aberdeen, by the River Don. A significant battle in the Civil War between the supporters of King Charles I and supporters of the Covenant. The Marquis of Montrose and Royalist army defeated the Covenanters under General William Baillie. The Covenanters had around 2000 foot, including a number of veterans, and around 300 horse. Montrose had an equal number of infantry but perhaps only 200 horse.

After defeating General Hurry at Auldearn, Montrose spent time feinting with Baillie's army, then the armies met at Alford in Aberdeenshire, with Baillie possibly intending to stop Montrose attacking Aberdeen. Although Montrose had marginally the smaller army, Baillie had his own problems. The Committee of Estates was a body of political ecclesiastics with no military experience, but they were in a position to overrule Baillie's decisions. The Committee had also ordered 1000 of Baillie's most experienced men to join the force of General Lindsay, instead offering him a number of inexperienced local levies. Montrose positioned himself in a low hill, possibly Gallows Hill overlooking the River Don, with his Highlanders in the centre. The Committee members urged Baillie to attack, and when the Covenanting army was split, with the horse on one side of the river and the foot on the other, Montrose put in a counter attack. He pushed away the Covenanting

horse, and then hit the Covenanting foot with infantry and cavalry. Not surprisingly, the Covenanters gave way, with around 1000 casualties, but Montrose had lost Lord Gordon, who had charged in front to avenger the ravaging of his lands by the Covenanters.

Some early writers suggest that there was a commemorative stone, the Gordon Stone, where Lord Gordon was killed. However, this stone, which may have been a prehistoric standing stone with no relevance to the battle, has now been buried beneath rubbish. To add to the uncertainty, there are conflicting accounts as to the exact whereabouts of the battle, but the action may have taken place on the northern side of Gallows Hill.

Allantonplains, May 1307 East Ayrshire, Strathclyde, 16 miles north east of Ayr, . A minor skirmish in the First Scottish War of Independence. Robert the Bruce attacked a force of English under Ralph de Montherner, Earl of Gloucester and chased it back to Ayr.

Allt Camhna 1586, Caithness. The Earls of Sutherland and Caithness decided between them that Clan Gunn was causing trouble. They sent two bodies of men against the Gunns in Caithness, one commanded by John Gordon of Backies and James MacRorie, the other by Henry Sinclair, cousin of the Earl of Caithness. Henry Sinclair's company were first to meet the Gunns at Allt Camhna. The Gunns were outnumbered, but had some

of Clan Mackay with them and the advantage of a small hill named Bingrime. They seem to have fought without tactics, but Sinclair's men fired the first flight of arrows, which fell short. Clan Gunn waited until they came in range, and their arrows caused great devastation. Henry Sinclair and 120 of his men died and the rest retreated.

Alnwick 13 November 1093. Northumberland. After the English increased the fortifications of Carlisle Castle, Malcolm III (Canmore) invaded. He had been waging intermittent war to stop the spread of English influence in Scotland. Malcolm's army looted Northumberland and camped near Alnwick, but Robert de Mowbray, the governor of Bamburgh Castle sallied out and attacked the Scots, taking them by surprise. Malcolm was killed in the fighting, as was his son Edward. There was a persistent legend that Mowbray attacked while a truce was in operation.

A monument, Malcolm's Cross, was erected in 1774, marks the spot where the king was killed. It is one mile north of Alnwick.

Alnwick 1174; Northumberland. With England in turmoil due to civil war, King William 1 (the Lion) of Scotland joined the side of King Henry's son (the Young Henry.) In what could be seen as a precursor of the Auld Alliance, William invaded England to create a diversion for the French king, who also supported Young

All Their Time In Wars

Continued

Henry. Uchtred and Gilbert of Galloway supported King William.

King William led a mixed army of Gaels, Norman-Scottish knights and warriors from Galloway into Northern England. The English propaganda machine accused them, perhaps justly, of various atrocities, but when the Scots failed to take Carlisle Castle, they raided right cross Northern England. King William led a small force to Alnwick and attempted to besiege the castle, but the larger English garrison, reinforced by another force under Ralf de Glanvil sallied out. It appears that there was a mist and King William approached a body of horse, thinking they were his own men. When he realised that they were English he couched his lance, shouted 'Now it will appear who knows how to be a knight' and charged. During the skirmish, Williams's horse fell and rolled on him and he was captured. The subsequent Treaty of Falaise was expensive, for William agreed to become the English king's liegeman for all of Scotland. The Treaty was not cancelled until 1189, when the Treaty of Canterbury restored Scotland's independence for 4000 marks. King Richard of England needed the money to finance the Third Crusade.

Altmarlach, 13 July 1680.

Tradition places this battle on a farm just outside Wick, Caithness. A cross marks the site. It was also said to be the last clan battle fought in Scotland, although some historians would

disagree. The name may come from the Gaelic *Uilt na Muirleach*, the Burn of the Thieves, because the bodies of those killed were robbed.

Sir John Campbell of Glenorchy claimed ownership of the Girngoe lands and the Earldom of Caithness. It seems that the 6th Earl of Caithness had not repaid a loan made to Campbell of Glenorchy. In response, Glenorchy was later granted the title of Earl of Caithness, Lord of Berriedale and Glenorchy. George Sinclair of Keiss contested his claim, and after legal disputes the king granted Glenorchy permission to invade Caithness to take his lands.

Glenorchy gathered his forces in Perth and marched to Braemore in Caithness, then to the Hill of Yarrows. He may have had around 800 men, including Campbells and other auxiliary clans including MacGregors under John MacGregor. Glenorchy marched on Wick during a mist, but when the mist cleared Sinclair's forces saw Glenorchy coming and raised the alarm.

According to some accounts, Glenorchy marched to Stirkoke and Altmarlach, where he split his army in two, concealing some in the burn channel but leaving the remainder in open view on the haugh ground. As the men on the haugh land attacked the Sinclairs, those who were concealed rose in ambush. With the burn behind them and Glenorchy's men in front, the Sinclairs were badly mauled, losing around 300 men. It is said that Finlay Ban MacIvor composed the pipe tune 'The Campbells Are Coming' as

Glenorchy's army marched to Caithness, and 'The Breadalbane Gathering' also dates from this campaign.

Although it was reported that the Sinclairs spent the night before the battle drinking in the hostleries of Wick, this can be discounted, as can the legend that claims the battle for Allt a Mhullaich in Argyll. There is a memorial cross at the site near Wick.

Alt a Charrais, 11 June 1486.

Sutherland. In this clan battle a combined forces of Sutherlands and Mackays defeated the Rosses. Alexander Ross of Balnagowan led the Rosses but was killed together with many of his men. The battle was possibly in revenge for an incident at Tarbat, when men of clan Ross burned a raiding party to death inside the church.

Ancrum Moor, January 27 1545; about 4 miles north of Jedburgh, Scottish Borders. The Earl of Angus defeated an English force under Sir Ralph Eure and Sir Brian Layton. This battle was fought during the so-called Rough Wooing, when Henry VIII attempted to make Mary of Scots marry his son Edward by destroying as much of Scotland as he could. Not surprisingly the Scots retaliated. Sir Ralph Eure commanded the 3000 strong English force that burned its way through southern Scotland. Eure had defaced the tombs of long-dead Douglas at Melrose Abbey, which annoyed the Douglas Earl of Angus. Eure had also burned Broomhouse Tower, killing an

All Their Time In Wars

Continued

old woman and her family.

Eure made a night foray from Jedburgh against the Earl of Angus and Scott of Buccleuch, who had about 300 men, plus some cavalry from Fife under Norman Leslie of Rothes. Angus and his riders were in the hills and scouted Eure's force until it was on the moor just north of Ancrum, five miles from Jedburgh. Angus outflanked Eure's line of march, dismounted his riders and used the ground to conceal how many men he had.

The English and their Scots allies were heavy with plunder when Angus ambushed. The English charged forward, but Angus had positioned his men in the west, so the setting sun shone in the English faces. The wind also blew gunsmoke into their eyes, so they could not see the extent of the Scottish force. The Scottish lances turned the English charge into a shambles.

As Eure fell back those Scottish Borderers, and possibly even some Highlanders, who had been fighting with the English ripped off the St George Cross signs that marked them as 'assured Scots' and attacked their erstwhile allies. Hundreds of English, including the leaders Eure and Laiton, were killed, and about a thousand were captured. Speaking of Eure, James Hamilton, the Earl of Arran said, 'God have mercy on him, for he was a fell cruel man.'

This battle had tremendous propaganda effect, raising morale in Scotland and France. Legends speak of a local woman named Lilliard who

joined in the action, fighting even when her legs were cut off. A monument at the site, known as the 'Maiden's Tomb,' commemorates her part. There is a footpath along Dere Street that accesses the battlefield.

Annan, 17 December 1332.

Dumfries and Galloway. Scottish patriots chased Edward Balliol and his pro-English supporters out of Scotland. After the death of Robert I, the English had again interfered with Scottish affairs by sending an army north to support their puppet king Edward Balliol. When Balliol decided to spend Christmas in Annan, central to his power base in southwest Scotland, the Guardian, Sir Archibald Douglas and the Earl of Moray gathered the patriots at Moffat. They rode south by night and attacked at dawn, overwhelming Balliol's men and killing many in their beds. Sir John Mowbray and Sir Walter Comyn were killed but Edward Balliol made a hole in the wall of his chamber and escaped, riding bare-backed into England.

Antonine Wall, c184; Scottish lowlands between the Forth and Clyde. The tribes in Lowland Scotland rose against the Romans and overcame the Wall. A man named Corvus died in this campaign; he may have been an ancestor of the later kings of Strathclyde. Despite their superior tactics and weapons, the Romans under Governor Ulpius Marcellus had to campaign three times before he thrust the Britons back. This must have been quite a significant war, for Commodus gained the title *Britannicus* after his victory.

title *Britannicus* after his victory. However the wall was abandoned before the end of the century.

Apardion, 1153; possibly Aberdeen. Around this time a Norwegian leader named Eystein attacked a Scottish town that he named Apardion in what was possibly the last significant Norse raid on Eastern Scotland.

Arbroath; 23 January 1445.

Angus. This battle was fought for the control of Arbroath Abbey. It took place just outside Arbroath, Angus when the son of the 2nd Earl of Crawford defeated the Ogilvies and Sir Alexander Seton.

Sir Alexander Lindsay, Master of Crawford was Bailie of the Regality of Arbroath. He had retained a large number of armed followers, paid for by the monastery but his conduct had made him 'uneasy to the convent' so the Chapter appointed Alexander Ogilvy of Inverquharie as his successor. Crawford refused to surrender his appointment and took control of Arbroath and the abbey. The Earl of Douglas sent a hundred men from Clydesdale to support Crawford, and the Hamiltons also sent Crawford reinforcements. Meanwhile Sir Alexander Seton, Lord of Gordon, had arrived at Inverquharie on his way to Strathbogie. He traveled with the usual band of armed followers. By Scottish tradition the host's quarrel became the guest's quarrel. Seton and some other local lords joined the Ogilvy army as it marched on Arbroath.

All Their Time In Wars

Continued

The Lindsays, who were firm allies of the Crawfords, formed up in battle formation in front of Arbroath. With his wife an Ogilvie, the Earl of Crawford, father of the Master, ran between lines to try and make peace but an Ogilvie ran a spear through him, perhaps not knowing who he was. Earl fell mortally wounded. The Lindsays charged and won the battle. There were about 100 Lindsay casualties and perhaps 600 Ogilvies. Inverquhar was wounded and captured; his brother and Seton fled. Inverquhar was carried to Finhaven Castle, the Earl of Crawford's seat, to be smothered with a pillow by the Earl of Crawford's wife. The Earl died a week later.

Ardcorran; 627. The location of this battle is uncertain. It was fought either in Northern Ireland or in Kintyre at a time when the Scottish kingdom of Dalriada still maintained a foothold in Ulster. Conadd Cerr of Dalriada defeated Fiachna MacDemail, an Ulster king.

Ardde-anesbi or Airdeanesbi, Argyll? 719; civil war; According to the Annals of Tigernach – 'the battle of Ardde-anesbi, on the sea, between Duncan Bec, with the tribe of Gabran, and Selbach with the tribe of Loarn; and Selbach was defeated.' As the cenel Gabrain controlled what is now Kintyre and Cowal, and Loarn controlled Lorne, the battle might have been fought in the sea off Argyll, or in one of the sea lochs. This is the first recorded sea battle in British

history, and concerns a dynastic struggle within Dalriada.

Ardoch, 83 AD; Strathearn, Perthshire; supposed site of an attack by the Caledonians on Agricola's invading 9th Legion. According to Tacitus, the Caledonians attacked at night 'surprising and cutting down the sentries, who were asleep or panic stricken, the enemy broke into the camp'. Agricola eventually repelled the raiders 'but they, thinking themselves cheated not so much by our valour as by our general's skill, lost nothing of their arrogance.' Agricola did not advance further that year..

Ard Rannoch, 1685; Perthshire. A minor skirmish that occurred during Argyll's rising when a night patrol of Camerons accidentally killed some of Earl of Atholl's Perthshire Horse. Both units were on the royal side against Argyll.

Ardscull, 1316; near Athy, County Kildare, Ireland, This battle was fought during the First War of Independence. When Edward Bruce opened a new front against the English in Ireland, he had himself crowned High King of Ireland and won a series of victories. One such was at Ardscull, where he defeated the Anglo-Irish Lord justice Sir Edmund Butler

Ardvorlich House, 1620. South of Loch Earn, Perthshire. A minor skirmish when a party of Glencoe MacDonald's raided the Stewarts of Ardvorlich on the south side of Loch Earn. The Stewarts repulsed

the MacDonalds, killing seven. A stone marks the site of the encounter

Ardvreck Castle, 1672, Assynt, Sutherland. Originally a castle of the MacLeods, in 1672 the Mackenzies attacked and captured it as they took control of Assynt. The castle is now a picturesque ruin in a splendid setting.

Argoed Llwyfain, c 588; location uncertain, possibly in south west Scotland. This was a legendary battle in which Owain of Rheged defeated the Saxon prince of Fflamddwyn.

Arkinholm, 1 May 1455, Langholm, Dumfriesshire. Royal forces defeat army of Douglasses. The Douglas family had gradually risen to power in southern Scotland since Sir James of Douglas had been instrumental in helping King Robert I maintain Scotland's position as an independent nation. By the middle of the fifteenth century the Douglasses were powerful enough to threaten the Crown. In 1440 the young King James II, advised by Sir William Crichton and Sir Alexander Livingstone, enticed William Douglas, head of the family to Edinburgh, and beheaded him. Twelve years later, in 1452, the Douglasses refused to break an alliance with the Lord of the Isles, and rode to Stirling to see the King under a safe conduct. The king murdered him. Not surprisingly, the Douglasses, led by James, the 9th Earl, rose in rebellion against the

THE SOLDIER TRILOGY

By: **Malcolm Archibald**

www.spanglefish.com/malcolmachibald

\$12.00 USD each

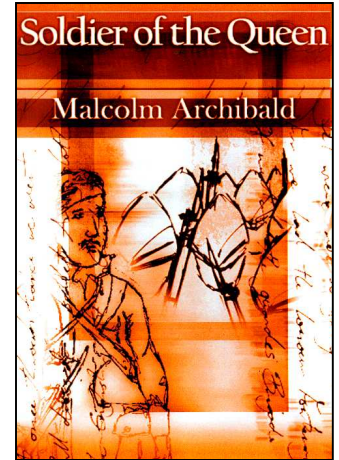
Published by: **Fledgling Press**

www.fledglingpress.co.uk

£ 7.99 each

Soldier of the Queen

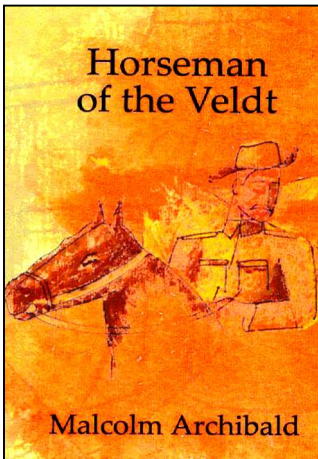
Soldier of the Queen is the story of Drew Selkirk, a ploughman from the Scottish Borders who falls out with the local landowner and joins the fictional Royal Borderers as an infantry soldier in the closing years of Queen Victoria's reign. Sent to South Africa to fight the Boers, Selkirk takes part in the battles of the Modder River and Magersfontein before being separated from his unit. He helps in the defence of Kimberley, where his talent for horsemanship is recognized, and as an acting lieutenant of an irregular unit of horse, guides General French over the Klip Drift to the relief of that town. There is love interest too, with Selkirk leaving behind the lovely Georgina, but meeting the volatile and caring Marie in Kimberley.



Horseman of the Veldt

Newly commissioned, Drew Selkirk is given command of Selkirk's Reivers, one of the many small bands of irregular horsemen that supported the British in the South African War. In Horseman of the Veldt he takes part in the victorious march that captures Pretoria and pushes the Boer armies to the frontiers of the Transvaal. The war appeared to be won, but the Boers resort to new strategies and a second and more frustrating guerrilla phase began.

Selkirk's Reivers are given a new mission that tests his Border cunning to the full. As well as Boer commandos, his men face European mercenaries and Selkirk learns of a plot to assassinate Herbert Kitchener, commander of the British Army in South Africa. To further complicate matters, the Boers are led by an old adversary from the battle of Magersfontein.



Selkirk of the Fethan

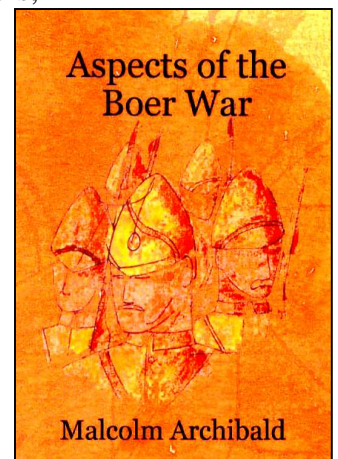
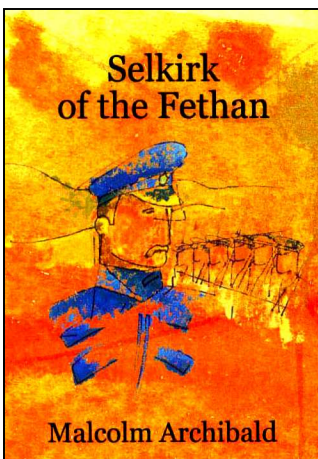
The third of the fictional Drew Selkirk trilogy, Selkirk of the Fethan sees Selkirk's Reivers are sent to the far north, where units have been mysteriously disappearing. More used to the open veldt, the Reivers are unprepared for the sultry heat and claustrophobic conditions they find, and some of the men are upset when they also find a concentration camp.

Selkirk has to contend with desertions and a new and more savage enemy, as well as being under the command of Charles Dongan, the landlord who forced him into the army years before. Only when these obstacles are overcome can he return to his Borders;

but have his experiences in the army altered him too much to settle back down into the life he once knew?

Aspects of the Boer War

This small volume is an introduction to the Boer War and is intended as a companion to the Selkirk series. It includes chapters on the reason for the war, the differences between the Boer and British armies, the foreign and colonial connections and the complete transcript of the journal of Private Brown of the Argyll and Sutherland Highlanders, which was the inspiration of Soldier of the Queen.



All Their Time In Wars

Continued

king. The earl's three brothers, the Lords Moray, Ormond and Balvenie led the Douglas army.

The Scots kings traditionally had no royal army but asked loyal nobles to raise their men. The Laird of Johnstone called up his own men and some of the leading Border families and defeated the Douglasses at Arkinholm on the River Esk near Langholm. Balvenie escaped to England, the Earl of Ormond was wounded, captured and executed, Archibald Douglas, Earl of Moray was killed and his severed head sent to King as present. The defeat marked downfall of the Black Douglasses.

Arthuret, 573 AD, possibly fought in southwest Scotland or northwest England. This was one of the more interesting of the Dark Age battles, which may have had some bearing on Arthurian tradition, and could have marked a turning point for the victory of Christianity over paganism.

In one version, the Christian king Rhydderch Hael of Strathclyde defeated his allegedly pagan Briton rivals. Welsh tradition affirms that the battle was fought between the rival British princes Gwenddoleu and his cousin Gwrgi and Peredur and Gwenddoleu was killed. Tradition always claims that the battle was fought for 'a larks nest', possibly Caerlaverock, a strategic harbour commanding the approach to the Solway. The battle site may have been near the village of Arthuret

on the outskirts of Longtown.

It is also claimed that Myrddin, who may have been the domestic bard of Gwenddoleu and possibly a prototype for the legendary Merlin, fought in the battle and won a gold torque. Myrddin was said to have become insane in the battle and later lived as a wild man in the Forest of Celyddon in Scotland.

Asreth c 584, in Circinn, possibly in present day Angus. One of the early legendary battles where the Pictish king Bridei (Brude Mac Maelchon) was killed either in a civil war or in a battle with a rival Pictish dynasty or kingdom.

Athelstaneford, East Lothian.

This was a legendary battle that possibly never took place. According to legend, Angus MacFergus king of the Picts, allied to the Eochaidh the Poisonous, King of the Dalriadic Scots, defeated the Angles. Legend says that Angus MacFergus and Eochaidh were returning from a successful raid into Northumbria, when an English army caught them on the banks of the River Tyne. Some accounts claim that King Athelstan (925 – 940) led the Angles. It is possible that there was a battle with an English force, but if so, the famous King Athelstan almost certainly was not involved. Perhaps a segment of his army was defeated, or a warrior with a similar name led the Angles.

There is no doubt that in the eighth and ninth century Lothian was a borderland, with the Picts to the north, the Strathclyde

Britons to the West and the Angles in residence.

The most interesting part of this legend is the birth of the Scottish national flag. The Picts and Scots apparently prayed for victory and a white Saltire appeared in the blue sky. After the victory the allies replaced the traditional boars head national flag with the Saltire, and St Andrew as their patron saint. As Athelstan died in the battle, the place was named Athelstaneford.

The Scottish Saltire flies permanently above the village, together with a monument showing the rival armies and a cross in the sky.

Auchenloy Moor, December 17 1684. Back Water of Dee, Kirkcudbrightshire. In the latter part of the 17th century, followers of the Presbyterian faith were in direct conflict with the official Episcopalian religion of the King of Scotland and England. The Presbyterians refused to agree that the King was head of their church, maintaining that only God held that position. Some of the more extreme Presbyterians were known as Covenanters, owing to the covenant that they had signed with God. The authorities fined, tortured, hanged and otherwise persecuted the Covenanters.

In 1684 a 100-strong party of Covenanters invaded Kirkcudbright, released the Presbyterian prisoners in the tolbooth and killed the sentinel. Graham of Claverhouse, a noted follower of the king, caught a small body of Covenanters on

All Their Time In Wars

Continued

Auchencloy Moor and there was a skirmish. Five Covenanters were killed and three captured. There is a stone monument to the dead men.

Auchenreoch, near Brechin, Angus. According to legend, a 12th century battle was fought here between the army of David I of Scots and the Mormaor of Moray

Auchindoon or Auchindoun, 1640, Two miles east of Dufftown, Moray. A minor skirmish between the Covenanters and Royalists during the religious troubles of the seventeenth century.

Auchindoun Castle, 1592. Two miles east of Dufftown, Moray. In 1592 the Mackintoshes captured and destroyed Auchindoun Castle. There is a ballad that commemorates the event. The castle itself, an L plan tower house, stands as a ruin inside an Iron Age hillfort.

Auchtertool, 1316 or 1317. About two miles west of Kirkcaldy, South West Fife. Scots defeat English. Fought during the First War of Independence. A small English fleet sailed from the Humber and landed at Inverkeithing. A Scottish force under the Sheriff of Fife and possibly Earl Duncan of Fife retreated when the English landed. William Sinclair, the Bishop of Dunkeld, brother of Sir Henry Sinclair of Roslin was angry at the sheriff's behaviour and brought together a small force. When he saw the

English he is reported to have grabbed a lance and attacked. The English were driven back to the sea, many killed and some, drowned as their boat capsized when they tried to escape.

Auldearn, 9 May 1645; about two miles outside Nairn, Highland. This battle was fought during the Civil Wars of the seventeenth century.

The Marquis of Montrose and his Royalist army defeated the Covenanters under Major General John Hurry. Montrose had marched along the East Coast, pillaging and looting, but Hurry and General Bailie led two Covenanting forces to trap him. Montrose, with around 1500 men, evaded Baillie, and hoped to defeat Hurry, who had around 3000 foot, and 300 cavalry. Many of the Covenanters were veterans of Marston Moor. The battle took place on marshy ground, which was perhaps better suited to Montrose's Highlanders and Ulstermen than to the heavier equipped troops of the Covenanters.

Montrose set his men west of Auldearn; Hurry attacked from the east with his infantry; his initial thrust pressed back the Ulstermen, until their leader, Alasdair MacDonald led them into the first charge.

At a time when the Highland charge was virtually irresistible, it says much for the Covenanter foot that their pikemen fought with great courage around the pigsties of the village. Only when Aboyne led the Gordons into the attack were the Covenanters

defeated, although it is possible that an error by the Covenanter cavalry, who charged through their own infantry, also helped the Royalist cause. Around 2000 Covenanters were killed or wounded, to 200 Royalists, but Montrose, who had hoped to capture Inverness, turned to face General Baillie.

There is now an interpretation panel on a motte beside a dovecot on the north west of the village, with a small car park, and the Covenanters Inn stands where the two armies first made contact. The old church at Auldrean also contains a memorial to those Covenanters who were killed.

Auldgown, 1586; also known as Aldgown. Fought on the borders of Sutherland and Caithness This was a clan battle between the Gunns and Mackays on one side and the Sinclairs on the other.

In the later 16th century the Earls of Caithness and Sutherland were enemies, but in 1586 they agreed on a truce and decided to attack the clan Gunn and force them out of the area. Fortunately, the Gunns learned that they were to be attacked and found a willing ally in William Mackay, the brother of Hugh Mackay of Strathnaver. The combined Gunn-Mackay force found the forces of the Earl of Caithness at Auldgown, and savaged them before the Earl of Sutherland could help. The allies killed Henry Sinclair, the cousin of the Earl of Caithness and an estimated 140 of his Sinclairs. In petty retaliation, the Earl of

All Their Time In Wars

Continued

Caithness hanged John Gunn, one of the clan nobles who he held prisoner in Girnigoe Castle.

Ayr, 836 Ayrshire, Strathclyde. This battle is more mythological than historical, but the story says that the Britons of Strathclyde defeated a Dalriadan army.

Ayr, Barns of; May 1297. Ayrshire, Strathclyde. In the early stages of the War of Independence, William Wallace attacked and burned the barns around Ayr where the English garrison were sleeping. He is said to have acted in revenge for the English murdering a number of local gentlemen, including Wallace's uncle. Around 500 English are said to have died, which seems a very high figure, and according to legend, Wallace said 'the Barns of Ayr burn weil.' This event occurred roughly where Mill Street in Ayr is today and the Barnweil Monument allegedly marks the spot where Wallace stood to watch the fire.

B

Baingle Brae, 844; Tullibody, Clackmannanshire; legendary battle in which Kenneth MacAlpin is said to have defeated the Picts, thus beginning the process of Scottish unification.

If this battle actually occurred, it could be thought of as one of the most significant in Scottish history. Unfortunately, it appears more in tradition than in any historical document. In 843 Kenneth MacAlpin became king

of Dalriada, possibly because the Picts killed his father. According to legend he gathered an army and marched against the Picts, whose king, Drustein, called up his men and marched toward Kenneth. The Picts camped on the north bank of the Forth, while Kenneth camped east of the River Devon at a place now known as Baingle Brae. The Scots swore not to lay down their arm until they were dead or victorious.

The following day the two armies met at the site of the future Cambuskenneth Abbey, and the Scots won the day. Again according to legend, this battle united the Scots and Picts into one nation that became known as Scotland. It is a nice story, but probably apocryphal. There is no hard evidence that Kenneth even ruled a united kingdom, but he did have both Pictish and Scottish blood, and he moved the headquarters of the Dalriadic Kingdom eastward to what had been Pictish territory.

Ballyshannon, 1247; County Donegal, Ireland. This battle seems to have been fought between an alliance of Gaels from Scotland and Ireland on one side and the Anglo-Normans on the other. The Anglo-Normans killed the Scotsman Macsomairle as he fought alongside Mael Sechlainn O'Donnell, King of Cenel Conaill.

Balgillo, 1548; on the outskirts of Dundee; this was a small skirmish during the Rough Wooing when the English garrison of Broughty Castle captured the French soldier D'Estanges.

Ballindalloch Castle, 02 November 1590. Nine miles north east of Grantown-on Spey. During the religious struggles of the late sixteenth century, the Gordon Earl of Huntly besieged and took the Grant castle of Ballindalloch.

Bann, 733. The annals of Tigernach record – 'Flaithbertach led the fleet of Dalriada to Ireland, and great slaughter was made of them...and many were drowned in the river that is called the Bann.' This entry seems to record a disastrous raid by Scottish Dalriada on Ireland.

Bannockburn, 23 June 1314; near Stirling. Scots under King Robert I defeat English under King Edward II. This was the military climax of the Wars of Independence and one of the defining moments of Scottish history.

King Robert's brother Edward Bruce had been besieging English held Stirling Castle and had agreed with the garrison that unless relieved by Midsummer's Day 1314 the castle would surrender. Knowing that honour would compel King Robert to face him in open battle, Edward II gathered an army of an estimated 20,000 men and marched north. Robert gathered around 5000 men.

The English knights were backed by about 15000 foot; many of them Welsh archers. In contrast, the Scots had few armoured knights, and perhaps 500 mounted men under Keith the Marischal. The Scottish

All Their Time In Wars

Continued

infantry probably represented all parts of the country, including the Highlands, Galloway and Hebrides. The few Scottish archers were from the Ettrick forest.

King Robert had attempted to equalise the odds by choosing a battlefield with ground too soft for the English cavalry with the forest of Torwood, at his back in case of retreat, with the New Park for closer cover and the Bannock Burn in the centre. He ordered his men to dig pits between the new park and the Bannock as a cavalry trap. There were also caltrops, four pronged spikes that were designed to impale the hooves of horses.

The Scots infantry formed into four spear rings, known as schiltrons, which were positioned between the boggy Carse of Stirling and Torwood. Cavalry could not penetrate the spears but the closely packed infantry provided perfect targets for archers. King Robert led the Scots in person, but was ably backed by Thomas Randolph the Earl of Moray, Walter the Steward and James of Douglas. Edward Bruce, the king's last surviving brother commanded a schiltron.

Edward II of England commanded the English army, with the Earls of Gloucester and Hereford in the English van. When they moved forward, the Ettrick archers withdrew, encouraging the English knights into a galloping charge. After Bruce defeated the leading knight, Henry de Bohun, in a

single combat that must have astounded his men, Sir Robert Clifford led 300 knights over the Carse but Randolph's spearmen blocked their road to the castle. The English retreated, having lost the first round of the battle.

That night the English camped on the Carse. They held Mass early the next morning followed by a bread and water breakfast and watched as the Scots advanced across the Carse. When the Scots halted, perhaps to dress their ranks or receive a final blessing, the English king believed that they were asking for mercy.

Because of Robert's choice of battlefield, the English cavalry could not gather sufficient momentum for a charge and the Scots spearmen pushed back their horse. The Earl of Gloucester was only one of hundreds to die on the spear points. As the Scots infantry pressed forward, the English were compressed into an ever more limited space, but their archers began to take a toll of the Scots.

In perhaps the crucial point in the battle, Keith's light horse scattered the English archers and after that the field became little more than a scene of slaughter.

With the archers removed Bruce used his Highlanders, but although the Scots were winning, they were still heavily outnumbered. The Scots pressed on, shouting 'on them, on them, they fail'

There were no Scots reserves, but the camp followers, a motley crowd of women, tradesmen and the unarmed, swept into the attack. According to legend they shouted, 'Upon them.

now; they shall all die.' It was enough to break the English spirit and they began a general retreat.

Of all his thousands of men, only 500 remained to escort the fleeing Edward to Dunbar, from where he grabbed a ship and sailed to the safety of England. A great number of English knights and lords were captured, 35 English nobles were killed, with over 200 knights and 700 lesser gentry and uncounted commoners. King Robert also captured Stirling Castle. It was arguably Scotland's greatest victory over the English, and certainly the best remembered.

There is a fine equestrian statue (by Pilkington Jackson) of Robert Bruce on what may be the site, and the National Trust for Scotland have an interpretation centre with a shop for the interested visitor. There are facilities for the disabled and children. However, despite the importance of Bannockburn, historians dispute the actual battle site.

Barry, 1010, at Barry near Carnoustie, Angus. Scots under Malcolm II defeat Danes under Camus. The Danes had anchored in Lunan Bay, north of Montrose and landed at Red Head. They failed in an assault on Brechin Castle but set fire to the town and church before they headed east. They burned the villages of Panbride and Arbirlot and camped at Carnoustie, from where they could threaten all of Angus and the fertile Strathmore.

All Their Time In Wars

Continued

King Malcolm II assembled his army at Dundee. He had many local knights and marched northward to Barry, where he formed battle formation a mile from the Danes. The fight was long and bloody, but eventually the Danes broke and ran. Local legend said that their leader, Camus, was killed on the heights of Monikie, near to the present Country Park, while the Lochty Burn was said to have run red with blood for days.

*'Lochty, Lochty is red, red, red
For it has run three days wi
blood'*

The Camus Cross, at Monikie on the Panmure Estate, four miles inland, is said to commemorate the grave of the Norse leader, but that interpretation is open to doubt.

Bass Rock, Siege of the, 1691. Firth of Forth. The Bass Rock lies about a mile off shore, two miles east of North Berwick. It has a castle that was used as a royal prison and was the subject of abortive attacks by the English in 1548 and 1549, but possibly its most dramatic years were at the end of the 17th century.

After King William of Orange mounted the throne in 1689, the Jacobites rose in rebellion. The garrison of the Castle of the Bass, under Sir Charles Maitland, was starved into surrender by 1690, but four Jacobites were thrown into the dungeons. In June of 1691, they escaped and shut out the

garrison. When seventeen more Jacobites left East Lothian to join them, and the French supplied a couple of boats, the Bass became a notable menace to shipping on the Forth. The Hanoverians sent two warships to blockade the Rock, but not until 1694 did the Jacobites agree to leave, with a free pardon and a passage to France.

The Scottish Birdwatching Centre at North Berwick has enviable observation points for watching the prolific birdlife on the Bass, and in summer there are trips around the rock. Weather permitting, landings are possible.

Batayle Dormag (Battle of the Casting Stones) 1334; Island of Bute. This skirmish was fought during the Second War of Independence. After Robert Stewart captured Dunoon Castle from the English, John Gibson led his followers to attack Rothesay Castle on Bute. Alan de Lisle, the English sheriff, threw back the Scots first attack, but they only withdrew as far as Barone Hill. Gathering in the old Iron Age fort, the Scots gathered rocks and attacked again. A shower of stones scattered the English, then Gibson's men took the English weapons and also the castle.

Barone Hill is a prominent landmark in Bute, and if climbed, offers vast views, but there is no memorial to the skirmish.

Bauds, The, around 962, Findochty Moor, Banffshire.

Indulf, King of Scots defeated Eric Bloodaxe and the Danes. It is possible that Indulf was killed or severely wounded during the battle for he died shortly after and was buried on Iona. The Kings Cairn on Findochty Moor is said to mark the spot where Indulf was slain, or at least, wounded.

Bauge, 21 March 1421, fought to the east of Angers, France. Scots and French defeat English. Fought on Easter Eve, the Scots under John Stewart, Earl of Buchan, Wigtown and Sir John Stewart of Darnley, and the French under the Sieur de Lafayette. The Duke of Clarence, heir presumptive to the English crown, commanded the English. He was among the slain.

The English had around 3000 men but were scattered to loot and plunder. One plundering party captured a lone Scots knight and brought him to the Duke of Clarence. Until then the English were unaware of the presence of the Scots, Clarence decided to attack at once, although it was nearly dark. The English army faced the Scottish vanguard at the bridge at Vieil-Bauge. The English tried to outflank the Scots, with Clarence leading a charge that made inroads into the Scottish flank and drove the Scots into the village of Bauge. When the main Scottish body arrived, supported by the French, Clarence continued his attack, charging uphill. The Scots

All Their Time In Wars

Continued

advanced to meet them, with Sir Alexander Buchanan killing the Duke of Clarence. The English army was badly defeated, losing Sir Gilbert Umfraville and Lord Ros, while the Scots captured the Earl of Somerset and the Earl of Huntingdon. The Earl of Salisbury retreated with the survivors.

When Pope Martin V heard the news, he allegedly remarked that the Scots acted as an antidote to the English. The Dauphin was said to have remarked to the detractors of the Scots 'what think ye now of the Scottish muttoneaters and wine-bibbers' the Earl of Buchan was made constable of France, and John Stewart of Darnley was granted the Lordship of Concessault.

The Alliance France-Ecosse, an organisation dedicated to remembering the Auld Alliance, has erected a plaque at St Symphorium Church, Vieil Bauge.

Benburb; June 1646; fought in south Tyrone, Ireland. Irish Confederates defeat Scots Covenanting army.

In the 1640s, a Scottish Covenanting army was sent to Ulster to protect the Scottish Presbyterian settlers from Irish attacks. The Covenanters succeeded in pushing the Irish away from the plantations, but by 1646 there was a shortage of food.

The Papal Nuncio in Ireland Giovanni Rinuccini, ordered the Irish army, led by the veteran Owen Roe O'Neill to

move against the Scots. Colonel Robert Munro led the Covenanters on a foraging expedition and the two armies met at Benburb.

Both sides were looking for a fight, but while the Scots were worn out after a long march, the Irish were fresh. The battle began in the late afternoon, with Munro hammering the Irish with artillery. O'Neill was experienced in European warfare and had trained his troops well, so that his infantry repelled a Scottish cavalry attack. When the light faded O'Neill ordered his infantry forward and the Scots withdrew, being trapped on the banks of the Blackwater River. When the Scots infantry and cavalry became intermixed in the dark, the retreat became panic and they abandoned their artillery and many of their muskets. The Scots lost around 2,500 men to the Irish 300; most of the Scots casualties were during the retreat.

The Pope and Giovanni Rinuccini were jubilant, expecting a Catholic revival in Ireland, but the remaining Scots in Ulster managed to consolidate their position. The Visitor's Centre in Benburb, in a weaving factory beside the Old Ulster Canal, has displays of this major Gaelic Irish victory.

Benquhillin, 1601, Isle of Skye. In this clan battle the MacDonalds of Sleat defeated the MacLeods of Dunvegan. MacDonald of Sleat had married a sister of MacLeod of Dunvegan, but he divorced her in favour of a sister of Mackenzie of Kintail. Enraged at this slight on his kin, MacLeod raised his

clan and harried MacDonald's lands in Trotternish. In revenge, MacDonald ravaged the MacLeod island of Harris, killing many people, and then attacked MacLeod's lands in Skye. The MacLeods met the MacDonalds at a mountain named Benquillin. The MacDonalds defeated the MacLeods, and captured their leader, Alexander, the chief's brother, as well as thirty men.

Bealach Glasleathaid, around 1485, fought near Kintail, Highland. During a feud between the Mackenzies and the MacLeods of Gairloch. In this battle Hector Roy's Mackenzies and the Macraes defeated MacLeod of Gairloch. The battle is noted for the exploits of Donnacha Mor na Tuagh (Big Duncan of the Battle axe) and his son Dougal, both of whom were Macraes.

Bealach na Broige, both the date and place of this battle are disputed. It has been dated at 1299, 1369 and 1452, and the location has been given as near Loch Broom and to the north west of Ben Wyvis. The victor is also uncertain.

The contestants, however, are fairly constant. On one side were the clans of Wester Ross, on the other the Earl of Ross with the Munros and Dingwalls. It seems that the western clans captured an important person, possibly a son of the Earl, and withdrew toward the west. The western clans may have been Mackenzies and Macraes. The Munros and Dingwalls pursued

All Their Time In Wars

Continued

them and the two forces met at a place called Bealach na Broige. There was a terrible fight with high casualties; one account reported that William Dingwall of Kildun and 140 Dingwalls were killed, as well as 11 Munros of Foulis.

Benrig, 1382. This minor skirmish was fought near St Boswells, Roxburghshire, Scottish Borders. The Scots under George Dunbar, Earl of Dunbar and March, defeated the English.

At this period the English occupied Roxburgh Castle, one of the most powerful fortresses in Southern Scotland. Ralph Baron of Gaistock was marching from England to become installed as the new governor of the castle when the Earl of March attacked his convoy and took him prisoner. The Earl held the Englishman to ransom

Bern Bige, 1598 Islay: This battle occurred during a longstanding feud between the MacDonalds and MacLeans. Hector Mor Maclean of Duart led a combination of clans including Macleod of Harris, MacNeil of Barra and the MacKinnons to defeat Macdonalds of Dunyveg. This was part of the feud between the MacDonalds of Islay and MacLean of Duart. MacDonald had been accused of treasonous practises after he hired Spanish and English troops for his private quarrels but had not appeared in Edinburgh to answer the charge.

Berwick Upon Tweed

Today Berwick sits a handful of miles south of the English frontier with a formidable ring of Elizabethan stone walls guarding its historic centre. The town has changed hands between Scotland and England fourteen times, making it arguably the most fought over mediaeval town in Europe. The Scots claimed it in 1018, and it became the most prosperous of all Scottish towns until 1296, when Edward I of England started centuries of warfare. In 1482, England claimed it for the last time. Although the railway station now sits on the site of the mediaeval castle, there are fragments remaining beside the River Tweed, and Berwick's 16th century Town Walls are a reminder of the days when this town was on one of the most disputed frontiers in Europe.

Some of the more notable encounters are detailed below:

Berwick, 1216; King John of England captured and sacked the town. There had been trouble a few years previously when the English attempted to build a castle at Tweedmouth, opposite the Scottish town, so already Berwick was becoming a typical frontier settlement.

Berwick, 30 March 1296.

Following a dispute over who should be King of Scots following the death of Alexander III, Edward Plantagenet of England claimed that he was the Overlord of Scotland. When King John Balliol eventually

disputed the claim, Edward invaded.

A veteran English army arrived before Berwick, the chief port of Scotland and the centre of the wool trade. At that period the Scots were unused to war and jeered at the English army. Edward Plantagenet rode Bayard, his favourite horse, across the flimsy defending ditch and through the timber palisade on the first assault. The English overwhelmed the Scots defenders, who had been reinforced by a party of soldiers from Fife. More serious resistance came from a group of Flemish merchants defending the Red Hall; they killed Edward's Cousin Richard of Cornwall. Because Berwick had resisted, Edward gave his army permission to sack the town. At least 7000 civilians were killed and the castle, commanded by Sir William Douglas the Hardy, surrendered without a fight.

The slaughter at Berwick soured relations between Scotland and England for generations.

Berwick 1317/18; During the Wars of Independence, the Englishman Sir Robert Neville, known as the Peacock of the North said he would attack Sir James Douglas. Douglas brought a party of men to the outskirts of Berwick, and planted his banner as a challenge. Neville led his men out after dawn, but when he saw Douglas he moved to a nearby hill and waited for the Scots to attack. As Douglas advanced upward, Neville

All Their Time In Wars

Continued

moved down hill and the two forces met. Douglas killed Neville, captured his two brothers and defeated the English, afterward going on a raid into England

Berwick, April 2 1318 During the Wars of Independence, the Scots recaptured the town from the English. Robert I blockaded Berwick so closely that the inhabitants were eating horses, while the Flemish engineer John Crabbe commanded Flemish privateers to fend off English supply ships. In the event an English burgess helped James Douglas and Thomas Randolph over the wall to take the town and the castle surrendered shortly afterward.

Berwick, July 1319, Edward II besieged Berwick but Walter Stewart and John Crabbe repulsed every attack. King Robert led a force into England with the rumoured intention of capturing Edward's queen, then at York. The Northern English withdrew from the siege to defend their lands, and Edward was left with too small an army to succeed, so he abandoned the siege.

Berwick 1333. When the Second war of Independence started in 1332, the English again besieged Berwick. The siege was long; with the English aided by the Flemish engineer John Crabbe. A combined land and sea assault failed, although the English ships approached at high tide and an attempt to destroy them with fire

only set part of Berwick ablaze. Only when a relieving Scots army was annihilated at Halidon Hill did the town surrender.

Berwick 1482. On their withdrawal from a successful invasion of Scotland, the English captured Berwick for the last time. The town still remains in English hands.

Blackearnside, 1298; north Fife. This battle was fought during the First War of Independence. Edward I of England ordered a double invasion of Scotland after the English defeat at Stirling Bridge. One part of the army, under Aymer de Valance landed at Tentsmuir in Fife and marched toward Perth. According to Blind Harry, Wallace was sheltering near Lindores and called up the men of Fife to fend off the invasion.

The Scots intercepted the English at Blackearnside and defeated them in what seems to have been a savage little encounter. Sir Duncan Balfour was killed on the Scots side.

Blackford, 1297, Fought in Strathearn, Perthshire. A supposed victory of William Wallace over a small English force who were crossing the ford of the Allan Water at Blackford

Blair Castle, 1746 Blair Atholl, Perthshire. This much-altered castle is the home of the Duke of Atholl and boasts the only private army in Europe. Cromwell's men captured it in the early 1650s, but it is better known for its role during the 1745 Rising. First the

Hanoverians occupied it after Charles Edward Stuart marched south, and in 1746 Lord George Murray besieged it for the Jacobites. He is recorded as having fired seven cannonballs through the roof. Blair Castle has the accolade of the last castle to be besieged in Britain.

The castle is open to the public and boasts its own private army.

Blar- Tannie around 1438. Caithness. Tradition speaks of a clan battle in which the Keiths and Mackays defeat the men of Caithness, possibly the Sinclairs. The Keiths had a feud with the men of Caithness and asked the Mackays to help them. Angus Mackay of Strathnaver and John Mor MacIain-Riabhaich from Assynt led the Mackays as they joined the Keiths and invaded Caithness. The local men met them at an unknown location, known as Blar-Tannie and there was a battle with many casualties on both sides. The Keiths were victorious, and the Mackays claimed that John Mor MacIain-Riabhaich played a major part in the conflict.

Blar-na-Leine, 15 July 1544. The name translates as the field of shirts, so-called from the combatants fighting only in their shirts, but it is also known as Kin-Loch Lochy as it was fought at the head of Loch Lochy near Inverness, Highland.

The battle was fought between Clan Ranald and the Frasers in a dispute over land ownership. Clan Ranald won,

All Their Time In Wars

Continued

killing Lord Lovat, and his son and heir, but Ranald Gallda of Clan Ranald also killed. Around 800 men were involved and, according to tradition, only 14 were alive at dusk. Tradition also says that 80 pregnant widows were left, each of whom produced a son to replenish Clan Fraser. According to legend, all these men were said to have mustered at Tomnahurich in 1574 when the Regent Moray ordered the new Lord Lovat to muster his clan against Huntly.

Blair na park 1491, although other sources say 1476 or 1488. This battle was fought about a mile to the west of Strathpeffer in Easter Ross, near to present day Jamestown. As often in clan battles, different sources give different interpretations of the battle, but they agree that the Mackenzies defeated the MacDonalds.

The most consistent account says that after an Irish harper assassinated Angus Og MacDonald in Inverness, Sir Alexander MacDonald of Lochalsh, Alasdair Mac Gilleasbuig, raised a force and marched east to regain the Earldom of Ross. At that time there was also a feud between the MacDonalds and the Mackenzies, which had started after an exchange of insults between the chiefs and continued when Kenneth Mackenzie had sent his one-eyed MacDonald wife back to her father on a one-eyed horse and with a one-eyed servant.

Alexander MacDonald led 1500 men, including those from Islay, to Kinellan in Strathpeffer, and burned the church of Contin. The congregation were inside at the time. Kenneth Mackenzie gathered 600 men and fought the MacDonalds at Blair na Parc, near Jamestown. Duncan MacRae, one of the Mackenzie champions, fought axe to axe with Lachlan Mac Thearlaich MacLean in a personal combat and the MacRae won. The Mackenzies won the battle and chased the MacDonalds as far as Strathconon.

Blathlvag, 12 August 729; north east of Pitlochry, Perthshire.

This battle was between Oengus MacFergus and Drostan, who were contending for the Kingdom of the Picts. As usual with battles from this era, there is little information, but it seems that Oengus was victorious.

Bloody Bay, 1480 or 1481, fought off Mull. The date and place of this sea battle are disputed, but it was a power struggle between John, Lord of the Isles and his son Angus for control of the Lordship. It was also possibly the last large-scale galley fight in the Isles. At this time the Crown was beginning to erode the power of MacDonald of the Isles and John had been giving away land to other clans, who supported him, while Clan Donald supported his illegitimate son Angus Og. Angus Og gathered his galleys but foul weather kept them on the northern coast of Ardnamurchan. When the weather cleared they rounded the point and sailed up

Loch Sunart. They saw a galley that they believed belonged to MacLean, but was actually from Ardgour. A general fight ensued, with unknown numbers of galleys. Angus Og had at least four, possibly more, and there were at least five on John's side. When John's forces broke, two galleys pursued the ship of MacNeil of Barra.

Angus Og MacDonald won. His forces severely wounded the heir of MacLeod and killed MacLeod of Harris. Angus Og became the effective head of the MacDonalds and John became a protégé of the crown. Angus Og was the last MacDonald Lord of the Isles as King James IV forfeited the title a few years later.

Bloody Mire, 1164, see Renfrew

Bloody Pits, 953 or 1004 near Gamrie, now known as Gardenstown, Aberdeenshire, Scots defeated Danes. After suffering defeat further south, a Danish raiding force was retreating toward Caithness. A storm forced them into Gamrie Bay, where they sent a force ashore to raid. Perhaps 600 men landed at the Braid Sands for an orgy of looting, before they withdrew to their ships. However the local landowner, Mermene, Mormaor of Buchan had gathered his forces and waited at Castle Hill. The Norse retreated to a safer distance and tried to draw the Scots into leaving their defensive position.

All Their Time In Wars

Continued

Knowing that most of his men were only farmers, while the Norse were professional raiders, Mermene is said to have prayed for help, vowing to build a church if he was granted victory. While he sent half his army around Mhor Head to remain above the Danes, he led the remainder in an attack across the Den of Afforsk. The Danes withdrew to the top of Mhor Head as the Norse fleet landed reinforcements. The Danes charged, driving the Scots downhill, but news of the invasion had spread and more Scots arrived. They drove the Norse back, trapping them at the point of the Head, where they were cut down. After the battle the Danish bodies were thrown into pits, where wolves fed on them, hence the battle became known as 'Bloody Pits.' A church was built on the battle site, dedicated to St John but often known as the 'Church of the Skulls' after the skulls of three Danes were displayed there.

Bloody Vespers, 1 January 1555; fight in Elgin Cathedral, Moray, between followers of William Innes and those of Alexander Dunbar. About 80 Dunbars fought 120 men of clan Innes in and around the Cathedral. It appears that William, the 15th chief of the Inneses attempted to kill Alexander Dunbar, the prior of Pluscarden Abbey, which may have started the dispute

Bonnymuir, April 1820; near Falkirk. A body of radical weavers from Glasgow was routed near Falkirk by detachments of hussars and yeomanry.

Scotland had a long radical tradition, but the British government, always fearful of the spread of French revolutionary tendencies, cracked down hard on any hint of republicanism. During and after the Napoleonic War, conditions in Scotland deteriorated for many workers, but the handloom weavers in particular suffered. After a series of strikes, radicals who hoped for political reform, met on a number of occasions. There were riots in Paisley and unrest throughout the country. Some men spoke of establishing a Scottish republic, but others only of a general strike. In April 1820 an order for a General Strike was made, either by the radicals, or by Government agitators. There was more unrest, and at Bonnymuir the Stirlingshire Yeomanry and a few of the 10th Hussars met a small party of radicals, and captured most.

In all there were 88 men charged with treason, but sympathetic juries acquitted most. Three men were executed and 20 transported to Australia.

Boroughmuir, 30 July 1335, Edinburgh. During Second War of Independence, the Earl of Moray had been attacking English supply columns. He heard that Guy of Namur, cousin to Queen Philipa, was leading a force to join the main English army in central Scotland. Moray, with the Earl of Dunbar, Sir Alexander Ramsay

and Lawrence Preston intercepted the enemy at Boroughmuir. Sir William Douglas and his men, who had been sheltering in the Pentland Hills, joined Moray.

The Scots forced Namur back to Edinburgh Castle, which was then in ruins. Namur and the English killed their horses and made a barricade of the corpses but thirst forced them to surrender the following day.

Moray made Namur agree not to fight in Scotland again and chivalrously escorted him back to the border. On Moray's return to Edinburgh, the English ambushed him and he was imprisoned for five years.

Boroughmuir, 1571, Edinburgh, skirmish fought during the civil war between Kingsmen and Queensmen. The Kingsmen supported the young King James VI, and the Queensmen supported the Catholic Queen Mary.

Sir William Kirkcaldy of Grange, holding Edinburgh Castle for the queen, sent 200 men from the castle to attack Regent Morton's Kingsmen near the Powburn. Morton's men beat back the assault with losses.

Borthwick Castle, 1567; Midlothian, about ten miles south of Edinburgh. The Confederate Lords besieged Queen Mary and Bothwell inside the castle. When Queen Mary married James Hepburn, Earl of Bothwell, she made herself extremely unpopular. Bothwell was suspected of association in

All Their Time In Wars

Continued

the murder of Mary's second husband, Lord Darnley. The newlyweds fled to Borthwick Castle. A force of around a thousand men besieged the castle, demanding that Bothwell surrender and Mary find yet another husband. Bothwell slipped to freedom, leaving Mary behind. Disguising herself as a boy, she lowered herself over the wall and escaped, but the tragedy of her reign continued.

Borthwick Castle, 1650.

Midlothian. This short siege occurred during Cromwell's invasion of Scotland. The Cromwellian army besieged the castle, which surrendered after a brief artillery bombardment, but the scars can still be seen.

Bothwell Bridge, June 22 1679, South east of Bothwell, Lanarkshire, Strathclyde.

In the later seventeenth century, King Charles II ordered the persecution of Scottish Presbyterians. The Presbyterians of South West Scotland included a large number of dedicated Covenanters, men who had formed a Covenant with the Lord and refused to acknowledge that any king had authority over their church.

This battle was fought when the anti-Covenanter campaigns were at their height. The Covenanters had defeated a royal force under Graham of Claverhouse at Drumclog, and followed with a march to Glasgow. Claverhouse repelled their half-hearted attack on the town. Worried that the

insurgency may spread, the government called up the militia. The Covenanters gathered at Rutherglen, as the Duke of Monmouth took control of the Scottish army. On the 19th June Monmouth marched into the Covenanter heartland of the West Country. Around 5000 Covenanters under Hackston of Rathillet waited at Bothwell Bridge. They were mainly infantry, with John Balfour of Kinloch commanding what horse they had. Monmouth had about 2000 soldiers.

When Hackston barricaded the bridge, Monmouth ordered a cannonade, to which the Covenanters single cannon could hardly reply. Nevertheless the Covenanters held their position until the Footguards advanced, when the Covenanter horse broke and ran. The foot fought as best they could, facing Claverhouse's dragoons, as well as royal foot and artillery until they also broke. The royal army captured around 1200 Covenanters, sending many as slaves to the American Plantations.

There is a tall obelisk north of the bridge, marking the site of the battle.

Bothwell Castle, 1298-1299, Lanarkshire, Strathclyde.

This strategically positioned castle commands one of the main crossing points of the Clyde. Built in the early to mid thirteenth century, it was reputedly intended to be one of the most beautiful castles in Christendom, and was not tested in war until the end of that century when the Edward Plantagenet initiated centuries of

bitter fighting. In 1296 the English invaded Scotland and occupied most of the castles, including Bothwell. After the initial shock of invasion, the Scots gradually reasserted themselves. They besieged the English in Bothwell for fourteen months before the castle surrendered after their food ran out.

Bothwell Castle, September 1301. Lanarkshire, Strathclyde.

Edward 1 of England again invaded Scotland. He took an army of nearly 7000 men and the Belfry, one of the siege engines that he so enjoyed using, to attack Bothwell Castle. The Belfry was a tall machine that enabled the attackers to attack the top of the donjon without using external ladders. The English captured the castle within three weeks and held it until 1314, when they surrendered in the wake of Bannockburn.

Bothwell Castle, October 1336. Lanarkshire, Strathclyde.

With King Robert I and his band of veteran captains dead, the English again invaded Scotland. They captured Bothwell Castle, which Edward III of England used as his headquarters.

Bothwell Castle, 1337, Lanarkshire, Strathclyde.

Andrew Murray of Bothwell recaptured the castle for the Scots. He destroyed much of the building to deny its use to the English. Bourtrees Church 1390. Aberdeenshire. During the

All Their Time In Wars

Continued

disturbed years of the 1390s, Robert Keith besieged Fyvie Castle, where his aunt held out against him. The lady's husband, Lindsay of Crawford raised an army of a reputed 500 men and marched to relieve Fyvie. The two forces met in battle at Bourtree Church in the Garioch and Keith was defeated with a loss of fifty men.

Borve, Castle of, around 1555. Strathnaver, Sutherland. After the Mackays ravaged in Sutherland, their chief was summoned to appear before the Queen regent. When he failed to appear, the Queen Regent gave a commission to the Earl of Sutherland against him. The Earl invaded the Mackay country of Strathnaver, stormed Borve Castle and hanged the Captain. Mackay was captured and imprisoned in Edinburgh.

Boyne: near Banff, Legendary battle between Scots and Norse on the coastal plain west of Banff. Possibly fought near Boyndie, at a little river called the Boyne; Norse certainly raided this coast.

Braes, Battle of the, Skye; 19th April 1882. Crofters fighting for land rights. After a century of clearances and waste, by the 1880s the Highlands and Islands were bitter, demoralised, depopulated and resentful. In the Braes, an area south of Portree in Skye, the factor for Lord Macdonald had withdrawn common land to use in deer stalking. When several

townships had been deprived of their grazing on Ben Lee the crofters withheld their rents in protest. They demanded that their grazings be returned and destroyed the eviction notices served by Lord Macdonald.

Macdonald called in the police from Glasgow, but the crofters met them with a hail of stones and rocks. The police retaliated with a baton charge that was met by crofters and their wives with a barrage of poles and sticks, but the police injured some crofters. The police arrested five men from Braes, but supporters of the crofters paid their fines. An agreement was reached when the crofters returned their animals to Ben Lee, but now had to pay rent. Other crofters followed the example of The Braes by demanding fairer land tenure. With public opinion now on the crofters' side, the government was worried about a Scottish rebellion. A Commission of Enquiry eventually led to the crofter's holdings act of 1886, which aided security of tenure. There is a memorial to this incident about half a mile from Braes village hall.

Braes of Atholl, 17 March 1746. Northern Perthshire. This episode is also known as the Atholl Raid. It occurred when the Jacobites were retreating northward after their attempted rebellion in 1745. Lord George Murray and Cluny Macpherson attacked the Hanoverian militia posts in the Braes of Atholl at Strathtay. The Jacobites were completely successful as they killed a few of the Campbell

militia and captured the remainder.

Braes of Strathdearn, 1645. Strathdearn, Highland. A clan skirmish when a cattle raid by the Camerons on Moyness in Morayshire went badly wrong. The Grants, who owned the cattle, pursued the Camerons and caught them in Strathdearn. The Grants killed at least eight Camerons and badly wounded another twelve

Braemar Castle, 1689, Upper Deeside, 50 miles north of Perth, in Grampian. This castle was built in 1628 and during the Jacobite Rising of 1689 John Farquharson, the Black Colonel of Inverey attacked it, killing the governor, John Erskine.

Brander, Pass of, 1308; head of Loch Awe, Argyll. This battle was fought during the First War of Independence. In the process of defeating his domestic enemies so he could concentrate on the English, King Robert I was marching westward to subdue the MacDougalls of Argyll, allies of the English. The MacDougalls, under John, son of the chief, took up position in the Pass of Brander, where Ben Cruachan meets Loch Awe. There was no other way through the hills and the MacDougalls waited on the hillside above the narrow road. A sick man, John of Lorne watched the fight from a galley on the loch. King Robert sent James Douglas and a party of Highlanders to the crest above the MacDougalls,

All Their Time In Wars

Continued

while he marched his main force along the road. When the MacDougalls attacked the main body, Douglas brought down his Highlanders in an unexpected ambush. Robert and Douglas's men chased the MacDougalls across the River Awe to the walls of Dunstaffnage but John MacDougall of Lorne escaped down the loch.

Brechin, or Huntly Hill; 18 May 1452; fought 2 miles north east of Brechin, Angus. Civil War; when King James II heard that the Earl of Douglas had made a pact with the Lord of the Isles to divide Scotland between them, he invited the Earl to meet him under a safe conduct, and murdered him. Earl 'Beardie' Crawford was on the side of the Douglases during the subsequent rebellion and called up his kinsmen and followers in Angus. The king ordered the Earl of Huntly to march south, while he led an army northward. Crawford had the Lindsays and Collace of Balnamood in his force, and met Huntly's army at the Haercairn, 2 miles NE of Brechin. At first Crawford was winning, but he argued with Collace, who promptly changed sides, along with his 300 followers. The betrayal cost Crawford the battle. Among the casualties on Crawford's side were Sir John of Brechin and the Laird of Pitcairnie. Earl Crawford retreated to Finhaven Castle, where he stated that rather than lose the battle 'he wud be content to hing seven years in hell by the breers (lashes) o' the ee'. The

Lindsays also regretted the defeat. They had been dressed in green and a later rhyme stated that

*'A Lindsay with green
should never be seen'*

After the battle Crawford devastated the lands of Collace.

Brechin, Bourd of 1572. Angus. During the civil war between the supporters of the Catholic Queen Mary and the Protestant King James VI, Adam Gordon of Auchindown fought for Mary. After defeating the Forbeses at Craibstane, Auchindown took his men into the Mearns and began to burn and destroy. As he besieged the castle of Glenbervie, the Earl of Crawford, with Lord Grey, Lord Ogilvy and Lord Glamis gathered an army and marched to fight Auchindown. Crawford camped at Brechin, but Auchindown came at night, killed his sentinels and captured both the town and its castle. Crawford withdrew quickly, but when he realised that his army far outnumbered that of Auchindown, he collected his men together. The armies fought for a second time, but Auchindown's Gordons scattered Crawford's men at the first charge. Around 80 of Crawford's men were killed and many captured including Lord Glamis.

Bressay Sound, 13 June 1640; off Shetland. At a time when Spain and the Netherlands were at war, ten Spanish ships attacked a Dutch warship and three Dutch East Indiamen who were

sheltering in Bressay Sound. The Dutch warship surrendered, two of the Dutch Indiamen were sunk and the other ran aground at Brunthamarsland.

Bressay Sound; 1665. Off Shetland. During the Anglo-Dutch War, there was a minor skirmish between the English and Dutch navies in Bressay Sound. The English were victorious.

Bressay Sound, 1702, Shetland. During King William's War between the Dutch and French, six French warships attacked the Dutch herring fleet in Bressay Sound. Four ships escorted the herring fleet, but only one was a warship, the remainder being armed merchantmen. When the French sunk the Dutch flagship, the remaining escorts fled. The French burned at least 150 Dutch herring busses.

Brig o' Dee, 18th and 19th June 1639; outside Aberdeen. One of the earliest battles in the sequence of civil wars that racked Scotland in the middle of the seventeenth century. Ostensibly about religion, the wars were also fought to curtail to power of the king. In this opening skirmish, James Graham of Montrose, then fighting for the Covenanters dispersed the Marquis of Huntly and a Royalist force defending Aberdeen. The force met at the Brig o Dee, the main road into the city, without realising that peace had already been agreed.

All Their Time In Wars

Continued

Brodict, 1306/1307 Island of Arran, Strathclyde. Tradition relates that there was a skirmish at Brodict during the First War of Independence. After the defeats at Methven and Dalrigh, King Robert and his supporters had withdrawn to the Western Isles. Before their return to the mainland, they landed in Arran some time in late 1306 and sent a force to reconnoitre Ayrshire. Some of the Scots sheltered near Brodict Castle, which was occupied by the English Sir Robert Boyd and James Douglas concealed themselves between the castle and the shore and waited until the deputy warden of castle and three shiploads of supplies arrived. The Scots attacked as English were carrying up stores. The Scots drove back the guards and seized the goods. Men from boats put to sea so quickly that two of the English vessels capsized.

Brodict Castle, 1455; Island of Arran, Strathclyde. A skirmish during the rebellion of Clan Donald. Donald Balloch of Dunyveg captured the castle; he had 5-6000 men in 10 galleys, plus John Douglas, illegitimate son of Archibald, 4th Earl of Douglas. The castle's troubles continued in the 17th century, with first the Campbells, then the Hamiltons, and finally Cromwell's army, capturing and occupying it. Today little remains of the old castle, as extensive modernisation in the 19th century created a stately home. However, there is one hidden room, rediscovered in

1977, and there are always the ghosts...

Brora, c1588; Sutherland, Highland. This episode occurred during the feud between the Earls of Caithness and Sutherland. In this clan battle, Mackay of Strathnaver and John Gordon of Kilcolmkil, who were allies of Sutherland, defeated the Sinclairs, who supported Caithness.

Broughton 1571, Edinburgh; during the civil war between the Kingsmen who supported the Protestant King James VI and the Queensmen who followed the Catholic Queen Mary, Edinburgh Castle endured a long siege. It was common for sorties from the castle to clash with the besiegers, and one such skirmish encountered at the village of Broughton.

Broughty Castle, 1547 - 1550 Dundee. This series of encounters occurred during Henry VIII attempts to force Mary Queen of Scots to marry his son. He attempted to encourage the Scots by invasion, slaughter, devastation and murder. Perhaps it was not surprising that the Scots resisted his courtship. About the end of September the Englishman Sir Andrew Dudley captured Broughty Castle. Attacks by the Earl of Arran and the Earl of Argyle both failed to retake it. The English also fortified the hill of Balgillo and occupied and ransacked Dundee. The French under d'Esse reoccupied Dundee but also failed to take Broughty Castle. The castle finally fell in February 1550, after a siege by

Scots and French.

Broughty Castle has nothing to tell of the siege, but is worth a visit for its situation and museum exhibits.

Brunanburh, 937 probably fought in northwestern England. Athelstan of Wessex. The grandson of Alfred the Great seems to have been one of the first of the English kings to have visions of becoming ruler of all the nations in the British Isles. Constantine II, King of Scots had given asylum to Athelstan's son, and the English king promptly invaded.

Allying himself with the Norseman Olaf Gothfrithsson and Owen of Strathclyde, Constantine marched to attack Athelstan, who had retreated to a place known as Bruanburh. It is likely that the allies were attempting to curb Athelstan's ambitions and drive him out of Northumbria. As Athelstan won the battle, the allies failed but Athelstan's empire was weakened. The site of the battle is lost, but it may have been fought on or near the flat-topped hill called Burnswark, just south east of Lockerbie, but this site is by no means certain. This battle is known in Gaelic as Dun Brunde

Buittle Castle, 29 June 1308. This battle of the First War of Independence was fought near the castle on banks of River Dee, Galloway. Edward Bruce defeated English and their Galwegian supporters, led by former Guardian of Scotland

All Their Time In Wars

Continued

Ingram de Umfraville and Aymer St John. The English commanders fled to Buittle Castle for safety. For this and his ferocious 'rape of Galloway' King Robert made Edward Bruce Lord of Galloway in place of John Balliol.

The castle is now gone, and a 16th century tower house, splendidly restored, stands nearby.

Butts, the, 1844, Glasgow. This skirmish took place during the minority of Mary, Queen of Scots, when the Regent, James Hamilton, Earl of Arran and the Earls of Lennox and Glencairn disputed power in Scotland. At a place then outside Glasgow, Glencairn and around 800 men attacked Hamilton's forces. At first Glencairn was successful, but Robert Boyd of Kilmarnock arrived with a small body of horse and supported the Regent. His attack turned the tide and Glencairn was defeated. It was said that the combined killed amounted to around 300 men.

Byland, Old, 14 October 1322; also known as Rievaulx; fought near Thirsk in Yorkshire during the First War of Independence. The English had invaded as far as Edinburgh, but King Robert had used 'burned earth' tactics to sweep the country clean of food. After an unknown number of English had died of hunger and dysentery, the remainder retreated, burning the Border abbeys and murdering priests in farewell. In response Robert I invaded England. A powerful

English force led by John of Brittany, Earl of Richmond, on Scawton Moor, blocked the Scottish advance. Moray and Douglas charged uphill at them while Robert I sent a party of Highlanders to climb up the cliffs on the English flank and attacked Richmond in the rear. At first the English under Sir Thomas Ughtred and Sir Ralph Cobham held Douglas's attack, but the Scots pushed Cobham back and captured Ughtred. When the English heard the noise of the Highlanders fighting in their rear they hesitated and broke. Scots captured Richmond and Henry de Sully, Grand Butler of France, Sir Ralph Cobham 'the best knight in England' and Sir Thomas Ughtred. King Edward II found a fast horse and fled to York, his Queen Isabella took ship at Tynemouth. The Scots also captured Seignior Sully, French envoy to Edward, but released him without ransom. This victory, deep in England, was one of Bruce's best.

There is a Roman Catholic chapel nearby, and beside that are stands of fir trees that are said to mark the last resting places of the Scots who died in the battle. The place is well named Scotch Corner. Within a short walk is a much larger tree covered mound that is said to hold the English dead.

C

Caerlaverock Castle 1300; Dumfries and Galloway. Siege during the First War of Independence. After the English victory at Falkirk, Edward

Plantagenet, known as Longshanks, marched across Scotland, but found only wasted fields and hostility. He burned St Andrews and retreated. It was not until 1300 that he returned and attacked Galloway. He brought 87 knights and 3000 men to besiege Caerlaverock Castle, and ordered siege engines from Southern Scotland and Northern England. Lord Maxwell and his 60 strong Scottish garrison surrendered and Edward promptly hanged some. The English remained in charge until 1312, when the commander, Sir Eustace Maxwell, switched allegiance to King Robert I. He survived a later English siege and the castle was destroyed to prevent the English from using it. Owned by Historic Scotland, Caerlaverock Castle has a car park, shop and toilets. Although the castle has long been a ruin, the situation within a moat, and the building itself, are still impressive.

Caerlaverock Castle, 1356, Dumfries and Galloway. Unsure of the allegiance of Lord Maxwell, a Scottish army besieged and captured the castle

Caerlaverock Castle, 1544 and 1545; Dumfries and Galloway. During the 'Rough Wooing' when Henry VIII of England was attempting to force Scotland to marry the young Queen Mary to his son, the English captured the castle, only for the Scots to take it back the following year. There was a further English attack in 1570.

Caerlaverock Castle, 1640, Dumfries and Galloway. During the wars of religion and royal authority that disfigured the middle years of the seventeenth century, a Covenanting army besieged Caerlaverock. The castle held out for thirteen weeks before it surrendered.

Cairnburgh, 1504; Treshnish Islands, off Mull, Inner Hebrides. At a time when King James IV was determined to impress the Hebridean chiefs with his power, he sent a royal fleet to the islands. As well as capturing various chiefs, he bombarded Cairnburgh Castle until it surrendered.

Cairnburg Mor, 1691. Treshnish Islands, off Mull, Inner Hebrides. This skirmish was one of the last actions of the first Jacobite Rising. The Macleans had held out against the Williamites, but their last stronghold on the Treshnish Islands was reduced in that year.

Cairnwell, 1602, 1606, or possibly 1644, between Braemar and Glenshee, Perthshire. This skirmish was a confusing affair with more legends than hard facts. It seems that a group of cattle raiders came from Argyll and ravaged Glen Shee and Glen Isla. In at least one account these people were called the Cleansers, and the date was 1644. The local MacThomas clan gathered and defeated the raiders at Cairnswell. Legend says that during the fight an archer from

Braemar known as the Cam Ruadh killed many of the Cleansers. However near the end of the fight an arrow struck Cam Ruadh in his bottom. When he returned to Braemar the people informed him 'Cam Ruadh, there is an arrow in your backside' he replied 'I myself know this'. When he reached home his wife pulled out the arrow.

Caislem Credi, 728. The location of this inter-Pictish battle is uncertain. During a period when there were rival claimants to the Pictish crown, Nechtan defeated Alpin, who lost his lands. Alpin was having a bad year, as he had lost his overlordship of the Picts to Oengus a few months earlier.

Calathros, 634 or 678; Callander, Stirlingshire, Central. Another of the many barely recorded legendary battles when the minor kingdoms of Dark Age Scotland were settling down. In this encounter, Oswald, king of Northumbria was said to have defeated Domnall Brecc of Dalriada. We know that Oswald was a powerful king of Northumbria, but he seems to have been allied to, or even an Overlord of Dalriada, so it is possible that this battle was actually fought between Dalriada and Strathclyde, if, indeed, it took place at all. It is, however, mentioned in both the Annals of Ulster and the Annals of Tigernach.

Camelon, legendary battle site near Falkirk, Central, where Medraut, King of the Picts

defeated and slew King Arthur. There is a persistent legend that Arthur was based in Scotland, and there are certainly many Scottish sites that claim Arthurian connections. One version of the story says that Arthur was a prince of the Celtic Britons who tried to stop the Anglo-Saxon invasions in the 6th century. This particular Arthur was based at a Roman fort on the Antonine Wall that was then known as Ad Vallum or sometimes as Camelon, which is today a town near Falkirk. Some accounts have Arthur being killed at the battle of Camlann, which is another mythical battle sometimes thought to be near Stirling.

Camuston, 1010, legendary battle possibly fought at Camus Stone at Inverugie, 1 mile south of Hopeman in Moray, in which Malcolm II, King of Scots defeated the Danes under Camus. Malcolm was one of Scotland's most successful military commanders, winning no less than five battles against the Danes and English. His victories ensured that Scotland was free of Danish conquest at a time when King Knut was empire building.

Carberry Hill, 1567, Two miles from Musselburgh, at the village of Carberry, East Lothian. More of a confrontation than an actual battle, James Douglas, Earl of Morton, led an army against that of Mary, Queen of Scots. Morton hoped to arrest Mary's third husband, Lord Bothwell, on

All Their Time In Wars

Continued

suspicion of involvement in the murder of his predecessor in the marital bed, Lord Darnley. After a period of negotiation, Mary agreed to hand her current husband over, but rather than agree to probable execution, Bothwell took ship to Orkney. Mary was arrested and imprisoned in Loch Leven Castle.

There is a monument to this battle, if you do not mind a search. There is a wall at the base of the hill, with a small opening marked by a plaque. The opening gives direct access to the monument. The alternative route is a half mile walk through the Carberry Woodlands. There is also an information panel in the woodlands

Carbisdale, or Invercharron 27 April 1650; fought north west of Tain, in East Sutherland.

Colonel Strachan defeated the Marquis of Montrose. After his defeat at Philliphaugh in 1645, the Royalist James Graham, Marquis of Montrose fled Scotland. By 1650 he had gathered a few hundred Danish mercenaries, added some hundreds of Germans and landed in Orkney, where he added around a thousand Orcadians to his army. Sending General Hurry to capture Dunbeath Castle in Caithness, Montrose followed with the bulk of his army. He marched south, hoping for reinforcements from Royalist clans. He did not know that the local Munros and Rosses had just switched allegiance from the Stewarts to the Covenant.

The Covenanters had two armies searching for him. The Earl of Sutherland marched from the north while Colonel Archibald Strachan commanded a small force in the south. Montrose found a strong defensive position on a hill overlooking Carbisdale and drew up his 1200 foot and 40 cavalry. Colonel Strachan, with 220 horse but only a handful of musketeers and around 400 Rosses and Munros, allowed Montrose to see a single company of his horse and kept his Highlanders concealed.

When Montrose left his defences to attack the horse, Strachan launched his cavalry. The Orkneymen broke at once and the Munros and Rosses joined in the fight. The Danes retired to a nearby wood, but soon surrendered to the Highlanders. Hundreds of Royalists were killed and only one Covenanter. Montrose fled but a few days later he was betrayed, captured and executed.

Carham 1018; northern Northumberland, two miles west of Cornhill, between the River Tweed and the B6350, near Coldstream. Carham is one of the most important, and neglected, battles of Scottish history. Malcolm II, or Mael Coluim Mac Cinaeda, helped by Owen the Bald, last King of Strathclyde, defeated Uhtred of Bamburgh, king of Bernicia. Malcolm II was one of the most successful Scottish kings, and it seemed that he was trying to either extend Scottish influence into Northumbria, or maintain the Scottish position there.

The *Scottish Chronicle* says that Malcolm 'fought a great battle at Carham' while the History of the Church of Durham claims the Bernicians had huge losses. Unfortunately there seem to be no details of tactics or numbers. By this period the King of Scots had controlled Lothian for at least a generation, so claims that Carham secured that area for Scotland appear incorrect. However, with so many Scottish historical documents being destroyed or pillaged by sundry invaders, the position is far from clear.

Carham, 1370, Northumberland. This was one of the many vicious little skirmishes that enlivened the Scottish-English border. After an English raid had ravaged his lands, Sir John Gordon retaliated with a plundering raid on Northumberland. A large English army under Sir John Lilburn intercept the Scots at Carham, and the two forces met in a full day of slaughter. The Scots were victorious. Sir John Gordon seems to have been an excellent warrior, for he was active the following year, when he defeated another English force and captured Sir Thomas Musgrave, the English governor of Berwick. Gordon also took part in the victory at Otterburn, where he was killed.

Carnish, c 1603, fought in North Uist, Outer Hebrides, during the feud between Macleod of Harris and MacDonald of Skye. The MacLeods raided the

All Their Time In Wars

Continued

MacDonald lands of Uist, landing near Kallin and plundering the island. MacIain Mic Sheumais led the MacDonald counterattack, ambushing the MacLeods with a preliminary volley of arrows. Around sixty MacLeods were killed in a battle that lasted for hours. The ferocity of this clan battles is illustrated by one example. At one stage Donald Glas MacLeod, cousin of the chief, was fighting MacIain face to face and seemed to be winning, especially when two more MacDonalds joined in. However MacLeod killed them with a back flick of his sword, but another MacDonald stabbed MacLeod from behind. Domhnal MacIain MhicShaumais was hit by several arrows during the fight. Tradition says that while the women pulled the arrows from his body, they composed a waulking song, which still survives to this day.

Carrickfergus Castle, 1315-16. Ulster. After their defeat by Edward Bruce at Conor, a party of English took refuge in Carrickfergus Castle. The Scots besieged the castle and eventually captured it. The castle has a visitor centre, and is well worth a visit.

Cat Stone, c1652, near Corrie, Island of Arran, Strathclyde. During the Cromwellian occupation of Scotland, a garrison was placed in Brodick Castle, in Arran. There were a number of skirmishes with the

local islanders including one at the Cat Stone, where the men from Arran were victorious.

Catacol, 1652, Island of Arran; another skirmish between Cromwell's men and the locals, although it is possible that this action, and the one above, are identical.

Cath Droma Deirg Blathug, perhaps around 746. The location is unknown. This battle was one of many fought when a number of princes disputed the overlordship of the Picts. In this encounter, Oengus defeated Drust. There is a possibility that this encounter is the same as the battle of Cato.

Cato, around 750. One of the many Dark Age battles about which there is little information. It seems that Oengus of the Picts defeated the Strathclyde Britons but lost his brother Talorgan in the fighting.

Cattraeth, c 600. This battle may have been fought at Catterick in Yorkshire. Unlike many Dark Age encounters, it was fairly well documented in bardic poetry known as the Gododdin. One theory suggests that British chiefs from the Christian court of Mynyddawg of Gododdin and Din Eidyn (Edinburgh) with warriors from Ayrshire, Elmet in Yorkshire and possibly Picts and men from north Wales combined to halt the pagan Saxon from expanding. There were possibly 300 selected warriors in the British army.

There was a battle at Cattraeth, which may be Catterick, a strategically important centre controlling the Yorkshire lowlands and threatening Rheged. The British may have been defeated. However the historian John Koch has suggested that Urien of Rheged won the battle, which he believed was fought in the 570s.

Ceochoan na Fola; around 1480; north side of Loch Rannoch, Perthshire. This minor skirmish allegedly helped establish the MacGregors in Rannoch.

Having been driven from Loch Lomondside by the Campbells, the MacGregors arrived in Rannoch around 1440. Forty years later an outlaw band known as Clann Iain Buidhe, (clan of John of the Yellow Hair) murdered two Stewarts. Stewart of Appin sent a party to seek revenge, and they collected some MacGregors in Glen Lyon as reinforcements. Together the Stewarts and MacGregors fell on the Clann Iain Bhuidhe at a small burn near Dunan. The allies massacred the murderers and the name of the burn was changed to Ceochoan Na Fola, the stream of blood. The MacGregors liked the area so they settled in Rannoch in place of Clan Bhuidhe.

Chirchind, c600 AD. A legendary battle supposedly fought in northern Angus or southern Kincardineshire. Details are lacking, but what accounts there are say that the Picts defeated the Dalriadic Scots under Aidan.

All Their Time In Wars

Continued

Cindelgthen, 621. Fought beside Loch Fyne, Argyll.

Another Dark Age battle about which little is known. However accounts do say that Conal MacSuibne defeated Conaing, presumably in a clash between rival families in Dalriada.

Circinn, c 596 or 598, possibly in Angus or the Mearns; Aedan of Dalriada fought a battle, perhaps against the Miathi. His sons named Bran, Domangart, Eochaid Find and Artir were killed and Aedan was defeated. It is possible that Aedan was trying to expand Dalriadan control over the area. This may be another version of the battle at Chirchind.

This is another of these encounters where mythology shrouds the truth. Some versions suggest that this battle was named Camlann or Manann and say that the legendary King Arthur fought against Mordred. Adomnan, who wrote in the seventh century, calls this battle Miathi, which may be the name of the Pictish nation involved. It is possible that the Miathi lived around the Ochil Hills, where some authorities claim that Dumyatt is the fort of the Miathi

Clachnaharry; beside Kessock, Inverness, Highland. Various dates have been given for this battle between the Mackintoshes and Munros, from 1278, 1333, 1434; or even 1454. After their chief was insulted, 350 Munros from Easter Ross had made a cattle raid to Strathardle and returned through Mackintosh land. When the Mackintoshes demanded part of the spoil as

tribute, the Munros refused and kept moving. The Mackintoshes followed by a shorter route and ambushed the Munros at Clachnaharry. Both sides suffered casualties, with the Mackintosh chief killed in the battle but tradition states that Malcolm, their captain in the fight, eventually married Janet, sister of John who led the Munros. Major Hugh Duff of Muirtown erected a column topped by a statue beside the battlefield, with iron railings cast in the shape of battle-axes.

Cleanse the Causeway, 1520 Edinburgh High Street. After the death of King James IV at Flodden, various factions attempted to control Scotland. Two of the main contenders were the Douglas Earl of Angus and the Hamilton Earl of Arran. In April 1520 the two factions faced each other in Edinburgh High Street. The Douglasses won the vicious skirmish that cost seventy-two lives, and James Beaton, Archbishop of Glasgow and leader of the Hamilton faction, ran down the Blackfriars Wynd to hide behind the altar of the church.

Clifton Moor; 18 December 1745, near Penrith, Cumbria, England. Famous as the last battle fought on English soil, Clifton Moor was fought between the Jacobites and the Hanoverians. Prince Charles Edward Stuart hoped to claim the British crown for the Stuarts, and had brushed aside the Hanoverian forces in Scotland. His small army had marched as far south as Derby

but English Jacobites failed to keep repeated promises to give their support. When rumours of massive Hanoverian armies were heard, the Jacobites turned around.

The Duke of Cumberland led one of the pursuing Hanoverian forces and his vanguard clashed with the Jacobite rearguard at Clifton Moor. Lord George Murray led the MacPhersons in a charge on Kerr's and Bland's dragoons, sending the horsemen galloping in reverse, while the MacDonalds of Glengarry defeated Cobham's dragoons in an ambush. The Jacobites lost about 12 men to 40 dragoons and Cluny MacPherson was quoted as saying 'this little action of my Regiment was a most gallant one and worthie to be Recorded if Done by the Oldest and Best Disciplined Troops.' The Jacobites captured one man, who was one of Cumberland's servants, and sent him back unharmed. Contrast that with Cumberland's later behaviour after Culloden.

Nearby St Cuthbert's Churchyard contains a stone to commemorate the battle, as well as ten of the victims.

Clitheroe 9 June 1138; fought beside the River Ribble, Lancashire. King David of Scots had a blood relation to both sides in the bitter civil war that was tearing England apart, but he chose to fight for Matilda. The Scots invaded and won a victory at Clitheroe before losing at the Battle of the Standard at Northallerton.

All Their Time In Wars

Continued

William Fitz Duncan, the nephew of King David 1 led the Scottish army at Clitheroe, with the men of Galloway playing a large part in the victory. English accounts speak of the River Ribble running red with blood.

The site of the battle is now the Edisford picnic area

Clochmbenstane, see Sark

Clyne, 1589 or 1590, East Sutherland; clan battle between the Earl of Caithness and men of Sutherland. This skirmish occurred during an on-going feud between the Earls of Caithness and Sutherland. After suffering losses the previous year, the Earl of Caithness gathered his forces in 1590, augmented them with a body of archers under Donald Balloch Mackay of Scourie, and invaded Sutherland. After looting for a while, he retired and met a smaller Sutherland force at Clyne. There were around 400 Sutherland men led by Patrick Gordon of Garty and John Gordon of Embo. The Mackay archers were effective in the brisk action that followed. John Murray and sixteen Sutherland men died, while the Earl of Caithness lost Nicholas Sutherland and Angus MacTorMoid and thirteen others. Many more were wounded. Cnuicc Coirpri, or Twini Onirbre, 736 or 739, possibly the same legendary battle in that in which Talorgan defeated Muredhach. This battle is just another that swirls out of the mist of the Dark Ages to tantalise with a name and meagre details.

Cockburnspath, March 1400; East Lothian; the eldest son of the Earl of Douglas defeated Henry Percy in this incident in a campaign that saw Percy raiding into Lothian before being soundly defeated by the Douglasses and chased back into England.

Coire ne Creich 1601 (Corrie of the Spoil); Cuillin Mountains, Island of Skye. This clan battle was fought between the Macdonalds and MacLeods. According to legend, when the famous MacLeod chief, Rory Mor MacLeod was absent, possibly in Ireland, the MacDonalds raided the clan lands. Rory's brother Alexander gathered the MacLeods and camped near the corrie where the battle was to be fought. The next day saw the two forces meet. The MacDonalds won, but at great cost, although they did capture Alexander MacLeod and thirty of the most important MacLeods. Coire ne Creich was supposedly the last clan battle fought in Skye.

Coltbrig, Canter of, 16 September 1745, Western Edinburgh. A minor incident during the 1745 Jacobite Rising. As the Jacobite army approached Edinburgh, the town gathered a very weak defence including Gardner's Dragoons. When Prince Charles came as close as Corstorphine, the dragoons were stationed at Coltbridge. Prince Charles ordered a few of his mounted youths to reconnoitre the dragoons. When the Jacobites came close, they fired a few pistol shots, which was enough to panic the dragoons. Turning their

horses, they retreated at speed, galloping along the Lang Dykes, where Princes Street now stands, to Leith and Prestonpans. Some continued as far as Dunbar. This encounter became known as the 'Canter of Coltbridge' and the Jacobites occupied Edinburgh.

Connor, or Conagher, 10 September 1315; Country Antrim, Ireland. Edward Bruce defeated the Earl of Ulster and English army. During the First War of Independence, Edward Bruce, brother to King Robert, took a small army to Ireland. He may have been opening a second front to distract the English, or possibly, in view of events, pursuing his own ambition, as he was to declare himself High King of Ireland.

When the Scots invaded, the Anglo-Irish lords, Richard de Burgh and Sir Edmund Butler raised an army and marched to meet them. Felim o'Conor, king of Connaught supported the English, but had to leave the army to deal with a rebellion. Bruce attacked De Burgh at Connor near Ballymena and sent him flying back to Connaught. Some of the English fled to Carrickfergus Castle, where the Scots besieged them.

Copeland Islands, Belfast Lough; 1595. The English Captain George Thornton defeated a flotilla of Hebridean and Highland galleys. During the Elizabethan conquest of Ireland, many Scottish Highlanders attempted to help

All Their Time In Wars

Continued

the Irish. On this occasion a force of Highlanders were attempting to come to the aid of the Ulster chiefs. Captain Thornton commanded *Popinjay* and Gregory Riggles commanded *Charles*, which were on patrol to prevent Scots landing in Ireland. In 23 July 1595 George Nicolson wrote to Bowes that 26 galleys were at sea bound for Ireland or Argyll. The Hebrideans set out from Arran on 22 July – perhaps with 100 vessels of all sizes; carried perhaps 3000 men from Skye, Harris and Lewis. English ships met many as they came into Belfast Lough. The galleys were open rowing boats with no cannon and were hopelessly outclassed.

Two or three galleys were sunk, two captured and the rest driven ashore on Copeland islands; the majority of Highlanders returned home; only around 1200 men led by the Tutor of Harris and Angus Og, son of Macdonald of Dunyveg got through to help the Irish.

Corbridge 914, fought on the Tyne in Northumberland. The Norse king Ragnall defeated the Scots and Bernicians. After the battle the Norse ravaged Bernicia. Ragnall was building up his kingdom around the Irish Sea, from Mersey to Galloway and was probably attempting to extend it East of the Pennines. The area known as Bloody Acres is reputedly where this battle took place.

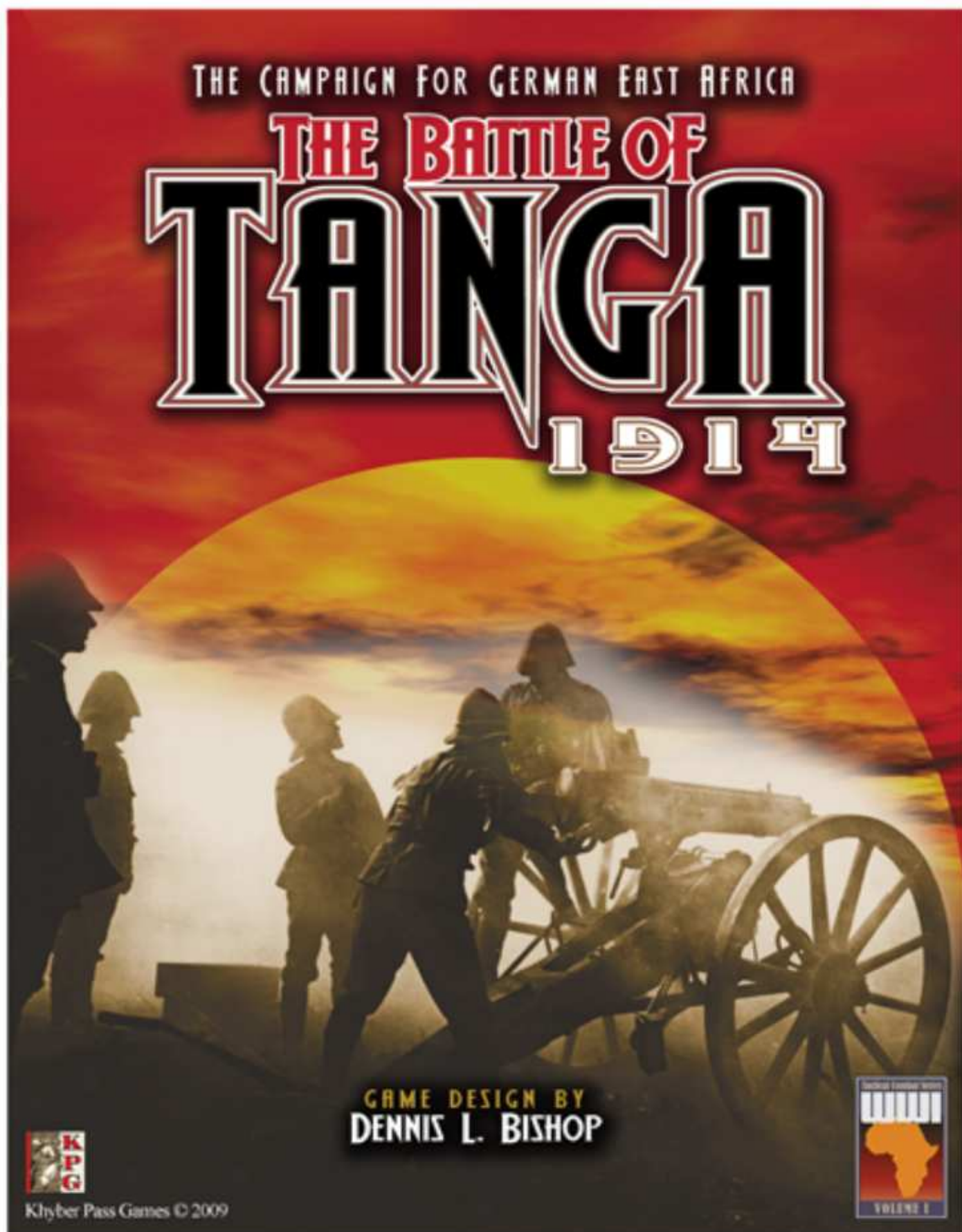
Corbridge 918, Tyne, Northumberland. Another battle between Norse king Ragnall and King Constantine II of Alba. Scots were pursuing Norse after they had sacked Dunblane and hoped to help Ealdred, son of Eadwulf, ruler of Bernicia. The victor is disputed, but Scots defeated 3 of the 4 Scandinavian divisions, slaying the leaders called Otter and Crowfoot, while all the Scottish leaders survived. Toward nightfall Ragnall managed to ambush the victorious Scots. Bernicians fared badly and had to allow the confiscation of Lindisfarne church lands between the Derwent and the Wear. The north of Bernicia was then ruled by Ealdred, but possibly under Alban protection.

Corgarff Castle, Strathdon, Aberdeenshire, Grampian. Situated on the direct route between Deeside and Spayside, Corgarff Castle was once of major strategic importance. Thought to have been built by the Forbes family around 1550, the castle was attacked by the Gordons in November 1571. Adam Gordon chose a time when the men were elsewhere, but Margaret Forbes responded to a call to surrender by shooting and wounding one of the attackers. The Gordons burned the castle down, killing Margaret and another 27 women and children. In 1689 the Jacobites burned the castle to prevent its use by Williamite forces and in 1715 the Hanoverians torched the castle, which had been used by the Jacobites. In 1746 the Jacobites used Corgarff as a weapons store, but the Hanoverians captured the

castle and all the weapons. The 300 muskets they found might have been invaluable for the under-equipped Jacobites at Culloden. The castle was used as a government fort and held a garrison in the period when the Hanoverians repressed the Highlands, and again in the early 19th century as a base to stamp out whisky smuggling. Restored in the 1960s, Corgarff Castle now contains a permanent exhibition and a reconstructed barrack room.

Cornaigmore, c 1190, also known as the "Battle of the Sheaves", between Loch Bhasapol and Cornaigmore beach, Isle of Tiree, Argyll. When the people of Tiree were busy plucking their corn, a force of Vikings landed and attacked them. While some of the men ran to fetch weapons, the remainder faced the Vikings armed only with sheaves of corn. At first the Vikings were victorious, but the Tiree men fought furiously and gradually gained the upper hand. The Vikings fled to their boat.

Corrichie, 28 October 1562. This battle was fought 5 miles north of Banchory, in Cromar, western Aberdeenshire, on the southeast slope of the Hill of Fare. Although Queen Mary was as Catholic as the Gordon Earl of Huntly, she still ordered that he was thrown into prison. The Gordons promptly rebelled. The Queen rode to Inverness and when the Gordon captain of Inverness Castle refused her admission she had him hanged



All Their Time In Wars

Continued

The Queen's army, led by James Stewart, Earl of Moray defeated the much smaller force of the 4th Earl of Huntly. Huntly died on the field and his son John was carried prisoner to Aberdeen and beheaded. According to legend, Mary watched the battle from a granite rock on Berry Hill, which was later named the Queen's Chair. There is a granite pillar to commemorate the battle, just beside the B977.

Corinnie, around 600; fought in Aberdeenshire, this legendary battle saw the Picts defeat Aidan of Dalriada.

Corpach, 1439, or 1474. Near Fort William, Highland.

Donald Dhu, Captain of Clan Cameron defeated Hector Bui MacLean and his 'ruffians' in this clan battle. It seems that Alexander MacDonald of the Isles had given the Cameron lands to John Garve Maclean of Coll. During the battle, a young chieftain named Ewen Abrach MacLean was killed

Coylton, around 420, Ayrshire.

This battle is another of the obscure conflicts of the Dark Ages. Not much is known, and even that is more likely to be apocryphal than fact. The legend is interesting as it contains references to Coel Hen, better remembered as Old King Cole. Coel Hen may have been a ruler of Rheged, around the Solway Firth, or Kyle, but he fought against another nation, possibly the Picts in a battle at Coylton in north Ayrshire and Coel was

defeated. He is said to have died a few years later when he drowned in a bog at Tarbolton. It is possible that he was an ancestor of the Britons of Alclud, capital of Strathclyde.

Craibstane, the; November 1571; fought near Aberdeen

during the feud between the Gordons and Forbeses, which itself was part of the wider struggle between Catholic Queensmen and Protestant Kingsmen. Adam Gordon of Auchindown defeated the Forbeses. Accounts speak of the Master of Forbes being captured, together with 200 of his men.

Craig an Airgid, 1518 or 1519, location disputed, may be in the Island of Lewis, Morvern or Ardnamurchan.

This was a clan battle in which Donald MacDonald of Lochalsh and Alexander MacDonald of Islay killed MacIain of Ardnamurchan and his two sons. MacLeod of Lewis also seems to have been involved.

Craig Cailloch, 1441, Possibly in Lochaber.

The MacDonald Lord of the Isles encouraged the Mackintoshes of Clan Chattan to invade Cameron lands. It seems that the Camerons defeated the Mackintoshes at this spot, killing one of the chief's sons and wounding another

Cravant, 31 July 1423

Burgundy, France, English and Burgundians defeat Scots and French. This battle was fought during the Hundred Years War,

when England tried to conquer France. As France's ally, Scotland had many troops involved. The Treaty of Troyes had given the English control of France north of the Loire, but when the English king Henry V died, the French resumed hostilities.

Sir John Stewart commanded a Franco-Scottish army about 9,000 strong that advanced into Burgundy toward Borges. The Earl of Salisbury commanded a joint Burgundian-English force that opposed them at the village of Cravant, where a bridge crossed the river Yonne. There was a stand off for some three hours, and then Salisbury ordered his men forward, covered by the fire of English archers. A second English force under Lord Willoughby de Eresby crossed the bridge and cut through the Scots, dividing the Franco-Scottish force.

Although they still outnumbered the English, the French fled, leaving the Scots to fight alone. Thousands were killed and many captured, including John Stewart.

Crawford Castle, 1297, South Lanarkshire, Strathclyde.

During the First War of Independence, William Wallace, John Graham and 40 men captured Crawford Castle from the English. There are ruins of a castle at Crawford, but this building was erected at a later date. The site, however, is ancient.

All Their Time In Wars

Continued

Creag an Airgid, 1518; Argyll, Strathclyde. This clan battle was fought two miles north west of Kilchoan. Sir Donald MacDonald of Lochalsh, Alexander MacDonald of Islay and MacLeod of Lewis invaded Ardnamurchan and defeated and killed MacIain of Ardnamurchan and his sons.

Cree, 1300; Galloway. This battle was fought during the First War of Independence. After capturing Caerlaverock Castle and hanging many of the garrison, Edward Plantagenet advanced westward. He sent an advance party forward to the Cree, where they captured Sir Robert Keith the Marischal. Next day the main English army reached the Cree, probably between Creetown and Newton Stewart. After an exchange of arrows at high tide, the English infantry crossed over and engaged a defending Scottish force. The English had their cavalry in three brigades, which they kept back for fear of Scottish traps, while the Scottish cavalry seemed to have reluctant to do much. When the English cavalry crossed the Cree, the Scottish horse, commanded by Buchan, Comyn of Badenoch and Umfraville, fled. Many of the Scottish nobility dismounted and ran into the moors where the English could not follow. The English had won an easy victory with little loss on either side, but they did manage to capture Robert Baird of Strathaven.

Crichton 1337, south of Gorebridge, Midlothian. While returning from a raid into England during the Second War of Independence, Sir Andrew Murray besieged John de Stirling and the English garrison in Edinburgh Castle. The English under Lord Dacre, the Bishop of Carlisle and Edward Balliol moved north raise the siege. Leaving Edinburgh, Murray headed south and met the English in battle at Crichton. The battle was indecisive, but the English had the greater losses and withdrew south.

Crichton Castle, south of Gorebridge, Midlothian. This castle is now a ruin, but enough remains to show the splendour it once enjoyed. The original keep was built around 1370 but was added to over the years. In 1445 John Forrester, an ally of the Douglasses, attacked the castle which was held by the rival Crichton family. When William Crichton conspired against James III, the castle was again besieged and Crichton fled, and in 1559 it suffered during the religious struggles. Now in the care of Historic Scotland, the castle has a small car park and interesting architecture.

Cromdale, Haughs of, 01 May 1690; near Grantown on Spey, Moray. Colonel Sir Thomas Livingstone, King William's General, defeated what was left of the Jacobite army commanded by General Buchan. Most of Buchan's army came from the Highlands, including Macleans, Macdonalds, Camerons,

Macphersons and Grants of Glenmoriston.

After their defeat at Dunkeld, the few hundred men who were all that remained of the Jacobite army was camped on the Haughs of Cromdale. They made an occasional raid into Strathspey but no longer constituted a real threat to the Williamite government. Sir Thomas Livingstone's force at Inverness was ordered to stop the raids. The Grants, who were loyal to King William, led his army of Scots Dragoons and a regular infantry battalion to the Jacobites.

Early on the morning of May 1 1690, the Jacobite outposts saw Livingstone's troops fording the Spey but the dragoons attacked before the majority of those in camp were prepared. Some Jacobites retired to the Hill of Cromdale, where they were defeated, with 400 killed and prisoners. Most of the Highlanders had no time to lift their weapons. Some fled stark naked up the Cromdale hills. A few were captured at Lethendry Castle or near Aviemore, while those that stood were killed or captured on the spot. There were few, if any, Williamite losses.

The skirmish at Cromdale marked the end of the first Jacobite Rising. King William ruled unchallenged in Scotland. He proceeded to bleed Scotland of her manpower for his war with France.

There is a stone near the Conglass Water, a few miles from the battle, marked with the date 1690. This stone

All Their Time In Wars

Continued

traditionally marks the spot where a soldier died after fleeing the battle.

Culblean 30 Nov 1335; fought between Kinord and Davan in Deeside, Grampian.. In this crucial battle of the Second war of Independence, the Scots defeated a pro-English force. David de Strathbogie, Earl of Atholl and one of the Disinherited Scots that supported the English, was laying siege to Kildrummy Castle with around 3000 men. Lady Christian Bruce, the aunt of King David, defended the castle. Andrew Murray, husband of Lady Christian and one of the Scottish leaders, broke off negotiations with the English at Bathgate to raise the siege. Murray, together with the Earl of March, William Douglas, Alexander Ramsay and Lawrence Preston, gathered about 800 men and hurried north. When he became aware of the threat, Strathbogie raised the siege and faced the Scots in the forest of Culblean.

A local man known as John of the Craig joined Murray with another 300 men, and guided the Scots around Strathbogie's force. Murray advanced on the Disinherited early on the 30 November, but a sentry warned Strathbogie that the Scots were coming and the Disinherited prepared for battle. Murray's force was divided in two, with William Douglas commanding the forward unit.

When Douglas saw that Strathbogie drawn up in battle array he halted his men.

Believing that the Scots were wavering, Strathbogie led a downhill charge but when they broke ranks to ford a burn, Douglas ordered his men to attack. When these two forces were engaged, Sir Andrew Murray attacked Strathbogie's exposed flank, and the Disinherited and English army was defeated.

While his men fled in all directions, Strathbogie showed that he had courage, if no patriotism. He stood with his back to an oak tree and was killed in a last stand with a small group of followers. Some survivors took refuge in the nearby island castle of Loch Kinnord but surrendered the next day.

Sir Andrew Murray was the son of the Murray who had held joint command at the battle of Stirling Bridge. After Culblean he used guerrilla tactics to remove the English.

In 1956 the Deeside Field Club erected a stone near Oldhall, Aberdeenshire, to commemorate the battle.

Cullen, around 961, Moray; Indulf, King of Scots defeated the Danes. As in so many battles of this period, information is scanty and vague. It appears that a fifty strong Danish fleet was seen off the Firth of Forth, but a Scottish force waited for them so they sailed north. The Scots followed, which seems unlikely given the comparative ease of sea travel compared to land. However, when the Danes landed at Cullen on the Moray Firth, a few miles east of Buckie, Indulf attacked and defeated them.

Culloden, 16 April 1746. This decisive battle was fought on Drumossie Moor a few miles east of Inverness. It closed the series of struggles between the Hanovarian and Jacobite dynasties that were competing for the British crown. It was also the last major battle on Scottish soil, and one that had terrible consequences for the Highlands. The Jacobites had penetrated as far as Derby in England on their hopeful march to replace Hanovarian King George with James Stuart. With only a few thousand men in their army, and not knowing that the Hanovarians were panicking, they decided to withdraw in the face of much superior Hanovarian armies.

On their return to Scotland the Jacobites won victories at Clifton and Falkirk. When the armies reached Culloden there were about 9000 Hanovarians, with artillery, Campbells and 500 dragoons, opposed to around 4500 Jacobites, many unarmed or under armed. The previous night Prince Charles had attempted a march to Nairn to surprise Cumberland's army, without success.

The armies drew up on Drumossie Moor, on ground totally unsuitable for the mainly Highland Jacobite army, but which favoured Cumberland's regulars. The Duke opened the battle with a barrage from his artillery, so that cannon balls ploughed into the unprotected Highlanders, who were ordered to close ranks after each hit. The

All Their Time In Wars

Continued

few Jacobite cannon, with no trained gunners, fired for only nine minutes.

The Jacobites were in two ranks, with the Macdonalds at the left, rather than their favoured right flank. Unable to retaliate and with their ranks being decimated, the clans demanded the order to charge. At last they surged forward, without orders, in an uncoordinated charge led by clan Chattan. Although they charged into grapeshot and musketry, some still reached the bayonets and a few penetrated the front rank. The Camerons and Stewarts broke through Munro's and Barrell's Foot to be hit by flanking fire from Campbell's foot, the 25th foot and Wolfe's Foot. The survivors drifted back. Some threw stones in an attempt to make the redcoats break ranks and come forward.

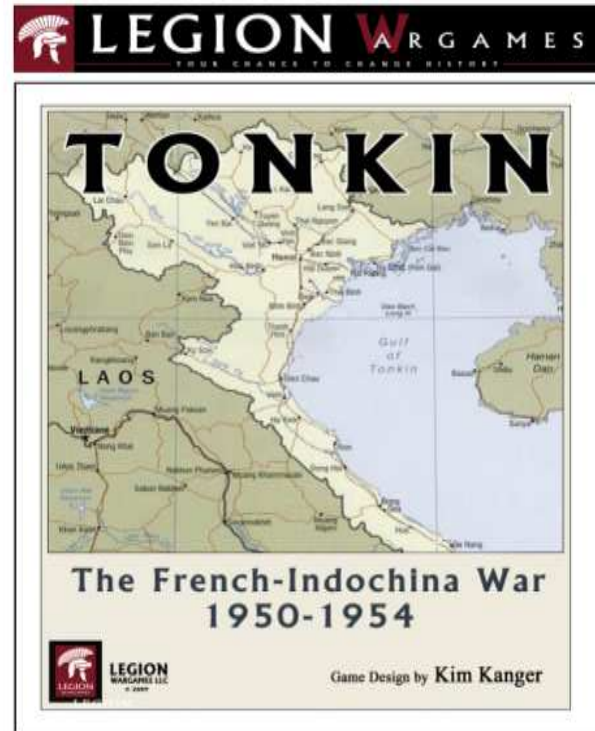
As the Highlanders retreated the second line of Franco-Scottish infantry held back the dragoons before also withdrawing. Perhaps 1200 Jacobites killed, most by artillery. Hanovarian casualties were disputed; they claimed only fifty killed and around 300 wounded.

In the aftermath of battle, the Duke of Cumberland gave orders to slaughter the wounded, earning his name of 'Butcher Cumberland.'

Culloden is one of the most easily accessible battlefields in Scotland, hard by the B9006 five miles to the east of Inverness. The National Trust for Scotland runs a fine visitor centre on the field itself, with a wide range of books and souvenirs. There is also a coach and car park. The actual battle site has been partially restored to the condition it was when the Jacobites and Hanovarians squared up to each other that April day in 1746.

There is a multi-language audio-visual programme, with a self service restaurant, a raised map, induction loop and guided tours.

(More from this excellent article will appear in succeeding issues of the magazine. Ed.)



TONKIN

The French-Indochina War 1950-54

Designer: Kim Kanger

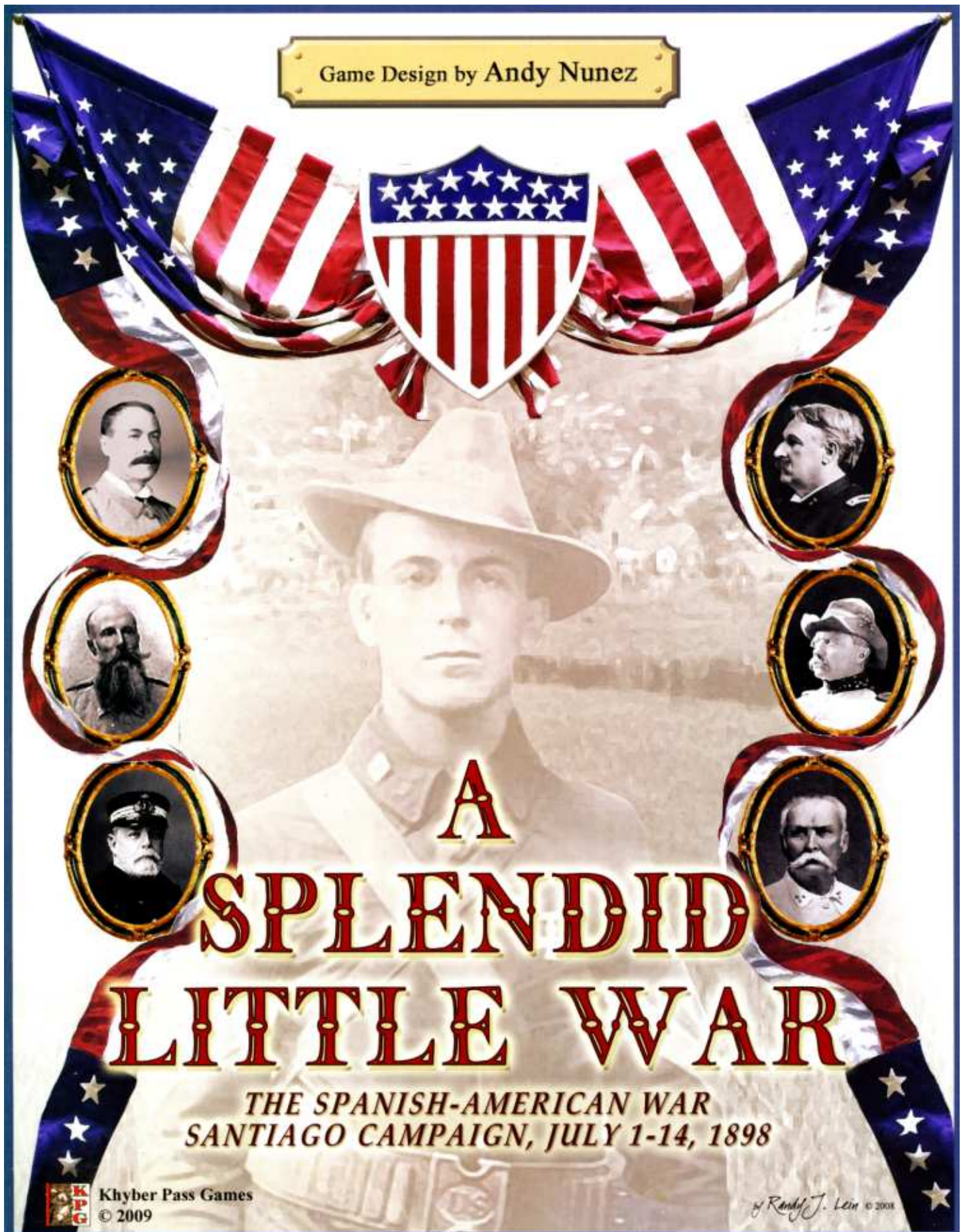
Tonkin is a highly interactive two-player game that covers the area of Northern Vietnam, called Tonkin, during the crucial years of 1950-1954 of the French-Indochina War fought between the Viet Minh and France from 1946-1954. The French units have artillery and air support, plus they are highly motorized which gives them superior mobility in clear terrain. The Viet Minh units move faster in tough terrain and they can ambush, infiltrate, and fight with sudden ferocity.

Tonkin is a reprint of the game that appeared in issue #70 of Vae Victis magazine and was nominated for a CSR award in the category of Best Post-WWII Game of 2006.

Available for Pre-Order now!



www.legionwargames.com



Rosebud / Little Big Horn (Khyber Pass Games) Errata, Q&A, Variants, and Tactical Advice By: Michael Taylor

Errata:

Rule 17 Victory. The following bullets need to be added to that rule at the end of the first paragraph.

- VPs are awarded for losses due to fire and melee combat results.
- VPs are awarded for Leader and pack train losses.
- The +5 Leader killed VPs are not added to the Crook killed VPs.
- The Indian player receives VPs for each US combat factor that voluntarily exits the map. He does not get the VPs if the US player is forced off the map due to a combat result or morale condition.
- -1VP is awarded for each US Unit marked Low Ammo (basic rules) at the end of the game. All US units with less than half ammo boxes available (optional rules) at the end of the game are considered Low Ammo for VPs.
- -1VP is deducted for each ammo point (Basic Ammo rules) or every 10 ammo boxes (Optional Ammo rules) drawn from a Pack Train.
- Lost/Captured US horses/mules count for VPs.
- VPs are awarded for searching for the Indian Village.

Game Scale: It should be 1/4 mile like Little Bighorn. Both games are tactical, company level games.

Variant Rosebud Rules

Off Map Movement

The only way I can see incorporating the off map movement is to only allow it initially, before an Indian unit enters the map. It may move freely off-map, but once it enters the map it cannot exit freely for the rest of the game (the rules as written for units moving off the map during the game will now apply). As an added rule, if any US cavalry unit dismounts on Eagle Nest Peak (1313 or 1314) and remains there for one full US movement phase (begin the movement phase in the hex dismounted and spend all its MP there in the hex), the Indian player cannot use off-map movement opposite that area (1215-2314) for the rest of the game.

Divide each map edge equally in half (for example: north edge 0001-1101 and 1201-2301). Units off map can move one half map edge per turn, but they cannot move and enter the map in the same turn, nor can they exit and move a half map edge in the same turn. Place the off map units along the map edge. Units entering the map may be mounted, dismounted, or prone, and have their full movement allowance. Indian units may now exit the map (for any reason) without VP penalty (and will automatically rally off map). No combat off map or between the units on and off the map.

Crook at Big Horn

For those that have *Rosebud* and *Little Bighorn* you might want to try a hypothetical scenario with a combined Crook/Custer attack. Reduce Crook's forces by the following:

- Place 1 hit each on Cavalry units F/3rd, I/3rd, and L/3rd Cav.
- Remove one full strength Cavalry unit (any, but not one from the above).
- Remove Capt Henry
- Remove the "B" pack train
- Remove all scouts and miners.

The "A" pack train has all of its ammo and the remaining units are also full ammo. Use the free set up scenario where all the US units are available at the start. You will have to use a combination of the combat charts because of the infantry (*Rosebud* charts) and because Custer's units did not carry sabers (*LBH* melee chart). If playing teams the player who has Crook is in command, followed by Custer and Royall, and Crook issues orders and determines the plan of attack.

Rosebud Q&A:

Q: Just to be sure. The pack train personnel is using Springfield rifle and thus use the one column shift at long range.

A: *Only the infantry units get that long range bonus. The pack train does not get that bonus. I base*

Rosebud / Little Big Horn (KPG)

Continued

this on the belief that the packers and teamsters were armed with a variety of civilian weapons and not uniformly armed with a military rifle. Although soldiers (infantry and cavalry) were usually attached to the packs, it would not make enough of a difference in the game mechanics to give them the bonus.

Q: It seems to me that all of the US units have mounted soldiers on one side. I expected the infantry to be "dismounted" on both sides, I guess. What am I missing here? I know I must have blinders on about something.

A: Crook's infantry were mule-mounted.

Q: I also have the little big horn game and noticed the casualty VPs are 1 for 1 why the change for Rosebud.

A: During play testing for Rosebud the Indian side kept wanting to just charge in where ever there were US units in range. Most felt that if they didn't it just did not feel like they were "attacking". Of course, we are skirmishing, not fighting in the conventional way (like the Civil War for example). In order to discourage that and get them back into skirmish mode we changed the VP to 2, hoping that the higher cost would make them more cautious. If you feel this is too harsh you can change this back to +1 and see how that works for you. I think that once players figure out the tactics we may make that an official change (back to the original VP rate of +1). I prefer the original rate myself.

Q: I think "Pin" results on mounted US troops DO make them dismount in the hex in which they were pinned. Mounted Indians, on the other hand, tended not to do that, which is why "Pin" results on mounted Indians change to R2/Disrupt

A: Correct on the pinned units except that they are not pinned in the hex, but they do dismount (page 6 Morale Check a.Pin). The dismounting is immediate and does not cost a MP to do it. If you don't want to stay there, and you have enough MPs remaining, you can move out of the hex (on foot or re-mount), or you can self rout if you really want to get out of there (mount before you do this otherwise you lose your horses!).

As per Rule 9B.3 Long Range on page 5, treat ALL casualty points as MC w/-1 DRM. Long range fire is really just harassing fire, but it can have an effect. For the Indian player you can fire many units at long range, hoping for a MC failure, then move in with a unit of two at normal range to get your casualty point. It is important to wait for the right moment (A US MC failure) before you move in because of the US firepower. You can also use long range fire to hit his horse holders, if they are exposed.

Q: If a unit is lost in CC and the leader that was attached is left in that hex, will it be lost when the enemy unit advances into that hex or does the leader stop advance after combat?

A: The leader is killed if he was left alone in the hex when the

enemy unit advanced into his hex (Rule 12D.4 Automatic Elimination).

Q: Rule 12D.4 Automatic Elimination - if I recall correctly this is if you move into the hex, but you can only advance in after melee into a vacant hex, and if the leader is present, it isn't vacant!

A: I see the wording problem here. Officially, if the unit he was attached to was completely eliminated in melee, then the leader is killed. I will add this to that rule. I hope that clears it up and that the ruling makes sense.

Q: If a unit uses opportunity fire during the opponents movement phase can it still fire in its defensive fire phase?

A: The unit may still fire in defensive fire. Opportunity fire happens in the movement phase and there are no limits to opportunity fire as long as the conditions are met. Keep in mind that all ammo rules still apply, so be careful and choose your shots.

Q: A question came up in the early going of my first PBEM of Rosebud: Do US Indian scouts use the US or Indian fire columns? I'm 99.999% sure they use the US columns, but just want to be sure.

A: Yes, the scouts are considered US units.

Q: When a US unit is halved for Low Ammo in melee, is the fraction retained? (Guess all my LBH melees have involved even-SP units.) The system standard is

Rosebud / Little Big Horn (KPG)

Continued

to round down. But the melee rules, when the odds ratio is mentioned, stress retaining fractions. This is placed AFTER the strength adjustment, though. Which would lead me to think that fractions are retained in the odds calculation (e.g. 2.75 to 1) but since there are no fractional odds columns (such as 3-2) that doesn't make sense to me.

In this fight it would be 8 Indian against two 3-point scout units, but one of them is LA so would be 1 CP if rounded down and 1.5 CP if retaining fraction. Thus the attack would be either 2-1 or 1-1 depending on the rounding.

A: Since melee is odds based it works differently than the fire combat table. That is why I stressed the point of retaining fractions when calculating odds. In this case you would retain all the fractions from all the conditions involved. Even though the pin result was from an earlier phase, for a melee you have to recalculate the stack for melee and retain all the fractions. You're right about it not making sense when you calculated the odds. As you can see that was not my intent here. You retain the fractions as you are calculating the odds, not afterwards.

I think what we were doing during play test was that since units fired individually, and the fire table is in whole numbers, it was just easier to round down first. It just wasn't necessary to retain fractions in most cases (unless a unit has multiple conditions, in which case the effects are cumulative).

The movement rules do specifically state to round down. I do not think I have a statement in the rules that says unless otherwise noted round down all fractions (is there one?). I am looking but I don't see it.

Q: The unit that is not LA is pinned. So one defender is pinned and one isn't. Does the +1 DRM for pinned target.

A: Yes, the +1 DRM does apply. Think of all the defenders in a melee as a single defender. It would have been extremely messy to have to figure out the percentages of disorder to the good order, and where to draw the line for the modifier.

Q: Has anyone tried finding the Indian village? I've considered it, but it just doesn't seem to yield a fair amount of VPs to justify the commitment of units. Those same units could garner the same amount of VPs by going after on-map Indian units.

A: Are you guys not taking the easy 2VPs for moving up there and (notionally, 1d6 die roll) sending your scouts ahead to look for it? The first condition is pretty easy to set and it does not require forces to exit the map. It is an easy 2 points because historically they did do this and the US player is thus rewarded.

I can understand the reluctance to go after the village with the whole force. The scouts were sure there was danger ahead and were very reluctant to go looking for it too. The VP award for the second condition is purposely low to reflect that

situation, but it also is set that way because historically they started to go after the village but in the end were diverted back to the main fighting.

But if the game score is pretty tight (close to the next higher victory level) the US player can use this as an ace in the hole (well, sort of) because he could quickly add 5 VPs to his total. This has an even greater impact if the casualty levels are low (just don't get ambushed!).

Of course, it won't mean much if the battle has a high casualty rate (which may be what most players are experiencing); I mean, if you have taken an excessive amount of casualties and have expended a critical amount of ammunition, who cares about the stinking village anymore, right? At that point it won't matter anyway because you cannot continue the campaign and join up with Custer and Gibbon. If you are experiencing more than historical casualties, then having the village search becoming not very attractive is correct and it is what I am looking for in the design. If you keep your casualties and ammunition expenditure low and your force viable, then the village search can really pay off for you. Remember, the VPs are odds based, so a low score can turn the village search into a big payoff event.

Rosebud / Little Big Horn (KPG)

Continued

Rosebud Tactical Suggestions:**The Indians**

The Indian side is the most difficult side to play, and it will require some hard work and patience to play. At the beginning it would appear that you have a big advantage, and that all you have to do is just charge in and overwhelm the camp. Crook (or maybe I should say the US player) has a lot of firepower, and at the start it is concentrated. You will have to be very careful. The one big advantage you have is mobility, and you should use it and use it often.

Here is something to think about. Early on, cause a few casualties among the scouts that puts you ahead in points, then ride around the command whooping and hollering, and take key terrain. In order to win the game the US player will have to come out and get you in order to cause some Indian casualties and get ahead on points. But you are all over the map, and he can't leave the packs alone. This is where the US player can over extend himself and make a mistake. It is opportunities like this that will make a melee payoff.

The absolute worst thing you can do is to allow the US player to take an early lead. When concentrated the US firepower is awesome, and the infantry units are extremely dangerous to fight in hand to hand. If the infantry, miners and

scouts stay with the packs it will be tough to take them. Again, from the Indian player's perspective, if the US player does this it will take them out of the fight ... thus reducing the US player's forces against you to just cavalry. It is key to get an early lead, no matter how little, and make him come after you (taking him further from the packs). Then it is a matter of who can out maneuver who and get the upper hand.

At the beginning, when the VP count is low, just a couple of points on the board are huge because it is easy to gain a greater level of victory. If the battle casualties pile up it will be extremely difficult to get above a draw because of the odds ratio that the VPs are based on. This was done on purpose. Both sides wanted to strike a quick blow, but both sides also did not and could not afford even a moderate level of casualties.

Get in a few quick kills against an exposed scout or cavalry unit; that is way more important. Gang up on the farthest most unit if possible. Remember, low ammo counts just as much as a kill, and every little bit helps. To lose 1 to his 2 quickly gives you a minor victory lead. That would force him to kill three of yours without losing one himself if he wants to take the lead. That may be hard if you scatter all over the place. He will have to mount and come after you.

On turn 1 there should be no contact or shooting. The two sides are too far apart and I would keep a little distance. I would move up in the center, dismount,

but stay at long range. The flank warrior bands can continue to move mounted. On turn 2 I would fire as many units as I can at long range. On my first run tonight I took 1 Indian loss but the scouts took 2 with one unit low ammo on turn 2.

I keep the warrior units in groups of 4-5 units, all single unit stacks to keep the density low. You move up to long range distance and fire. You should be firing 2 or 3 units to his 1 if possible. If he decides to counterattack and close the range you will have defensive fire at full strength with several units. You should get some kills or several MC results that may disrupt, pin or rout him. Of course, getting some of the MC results will allow you to move away with minimal or no loss.

Just a couple of reminders. Make sure you are using the hex density modifiers. I would bet that some players are forgetting that. As the Indian player I always fight one unit deep (plus a leader when present). Also, remember that Henry armed units cannot fire at long range, but are good shooters with strong unit strength (great for short range and melee IF the situation presents itself). I like to have them mixed in with the groups just case the US player counters and moves adjacent to it. Do not concentrate them all in a single group, otherwise you cannot harass at long range (no more than 50% Henry at best). Keep firing at long range. Going low ammo doesn't hurt you VP wise, but it sure does hurt him.

Rosebud / Little Big Horn (KPG)

Continued

Remember that all Indian units can self rally without penalty, which makes it a little easier for them. Leaders are not as important to them as it is for the US player.

Do not force a melee. The situation will have to present itself. Be patient. It would not be unusual to go a couple of turns without firing, as long as you are moving. Don't let yourself feel like you have to fire every turn, because you don't.

What happens if the US player forms a solid circle? Gang up on one or two units at long range. You can increase density if you have terrain (woods) and/or go prone, but have a few Henry armed unit nearby in case he charges at you, but stay at long range distance. You can always try to retreat before melee or voluntarily rout to get out of there, and your Henry armed units can counterattack if the US player exposes a small group.

The first three turn are very important. Critical may be a strong word for it here, but it is very close. What IS critical is to get that early lead and don't allow units to get caught. Once you (the Indian player) are ahead on points he will come after you, so you must plan for that right away. You have enough forces and enough mobility that you can practically be everywhere on that map, but he cannot. It may seem difficult from the Indian's point of view, I agree, but then again the odds are even and you are attacking so I am not surprised. The Indians suffered far more casualties than

the US did, so don't let that worry you too much. It only has a deep impact if the US player does NOT consume a lot of ammo. The key to making him use the ammo is for him to be behind early. It does not have to be within the first three turns at all, but the earlier it is the more ammo he is likely to expend. That will compensate for your higher casualties.

U.S. Cavalry

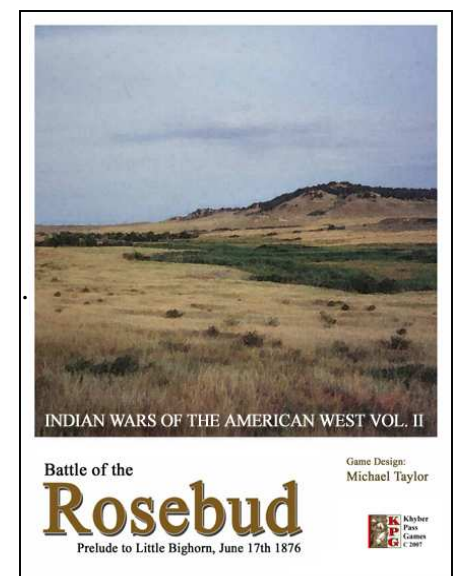
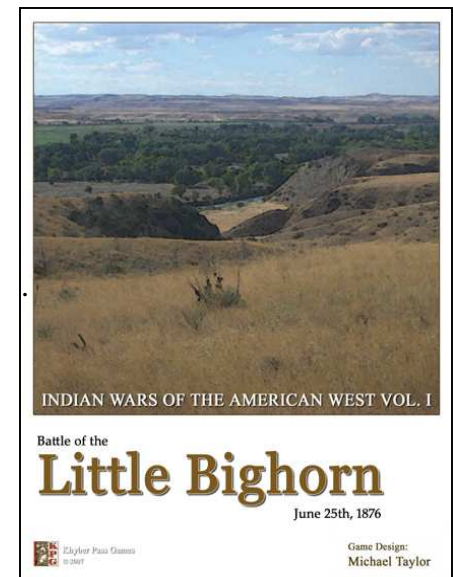
The "trick" to the US ammo points is to take advantage of a lull or proximity of Indian units and re-supply ammo, but you do not have to completely re-supply each unit to full ammo. The idea is to get as many as you can out of low ammo status just prior to the end of the game. You do that near the end so that you do not shoot up the new ammo on the last turn or two and not allow yourself time to re-supply. This could reduce your VP loss dramatically.

The uncontrolled ammo rule is a tough one for the US player. The Indian player may do a lot of shooting at long range, and if you trade shot for shot at long range you risk running out of ammo really fast. There will be times where you may have to decline returning fire, even if it harasses the heck out of you. If their presence does not pose an immediate threat then you may hold fire with a few of your units and only shoot when you feel it is absolutely necessary. You may also opt to return fire at half strength, thus reducing your ammo consumption and also the uncontrolled ammo loss.

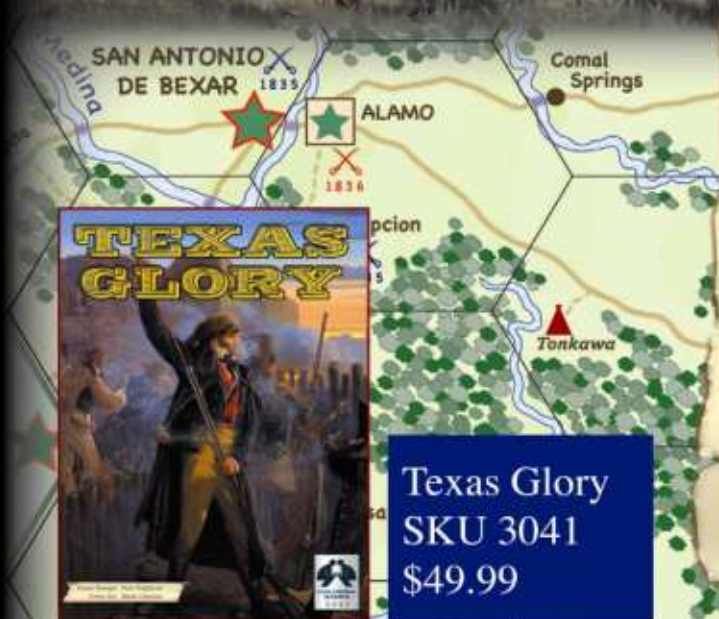
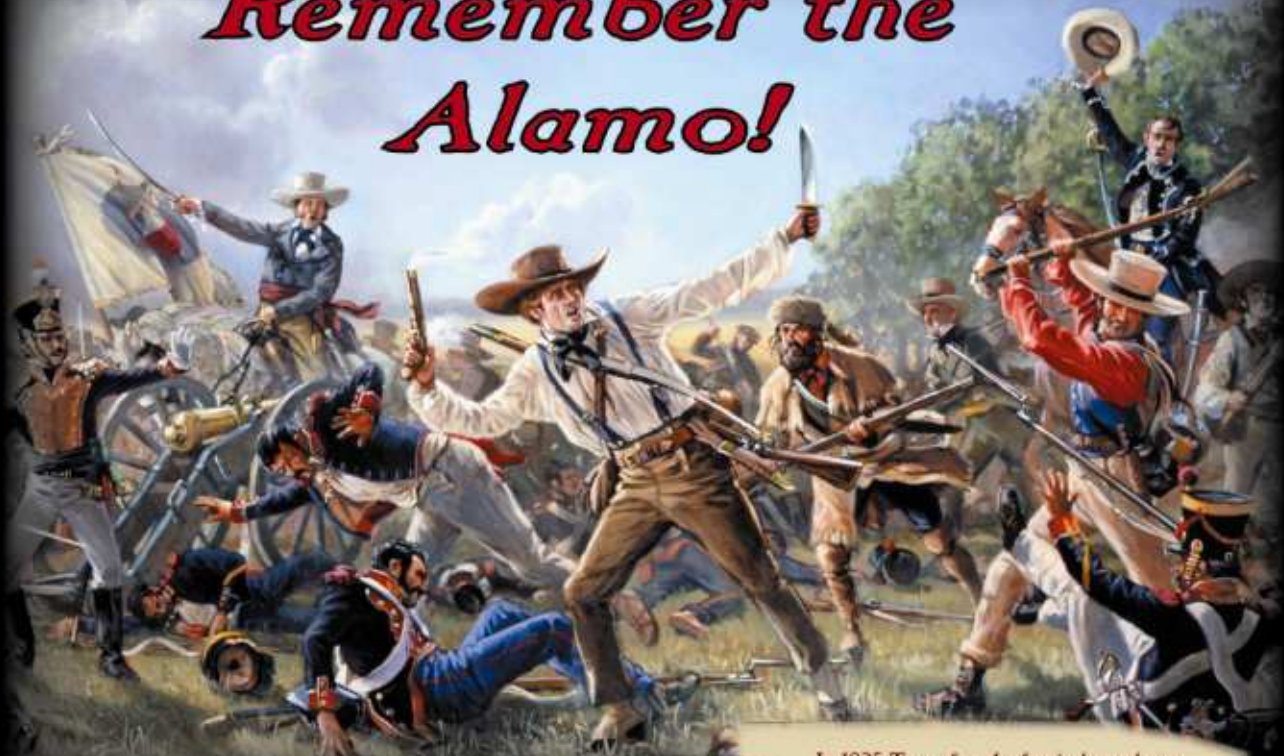
DANCE IF YE CAN: THE SCOTTISH SOLDIER**(Continued From Page 7)**

their number of regular infantry. Bravery could not stop the massed volleys of musketry, nor honour save them from the Duke of Cumberland's spite.

After Culloden, there were no battles fought in Scotland, only civil disturbance and riot. There was no peace, however, for the manhood of the nation was siphoned off to fight Britain's wars.



Remember the Alamo!



In 1835 Texas fought for independence from Mexico. The Mexican dictator, Santa Anna, responded in 1836 by recapturing the Alamo and overrunning much of Texas until he was captured at the battle of San Jacinto.

Texas Glory is a strategy game that brings this exciting period in history to life. Men like Houston, Austin, Crockett, and Bowie play key roles in the Texan struggle to defeat superior Mexican forces with a small but heroic army.

The game is challenging and exciting for both players. The Mexicans have a powerful army but time and supply are their enemies.

Intervention by U.S. forces can occur and the fierce Comanche are a threat to both sides.

Texas Glory
SKU 3041
\$49.99



COLUMBIA GAMES INC.
POB 3457, Blaine, WA 98231
www.columbiagames.com

GAME PROFILE

- Players: 2
- Ages: 12+
- Time: 1-2 hours

CONTENTS

- Full Color map
- 60 Wooden Blocks
- 25 Cards & 4 Dice

Box Canyon Gunslinger's Showdown 24

By Tom Cundiff

Description: While pursuing rustlers, a posse is trapped in a box canyon by Indians. This showdown is apocryphal.

Opposing Forces:

Side A: War Party

C1 Axe

C4: Hawk

C7: Eagle

Side B: Posse

C2: Guard

C5: Quiet Man

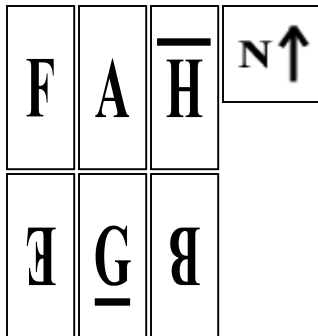
Side C: Rustlers

C3: Fast Draw

C6: Kid

Game Length: 30 Turns

Board Orientation:



Set Up: All sides are alerted.

Side C: Sets up first, anywhere on boards E and/or F

Side B: Sets up second, anywhere on boards A and/or G

Side A: Set up last anywhere on boards B and/or H.

Special Rules:

1. All sides can exit the board only along the east edge.
2. Captured characters are killed.

Bonus Points:

1. Each character on side B gets

+4 Victory Points.

2. Each character on side C gets +2 Victory Points.

Showdown Design Errors and Omissions:

As in the previous month's article regarding the failures of the special rules section referring to Captured Characters, this Showdown repeats the error. How do you capture a character? A character can be captured only voluntarily, and there is no incentive to do that absent special rules, which many of the Showdowns create. Is a character of a specific side captured if he remains on the board at the end of the game? No mention of that in this Showdown. If a character so captured remains on the board, which side gets the bonus for capturing him? Again, no mention in the special rules. In a game that favors the side that kills his enemies, there is absolutely no incentive to surrender to an opponent, and with no rules requiring characters to be labeled as captured at Showdown's end, there's no concrete purpose to the rules regarding Captured Characters, none at all. In *Gunslinger* you either kill your opponent or die trying, and never leave a wounded enemy lying on the ground, because like rattlesnakes they can rise to shoot you in the back when you least expect it. Every *Gunslinger* player understands this, so there will never be a character passed out on the ground at the end of a game unless he just can't be got at by

game's end for someone to put a bullet in his head. There is no incentive to surrender, and no point to it either. As I've said before, the game *Gunslinger* is the epitome of the philosophy of Kill or be Killed.

Victory Points, Weapons Skills, Set Up, & Strategic Analysis:

What would normally be discussed in separate topics must in this case be considered as a whole and in recognition of their "marble cake" intermingling of importance and impact upon each other. Let us consider these things in the order of Set Up and placement upon the board.

First, we must recognize that all players can exit the board only along the East board edge. This is important because it places one side in the position of being the stopper in the bottle, that being Side A the Indians. Because they set up at on the East edge boards, they control who can and cannot exit the board, and this has a profound influence upon the play of this Showdown. Both Side B and Side C face a situation in which they must cross a board that is mostly devoid of cover to exit the board, and do so in the face of an Indian player who is located clearly across their paths of egress and who have shotguns and Winchester 44 shorts, not to mention a Henry 44 and the skills to use them. Sides B and C must close the range to these dangerous characters while hoping to live through the hail of

Gunslinger's Showdown 24

Continued

lead that will ensue. This is not a likely prospect. So, here we intermingle the importance of weapons, set up location, and weapons skills coming together to place both Side C and B in dangerous positions from the beginning of the game, exposed and with no chance for escape but in the teeth of an armed enemy who is waiting for them. So, in the absence of VP conditions regarding what happens to characters left on the board at the end of the Showdown, there is no pressing reason to exit the board, but be assured that if you make this decision for whatever reason one might calculate is profitable, then keep in mind that you have a dangerous opponent barring the way.

Side C (The Rustlers) Sets up first on boards E and/or F

Side C consists of the Kid and Fast Draw. These characters have a Henry 44 and a Winchester 44 rifle. These are fine weapons, but neither character has any two handed weapons skill to help them out. Fierce names these characters have, but outside of a close range pistol fight, they are no better with a weapon than the least experienced dry goods store clerk. The one thing they do have to help them is the fact that boards E and F have hills and cover behind which they may hide. This is a tremendous help to Side C as the only other cover to be found on this board is the small copse of woods on board G in the middle of board. Side C

characters can set up on those hills, a long way from any character on Side A, and half a board away from anyone on Side B, providing them time enough to build aim upon any character on the board that hasn't been fortunate enough to find cover in those woods on Board G. If these characters had any skill with a rifle, perched upon those hills they'd be highly deadly to everyone on the board and in a position that would be mostly unassailable, barring a close assault by all of the other characters in a concerted attack. Absent the skill needed for long range duals, these characters pose potential danger, but will need time to build aim points, and perhaps time isn't on their side.

The only cover any of the other characters can take is that available to Side B which can set up in the woods of Board G. Side A can take some cover in the Gully on Board B, but to characters on a hill top, those gully hexes mean nothing as they can see right down into them, giving no benefit to characters on Side A from fire coming from Side C characters on top of those hills. This means that the only characters who have a chance of effecting the fire from Side C will be those on Side B, from inside those trees. Yet, this too can be mitigated by Side C.

Side C can set up on board F which isn't adjacent to Board G, providing some distance between their likely enemies on Side B, while still having a clear Line of Sight (LOS) to all of the rest of the boards, including all positions

Side A may set up in. Of course, side B can set up on Board A, and hope to assault the hill on board F from there, but this is suicide. Board A is an empty board. There is no cover to be found here. Any Side B character that sets up so as to get to close quarters with an enemy on Board F will be the next occupants of Boot Hill. So, the idea for Side C is to set up on board F on top of that hill and in position to have a clear LOS to everywhere but the woods on Board G. Side C has two characters, Fast Draw with a H44 rifle, and the Kid with a W44. The W44 is a better weapon, but this is splitting hairs. Also, pay attention to the fact that the Kid has a Colt 45 pistol and a pair of B2 Bonus cards to help him draw it and the Colt 32 that accompanies his .45. With an Other Hand (OH) skill of -1 and a One Handed Shooting Skill (1HSS) of +3, that means that he can fill his hands with both pistols at a moments notice and have a +3 shot with his Gun Hand (GH), and a +2 with his Other Hand pistol. If anyone tries to close upon his position it will take him exactly 2 segments of one turn to change the mind of anyone foolish enough to get close, and with that kind of skill on the 3rd segment he will kill anyone who gets within a range of 3 or 4 hexes. And no one is going to get close without Side C knowing about it, meaning the Kid will have even more time to aim and prepare for a close assault, further ensuring the end of anyone who gets close.

Gunslinger's Showdown 24

Continued

Side C will set up (both characters) in hex R9F (Down) facing S10F, with head counters in R9*F, and their rifles in their Both Hands Box (BH) cocked. This exposes Side C to characters on Side B who might be foolishly tempted to set up along Hex Row A on board A. Remember what I said previously about the Kid's skill with a pistol, and the fact that Fast Draw can also chime in with an equally blazing B2 Draw and Cock and a +1 1HSS. If Side B sets up with this in mind, he can expect a very short game. From this position Side C can see all of boards A and H, and the Northern third of Board B and the "alley" between the woods on Board G and the other hill on Board E, effectively quarantining all the characters of Sides A and B to the small area of the woods on Board G and the gully hexes that are hidden behind the woods on board B.

In short, the proximity of Side A to Side B makes it most likely that merely by setting up in such a dangerous position he can force Side A and B into killing each other. If this happens, do not be suckered into coming down off that hill and entering into the melee. Wait, wait until your enemies have cut each other up and all that are left are the wounded and the dead. THEN, hunt down the survivors, if any, in whatever time you have left. Do what you can to prevent anyone from exiting the board, if that is their goal, after all, you would like to get the points for killing them.

Side B (Posse) Sets up second, anywhere on boards A and/or G

Side B is in a bad position from the beginning. It's set up location places it squarely between two dangerous enemies and its rifle skills prevent them from doing anything to help themselves. Only one character, the Guard has any Two Handed Shooting Skill (2HSS), that of +1. The Quiet Man has no rifle skill at all. And, to make things worse, their 1HSS is only mediocre, at +1 and +2 respectively. They don't even have any Bonus Movement cards. In short, you have two mediocre characters caught between two enemies, and the only thing you have to help you is the fact that you have some woods on Board G to hide in. The bad news is that you will never be able to exit these woods. Run to the East to exit the board, and you will run into angry Indians. To the North is nothing but open ground, and both the Indians and the Rustlers will kill you. There's no where to go to the South, you can't exit the board in that direction, and to the West is

Board E, but you first have to cross the alley between the woods and the hill on board E. This is covered by the Rustlers who will be more than willing to make that alley your last resting place. The best you can hope for is to make the prospect of Side A entering the woods to dig you out as unpalatable as you can. You won't have to worry about Side C deciding to come down off that hill to close with you in the woods, there's no incentive for them to do that.

What can you do to win? Well, if you can prevent Side A from entering the woods, then they're going to have to make an attempt to pick off one of Side C's characters on top of their hill. To do that, Side A will expose one or more of their characters to fire from the Rustlers. This will likely kill one character on Side A, providing you the opportunity to sneak up to the woods edge and take a pot shot at any exposed Side A character. If you are lucky, Side A will be down to one character (one shot by your enemies the

Old Soldiers Magazine

OLD SOLDIERS is a quarterly magazine published by Tom Cundiff. It is a collection of variant, strategy, tactics and other articles covering out of print wargames as well as games published by the smaller wargame publishers and general military history related articles.

Presently contributing authors do so freely, without remuneration, in the hopes that the magazine grows, for the betterment of the hobby, and for the promise that should Old Soldiers succeed in the future they will be compensated. Rejected articles will be returned to their authors. Submitted articles may not have previously been published. Previously published articles may be printed IF permission is granted in writing from the prior publisher and that notice is transmitted or mailed to Old Soldiers.

Editor:

Tom Cundiff
Box 53
St. Bernice, IN 47875

765-832-3259
tgunslinger@excite.com
Copyright 2009



Gunslinger's Showdown 24

Continued

Rustlers, and one shot by you). This then may give you the chance to run across the back of Board B and off the board to the East. If you can do this, you just might win by virtue of Victory Points, especially with your +4 VP per character, which will eliminate the VP losses for Running Away. You're going to have to be clever and patient, awaiting your opportunity to kill one of the Side A characters. Just take your time and do not become impatient, you have 30 turns to accomplish this task, and remember, you don't have to exit the board to win, you can just as easily kill one character on Side A and retreat into the woods to hide the rest of the game, forcing your enemies to try to wrinkle you out with time running like sands in the hour glass.

Where do you set up? Place a character in hex F16G, facing G17G, pistol in the Gun Hands Box cocked, and plan on aiming at hex I17G. Place another character in hex G20G (notice the error in hex ID's on the board), with a head counter in hex H18G, again, with his pistol in his Gun Hands Box cocked. Note that the Guard and the Quiet Man both have positive One Hand Shooting Skills. The ranges that you will be fighting from within the woods will be close, no need for rifles. From here you can begin aiming at hexes I19G, I18G, and J17G. These positions and aim points will seriously deter the Indians on Side A from entering the woods.

Just take your time, kill a single character on Side A, and then, if you think it prudent, exit the board keeping the woods of Board G between you and the enemy on top of Boot Hill. This will give you the VP's necessary to win. Just don't risk things by being precipitate or risky. You may yet have to kill more Side A characters just to stay alive because Side A doesn't have a good strategy except to try to kill you. The positions of Side C on the hill top of Board F is too strong and the weapons in the hands of Side A are too weak for Side A to seriously challenge Side C to a long range fire fight, so likely Side A will have no course but to come after you! You may not have an opportunity to exit the board.

Side A (War Party) Set up last anywhere on boards B and/or H.

The Indians control egress from the board by all sides. By setting up last and setting up closest to the East edge, they bar the way to escape, but it's not quite as simple as that. For one, what purpose is there in escape for the characters of Side B and C? There are no rules requiring them to escape. There are no detriments to remaining on the board at game's end either, so you have to ask yourself why would they care to escape as long as they are in a commanding position, or at least a secure position? The answer is "none at all". Side C sets up on the hills to the West, and they surely have no intention of coming down from their safe perch. Side B is hiding in the woods, where,

let's face it, they have no intention of coming out, unless you go in after them, not a prospect that anyone would relish. Digging a wild dangerous animal out of the woods is .. well, dangerous, ask any boar hunter that question and you will find they are not so foolish, tusks are bad enough, but armed men hiding in the woods waiting for you? An even worse idea than crawling into the brush trying to find a boar. So, worry about the other sides trying to get off the boards to the East should be disregarded. The Special Rules regarding this suggestion should be considered a "red herring" at best, because as a practical tactic, no one is leaving this battleground.

What do the Indians face? There's a party of men on a hill with rifles, and another group of men in the woods, similarly armed. If you enter the woods, you can count on losing at least one character. If you enter into a long range dual, with the Rustlers on the hill, you will likely lose one, if not two characters because your only character able to reach the hill with accurate fire is Eagle with his H44 rifle. The Henry's range divisor is 3, which is one less than the Winchester armed men on that hill, meaning the odds of hitting them before they hit you is reduced by 25%. Your other character, Hawk, is armed with a W44s (s for short) which has a range divisor of 2, and again the difference between that rifle and the standard Winchesters found on that hill top (4) is 2, or 50% less likely

Gunslinger's Showdown 24

Continued

than your enemies on the hill. A long range dual is a bad idea. And, Axe, of course, is armed with a shotgun, which can't reach the hill at all. His duty in a planned dual at long range is to stand in readiness to repel boarders so to speak (not let anyone rush your position for a close range gunfight when you're not prepared for it).

So, what to do, what to do? The unfortunate fact of the matter is that you are forced to do the very thing I've mentioned is dangerous, go Boar Hunting in the woods. This has one advantage, by rushing into the woods, you are hidden from the Rustlers on the Hill and thus face only one enemy, the Posse in the woods, and you do outnumber them by 50%, and you have a deadly shotgun, which is an ideal weapon in the close quarters of the woods. The W44s armed Hawk is an asset too. He doesn't need his Range Divisor (D2 for the W44s), but if he can obtain it, he does so at an Aim Time of 2, not 4, which makes his short rifle deadly in the woods where you won't have too much time to aim at an opponent before he ducks back behind another tree.

There is another aspect to this tactic that you must keep in mind. This fight against the Posse will be a close range fight as I've said, and that means you may well have the opportunity to do a bit of "close assault work", that is to say, go hand to hand with a character. The Indians are well equipped for this type of work. Two of them have Brawling Skills, and they all

possess knives and Tomahawks. Axe with a Tomahawk in his hand is a dangerous character. It is a viable tactic for him to forego reloading his shotgun in favor of drawing that Tomahawk and using his Bonus Brawling Action Cards as well as his Brawling Bonus Skill to way lay anyone he can get next to.

Place your characters in the seam hexes between Boards B and G, from hex U6B to U8B. These positions provide you cover from the riflemen on the Hill (Board F). Axe should have the Shotgun in his Both Hands Box, cocked. Both Eagle and Hawk should have their rifles in their Both Hands Box cocked too. Once Axe has fired his two shots with the shotgun, abandon it in favor of a Tomahawk. Do your best to take advantage of the D2 Range Divisor of Hawk's rifle (which requires only 2 Aim Points to activate), and use Eagle and his Henry 44 the same way as if he was armed with a pistol. Ignore the idea of gaining enough Aim Time with him to utilize that rifle's Range Divisor, you'll never obtain that amount of requisite Aim Time.

Conclusion:

With the exception of the Special Rules and Victory Condition failures regarding Captured Characters and Exiting the Board (there being no good reason to do so) this is a pretty well designed Showdown. The characters of none of the sides are overwhelmingly powerful given the tactical positions of their set up. The Kid and Gun Artist, who

have excellent pistol skills are placed in a position where they have to rely upon their rifles. The Posse has two characters who have some skill with pistols and are forced into a close range fight in the woods with an enemy that outnumbers them. The Indians are not well equipped with firearm, but are sufficiently armed to make them dangerous especially in the light of their being more numerous, Axe's shotgun and Tomahawk skills make him especially dangerous in the close assault role in the woods.

The tactics available to each side are pretty well defined. The Rustlers are forced into the position of long range riflemen on Board F's hill. They lack real skill with rifles, but they do have time to build that aim time and make themselves dangerous. The melee in the woods that will develop between Side A and Side C may provide you the opportunity to transfer aim in an instant to a visible enemy and fire. It will be a difficult thing for both sides to keep out of sight from you forever. Just don't get anxious and charge down into the woods before time. Side A and Side C are forced by the presence of the Rustlers on the hill to enter into a close range pistol fight within the woods on Board G. Both sides need to keep in mind that movement amongst the trees will momentarily make them vulnerable to the Rustlers, so their assault upon each other will not be an easy thing to accomplish.

Demo Yell (A Rebel Yell Demo)

The Opening Guns at Brice's Crossroads

Designed and Developed by Richard A. Dengel

Of all Confederate cavalymen, none was more notorious or celebrated than Nathan Bedford Forrest. A slave trader and alleged post-war Grand Wizard of the Ku Klux Klan (a distinction he always denied), Forrest enlisted in the Rebel army as a private in 1861. Two years later he was a major general of cavalry and arguably the most effective gray raider in the western Confederacy.

The spring of 1864 witnessed the launching of William T. Sherman's momentous Atlanta Campaign. His uncoiling supply line was a ripe target for a slashing Forrest raid. Each step Sherman advanced into Georgia caused him to fret a little more about this tenuous flow. "Forrest is the very devil," he moaned. "There will be no peace until he is dead."

To suppress Forrest, Sherman appointed a promising young officer named Samuel D. Sturgis. With a mixed force of cavalry, infantry and 22 artillery pieces, over 8,000 men all told, Sturgis set off on early June spoiling for a fight. At a peaceful little Mississippi hamlet called Brice's Crossroads, he got his wish.

In his exuberance, Sturgis allowed his cavalry to be separated from his infantry by seven miles. Though the confederates were themselves strung out, they were closer to the blue horsemen than the Yankee supports. Outnumbered two to one, a bulge normally

decisive, Forrest could think of little else but of an offensive. With prescience uncanny, he predicted to one of his brigadiers: "We'll whip the cavalry first and drive them back. It's going to be hot as hell, and coming at a run their infantry will be so tired we'll ride right over them."

In the late morning of June 10th Forrest struck the leading elements of the Federal cavalry. Easily he drove them to the main Yankee line, formed behind a stout post and rail fence. Executing a classic double envelopment, punctuated in the center by a rare artillery charge, he scattered the blue riders, sending them pell-mell into the infantry rushing to their aid. Withered after a four hour march, those foot-sore troopers were so disorganized by the routing cavalry that they could barely put up a fight. By day's end, USA casualties exceeded the CSA by over three to one.

It was probably the most lop-sided victory of the war. Relieved of his duties, Sturgis was sent packing to await a new command that never came. Ironically, though, the debacle achieved Sherman's objective; so occupied was Forrest with the Yankee threat, he had not time to threaten Sherman's life-line.

Edwin C. Bearss' *Forrest at Brice's Crossroads* (Morningside Bookshop, 1991) provides one of the finest analysis of this battle ever composed. The *Devil's Due* scenarios are primarily, though perhaps loosely, based upon this work.

Demo Yell is a *demo version* of the game, *Devil's Due, Brice's Crossroads*, which has many more pieces, and a larger map. This is a sampling of that game; a teaser if you will. Sort of a "test drive" of the RY (Rebel Yell) game system in general, and of *Devil's Due* in particular.

1. Introduction

Demo Yell, is a truncated version of *Rebel Yell*. It presents the rudiments of the system in an easily digestible format, enabling the player to get up and running quickly. Note to the Old Soldiers of *Rebel Yell*: This is *not* a return to Programmed Instruction, which plagued the earlier system. Everything in the following pages is re-stated and enhanced in the full version of the Battle Manual. There will be no re-learning of basics, no thumbing through different scenarios to find a rule. The scenarios derive from **The Devil's Due, Brice's Crossroads**, the latest game in the Rebel Yell system to be released at a future date by HomeGrown Designs. *Demo Yell* contains two scenarios, best played one after the other (the "Campaign" game).

2. Game Parts

The following components comprise *Demo Yell*.

2.1. The *Demo Yell* Battle Manual

The manual is divided into major sections (e.g. 2. Game Parts), minor sections (e.g. 2.1. Battle Manual), and cases (expansions

Demo Yell (A Rebel Yell Demo)

Continued

of a minor section, e.g. 2.2.1, etc). Often the rules cross-reference a different section of the rules. An entry within parenthesis notes a reference section. For example, the entry (2.2) informs the reader that section 2.2 elaborates the ideas presented in the current section.

2.2. Game Counters

Three types of counters comprise the mix in *Demo Yell*: Combat units, flag units, and informational counters.

2.2.1. Without a printed strength, Infantry and Cavalry combat units represent one or two companies. Each has a base strength of one (1) and equals between 80 and 100 troops. A unit's base strength, which never changes, is used in calculating its fire factor.

2.2.2. NOTE: Although double-sided, only use one side of combat units in *Demo Yell*. Cavalry operates on their Dismounted side, infantry on their Standing to Maneuver side. The units are double-sided to preserve compatibility with the other games in this system.

2.2.3. An artillery combat unit equals 1 or 2 guns and has a base printed strength of 1 or 2. In the *Demo Yell*, artillery's base strength will never change. Artillery once placed can never move. Use only its UNLIMBERED side in *Demo Yell*.

2.2.4. Each regiment also includes a regimental FLAG counter, representing both its physical flag and its command staff. Union Flags may operate

IN or OUT of command, depending upon the scenario. 2.2.5. The informational counters consist of Disrupted/Routed chits, number chits, etc. The use of these counters will become obvious as you read these rules.

2.3. The Mapboard

A multi-colored, 8.5x11 inch hex map regulates movement, and portrays the area where Nathan Bedford Forrest initiated the battle at Brice's Crossroads. Each hex equals between 80 and 100 yards. Each scenario uses a different map. Scenario One uses the map 1, scenario two uses map 2.

2.4. The Game Die

Use a ten-sided die (d10) to resolve combat and check unit morale. A roll of 0 equals a 0, not a 10. Players need to supply their own game die.

3. The Game Turn

3.1. The Game Turn Segments
Each game-turn in *Demo Yell* is broken down into Segments. One turn represents approximately 15 minutes of real time. Only those segments described below are operational in *Demo Yell*.

a) **USA Artillery Segment.** The designated player fires or rallies eligible artillery units that do not have Advance Fire markers on them (6.1, 12.4). Artillery may change its facing once before it fires or after it has successfully rallied. It may only change facing if it is firing or has rallied.

b) **USA Small Arms Fire Segment.** The designated player fires eligible infantry or cavalry units that do not have Advance

Fire markers on them (12.4). Units may change their facing once before firing. Only firing units may change facing. Units may only fire in this segment; they may attempt no other Action.

c) **CSA Action Segment.** First, the USA player checks the command of his units (9). Then, he conducts Actions with the appropriate units. See below.

d) **USA Action Segment.** The CSA player conducts the segment as (c), above.

e) **CSA Small-Arms Fire Segment.** As (b) above.

f) **USA Artillery Segment.** As (a) above.

g) **USA Action Segment.** As (c) above.

h) **CSA Action Segment.** As (c), above.

i) **Game Turn Segment.**

Advance the game turn marker 1 click on the ¼ hour track. If on the :00 turn, then advance the hour marker also one click.

3.2. Unit Actions

During a player's Action Segment, the appropriate units perform ONE action. Each unit may perform different Actions, but no unit may perform more than one. Note that during an Action Segment artillery may *not* fire. Artillery may only fire in an Artillery Segment. The unit actions are:

- * Move (4)
- * Fire (10)
- * Assault (13)
- * Rally (14)

Demo Yell (A Rebel Yell Demo)

Continued

4. Unit Action - Movement**4.1. General Rules**

All small-arms units, regardless of command status, have 10 Movement Points (MPs) per Action segment.

4.1.1. It costs varying amount of MPs to enter each hex. Details of MP costs are summarized on the Terrain Effects Chart (TEC).

4.1.2. A unit moves by physically tracing a line of contiguous hexes. Hexes may never be skipped, nor may a hex be entered that costs more than the MP remaining to a unit.

4.1.3. It costs a unit one additional movement point to enter a friendly occupied hex.

4.1.4. Units may never enter an enemy-occupied hex.

4.1.5. A player that has ceased moving one piece and has begun moving a different piece may not re-position the original piece in any way.

4.2. Zones of Control (ZoC)

All combat units except Routed units exert a Zone of Control. The six hexes immediately surrounding a unit is its ZOC. A unit ceases movement immediately upon entering an enemy zone of control (EZOC). A Unit must be in Command (see 9) in order to enter an EZOC.

4.2.1. Generally, it costs a unit 1 extra MP to enter/leave an EZOC.

4.2.2. It costs nothing extra to enter/leave an EZOC exerted into a Woods hex.

4.2.3. It costs nothing extra to enter/leave the EZOC of DISORGANIZED units.

4.2.4. Subject to its Command Status, a unit beginning a

segment in an EZOC may move directly into another EZOC by expending all of its MP,

4.2.5. A combat unit may be subject to Advance and/or En Passant fire when it enters/leaves an EZOC. See (12).

4.3. Combat Unit Facing

All combat units, except Routed ones, have a facing. Position a unit so that it's front, or top, faces the vertex (point) of a hex. The two hexes split by the vertex is its front. The two hexes to either side of it are flank hexes. The two hexes opposite its front are rear hexes.

4.3.1. Units only move out their frontal hexes.

4.3.2. During any friendly Action Segment, eligible units may change their facing.

4.3.3. During a Small-Arms Segment, small-arms units may change their facing once before firing. Only units that are firing may change their facing in this segment.

4.3.4. During an Artillery Segment, artillery units may change their facing once before firing. Artillery units that have rallied may also change facing after they have rallied.

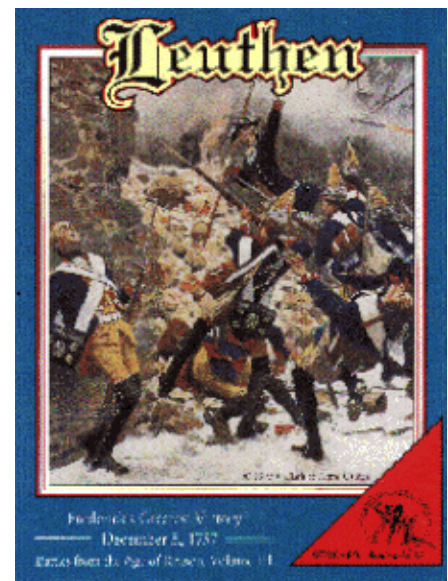
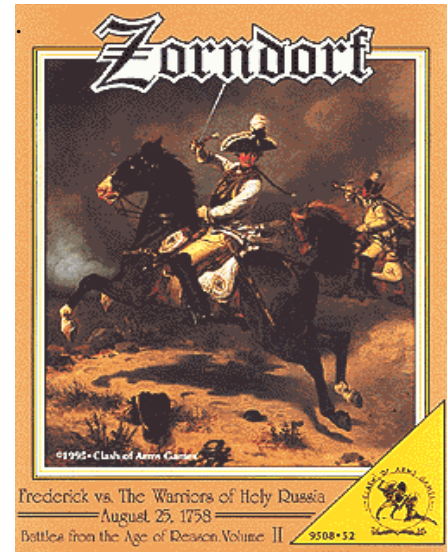
4.3.5. All units in a hex must face the same direction.

4.3.6. Units that advance after an assault may change their facing.

4.3.7. A unit conducts ranged fire only through its frontal hexes.

Exception: During an Assault units may fire into flank hexes (13.1.9).

4.3.8. When fire splits the hex between a unit's front and flank, that unit is flanked unless there is obstructing terrain in the target's flank (11, Line of Sight).



Demo Yell (A Rebel Yell Demo)

Continued

4.3.9. Fire or Assault directed into a unit's rear IS considered flanking combat (the unit is flanked).

4.4. Stacking

More than one unit occupying a hex is known as a stack. See the Terrain Effect Chart (TEC) for a summary of the stacking/firing limitations of a hex. Hereafter the terms "Strength Points" and "SPs" are equivalent.

4.4.1. Stacking restrictions apply throughout a segment.

4.4.2. Any time a hex is inadvertently over-stacked, immediately ROUT the top, over-stacked units, and DISRUPT the remaining units.

4.4.3. A unit or stack may not move through another friendly unit or stack. Any unit that enters a hex occupied by friendly units may not leave that hex unless those original friendly units accompany it for the balance of its move. Those units originally in that hex may not move unless accompanied by that moving unit or stack.

4.4.4. Units entering the hex of friendly disrupted units are themselves disrupted.

4.4.5. Units may not enter a hex occupied by a routed unit.

4.4.6. A stack may "drop off" a unit as it moves. A unit dropped off may not move the rest of the segment.

4.4.7. A unit that enters a hex occupied by other units is placed on top of the stack. It costs a unit 1 additional MP to enter a friendly occupied hex. No further reordering of the stack is possible during that Action Segment.

4.4.8. Units in an EZOC may

never reorder their stacking.

4.4.9. Units not in an EZOC may re-order their stacking once per Action Segment. This occurs either before a stack moves or after it has completed movement. A stack that has executed a Movement Action and that has reordered must cease that Action. No unit in that stack may continue to move.

4.4.10. A stack of units not in an EZOC may be re-ordered after it has rallied.

4.4.11. Units of different regiments may not stack in a hex.

4.4.12. See Apportioning Losses during Fire combat for other considerations of stacking (10.9)

5. Primary Infantry Formations
Infantry may be in one of two Primary Formations: Line or Routed. Note: Cavalry is dismounted in this game and is treated exactly like infantry.

5.1. Infantry Line Formation
Infantry units in line are in battle formation; they are prepared to fire, or move. Unless otherwise indicated, all units are assumed to be in Line.

5.2. Rout Formation
Generally, Rout is an involuntary formation, i.e. rout occurs as a result of combat.

5.2.1. Make sure all routed units are marked with "Routed" chits

5.2.2. Infantry executing a rout moves three hexes in a friendly direction. (14.13).

5.2.3. See the Rally and Morale section of the rules for further details about Rout (14).

6. Artillery

The USA player receives one section of artillery which he places according to the scenario rules.

Artillery is static in **Demo Yell**.

Once placed it may never move, though it may change facing.

6.1. The Artillery Segments

Artillery may fire or attempt to rally during a friendly Artillery Segment as long as it doesn't have an Advance Fire marker on it (12).

6.1.1. It may change its facing once before firing after it has successfully rallied.

6.1.2. Artillery may not fire during an Action Segment. Artillery may only fire during an Artillery Segment.

6.2. Artillery and Assault
Artillery may never initiate an assault and has a range factor of two when defending against an assault.

6.3. Artillery Rally
Artillery may rally during any friendly Action segment or during a friendly Artillery segment. Artillery may not rally during an Artillery segment if it has an Advance Fire marker on it.

6.4. Artillery and the Minimum Fire Zone

Artillery has a maximum MFZ of three hexes (see 12.1 for additional details about MFZs).

6.5. Artillery Capture

Artillery that has suffered three O hits it is unmanned.

6.5.1. Unmanned artillery may never fire.

6.5.2. Friendly combat units may stack with unmanned artillery.

6.5.3. An enemy combat unit entering the hex of unmanned artillery captures it. Leave the captured guns on board for one complete Action segment of the owning player. He has one

Demo Yell (A Rebel Yell Demo)

Continued

action segment to attempt to recapture the guns. At the end of that action segment, remove those guns that he failed to recapture.

6.6. Artillery Morale

Artillery has a morale is 6 (six). Disrupted artillery that fails a morale check does NOT rout. It suffers an O hit instead.

7. Cavalry

In this game, all cavalry operates dismounted.

7.1. Cavalry may never mount
Treat dismounted cavalry exactly like infantry.

7.2. Federal Cavalry

Union Cavalry enjoys certain advantages based upon both their training and inclination.

7.2.1. Federal Cavalry are always considered under cover. They always receive the COVER fire line modifier unless they are DISRUPTED or ROUTED.

7.2.2. When they fire they do not suffer the -2 fire line penalty for covered units firing. They continue to suffer the fire line penalty when assaulted or charged.

7.2.3. Federal cavalry also have an MFZ or 2, not 1 as listed on the Combat Tables Card.

7.2.4. Being under COVER does not affect that unit's movement.

7.2.5. Federal cavalry does not Lose an extra O hit when it routs from an assault.

7.2.6. Federal cavalry may only assault if the target unit is FLANKED by that assault.

8. Regimental Flags

The rallying point of a regiment was its regimental flag. The regimental commander is assumed to be with the flag at all

times. Note that flag units are double sided. Their un-striped side denotes a flag in command. All CSA flags are in command in **Demo Yell**, USA flags may be conditionally in command (16.5, scenario 2).

8.1. Flags and Stacking

All regiments have a Flag that should be placed on its appropriate unit(s). Flags may never be "hidden," that is, placed under a combat unit. Flags are always placed on the top of a unit or stack.

8.1.1. Flags may never be abandoned.

8.1.2. A flag always accompanies routing units that had been stacked with it.

8.1.3. Flags never count against the stacking limits of a hex.

8.1.4. Flags are removed from play when all the units of its regiment have been destroyed.

8.2. Flags and Combat

Flags add nothing to the combat value of a unit or stack.

8.3. Flags and Movement

Flags have no movement allowance; they must be carried from hex to hex. Any unit of a particular regiment may carry its flag. Flags may never be carried by units of a different regiment.

8.4. Transferring the Flag

Before a unit or stack moves it may transfer the flag to an adjacent hex with the appropriate combat units.

8.4.1. A flag may not be transferred if the units carrying it have moved, or if the units that are to receive the flag have moved.

8.4.2. Once transferred, the new carrying units may move normally, as may the original carrying units.

8.4.3. Routed units may never

transfer the flag.

8.4.4. If all the units in a hex that are carrying the flag have been eliminated as a result of combat, then the flag is automatically transferred to the nearest combat unit of its regiment.

8.5. Capturing Flags

Whenever a defending unit that is stacked with a flag routs from an assault, there is a chance it will Lose that flag to capture.

8.5.1. The attacking player rolls the die. A two or less captures the enemy player's flag.

8.5.2. When units that had been stacked with a flag are completely eliminated by an assault, that regiment may also lose its flag to capture. A die roll of three or less in this instance will capture the flag. If the flag has not been captured, then transfer it to the nearest unit of the flag's regiment.

8.5.3. For a flag to be captured, an attacking unit must be eligible to advance after the assault. If it cannot advance after the assault because it routed, then no flag will be captured.

8.5.4. Attacking units (units initiating an assault or charge) can never lose their flag to capture.

8.6. Flags and Command Control
A unit is in command control if it is stacked with or is adjacent to its appropriate flag.

8.7. Flags and Morale

Units stacked with their flag have their morale increased by one.

9. Command Control

Command Control is determined at the beginning of every friendly ACTION segment. Thus, Command Control is determined

Demo Yell (A Rebel Yell Demo)

Continued

twice every turn for friendly units.

9.1. General Rules

9.1.1. A combat unit is in command if it is stacked with or is adjacent to its appropriate flag.

9.1.2. Flags are always in command. EXCEPTION, see Scenario 2, USA Flags (16.5).

9.1.3. Artillery is never out of command control.

9.1.4. Units in Command Control function normally.

9.2. Out of Command Effects
Units out of command are severely hampered in their activities. Note: Units that are out of command but that had begun the segment in an EZOC or MFZ are not obligated to move away from the enemy.

Units out of command:

- * May not assault.
- * May not enter an EZOC.
- * May not enter an MFZ.
- * Have their morale reduced by one (in addition to other possible effects).
- * May not move closer than three hexes to the nearest enemy unit unless they end their move stacked with or adjacent to their flag.

9.2.1. Other than the above restrictions, a unit's ability to conduct Actions is unaffected by Command Control.

9.2.2. Make sure individual units out of Command Control are marked with NO COM chits.

10. Unit Action - Fire

All infantry units have a Fire Zone (FZ) that extends out their front hexes to their maximum range. A unit's FZ is determined by its Weapon Type and by its Line of Sight (LOS) (15). Be

sure to differentiate between a Fire Zone and a Minimum Fire Zone (MFZ) (12.1)

10.1. General Rules

Fire beyond a unit's maximum range is not allowed. See the Combat Results Table (CRT) for weaponry ranges.

10.1.1. A unit may be subject to more than 1 fire attack per segment.

10.1.2. A unit may never fire at more than one target.

10.1.3. The appropriate units may fire every friendly Artillery, Small Arms and/or Action Segment.

10.1.4. Units stacked in a hex and of the same regiment or artillery battery may combine their strengths when firing at a target. Units from different regiments or artillery batteries or that are not stacked in a hex may not combine for fire.

10.1.5. Units that are stacked in a hex may NOT fire separately. Once even one unit in a hex fires at a target, no other units in that hex may fire.

10.2. General Fire Procedure

10.2.1. Count the hexes from the firing unit to the target unit (count the target's hex, but not the firing unit's hex). This is the Firing Range.

10.2.2. Proceed to the RANGE FACTOR TABLE, beneath the Combat Results Table.

10.2.3. Cross-reference the firing range to the unit's weapon type. The resulting number is the range factor.

10.2.4. When calculating a small-arms/cannister range factor, round all fractions DOWN. When calculating an artillery round-shot range factor, round all fractions

UP.

10.2.5. Example: M type weapons have a range factor of 4 at a range of 1 hex. At two hexes their range factor is .5 (half).

10.2.6. Multiply the unit's Base Strength by the range factor. All infantry units have a base strength of one (1). Artillery usually has a base strength of two.

10.2.7. From the product calculated above, subtract any Organization (O) hits suffered by the unit.

10.2.8. Exception: Do not subtract O hits suffered by artillery. Rather, if the artillery has suffered 2 O hits halve its base strength.

10.2.9. This last figure is the units Fire Factor. A unit can never have a fire factor of less than zero; treat all negative numbers as zero.

10.2.10. Round all fractions down when calculating a unit's small-arms fire factor.

10.2.11. The formula for determining a unit's fire factor is printed on the COMBAT TABLES card.

* Example 1, Infantry: Two units are firing at an enemy unit in an adjacent hex. Each unit has a range factor of 4. Multiply the total base strengths of the firing units (2) by their range factor (4) (2x4=8). One firing unit has suffered an O hit. Subtract one from eight. The fire factor of both units is seven.

*Example 2, Artillery: An artillery unit with a weapon type of Rf and strength of 2 is firing at a unit 6 hexes distant. Its range

Demo Yell (A Rebel Yell Demo)

Continued

factor is 1. If the arty had not suffered two O hits, its fire factor is 2 (2x1). If it had suffered 2 O hits, its fire factor is 1 ((2x.5)x1).

10.2.12. Proceed to the Combat Results Table. Find the line that corresponds to the unit's fire factor. Modify the line according to the Line Modifiers Schedule under the heading FIRE ONLY. The Line Modifiers Schedule is found on the extreme right of the Combat Tables Card (14.3).

10.2.13. A negative modifier decreases the Fire Factor line (i.e. move UP the combat table). A positive modifier increases the Fire Factor line (move DOWN the Combat Table). All modifiers are cumulative. In situations where additions and subtractions must be made to the fire line, make all additions before any subtractions.

10.2.14. Roll the d10. Move across the fire factor line until you come to the column in which the number rolled lies. The column heading is the Combat Result. Note: This is not as bad as it would seem. Combat resolution is really quite simple and only takes a turn or two to learn.

10.2.15. A unit never has an adjusted fire factor of less than zero; it may always fire on the 0 fire factor line.

10.3. Fire Line Modifier Explanation

Modify the Fire Line according to the schedule below. Ignore all other modifiers on the Combat Tables card. All modifications are cumulative. Make all positive adjustment before negative ones.

10.3.1. Terrain. The following

modifications are made for the terrain in the target unit's hex.

* Woods (-1). If the target unit is in a woods hex, DECREASE the fire factor line by 1. Example: Units with a fire factor of 7 are firing at a unit in a woods hex. The fire factor line is decreased by 1 (because the target is in woods) from the 6-7 to the 5 line.

* Clear (+1). If the target is in a Clear hex, INCREASE the fire line by 1. Exception: Artillery firing at a range of 4 or more does not receive this modification. Artillery must be firing at a range of 3 or less (that is, executing canister fire) to receive this modification.

10.3.2. Target Status. The following modifications are made for the status of the target unit.

* Target Flanked (+1). If the target is being fired at through a flank hexside increase the fire factor line by 1. Units under Cover (i.e. Federal Cavalry) are never flanked by Fire attacks. They can be flanked during an Assault.

* Target Advance/Pre-Assault (+1). If the target is executing an Advance or Assault increase the fire line by 1 (16.2, 19.2).

* Target Under Cover or Artillery(-1). If the target is under cover or an artillery decrease the fire factor line by 1. A target unit under cover in clear terrain receives a net zero (0) modification.

* Target Density (+x). For each base strength point above 3 in a target, increase the fire factor line by 1. A target with four strength points would have the line increased by one. If it had five strength points, the line would be

increased by two.

10.3.3. Firing Unit Status. The following modifications are made according to the status of the firing unit.

* Firing Unit Disrupted (-3). If firing a Disrupted unit, DECREASE the fire factor line by 3.

* Advance Fire Marker (-2 or 3). If a firing unit or stack has an advance fire 1 marker on it decrease the fire line by 2. If it has an advance fire 2 marker on decrease the fire line by -3

10.4. Combat Results

10.4.1. NE: The fire has had no effect.

10.4.2. ?: Units receiving a "?" combat result make an immediate Disorganization check.

* If they pass this check (i.e., the die roll is equal to or less than their morale) then there is no further effect.

* If they are in good order (Un-Disrupted, Un-Routed) and they fail the check, treat the result as D, below.

* If they are either Disrupted or Routed when they fail this check, then they immediately ROUT. Retreat the said unit(s) 3 hexes.

10.4.3. D: the unit is DISRUPTED. A unit may attempt to take an Organization (O) Hit in lieu of the Disruption by checking morale. If it passes this check it takes the O Hit and remains in good order. If it fails the check it remains Disrupted.

* A stack of units all with 2 O hits and that suffers a DISRUPTED combat result MUST take the DISRUPTED.

* Note: The only time a unit may attempt to take an O hit instead

Demo Yell (A Rebel Yell Demo)

Continued

of the Disruption is when they receive a "D" or "?" combat result. If they are Disrupted for any other reason, they must take that Disruption.

* A Disrupted or Routed unit that receives a D combat result treats that result as 1 O hit.

* Remember: A Disrupted unit that receives a "?" combat result and that fails its subsequent morale check does NOT suffer an O hit, but will ROUT instead. A Disrupted unit must receive a "D" (or better) combat result to suffer an O hit.

10.4.4. 1: The unit suffers 1 Organization Hit. Check for Disorganization. If the roll is less than, or is equal to, its morale, then there is no additional effect.

10.4.5. 2: The unit suffers 2 O Hits. As (1) above.

10.4.6. 3: The unit suffers 3 O Hits. This will eliminate at least 1 whole unit. The remaining units in the hex must check for disorganization, adding 3 to the die roll.

10.4.7. IMPORTANT NOTE: When the number rolled on the Combat table is followed by an ASTERISK (*), the affected unit is automatically Disrupted if it does not Rout.

10.5. Combat effects
For exceptions to below, see Artillery vs. Personnel (14.8, 14.9) and Morale and Rally, (24).

* No Effect: Just as it says; the target has not reacted to the fire.

* Disrupted: A Disruption, unlike other combat results, affects every unit in the hex. If one unit is Disrupted in a stack, the whole stack is Disrupted. See the MORALE AND RALLY section

of the rules for further details on Disruption effects.

* 1, 2, 3: Organization hits represent a loss of about 33 men. This number represents not only killed and wounded personnel, but also those less than stout-hearted fellows who have simply run away. A unit will suffer three (3) O hits before it is eliminated. See Apportioning Losses (10.9) below for determining how to allocate Losses in a stack.

10.6. Disorganization Checks

10.6.1. When a unit must check for Disorganization the player rolls the d10 and compares this number to the unit's modified morale. If the number is equal to or less than the unit's modified morale, it passes. If it is greater then the unit is Disorganized (Disrupted or Routed). Remember, a die roll of 0 is a 0, not a 10.

10.6.2. Put a Disrupted marker on all disrupted units in the hex. See the rally section of the rules (24) for further details.

10.6.3. A disrupted unit that fails a Disorganization check, ROUTS. Retreat the routing unit 3 hexes towards a friendly board edge.

10.6.4. For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. Treat these as captured personnel. For more details on Rout effects and retreat priorities see the Morale and Rally (14) section of the rules.

10.7. Recording Losses

Losses are recorded by using the number chits. Every time a unit suffers an O hit, place a number counter equal to the total number of O hits taken beneath it. For example, a unit that receives 1 O

hit will have a "1" O hit counter beneath it. If it suffers another O hit, flip the O hit counter to its "2" side.

10.8. Apportioning Losses in a hex

A stack suffering casualties from enemy fire apportions Losses evenly. The top unit suffers the first O hit, while units underneath it suffer second or succeeding O hits. Losses are always apportioned evenly, even when resulting from different fire events. EXCEPTION: See 10.9.5, below.

10.8.1. When suffering O hits from enemy small arms fire, no unit in a stack suffers a second O hit until all units in the hex suffers at least one.

10.8.2. The same rule is in effect when attempting to take an O hit in lieu of a Disruption combat result.

10.8.3. The top unit still checks to take the disruption, but the actual loss may be absorbed by units with which it is stacked. The top unit in a stack is always used for Disorganization checks.

10.8.4. This rule is in effect for Losses accrued during enemy FIRE, even ADVANCE FIRE.

10.8.5. IMPORTANT NOTE: The top unit in a stack ALWAYS suffers Losses during Assault combat or when subjected to Pre-Assault fire.

10.9. Artillery Round Shot and Shell vs Personnel

10.9.1. Artillery firing at a range of 4 or more hexes is shooting round-shot at the target. Use the parenthesized combat results on the CRT. Remember: Artillery may never fire in an Action

Demo Yell (A Rebel Yell Demo)

Continued

Segment. It may only fire in an Artillery Segment.

10.9.2. When firing round shot and shell, artillery never receives the +1 modifier for firing at a unit in clear terrain. This modifier is in effect for small arms and canister fire, only!

10.10. Artillery Canister Fire vs Personnel. Artillery firing at a range of 3 or fewer hexes is firing canister at the target; do NOT use the parenthesized results on the CRT. The artillery will also receive the +1 modifier for clear terrain.

11. Line of Sight (LOS)

For units to engage in ranged fire (combat at greater than a 1 hex range), they must be able to see each other; they must have a Line of Sight (hereafter LOS).

11.1. General Rule

To determine LOS, a straight line is traced between the center of the firing unit's hex and that of its target. Use any straight-edge to do this (a rubber band or string stretched between the sighting units works best).

11.2. Obstructions to LOS

11.2.1. The possible obstructions to a LOS are woods and other combat units.

11.2.2. If there is an

OBSTRUCTED hex between the two units then LOS does not exist between them and fire is not possible.

11.2.3. If there are no

obstructions between them then a LOS exists and fire is possible.

11.2.4. In cases where the LOS intersects the hexside between an obstructed and an unobstructed hex, then the LOS is not blocked.

11.2.5. LOS may be traced INTO

but not THROUGH an obstructed hex.

11.2.6. Units may always fire into an adjacent hex, subject to their facing.

12. Advance/En Passant (In Passing) Fire

Fire that occurs during an enemy Action segment is known as Advance Fire or En Passant Fire.

12.1. All un-routed units have an MFZ of 1 or 2 hexes depending upon their formation, weaponry, state of disorganization, and line of sight. Refer to the MFZ Table on the Combat Table Card to determine a particular unit's MFZ. Cross-reference the unit's weaponry with its Deployment. The resulting number is that unit's MFZ. In *Demo Yell*, always use the STM (Standing to Maneuver) Column to determine a unit's MFZ.

12.1.1. Players should note the difference between a Fire Zone (14.1) and a Minimum Fire Zone. A fire zone extends out a unit's front to its maximum range. A Minimum Fire Zone extends out a unit's front into selective hexes. Movement into unit's MFZ will usually trigger fire from that unit.

12.1.2. Routed units do not have an MFZ.

12.1.3. Disrupted units have an MFZ of 1 hex.

12.1.4. Range of MFZs. An MFZ is determined by a unit's weaponry.

* Infantry and non-skirmishing Federal cavalry that have a maximum MFZ of 2 hexes depending upon their weaponry.

* Artillery has a maximum MFZ of three hexes.

12.1.5. A unit's MFZ is never

greater than the closest UN-DISRUPTED, UN-ROUTED enemy unit. A unit whose MFZ is normally three hexes and that has an un-disrupted enemy unit two hexes away, has its MFZ is reduced to 2 hexes. If an un-disrupted enemy unit is adjacent to it, then its MFZ is reduced to 1 (the adjacent) hex.

12.1.6. A MFZ never extends into a hex to which a unit cannot "see." Refer to Line of Sight (12) for details on what units can see, and what they cannot see.

12.1.7. The results of Advance or En Passant fire take effect immediately against a unit. All units that had declared fire against an enemy unit *must* fire at it even if the first fire caused it to rout.

12.2. Firing at Advancing Units (Advance Fire)

12.2.1. Advance fire is resolved as soon as an enemy unit or stack enters a hex in a friendly MFZ. A friendly unit may Advance fire each time an enemy unit enters a hex in its MFZ. Thus, a unit in good order could conceivably Advance Fire at an enemy twice, once for each hex in its MFZ that enemy enters.

12.2.2. All units that will fire at an advancing unit must be declared as soon as they are eligible for that advance fire.

12.2.3. A player cannot wait to see the effects of his advance fire before declaring that other units will also advance fire at a given unit.

12.2.4. This declaration is made once for each hex a unit advances into an enemy MFZ. A unit that declines to advance fire at a unit

Demo Yell (A Rebel Yell Demo)

Continued

in one hex DOES NOT forfeit the privilege to fire at that same unit if it moves into a different and closer hex.

12.2.5. A unit may execute Advance Fire as many times as it is eligible in a segment. It may Advance Fire at more than one unit or stack in a segment, including units that enter a hex whose occupying units had already been subject to Advance Fire.

12.2.6. Units retreating, or moving laterally through, an MFZ may not be subject to Advance Fire. Units must be advancing (that is, be moving closer to some enemy unit) to be subject to Advance Fire. They may be fired upon only by those units to whom they are moving closer.

12.2.7. All units eligible to advance fire at an enemy unit may do so, even if the first fire caused that enemy unit to rout.

12.2.8. The Advance fire and normal fire procedures are identical. The firing unit receives the +1 Advance Fire line modification on the Combat Table (see the fire combat additions, below). See the Fire rules, section 14, for particulars about the fire routine.

12.3. En Passant (In-Passing) Fire

A unit that exits an EZOC may be subject to En Passant Fire. This fire, unlike Advance fire, is executed before a unit moves.

12.3.1. A unit may only En Passant Fire through frontal hexes.

12.3.2. If a unit reverses its facing before it moves then it is

flanked for En Passant Fire purposes. Remember that units may only move out of frontal hexes.

12.3.3. A unit or stack retreating out of an MFZ due to ROUT may not be subject to En Passant fire.

12.3.4. Units executing En Passant fire do NOT receive the Advance fire line modification. They may suffer a modification for having an advance fire marker on them.

12.3.5. A unit may En Passant fire as many times as it is eligible in a segment.

12.3.6. A unit may execute both Advance and En Passant fire in a particular segment, but never against the same unit or stack.

12.3.7. All eligible units may En Passant fire at a unit exiting their ZOC, even if the first fire caused those exiting units to rout.

12.3.8. Refer to the normal fire procedure for further details on En Passant fire (14).

12.4. Effect of Advance Fire Markers

Place ADVANCE FIRE markers on units that execute Advance, En Passant, or Pre-Assault (12.2, 12.3, 13.2) fire. These are placed as soon as a unit executes either type of fire.

12.4.1. Place an Advance Fire (1) (AF1) marker on a unit the first time it executes advance fire in a given segment.

12.4.2. Flip the marker to its AF2 side if it advance fires a second time in a segment.

12.4.3. Remove the AF2 marker and replace it with an AF3 marker the third time it advance fires in a segment.

12.4.4. A unit with an AF 1 marker suffers the following effects:

- * -2 fire line adjustment

- * Reduce MFZ by 1 hex

- * May not fire in the next friendly artillery or small-arms segment. It may fire in an action segment, however.

12.4.5. A unit with an AF 2 marker suffers the following effects:

- * -3 fire line adjustment

- * Reduce MFZ by 2 hexes.

- * May not fire in the next friendly artillery or small-arms segment. It may fire in an action segment, however.

12.4.6. A unit with a AF 3 marker suffers the following effects:

- * May not execute advance fire against any units the rest of the segment. They may Pre-Assault fire only against the unit(s) that triggered the placement of that AF(3) marker.

- * May not fire in the next small-arms segment nor in an Action segment.

12.4.7. Un-routed units will always have an MFZ of at least 1 hex, regardless of the presence of an Advance Fire marker.

12.4.8. All Advance fire chits (AF1, AF2, AF3) are removed at the end of every friendly Action or Small Arms segment.

13. Unit Action - Assault

During an assault, combat occurs in 3 or fewer rounds. This is a particularly bloody form of combat and usually (though not always) results in one side or the other routing.

13.1. General Rules

Assault is similar to fire combat, except that assaulting units may fire one or more rounds at defending units. The assaulting

Demo Yell (A Rebel Yell Demo)

Continued

units may also incur losses due to enemy return fire. Assault must continue for three rounds or until the attacking or defending units rout.

13.1.1. The assaulting and defending units must be in adjacent hexes.

13.1.2. Units in different hexes may assault the same hex in a particular segment, but never as a combined strength; they must assault separately.

13.1.3. Units of the same regiment that are stacked together must combine their strength when assaulting the same hex; if they assault separately then they may NOT assault the same hex.

13.1.4. Units stacked together need not assault the same hex. They may assault different hexes or attempt completely different actions. One unit in a stack that is assaulting in no way forces units stacked with it to also assault.

13.1.5. An assaulting unit is considered the top unit for Pre-Assault fire purposes.

13.1.6. A unit may not assault more than one hex; a unit may assault 1 hex per segment.

13.1.7. A hex may be assaulted more than once per segment.

13.1.8. During an assault, all small arms units (both attacking and defending) have a fire factor of four (4). Exception: Artillery has a range factor of two when defending against an assault.

13.1.9. Defending units assaulted from a flank hex are Disrupted BEFORE the first round.

Disrupted units assaulted in their flank suffer no additional effect.

Flanked units may fire defensively during an assault.

13.1.10. Disrupted and Routed units may never initiate an assault.

13.1.11. Artillery may never initiate an assault.

13.1.12. Attacking units are automatically Disrupted at the conclusion of the assault.

Attacking units that had been previously disrupted suffer no additional effect.

13.1.13. Assaulting units have their morale temporarily increased by 1 for the assault.

13.2. Pre-Assault Fire

Before the assault begins, the defending unit(s) may attempt Pre-Assault Fire. Refer to the general fire procedure.

13.2.1. Units making pre-assault fire DO receive the +1 ADVANCE fire line modifier.

13.2.2. Disrupted units may attempt Pre-Assault Fire. Routed units may not attempt Pre-Assault fire.

13.2.3. A unit may only Pre-Assault Fire through its frontal hexes.

13.2.4. A unit may Pre-Assault Fire as many times as eligible. Exception, see 13.2.7, below.

13.2.5. Pre-Assault fire does count as Advance fire. Make sure the appropriate Advance Fire markers are placed on units that have executed Pre-Assault Fire.

13.2.6. Units suffer all applicable modifiers when conducting pre-assault fire.

13.2.7. Units with AF 3 markers may not pre-assault fire except at the units that had triggered the placement of that AF 3 marker.

13.3. Assault Procedure

An assault is conducted in 1 or

more rounds. Both attacker and defender fire during an assault and all fire is considered simultaneous. Use the fire procedure outlined above and the line modifiers under the ASSAULT ONLY heading on the Combat Tables Reference. In ***Demo Yell***, use only those modifier(s) specified below.

13.3.1. During each round of the assault, both players roll the die and refer to the Combat Table.

13.3.2. A unit assaults a maximum of three rounds.

13.3.3. When both the attacking and defending unit must check morale due to an assault result, the attacker always checks first.

13.3.4. It is possible for both the attacker and the defender to rout due to assault combat.

13.4. Assault Line Modifiers. Modify the fire line during an assault according to the schedule below.

13.4.1. Target Status: Target Flanked (+1). If initiating an assault in a unit's flank hexside, increase the fire factor line by one.

13.4.2. Density (+x). For each SP above 3 in a target hex, increase the firing line by one. This applies to both sides in an assault.

13.4.3. Firing Unit Status: Disrupted (-3). If the firing unit is Disrupted (attacker or defender) DECREASE the fire line by 3.

13.5. Routing From an Assault. Any unit that routs from the assault loses an additional O hit. This applies to the attacker as well as to the defender.

Demo Yell (A Rebel Yell Demo)

Continued

13.6. Advance After Assault

A hex that has been vacated by defending units (either through losses, retreating, or by routing) must be advanced into by all assaulting units.

13.6.1. Units that advance after an assault may freely change their facing.

13.6.2. They may not re-order their stacking.

13.6.3. Units may not be subject to Advance or En Passant fire when advancing after an assault.

13.7. Assault results

See Combat Results, in the Fire section of the rules (14.4, 14.5).

14. Unit Action - Rally and Morale

Units that are **DISRUPTED** or **ROUTED** need to be rallied to resume normal function. Units that are **Disrupted** or **Routed** are considered **Disorganized**. A unit that checks morale is making a **Disorganization Check** regardless of whether is in **Good Order** (not **Disrupted** or **Routed**), or whether it is already **Disorganized**.

NOTE: The terms **Disorganization Check** and **Morale Check** are used interchangeably

14.1. Morale

All combat units have **Morale**. Whenever a unit checks for **Disorganization** the player rolls a d10 and compares the number rolled to its morale, making modifications as necessary (see 24.4 for morale modifiers). If the number is less than or equal to its modified morale, then it passes the check. If the number exceeds its modified morale, the unit becomes **Disorganized** (**Disrupted** or **Routed**).

14.2. General Rules

14.2.1. Units in good order that fail a morale check become **Disrupted**.

14.2.2. **Disrupted** units that fail a morale check, **Rout**.

14.2.3. When the top unit in a stack is destroyed, the next unit in the stacking order will check morale.

14.2.4. Units attempting to take an **O** hit in lieu of a "D" combat result and that fail the morale check are **disrupted**.

14.2.5. **Disrupted** units that fail a **Disorganization** check by any number, **Rout**.

14.3. Artillery Morale

The following morale rules apply to Artillery only.

14.3.1. Unlimbered artillery in good order that fails a morale check by any number is **disrupted**.

14.3.2. Unlimbered artillery will never rout because of enemy fire or assault. **Disrupted** artillery that fails a morale check suffers an **O** hit instead of routing.

14.4. Morale Modifiers

When a unit makes a **disorganization** check or when it attempts to rally, modify its morale according to the following schedule. All modifiers are cumulative.

14.4.1. **Negative Modifiers to Morale:**

* **Out of Command** (1). Reduce the morale of the effected units by 1.

* **Hit Loss** (1 or 2). All units have their morale reduced by 1 for each **O** hit they have suffered.

Example: A unit with a morale of six has suffered two **O** hits. Its adjusted morale is now four.

* **Flanked** (1). A unit fired upon or

assaulted through a flank hexside has its morale reduced by one for that combat only. Treat rear hexes as flanks in this case.

14.4.2. **Positive Modifiers to Morale:**

* **Stacked with Flag** (1). If a unit is stacked with its flag, increase its morale by one.

* **Executing Assault** (1). Increase the morale of **Charging/Assaulting** units by 1.

14.5. Jangled Formations

Units that exit an enemy fire zone in one friendly **Action Segment** and that reenter an **EFZ** in the same or immediately following **Action segment** become **disrupted** automatically.

14.5.1. An "immediately following **Action segment**" are segments that occur without an enemy **Action Segment** (only) coming between them.

14.5.2. For example, segment "c" (**CSA Action**) "immediately follows," segment h (also **CSA Action**) of the previous turn. Thus, if a **CSA** unit moved out of an **EFZ** in segment h of game turn 2 and re-entered an **EFZ** in either segments c of game turn 3, it would suffer a jangled formation and be **Disrupted**.

14.6. Effects of Disruption

14.6.1. **Disrupted** units may not initiate an assault.

14.6.2. **Disrupted** units may defend in an assault with a -3 fire line modification.

14.6.3. **Disrupted** units may fire with a -3 fire line modification.

14.6.4. **Disrupted** units **DO** have a **ZOC**, though it costs nothing extra for an enemy unit to enter/leave it.

14.6.5. A **DISRUPTED** combat

Demo Yell (A Rebel Yell Demo)

Continued

result affects every unit in a hex. A disrupted stack receiving an additional D result suffers a 1 O hit loss instead (i.e., 1 O hit for the stack, not for every unit in the stack).

14.6.6. Disrupted units that fail a morale check rout.

14.6.7. Disrupted units have an MFZ of 1 hex.

14.7. Effects of Rout

14.7.1. Routed units may never fire.

14.7.2. Routed units do not have a ZOC.

14.7.3. Routed units are always considered flanked for fire purposes.

14.7.4. When forced to check for Disorganization, they automatically rout, suffering an O hit.

14.7.5. Routing infantry and dismounted cavalry that routs moves 3 hexes towards a friendly board edge.

14.7.6. Routed units must retreat as soon as an enemy unit comes adjacent to it, suffering an O hit.

14.8. Rally Procedure

Rally is automatic in *Demo Yell*. A unit simply executes the rally action to recover from Rout or Disruption.

14.9. Retreat General Rules

14.9.1. For every EZOC a unit or stack retreats out of after the first one, it suffers an additional O hit. For this purpose, an EZOC exerted by more than one unit counts as a single EZOC. A unit or stack can never suffer more than 1 O hit for retreating out of a given hex.

14.9.2. Units may never end a retreat in an EZOC. Retreat them an additional hex, or more

if necessary.

14.9.3. Retreating units that enter a hex containing disorganized units routs those units; immediately retreat them three hexes.

14.9.4. Retreating units that enter a hex containing friendly units in good order causes those units to be Disrupted.

14.9.5. When units end a retreat over-stacked in a hex, move the retreating units an additional hex.

14.9.6. A unit may retreat more than once a segment. It is certainly possible for a unit to retreat 6 or more hexes a given segment!

14.9.7. The owning player always decides how to retreat his units in anomalous situations.

14.9.8. Important: A unit or stack that is forced to retreat more than once in a segment suffers an O hit each additional time it retreats.

14.10. Retreat Priorities

A unit executes a retreat when it is ROUTED

14.10.1. All retreating units must move 3 hexes following these priorities:

14.10.2. Retreating units must move generally away from enemy units. They must keep the most distance possible between themselves and enemy units.

14.10.3. They must move towards a friendly board edge. **The western board edge is friendly to the USA player. The eastern board edge is friendly to the CSA player.**

14.10.4. They should avoid EZOCs, if possible.

14.10.5. Retreating units may swerve around friendly units, but only if they conform to the priorities listed above.

14.10.6. Units unable to retreat, i.e. they are surrounded by enemy units, automatically surrender.

14.10.7. Retreating units immediately stop on a friendly board edge, ceasing all movement that segment. These units have one more segment in which to rally.

15. *Demo Yell*, Scenario 1 *Forrest Attacks!*

June 10th, 1864, about 10:00 am. Fighting on foot, Forrest's horsemen attack the leading elements of Grierson's dismounted cavalry division. The rebels mangle one regiment and drive a second headlong into the main Union line hastily forming off-map.

15.1. Mapboard

Use map board 1.

15.2. Set-up

Union side deploys first.

15.2.1. The Union player deploys the 4th MO on any blue star hex. The 4th MO artillery begins on the intersection of Blackland and Wire Road.

15.2.2. The CSA player deploys the 3rd, 7th, and 8th KY on any red star hex.

15.3. Game Length.

15.3.1. Begin the game on the 10:00 game turn on the last CSA Action segment of the turn (segment (h) on the Game Segment track). The 10:00 turn, then, consists of 1 segment.

15.3.2. The scenario ends at conclusion of the 11:00 am game turn (5 turns).

15.4. Reinforcements

15.4.1. 10:15 am, CSA. Forrest's Escort (2 units) arrive on the

Demo Yell (A Rebel Yell Demo)

Continued

eastern board edge on the wire road. NOTE: The Escort is Forrest's personal body guard. Assume Forrest to be present with these units. Forrest's Escort (2 units) is always in command. The units have no flag and don't need any

15.4.2. 10:30 am, USA. 3/9 IL arrives on the western board edge during the first USA Action segment.

15.5. Victory Conditions. The CSA player wins by capturing the USA artillery, being the last player to occupy the Wire/Blackland Road intersection, and by occupying the western-most Wire Road hex on the map.

16. **Demo Yell**, Scenario 2
Drive on Brice's Store

About 10:45 am. Lyon's Kentucky brigade, now at full strength and reinforced by Johnson's tiny brigade of Alabamans, pounds the Yankee cavalry formed in woods behind a stout post and rail fence. The Federals, wilting under the fierce assault, rout pell-mell into their infantry, rushing up the road to meet them.

16.1. Mapboard

Use map board 2. NOTE: Slope hexes do not affect line of site. In **Demo Yell**, slopes affect movement only (+1 to move up or down a slope).

16.2. Set-up

Union side deploys first.

16.2.1. The Union player deploys the 7 IN, 3/9 IL, and 19th PA regiments in the woods hexes immediately west of the rail fence. They may not be east

(inclusive) from the Jxx Hex Row. The 4th MO artillery deploys on the Wire Road hex immediately west of the rail fence.

16.2.2. The CSA player deploys the 3rd, 7th, 8th, 12th KY, and Forrest's escort (2 units) on the eastern-most board edge, not more than 2 hexes south (inclusive) of the wire road.

16.3. Game Length.

16.3.1. Begin the game on the 10:45 game turn on the last CSA Action segment of the turn (segment (h) on the Game Segment track). The 10:45 turn, then, consists of 1 segment.

16.3.2. The scenario ends at end the 12:30 game turn (7 turns).

16.4. Reinforcements

CSA only. 11:00 am, first CSA Action Segment, Johnson's brigade (2 regiments) enter on eastern board edge within 2 hexes north or south (inclusive) of the Wire Road.

16.5. Union Command control.

USA flags are not automatically in command in this scenario. During a Union action segment, the Union player must roll to place his flags in command. If the number rolled is equal to, or less than the morale value on the flag, then the flag is in command. If it is greater than that morale value, then the flag is out of command; flip that flag to its NO CMD side. Note that out of command flags have a morale of 1 less than it IN CMD side. Out of command flags render all units of its regiment to be also out of command.

16.6. Victory Conditions

The player who controls the New Bethany Church at the end of the game, wins. The road network at

this location jeopardizes the Union HQ at Brice's Crossroads (off map).

17. **Demo Yell**, "The Campaign Game."

In most cases, scenario one will be a blowout for the CSA.

Scenario 2, while a likely CSA victory, is not as certain. To relate the games into a single victory condition, the players should follow these recommendation.

17.1. Accrued Losses

17.1.1. Losses suffered in scenario one carry over into scenario two. Thus, if the 3rd KY, for example suffers 3 O hits in the first game, he carries those Losses into the second game. For instance, each unit of the 3rd KY may suffer an O hit, 1 unit may be eliminated, or one unit may suffer 2 O hits and one unit 1 O hit. These exact Losses carry over into the second game.

17.1.2. The same condition applies to the 3/9th IL of the USA player.

17.2. Victory Conditions

The CSA player must win both games. Otherwise, the USA player wins.

Editor's Note: What follows are charts and displays for this mini-game, as well as maps and counters.

Subscribers are free to reproduce these for their own use, but may not pass them on to others. Mounted versions of these are available from Richard Dengel and HomeGrown Designs.

The Devil's Due Unit Description

Front

Back

Morale/
Weapon



Mounted Infantry
Regiment



Disrupted
Routed



Cavalry
Mounted Dismounted



Morale/
Weapon



Cover
Column



Infantry
SFM



SFM



Skirmisher
Arty Hit



Strip indicates
Horse Arty



Artillery
Unlimbered Limbered



Strength/
Weapon



Abndnd Gun
No Command



Command
Radius



Corps Leader
Direct Cmd



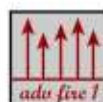
Genl Cmd



Adv Fire 3
Charge



Division Leader
Infantry Division



Adv Fire 1
Adv Fire 2



Brigade Leader



Blown Cavalry



Supply Wagon



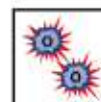
Volley
Arty Crew



Forrest Direct
Commands



1 O hit
2 O hits



USA Headquarters



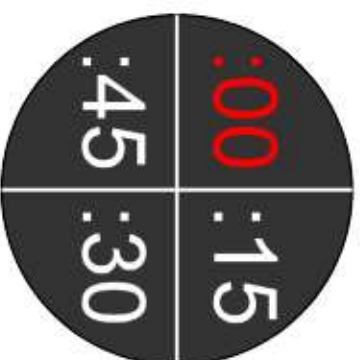
Morale/
Bg Ldr



Regimental Flag
In Cmd



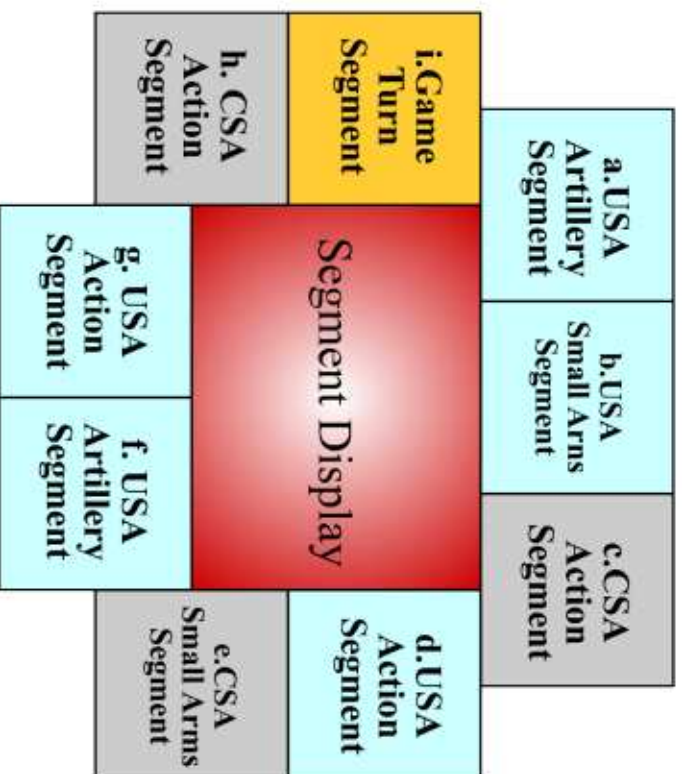
No Cmd



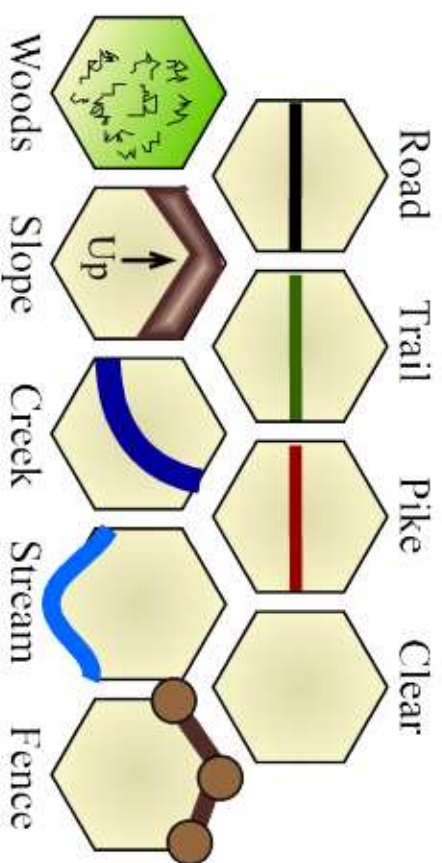
1/4 Hour/Hour Track

9 AM	10 AM	11 AM	12 N	1 PM
2 PM	3 PM	4 PM	5 PM	6 PM

Segment Display



Map Key



Demo Yell Game Displays

©2009 by Richard A. Dengel

FRONT

3 Waring 4MO	7 Lyon 7KY	6 Lyon 3KY	6 C 3KY	6 R 3KY	6 C 3KY
4 Waring 3/9IL	6 Lyon 8KY	6 M 8KY	7 C 7KY	7 C 7KY	7 C 7KY
-3 dsrptd	8 C 8KY	3 C 4MO	3 C 4MO	6 C 8KY	6 R 8KY
4MO 2H	4 C 3/9IL	8 C Escort	3-P 3/9IL	3 C 4MO	3 C 4MO
6 C Ind	6 C Ind	6 C Ind	6 R Ind	1/4 Hour Track	4 C 3/9IL

abndnd	-3 dsrptd	-3 dsrptd	-3 dsrptd	adv fire 1	adv fire 1
adv fire 3	-3 dsrptd	-3 dsrptd	-3 dsrptd	adv fire 1	adv fire 1
adv fire 3	-3 dsrptd	-3 dsrptd	-3 dsrptd	adv fire 3	adv fire 3
adv fire 3	abndnd	adv fire 1	adv fire 1	adv fire 1	adv fire 1
adv fire 3	abndnd	abndnd	O	O	O
O	O	O	O	O	O
O	O	O	O	O	O
O	O	O	O	O	O
Hour Track	Turn Segment	O	O	O	O

2-P 19PA	6 Jhnsn 4AL	6 Jhnsn Ind	6 M 4AL	6 M 4AL	6 M 4AL
3-P 7IN	3-P 7IN	3-P 7IN	3-P 7IN	3-P 19PA	3-P 19PA
4 Waring 19PA	4 Waring 7IN	7 Lyon 12KY	5-P 12KY	5-P 12KY	5-P 12KY

REAR

6 C 3KY	6 R 3KY	6 C 3KY	5 Lyon 3KY	6 Lyon 7KY	2 Waring 4MO
7 C 7KY	7 C 7KY	7 C 7KY	6 M 8KY	5 Lyon 8KY	3 Waring 3/9IL
6 R 8KY	6 C 8KY	2-P 4MO	2-P 4MO	6-P Escort	routed
2-P 4MO	2-P 4MO	4 C 3/9IL	6-P Escort	3-P 3/9IL	4MO 2H
3-P 3/9IL	1/4 Hour Track	4-P Ind	4-P Ind	4-P Ind	4-P Ind

adv fire 2	adv fire 2	routed	routed	routed	?? no cmd
adv fire 2	adv fire 2	routed	routed	routed	charge
charge	charge	routed	routed	routed	charge
adv fire 2	adv fire 2	adv fire 2	adv fire 2	?? no cmd	charge
O	O	O	?? no cmd	?? no cmd	charge
O	O	O	O	O	O
O	O	O	O	O	O
O	O	O	O	O	O
O	O	O	O	Turn Segment	Hour Track

4-P 4AL	4-P 4AL	4-P 4AL	5 Jhnsn Ind	5 Jhnsn 4AL	4 C 19PA
4 C 19PA	4 C 19PA	4 C 7IN	4 C 7IN	4 C 7IN	4 C 7IN
7 R 12KY	7 M 12KY	7 C 12KY	6 Lyon 12KY	3 Waring 7IN	3 Waring 19PA

Devil's Due Combat Tables Reference

Combat Results Table

		Combat Result					
		3(2)	2(1)	1(D)	D(D)	?(?)	NE
FIRE	0	-	-	-	0	1-2	3-9
	1	-	-	-	0	1-3	4-9
	2	-	-	-	0-1	2-3	4-9
	3	-	-	-	0-1	2-4	5-9
	4	-	-	0	1-2	3-4	5-9
	5	-	-	0	1-3	4-5	6-9
	6-7	-	0	1	2-4	5	6-9
	8-9	-	0	1-2	3-4	5-6	7-9
	10-11	-	0	1-2	3-5	6	7-9
	12-14	-	0	1-3	4-5	6-7	8-9
FACITOR	15-17	-	0-1	2-4	5-6	7	8-9
	18-21	0	1	2-4	5-6	7-8	9
	22-26	0	1-2	3-5	6-7	8	9
	27-31	0-1*	2-3	4-5	6-7	8	9
	32-37	0-1*	2-3	4-6	7-8	9	-
	38-44	0-1*	2-4	5-7	8-9	-	-
	45+	0-2*	3-5	6-8	9	-	-

Fire Factor = (Range Factor x Strength) – Organization Hits

(Ignore O hits against Arty. Halve fire factor if it has suffered 2 O hits)

Combat Results Explanation

NE = No Effect

? = Make a DISORG check. Treat as D if failed

D = Disrupted. Unit may attempt O hit in lieu of result by making DISORG check 1, 2, 3 = Unit receives that number of O hits. Make DISORG check adding that number to die roll

* = Unit DISRUPTED if it does not rout

		Arty Range Factor		
		RF	N	H
RANGERS	1c	5	6	7
	2c	4	5	5
	3c	3	3	2
	4	2	2	1.5
	5	2	1.5	1
	6-7	1.5	1	.75
	8-15	1	.75	.5
ARTILLERY	16-19	.75	.5	-
	20-26	.5	-	-

ROUND ALL FRACTIONS UP

RF = Rifled Artillery

N = Napoleon

H = Howitzer

c = Cannister

Gun Loss Table

Com Res	Gun Loss
?	0
D	2
1	4
2	6
3	8

Arty vs. Inf (4 hexes range or more) use PAREN () results.

Arty vs. Arty (any range), Arty vs. Inf (cannister) use NON PAREN results.

Line Modifier Notes

a. Arty round shot = 0

b. Fired directed from higher elevation than target unit

c. Skirmishers and units under cover can never be flanked by Fire

d. -2 vs. Arty round shot

e. For each SP above 3

f. Round shot vs. target on higher elevation than firing unit.

g. Unit with Adv Fire 3 marker may not fire

h. Does not apply to C weaponry

i. Non-skirmisher vs Skirmisher

j. For leader with highest command rating

Fire Line Modifiers

Fire Only	
Target's Terrain	
Woods/ LtWoods	-1/0
Clear/Ford	+1a
Stone Wall	-1
Low Terrain	+1b
Target Status	
Flanked	+1c
Advance	+1
Charge	+1
Skirmisher	-1d
Cover	-1
Density	+1e
Mounted Cav	+2
Firing Unit Status	
Disrupted	-3
Arty vs. Hi	-1f
Adv Fire 1	-2
Adv Fire 2	-3
Adv Fire 3	NOg
Standing to Fire	+1
Volley	+1
Whites of Eyes	+1
Cover	-2h
Assault Only	
Attacker's Terrain	
vs. Hi elevation	-1
Across stream	-1
vs. Lo elevation	+1
Target Status	
Flanked	+1
vs. Skirmisher	+1i
Density	+1e
Firing Unit Status	
Disrupted	-3
Friendly Leader	+1j
Charge	+1
Cover	-1

		Small-Arms Range Factor					
		R	C	M	H	P	S
R	1	3	4	4	4	.5	4
N	2	2	2	.5	3	-	-
G	3	1	1	-	2	-	-
E	4	.5	.5	-	1	-	-

ROUND ALL FRACTIONS DOWN

R = Rifled Musket

C = Carbine (e.g. Sharps)

M = Smoothbore Musket

H = Repeater (e.g. Henry)

P = Pistol

S = Shotgun

ASSAULT FIRE FACTOR:

Small-Arms = 4

Artillery = 2

Minimum Fire Zones

		Deployment		
		M	F/S	C
W	R	2	3	1*
E	C/H	2	3	2*
A	M	1	2	1
P	P	1	1	1
O	S	1	1	1
N	Cn	3		

Cn = Artillery Cannister

M = Standing to Maneuver

F/S = Standing to Fire/Skirmisher

C = Under Cover

*Increase MFZ of Skirmisher by 1

Devil's Due Combat Tables Reference

Terrain Effects Chart*

	Lin	Col	Arty	Ldr	Stck	Mod	Fire	Aslt
Hexes								
Clear	2	2	3	1	8	+1/0	5	6
Light Woods	3	3	4	2	7	0/0	4	5
Woods	3	3	5	2	6	-1/0	3	4
Cultivated	3	2	4	1	8	+1/0	4	4
Town/Village	6	3	3	2	4	0/0	4	4
Run	2	2	4	1	T	T	T	T
Marsh	5	4	P	3	6	0/-1a	3	3
Ford	4	2	3	1	5	+1/-2b	3	4
Creek	6	5	P	3	T	Ta	T	T
Thoroughfares								
Pike	2	1	1	.75	3f	T	T	T
Road	2	1	1	.75	2f	T	T	T
Lane/Trail	2	1.5	2	1	1f	T	T	T
Hexsides								
Slope (Up or Down)	+1c	NE	+2c	NE	N/A	[1]e/[1]d	N/A	N/A
Post and Rail Fence	+1	NE	+2	NE	N/A	T	N/A	N/A
Stone Wall	+2	+1	P	NE	N/A	-1/0	N/A	N/A
Stream	+2	+1	+3	NE	N/A	0/-1	N/A	N/A
Crest	+1	NE	+2	NE	N/A	0/-1	N/A	N/A

* Not all terrain features apply in all games. Refer to the rules booklet for exceptions.

Terrain Effects Chart Notes

Lin = Line **Col** = Column **Arty** = Artillery **Ldr** = Leader

Mod = Combat Modifications (Fire/Assault) **Stck** = Max stacking in hex

Fire = Max SP that may fire from a hex **Aslt** = Max SP that may assault from a hex

a. Units initiating an assault are Disrupted before the first round

b. Units initiating assault only

c. For each level of elevation change

d. For unit initiating assault: -1 if going up slope; +1 if going down slope

e. Firing unit gets +1 if firing at a unit on a lower elevation. Arty suffers -1 modification if firing at a unit on a higher elevation

f. Units in column only. Double cavalry SPs for this purpose

NE = No Effect; N/A = Not Applicable; P = Movement Prohibited; T = Treat as Other Terrain in Hex

Line Deployment Costs

STM to STF 5(8) Not allowed in EZOC or MFZ. Make disorganization check if in EFZ

STM/STF to Cover 2(4)

STM to Skirmisher 0(2) Not allowed in EZOC. May occur at any point in a unit's movement

STF to Skirmisher 2(4) Not allowed in EZOC. May occur at any point in a unit's movement Make a disorganization check if in EFZ.

Skirmisher to STM 2(4) Not allowed in EZOC. Make disorganization check if in EFZ

Skirmisher to STF Not Allowed

STF to STM 2(4) Make disorganization check if in EFZ

Cover to STM 2(4) Make disorganization check unless stacked with Flag or Leader

Cover to STF Not allowed

Miscellaneous Movement Costs

Change Primary Formation (e.g. Line to Column) 5(8) Not allowed in EZOC or MFZ. May be fired upon if change occurs in EFZ. Arty may not change primary formation within 3 hexes of non-routed enemy units regardless of Line of Sight.

Enter/Exit EZOC 1 Zero (0) for EZOC exerted in Woods/Marsh hex or for EZOC of Disrupted units

KEY: **EFZ** = Enemy Fire Zone; **MFZ** = Enemy Minimum Fire Zone; **EZOC** = Enemy Zone of Control; **STF** = Standing to Fire; **STM** = Standing to Maneuver; **(n)** = Cost for change in small-arms/cannister fire zone.

Regimental Loss Factor Table

		Regimental Losses							
		1	2	3	4	5	6	7	8
R G T S T R	2	2	x	x	x	x	x	x	x
	3	1	3	x	x	x	x	x	x
	4	1	2	3	x	x	x	x	x
	5	0	2	3	3	x	x	x	x
	6	0	1	2	3	3	x	x	x
	7	0	1	1	2	3	3	x	x
	8	0	1	1	2	2	3	3	x
	9	0	1	1	2	2	3	3	3
	10	0	0	1	1	2	2	3	3

Morale Summary

Negative Morale Modifiers	
1 O hit	-1
2 O hits	-2
No Primary Command	-1
No Dispatch Command	-2
Jangled Check	-3
Regimental Loss	RF
Positive Morale Modifiers	
Stacked with Flag	+1
Stacked with Leader	+1
Charge/Assault	+1

RF = Regimental loss factor

Disorganization Checks from Fire

Unit Standing in Good Order (STF, STM, Skirmisher)

Disorg check exceeds modified morale by 1 or 2: *Unit driven to cover*

Disorg check exceeds modified moral by 3 or more: *Unit Disrupted*

Unit Under Cover

Disorg check exceeds modified morale by 1 or 2: *Unit Disrupted*

Disorg check exceeds modified morale by 3 or more: *Unit Routs*

Unit Disrupted

Disorg check exceeds modified morale: *Unit Routs*

Any other Disorganization Check

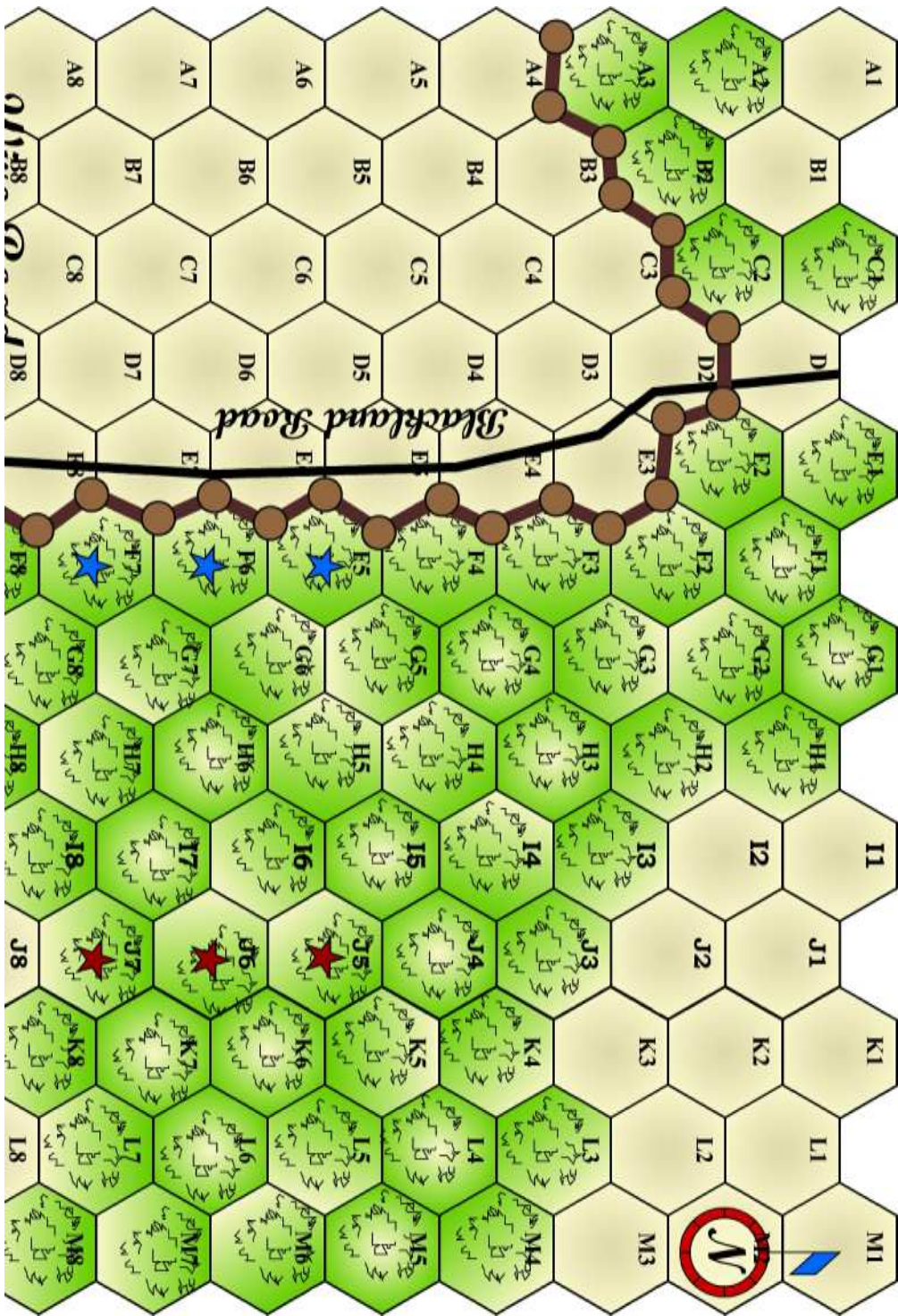
Unit In Good Order

Disorg check exceeds modified morale: *Unit Disrupted*

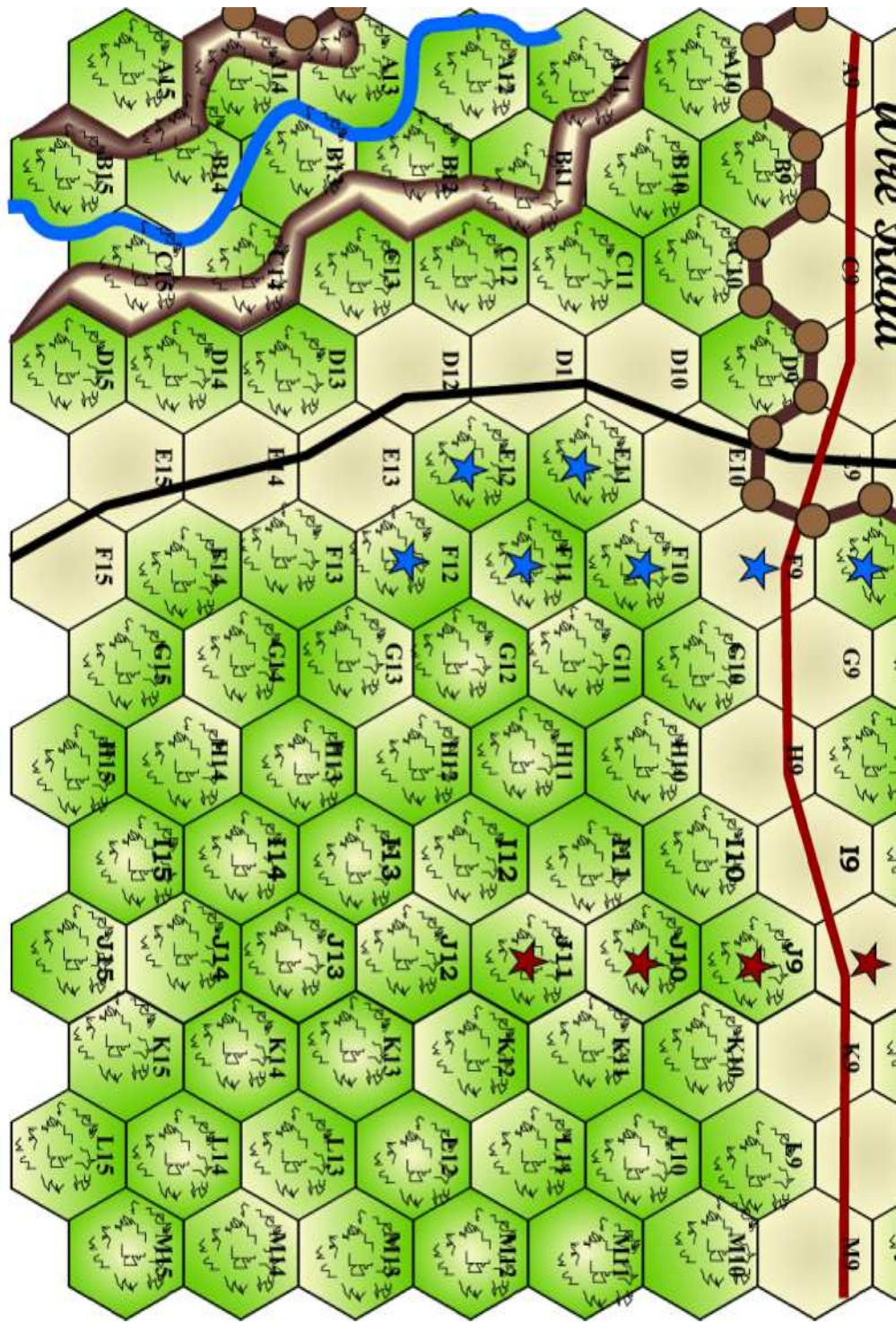
Unit Disrupted

Disorg check exceeds modified morale: *Unit Routs*

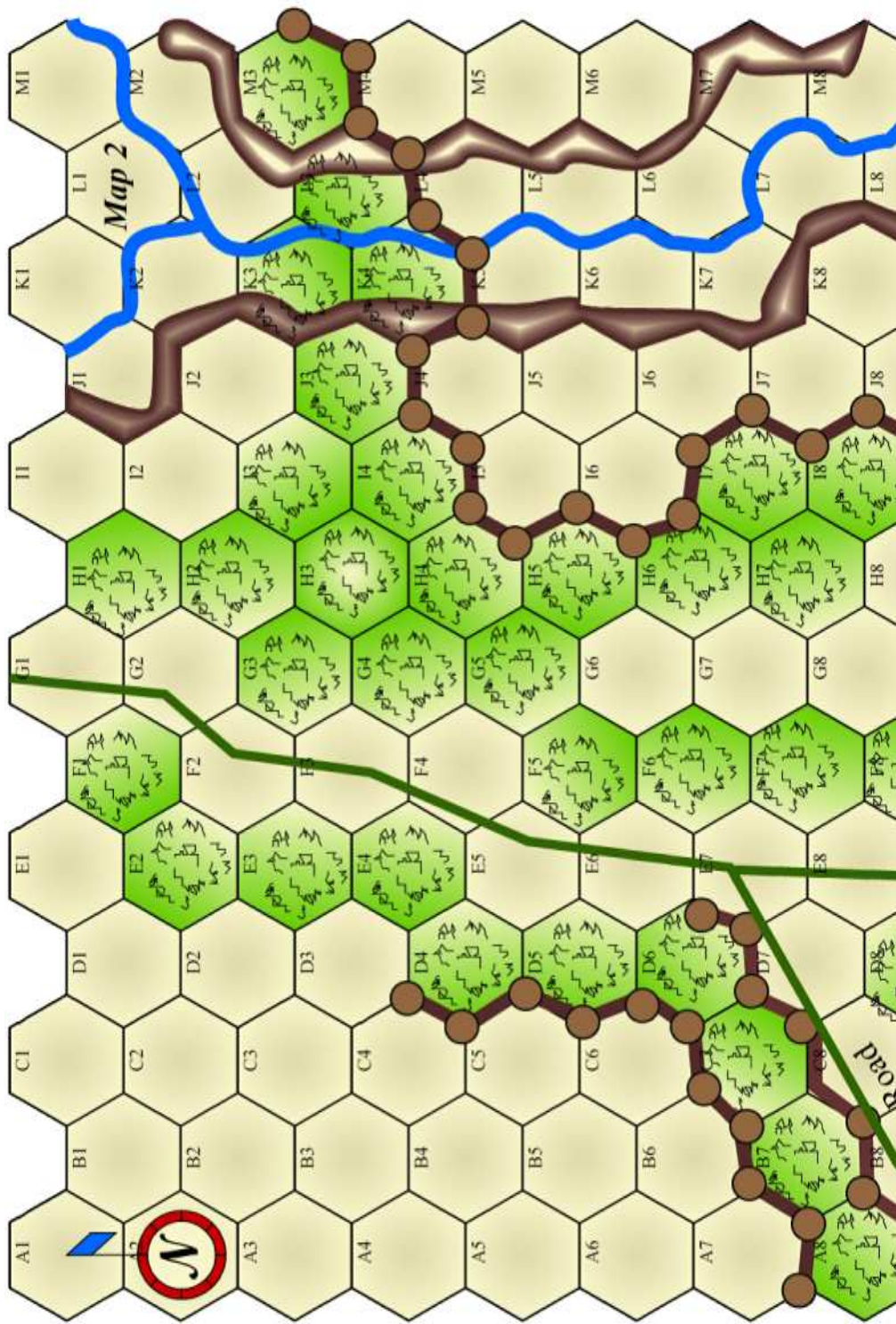
Scenario 1 *Forrest Attacks! Map (Top Half)*



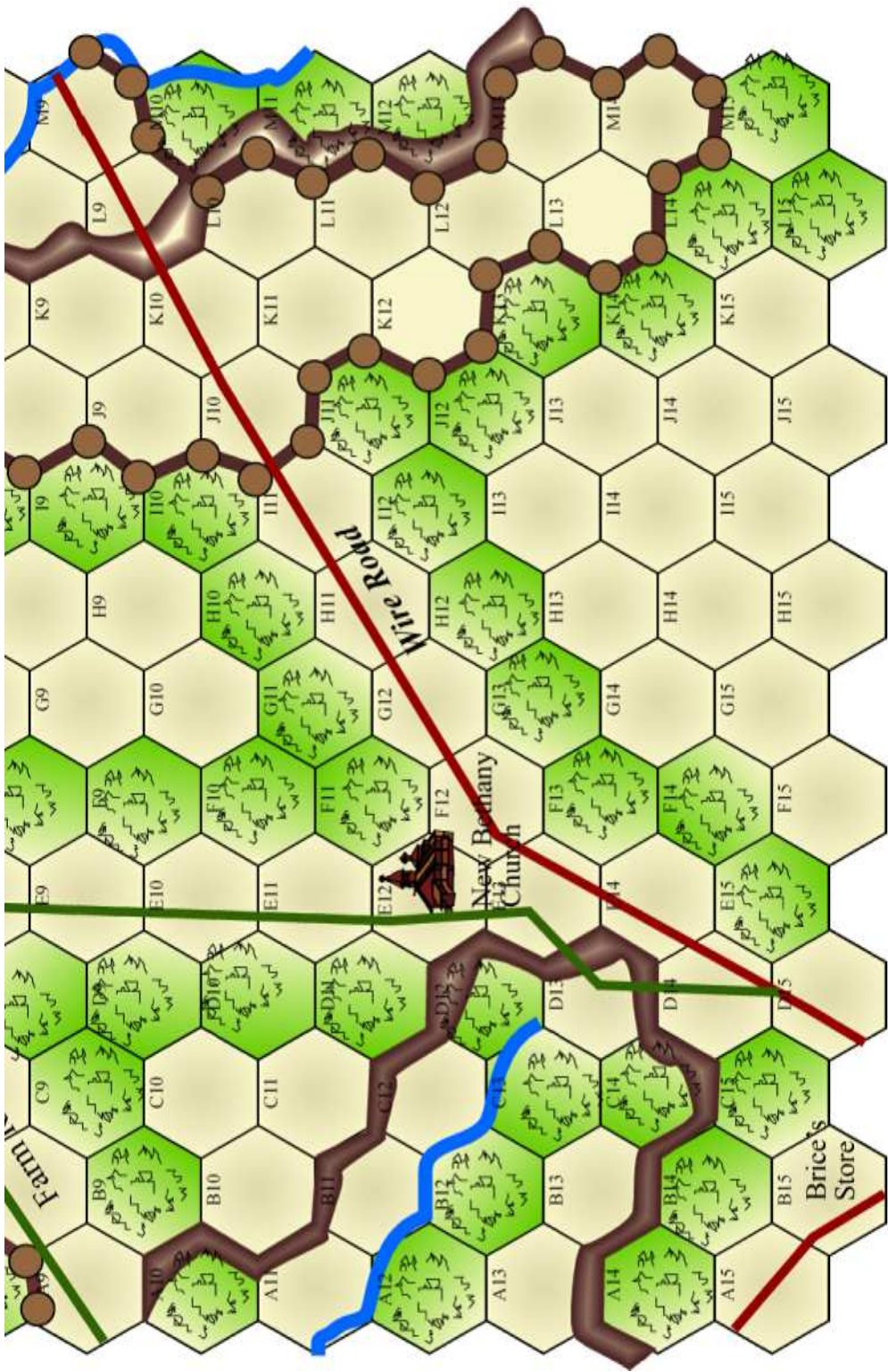
Scenario 1 *Forrest Attacks! Map (Bottom Half)*



Scenario 2 *Drive on Brice's Store Map (Left Half)*



Scenario 2 *Drive on Brice's Store Map (Right Half)*



coming soon from

Homegrown Designs

The Devil's Due



a Rebel Yell system Game

the Battle of Brice's Crossroads, MS

June 10th 1864

a tactical ACW game

Each game includes:

- 1 34x22 full color map, in four sections (no assy required)
- 500+ color, double-sided, mounted counters
- 14 page Introductory rules with 2 scenarios
- 70+ page Battle Manual (rules booklet)
- 1 Full color Demo booklet
(units shown not to scale)



Contact Richard A. Dengel
dengelwood@verizon.net
 for more details



The Truth of the New York Times

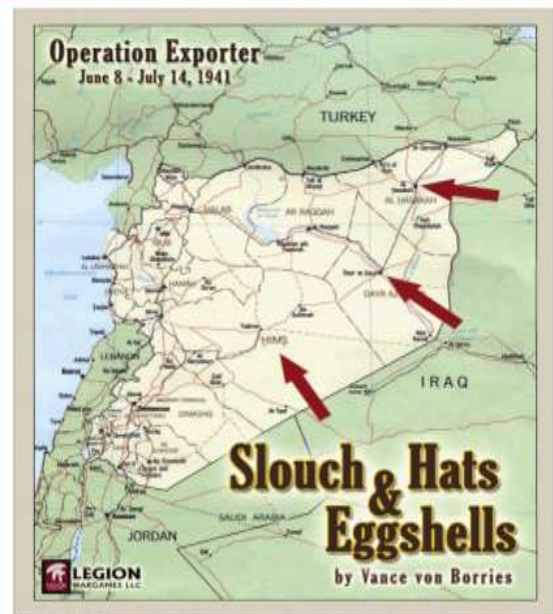
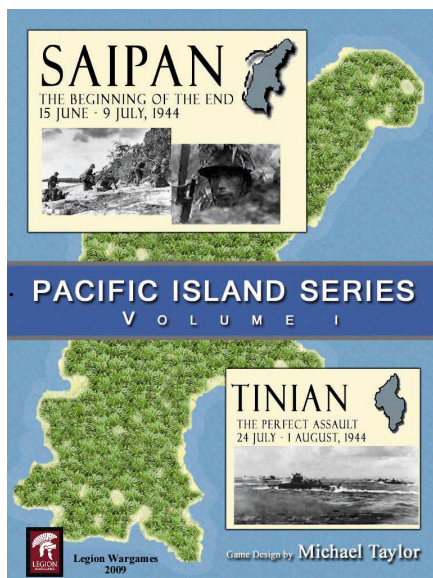
A Harley rider was passing the zoo, when he saw a little girl leaning into the lion's cage. Suddenly, the lion grabbed her by the cuff of her jacket and tried to pull her inside to eat her, while nearby stood her parents paralyzed with fear and screaming. The biker jumped off his bike, and ran to the cage, hitting the lion square on the nose with a powerful punch. Whimpering from the pain the lion jumped back letting go of the girl, and the biker brought her to her terrified parents, who thanked him endlessly.

A New York Times reporter watched the whole event. The reporter said, "Sir, that was the most gallant and brave thing I ever saw a man do in my whole life." The biker replied, "Why, it was nothing, really, the lion was behind bars. I just saw this little kid in danger, and acted as I felt right."

The reporter said, "Well, I'm a journalist from the New York Times, and tomorrow's paper will have this story on the front page... so, what do you do for a living and what political affiliation do you have?"

The biker replied, "I'm a U.S. Marine and a Conservative." The following morning the biker bought a copy of The New York Times to see if it indeed had news of his actions, and on the front page it read:

U.S. MARINE ASSAULTS AFRICAN
IMMIGRANT, STEALS HIS LUNCH,
CHARGES BEING SOUGHT



Slouch Hat & Eggshells

Operation Exporter June 8 - July 14, 1941
Designer: Vance von Borries

This game covers the World War II campaign in French-held Syria and Lebanon. One player will control the Axis forces, Vichy French, French colonial troops, and Germans, while his opponent controls the Allied forces, consisting of Australian, British, and French.

Players can combine play of this game with that of Rommel's War, scheduled to be published by L2 Design Group. Both games include the same historical moment, have identical scales, and some of the same historical units. To facilitate such play, this game uses many of the same rules, charts, and tables that are found in Rommel's War.

Available for Pre-Order now!



www.legionwargames.com

ModelExpo

Serving Modelers Worldwide Since 1976

Serving Modelers Since 1976



USS Harriet Lane

modelexpo-online.com
customerservice@modelexpo-online.com
U.S.A Toll Free: 800-222-3876
International: 1-954-925-5551
U.S. Toll-Free Fax: 1-800-742-7171

Letters to the Editor

Thomas,

Thank you for the copy of the magazine. I used to play a lot of boardgames and even designed one that was published. But these days I mostly play miniatures games. I have some 4-5,000 toy soldiers around the house.

The article of Davout was most appreciated. I did find one error. The author maintains that most of Europe declared war on revolutionary France. According to the Oxford History of the French Revolution, the Girondines declared war on most of Europe, largely for domestic political reasons. The Jacobins opposed this for fear of losing. The crowned heads of Europe were previously content to have France riven by internal problems and unable to oppose their other schemes.

Thank you,
Vincent Tsao

Hey Tom,

Got your package yesterday and I must say the work is outstanding!!!! Large silhouettes, great colors and the even the trucks are colored different for each country.

You need to advertise more, if people saw your work you'd be swamped. The French counters are great and the pictures you used can be used in the Arab / Israeli counters that I'll be sending you next week to make. Show the guys at Panzer Games your work, they're missing out on variant counters that aren't available at this quality. The cost of the counters don't match the effort and quality you put into my orders, please refer anyone to me as a reference for your work..

Again, GREAT JOB!!!!!!

John Keiper

Tom,

Didn't want to miss the chance to say thank you for the great Flat Top and CV counters you made me! As my eyes age, I suspect I'll be coming back to you for help with other favorite games. You may have found a very nice niche Tom, certainly it is a great service.

Mike Hoyt

We really are an aging demographic (I think that's the phrase the Madison Avenue types use to describe us) and our ever aging eyesight finds it more and more difficult to read all those tiny little numbers and symbols that wargame graphic artists seem to insist on cramming into game counters these days. Wargame graphic artists have really become "artists" but have failed to remember the basic goal is to impart information, and if you can't read what's on a counter, it fails that most important purpose. A perfect case in point is the artwork found in many of the Clash of Arms games. Artistically beautiful, as if they came from a NY Art Gallery, but you can't read the information on them. Maps are the same way. As we grow older the graphic artists of the community are going to have to take into account the fact that many players have cataracts and tri-focals, glaucoma, diabetes, and retinal degeneration, and on and on. We simply can't see as well, most especially those tiny little symbols packed into half inch counters are difficult to read.

I really do quite a lot of new artwork for gamers with eyesight problems. It's something that will only increase as time inexorably passes us all by.

Thanks For Your Praise,
Tom

Good Evening Lads,

Thought I would put my two cents in with regard to some of the work Tom Cundiff and Alan Smith has been doing for us grogs. Today, I received a packet with the updated LaBataille d'Auerstadt (New OOB, New Order of Appearance, and New Counters) counters that Alan and Tom have put together. Alan provided the research and Tom assembled some fantastic looking mounted counters.

Let me just say that I am quite impressed by the quality product I received for just \$45.00 including shipping. If any of you guys are on the fence, I would urge you to seriously reconsider.

Thanks to both Alan and Tom for all your hard work!!

All the Best,
James Cordell

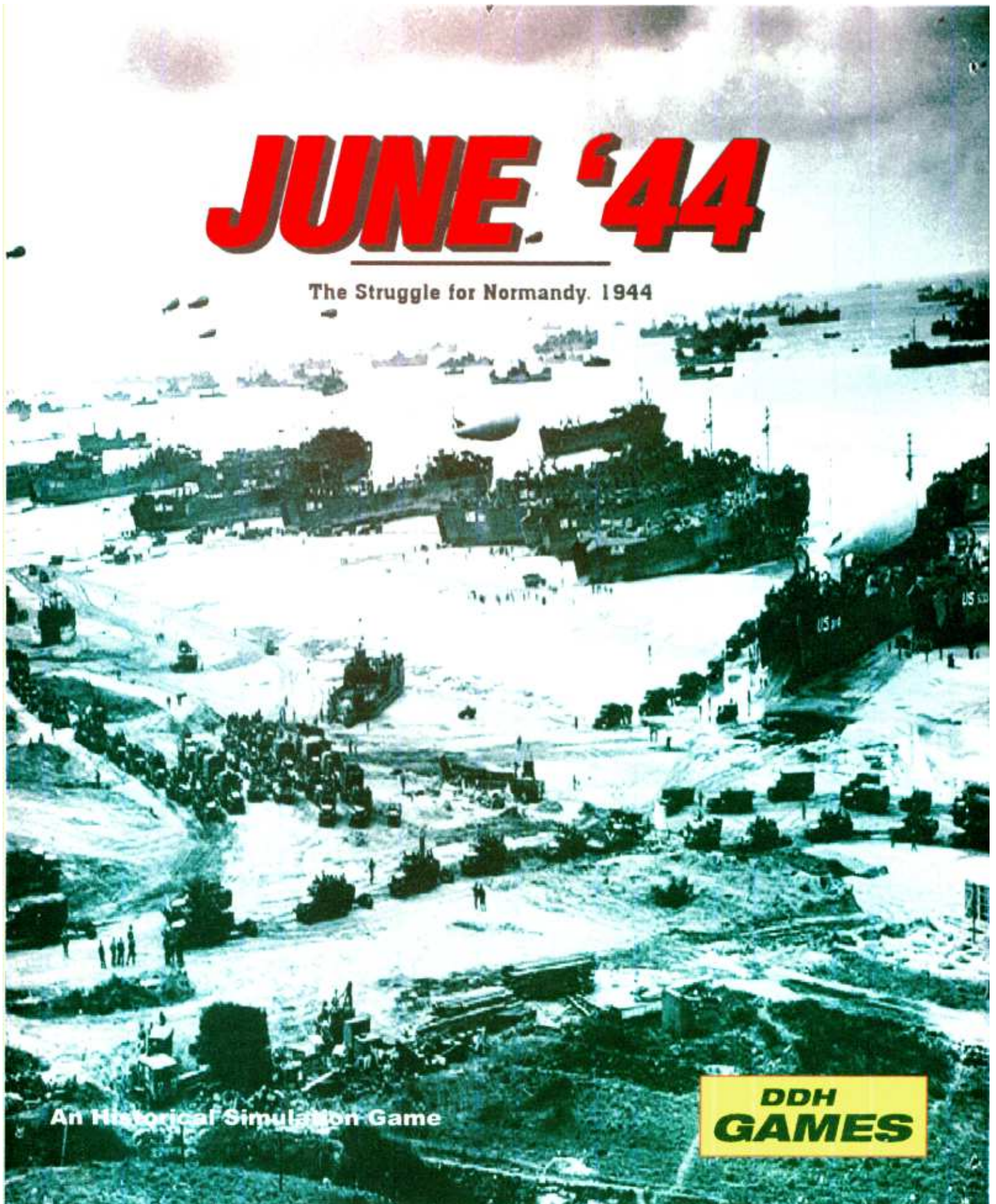
Hi Tom,

The package arrived actually in the Monday evening mail. What a beautiful set of counters! I am very impressed and pleased. These are fine additions to the games ... thanks again so much for the counters and your efforts on behalf of those who play the games.

Take care...
Mike Pierson

JUNE '44

The Struggle for Normandy. 1944



An Historical Simulation Game

**DDH
GAMES**

June '44 (a DDH Game Review)

By: Tom Cundiff

Dan Holte was kind enough to send me a copy of his DTP game, "June '44" published last December asking only that I do my best to write about it. Well, I'm a fan of DTP games. I believe they hold the key to the future of the hobby. Production costs are so high for professionally printed games that they are getting prohibitive to produce or purchase. Used to be, and I think still to an extent, gamers look down upon DTP games indicating the usual regarding poorly produced products, and that's certainly true in many cases. The materials used to make many of the DTP games are on the cheap side, necessarily so after all the point is to avoid the high costs of professional printers. But, the poor quality of components doesn't necessarily indicate that the game design itself is bad. Here with DDH's first entry in their series of simple Desk Top Published WWII games they've done a good designing job for a small game of limited scope, that being the first month of the Normandy Campaign. The game is division level, and each turn covers 2 days, ending in early July (approx. 30 days).

Components and Materials:

The first thing you notice when you open the game is the counters. The artwork style is acceptable, not fancy, easily read. This is a good thing. All too often counter artwork has become what I describe as "New York Artsy" styling. Beautiful counters are a nice thing in

professionally published games, but when the counters have so much information presented in tiny script lettering, well, we're all getting over 50 and our eyesight isn't good these days, certainly it isn't what it was when we were 20, and in all honesty I believe that much of what is printed on counters today couldn't be read by an eagle, let alone a 20 year old, and certainly not by men who is reaching the downhill side of 50 (no insult intended, gents, I will be getting there soon enough myself). So, the counter art being simple is in my books a good thing.

The next thing you notice about the counters is unfortunately the poor quality of the materials used to make the counters. The plastic film used to cover the counters is very thin and prone to tearing when you try to separate the counters. You WILL need an X-Acto knife to do this, and still I found that in the humid climate of Indiana in the Spring, the counter facings come loose. I think most players will be better served by going to Kinko's or using a scanner to make their own counters for this game, the quality of the materials you use to produce your own counters can't be any worse than that from which the originals are made.

The Map, well the map has two problems. First it is made of a very thin card stock. It's not #110lb card stock. Within just a few hours of my opening the game to read the rules, the map had curled up because of the humidity. Good card stock doesn't do this. Next, the lettering of the hexes and minor towns is of such small print

that you can't read them from further away than 6 inches, good eyes or not. This is important as the set up hexes are listed by hex number. You will likely end up hunting down a magnifying glass to help you here.

Game Play:**Set Up:**

Once you find your magnifier, setting up the counters for Turn 1 is easy. The FOW factor for Beach Defenses is interesting. The designer has designated Beach fortifications to be chosen randomly (if playing solitaire) or by the German Player such that they have a range of values, and the Allied player cannot be certain which he will face, thus the assignment of Naval Gunfire becomes a decision which the Allied player faces based not upon what he expects Beach Defenses to be, but upon which attacking group he perceives to be the weakest and in need of help. This uncertainty can come to bite the Allied player in the rump. Unlike so many other games on the topic, there is NO Allied Air Support on Day 1, which I found a little bit wrong, and the Allies could certainly use it. In a few playings of the game I found that at least one of the Allied landings fail both assaults on the first turn. One was at Sword Beach, leaving the British Paratroopers with their ... parachutes hanging out on the far side of the Caen Canal, and surrounded by Indians ... um.. Germans.

June '44 a Review

Continued

Placement of paratroopers is random too, but in this case seldom deadly. Their landing places are proscribed, save for one British Para Regt, which will arrive in one of two hexes depending upon the die roll. There are no German units of any strength next to their landing fields, and the para divisions will in all likely hood survive to recombine into full strength infantry divisions. The Bocage country in which the US paratroopers land is a great boon to their defense, and make it impossible for the German to attack them before they can retreat from their exposed positions. In all cases at least half of the Allied paratrooper regiments will be capable of moving into hexes where they can recombine into at least half strength divisions in Turn 2. Only the German artillery or armor units will be able to contest this, and only in the case of the British paras on the far side of the Caen Canal.

Invasion Turn Rules:

I found two quirks in the rules regarding the first day's invasion. What happens to the Allied units if a beach assault fails both rounds of combat (there's two in the first day)? There are no rules to indicate this. Are they destroyed, pushed back into the sea? Do they remain and attack a 2nd day? May they be withdrawn and the beach abandoned? There are any number of possibilities one might ponder, and none of them are covered in the rules.

Dan Holte Replies: **The situation you question about what to do if the beach assaults fail is specifically mentioned in Chapter 13, para 6 and the highlighted paragraph following it.**

However, the paragraph merely says, "*if a beach still isn't cleared during the two phases, it must be attacked in Turn Two.*"

This doesn't answer these questions: Are they destroyed, pushed back into the sea? Do they remain and attack a 2nd day? May they be withdrawn and the beach abandoned? There are any number of possibilities one might ponder, and none of them are covered in the rules.

What your reference indicates is that somehow the Allies must arrange Reinforcements and/or Replacements to attack the Beach in Turn 2. It doesn't mean that the units in the Turn 1 attack remain. It doesn't mean that the units in Turn 1 are instead destroyed, it doesn't mean that the beach cannot be abandoned and the units withdrawn, leaving Turn 2 units to attack in their turn, while the Turn 1 units are placed in a pool of some kind to be repaired for future use. It simply doesn't answer anything except that the beach must be attacked in Turn 2. There is no HOW do you attack the beach in Turn 2, or with What? The example paragraph at the bottom of the first column of page 9 also doesn't answer these questions. It provides an example of a failed beach assault and concludes with this generic statement, "this beach will have to

be taken on the following turn." Again no explanation of HOW or with WHAT, or WHAT HAPPENS to the units that assaulted in this turn. Where do they go in the following Turn? Nothing provides direct explanation of these questions.

So, this criticism is justified.

The second quirk regards Weather. Per the rules, no Weather Roll is permitted on Turn 1. So, what is the Weather that day? We don't know. It's important as it regulates the available movement factors for the German units. But, there's no mention of it at all. We know historically what the weather was that day. But, we don't know about how it's handled here.

Dan Holte Replies: **Weather on the invasion turn: There is no weather phase here; it was not necessary. The support of the three naval units is shown, and in Chapter 13, paragraph 9 it states "Then, the German player may move all of their units up to the limit of their printed MP, following all other rules of movement." There is no weather modifier on this turn.**

This statement has a logic failure in it. If a player follows "all other rules of movement" then he must consider the effects of Weather upon movement because ALL other rules of movement consider this. So, you can move up to the limit of the printed movement factor, IF the rules of movement as regards weather is accounted for, and the rules don't account for it.

June '44 a Review

Continued

So, this too is a justified criticism. There's an important concept that requires a rules paragraph, and it instead is dealt with by a non-descript sentence with no solid meaning. *It doesn't answer the question.*

Combat Rules:

The combat rules are a little strange too, but I've seen other games use combat factor differentials, so it's not unheard of, just a bit unusual is all. But, what is unique about combat is the Rule 11.0, which says, "combat is always from one player's units in a *single* hex against an opponent's units in another *single*, adjacent hex." This is a strange concept to me, the lack of cooperation between divisions in adjacent hexes. I always find such arbitrary rules serve no purpose, and they "rub me raw," as we say here in the Midwest.

One other nice thing about the rules is that combat is not mandatory, no matter if your unit(s) are in Enemy Zones of Control (EZOC's) or not. Certainly units sat out days in which the enemy was just across the hedgerows and didn't make an effort to attack. So, I like this rule, it seems historically correct.

Dan Holte Replies: *Actually, it was no arbitrary choice to design this rule. Divisions typically have their sector and that was where their combats took place; they join lines with adjacent divisions but generally do not attack the same defenders - especially when there are other enemy units*

facing the front of the flanking divisions. I know it is most often used in wargames, but if you think about it, the nonhistorical model would really be where three units gang up on one in the center with no regard to enemy units facing the front of the units on the flank. Playtesters found it strange in a wargame at first, but it actually reflects reality and they later agreed.

This is a valid concept IF there are other defending units adjacent to the enemy hex being attacked. BUT, IF there is a single enemy hex with defenders in it, and there are multiple attacking units in multiple hexes, then there is NO reason for the attackers not to jointly attack the same enemy. I don't see this as reality except in vague generalities. Most of the time there will indeed be other adjacent defending units, but not in ALL cases.

Air & Naval Support:

I found that old habits die hard. That is to say I have so many games in which you can add multiple air and naval gunfire factors in as high a quantity as you have available to any one attack that can be reached (within range restrictions for naval gunfire). Thus, if you have 3 Air Support and 2 Naval Gunfire factors you can add them cumulatively to a single attack. But, not so with "June '44". You can add only one factor of Air Support and one of Naval Gunfire to any single attack. This is a rule that is a bit quirky, odd.

Dan Holte Replies: *Again, this is a reality check in my opinion. To bring the full weight of all allied air & naval forces against a one hex area is something that just was never done in Normandy until Goodwood and Cobra in July and then only at those two times.*

Just because the Allies didn't concentrate Tactical Air and Naval Gunfire in support of offensives, doesn't mean they *couldn't* do this. There is the difference. After all, the concept with all wargames is to permit the players to take the part of the high command and make their own decisions about such things.

Supply:

The Supply Rules are the best thing about this simple game. So many games get bogged down in arcane rules regarding supply. This game's rules are simple. A supply line consists of an uninterrupted line of hexes stretching from the Allied unit to a beach head, and it can pass through an Enemy Zone of Control if that hex is occupied by an Allied unit. If a unit is cut off from supply, then it can indeed find itself losing steps due to being surrounded and out of supply. This is a simple concept and simple is always good! I believe in the KISS principle.

But, it's not general Supply that is the gem in this game. There are two types of supply, Regular supply that takes into account mundane things such as food, clothing, mail, etc. ... all the normal things a unit

June '44 a Review

Continued

needs to remain combat effective, and then there's Combat Supply, the stock piling of vital war materials necessary to sustain an assault. Combat Supply is determined by the roll of a die and can be effected randomly by Action Card draws. If an attack is to be executed, then, as the Allies (Only), you must expend one Combat Supply Point to carry out this attack. If you haven't enough supply to carry out an attack, then you simply are stuck. This fact has nothing at all to do with regular supply. Your units don't lose combat steps, or suffer losses of any kind just because Combat Supply has been suspended, expended, or lost.

Supply via the Mulberries is another interesting topic. The action card draws dictate when a Mulberry is built, or not. They also regulate Weather, which can have an effect upon the Mulberries. You may never get a Mulberry in action in a game, or you may have them both destroyed by Heavy Weather. But, far beyond the typical expectations of how Mulberries work is the one regarding the arrival of Reinforcements. All Allied units arriving through a Beach Hex must stop on the Beach Hex itself in the first turn of placement and can move no further, but if a Mulberry exists, then movement for arriving units is halved. This is important as I found urgent needs for Allied units in the late part of the game, and was unable to get them across country to take the VP cities at the far side of the map. And, there is nothing the Allied

player can do to aid the arrival and building of a Mulberry.

Random Events

In the old days wargames embodied a Random Events Chart to enact things that were well, random. But in the post "We The People" period, cards have become the fashion. And, there is something to be said for this, as it permits players to have a bit of interaction regarding what events occur and when, so that a player can keep a card that is detrimental to his enemy for an opportune moment, or harbor one that helps him for the most advantageous time. June '44 has this mechanism, and it is this that brings about the completion of the Mulberries and extreme Bad Weather and a number of other random events such as Blowing Bridges in the face of your enemy's moving Panzers, or Allied tankers tripping upon ATG Traps. These bring a sort of chaos to the game, but some of it simply is gratuitous. I think this could have been handled better the old way, with a simple Random Events Phase with both players rolling on a table. Done this way, sooner or later the cards will become worn, or have finger print marks that identify them, or even get badly damaged. The less one has to rely upon components that are flimsy by nature, the less opportunity for them to become damaged and thus cause problems years later.

Conclusion:

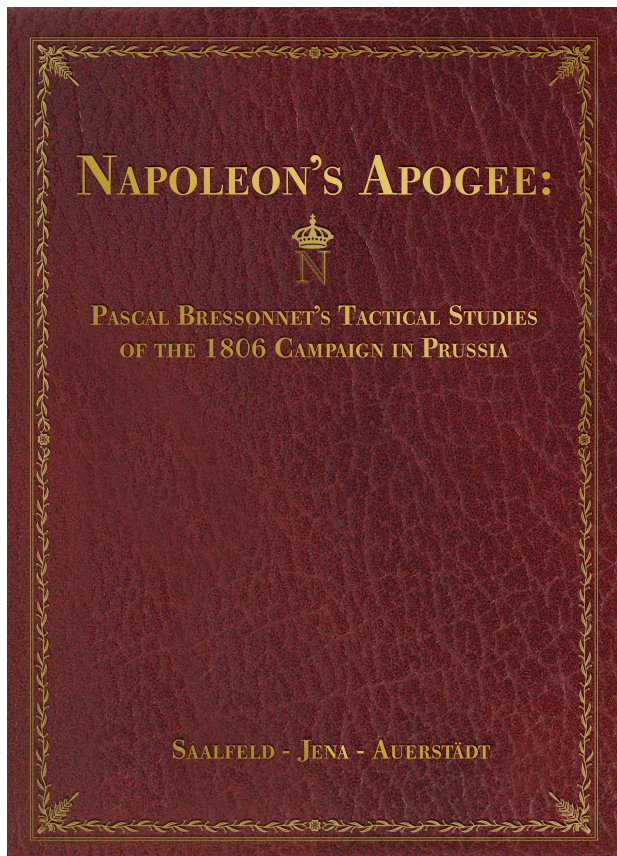
The game system works well enough. It delivers about 3 hours of fun, without having to think too hard, or really let your eyes drift away from that John Wayne movie that you are half watching when you play. The results are fairly historical. The Allies are taken to the point where Cobra would typically be readied for launching, but you are hard pressed to obtain the necessary number of VP's to get a win. Draws are most likely. But, if you can get Monty to take Caen in time, then you can double up on the VP's for each hex of that city you manage to take. If you can manage this, and you probably will not take the other half of Caen, the half on the other side of the Caen River/Canal, then you can eek out a win by 1 or maybe 2 VP's.

DDH is publishing another game in the series soon, August '44, and it simply extends the game from its beginning on June 6th to the end of August '44. As a light game that will provide you a short playing and set up time, I think these games will be useful, especially on vacation or trying to teach that rambunctious junior high student in your household.



PRESENTING
VOLUME IV IN THE AGE OF NAPOLEON SERIES
NAPOLEON'S APOGEE

Pascal Bressonnet's balanced investigation of the battles at Saalfeld, Jena and Auerst dt provides arguably the most illuminating and informative account of Napoleonic warfare ever written, as myth after myth is shattered in an amazing piece of scholarship. Scott Bowden's translation and augmentation take Bressonnet's work to new heights, as dozens of primary sources have been added to the book. Fully supported with a lavish array of maps, diagrams, orders of battles, uniform plates and illustrations, *Napoleon's Apogee* promises to be a glorious event in military publishing. **Act now and save over 30% off the retail price.**



LIST OF FEATURES

- Smyth-sewn reinforced binding (lays flat)
- Red leather binding
- Oversized 10 1/2" x 14 1/2" format
- Gilded edge pages
- Full color lithography on every page
- Acid free, archival, matte coated art paper
- Spine hubs in the 19th century tradition
- Marbled-style end papers
- Silk ribbon bookmarks



MILITARY HISTORY PRESS
Box 237, Remington VA 22734-0237
814-321-2434

www.militaryhistorypress.com

June 44 and August 44 Q&A and Errata (DDH Games)

By: Dan Holte (et al)

Q: As I recall it (*the game: ed.*) was rated high as a solitaire game; how does that work with the cards?

A: *You can do it one of two ways: You play them just as in a 2-player game or, draw a card each turn as a random event.*

Q: On fortresses printed on the board ... are we correct that even UNOCCUPIED they have a defense strength as printed on the board and must be attacked by the Allies ???

A: *Yep, printed defense strength AND ZOC's.*

Q: Supply points ??? If on Omaha is one side is successful and the other is NOT ... When attacking in turn 2 can the Americans on the beach lend support to the invading Americans via the flank ??? If so, does it cost a supply point ???

A: *Yes, the US division on the beach can lend flank support, but the attack from sea to a beach hex does **not** cost a supply point. See the highlighted note in 13.0*

Q: Do the Germans get a to make the Allies suffer a VP loss if they never Lose a beach head ??? The British rolled very badly on Juno while the Germans rolled very well (like three or four 1's while the Germans rolled all 10's) ... and very nearly lost all of their units attacking the beach ... It was a close run, if I had moved a German up to the beach fort itself the Brits would have never taken it. So if they never take it – can they lose a VP to a recapture ???

A: *I can't think of a situation where the Germans would be*

able to hold it indefinitely. Eventually, they should be cut-off and eliminated unless the Allied player intentionally left it. But if the Germans held it at the end somehow, I'd say yes, the Allies lose a VP.

Q: If a German is stacked with a fortification, and the stack takes 1 hit; can you lose the fortification?

A: *The fortification can take the hit.*

Q: The city of Lessay has some "city" symbol on the hex to the east of it. Is this a 2 hex city (2VP)?

A: *No, Lessay is a single-hex city. 9 total VP hexes on the map.*

Q: What is the weather on turn 1? Affects German movement.

A: *There is no weather roll. On June 6, the Germans get their full MA and the Allies get three naval fires to use on that turn. There is no air and no interdiction.*

Q: When you roll the * replacement do you still get "2" but they can be the specials (i.e. German gets 2 armor replacements) or is it 2 regular or 1 special?

A: *The asterisk result for the Germans means they can take one armor replacement as part of their repl (not two inf plus 1 armor). The Allied replacements are the same regarding CW replacements.*

Q: Also the Static unit labeled as starting in Cherbourg - starts in WHICH hex of Cherbourg

A: *That unit can start in either hex of Cherbourg.*

Q: One part of the rules that appear to have a contradiction. Under Mulberry Complete, in the first paragraph it states: Additionally, add +1 Supply Point to the total received each turn (even during Storm) for each Mulberry in play. In the yellow note that follows this it states: Also, the Allies do not receive their extra Supply Point from any existing Mulberry during a Storm Term. Which is correct?

A: *Ouch - that was caught and should have been removed. 'Not sure how it got back in. During Storm weather, the Allies do not receive the Mulberry supply bonus(es).*

Q: Fortresses have ZOC's and one cannot move from zoc to zoc ... So even with NO German Unit in Cherbourg ... It would take at least three attacks for the Allies to be able to capture BOTH Cherbourg hexes ...

A: *Yes, that is correct, you have to pop the forts. You can complete it in two turns though.*

Q: Also the Static unit labeled as starting in Cherbourg - starts in WHICH hex of Cherbourg

A: *That unit can start in either hex of Cherbourg.*

Q: I just pulled the German Fighter Commitment Card. Does this give the German 2 fighters every turn for the rest of the game or 2 fighters in total for the rest of the game?

A: *The two counters are available for the rest of the game, but only one is placed and chosen randomly from the two.*

June & August '44 Q&A

Continued

Q: Section 15 says Caen is worth 2 points per hex if captured before the 23-24 June turn. Does this 2 point award last for the rest of the game? Does this mean that if the Allies capture one hex of Caen in time to get the bonus, does that mean that, as long as they hang on to it, they only have to capture 5 other cities by the end of the game?

A: Yes, the rule reads: *Each City hex is worth one (1) VP, except the hexes of Caen, which are worth two (2) VP each until the 21-22 June turn when they revert to one (1) VP each regardless of what turn it is captured. This is what I call the "auto-victory" rule. It allows the Allies to claim an early victory via the rules when they have accomplished more than the historical goals. You still have to do reasonably well elsewhere though, and capture three additional VPs.*

Q: What happens if Utah doesn't fall on the 6th. You have reinforcements on the next turn. How would all this work?

A: 13.0, *"If a beach still isn't cleared during the two phases, it must be attacked in Turn Two". You have reinforcements on the next turn. The 4th Infantry is joined by the 90th Infantry to assault Utah. How would all this work? See the 2-part 'Example of Play, Invasion' under 13.0 which should help. If a beach does not fall, then it is attacked on the following turn. Any reinforcements can be placed with the invading units (and can attack) IF they are within stacking limits. If not, they*

are backed-up to the next turn. These attacks do not consume supply per the rules.

Q: Can you place reinforcements on a beach hex over stacked and then move during the movement phase so that by the end of the phase there is no over stacking?

A: No, stacking rules apply at all times.

Q: What is movement cost along a road? My friend and I couldn't find where such was stated. The TEC just says "negates cost of other terrain in hex."

A: *It's 1 MP when moving from one contiguous road hex to another (the road "negates" other terrain, so in effect a road makes the hex Clear).*

Q: Since weather change cards can't be played the turn they're drawn, (as stated in the rules), that means in the solitaire format you would treat them as no effect? Whatever you roll as weather stays that for the entire turn. Same thing when you use rule 16.1 Random Card Draw in the two player game?

A: No, for solo play go ahead and play it per the card.

Q: You have two US divisions slated for the two Omaha beach hexes...do you have to assign one to each beach or can you stack the two US divisions in each invasion combat phase to attack one beach per phase?

A: One goes to each hex.

Q: Hexes like 2122, I'm treating as swamp even though there is just a smidgen of swamp in the hex. (In

fact, swamp seems more like hexside terrain in a lot of places.) I'm assuming this is correct.

A: Yes - if it is in the hex, then it is valid terrain.

Q: The arty. rules state that an arty. unit can be used once per PLAYER turn. 16.5 states that an arty. unit that moves can't fire and is flipped back to its' effective side at the beginning of the next TURN. Does this mean that an Allied arty. unit that moves during it's player turn CAN NOT provide defensive support during the German player turn or should 16.5 state that an arty. unit is flipped to it's effective side after it's player turn. The way it's written now, German arty. units could move during their movement phase and then be flipped back over at the beginning of the next turn, just in time to provide defensive support.

A: Yes, once per player turn.

Q: What happens to the Allied reinforcements arriving on beaches that have been retaken by the Germans? After GTs 1 and 2, I would doubt that the Allies would re-invade them and that the reinforcements should be moved to adjacent beaches. Your answer in post #109 suggests that they would re-invade the lost beach hex, but never taking and LOSING a beach hex are two different things.

A: *You still need to take those beaches. OOS enemy units sitting on a beach head hex in range of naval, air and flanked is a sitting duck... and you don't*

June & August '44 Q&A

Continued

have to expend supply for that attack if it is from the sea, either.

Q: On the invasion turn, round one combat; German defenses eliminated. No advance. Round two; after combat, all allied units advance onto empty beaches. Then they can move one hex, i.e. inland. Is that correct?

A: *No, all they can do in the first turn is move onto the beach.*

Paras can move one hex as well though.

Q: Strongpoint Hillmann has me confused. It has a zoc, so I can't move further, but I can only attack hexes with enemy units, so how do I get rid of it?!

A: *Treat the strongpoint as an immovable enemy unit. Attack away.*

Q: On the first turn, is the weather automatically clear?

A: *Yes, it's Clear.*

Q: Other than Hill 192 and Caumont, which non-clear hexes on the map include Hill terrain?

A: *There is one just NE of Carteret 1825/1826*

Q: Does a ZOC extend across the bridge over the Caen Canal?

A: *Yes, across the bridge it does.*

Q: At Omaha is it legal for both the 1st and 29th to attack one beach in the first Combat Phase and then the other in the second Combat Phase? Is there any stacking limit on Beach Boxes?

A: *No, not exactly. That is, you can leave as many units there as you like. However, if they are trying to assault in turn 2*

(because they failed on Turn 1) they can only use units up to the stacking limit.

Q: 6.0 says that fortifications have a ZOC. These are the fortifications printed on the map right (not Beach Defense units)? I take it these on-map fortifications have to be attacked to destroy them--you can't just move on them since they have a ZOC right? Furthermore, if 1 German unit is on a hex with a fortification, and the German unit is destroyed, is the fort destroyed too?

A: *They do have ZOCs and they do have to be destroyed. This is why Cherbourg takes a bit more to capture than it may at first appear.*

Q: If an attack or defense is at <-7, does the die still get rolled?

A: *Yes, it does.*

Q: Is Hill 112 a fortification? Its paragraph about it seems to suggest that it is not and I inferred that it only lends a +2 to German units occupying it.

A: *It does act as a fortification in the game. There is a section in the designer's notes that explains why; basically, I was able to use an existing rule to represent its dominating military crest so used it, instead of adding another rule.*

Q: When a beachhead is attacked from off-shore, do the units actually land prior to destroying the defender or do they wait in their off-shore Beachhead box? I am asking this when an artillery unit wants to land on Turn-2 on a beach where the previous attacks failed.

A: *They move onshore at the end*

of both invasion phases. If the attack fails twice, it attacks again in the following turn with any other reinforcing ground forces, up to stacking limits, at no supply cost. Artillery in the box cannot be used, but air & naval support can.

Q: The TEC says that a beach hex (e.g. Sword) causes any unit that enters it to stop. Doesn't this refer to units landing from off-shore? The reason I ask is that the 12SS Panzers moved onto it. We agreed that the hex was Clear terrain since the unit was not coming ashore.

A: *Yes, it is clear terrain except for assault divisions when landing.*

Q: Is the Allied Supply/Replacement roll one roll (using the result for both), or 2 rolls (1 for supply, 1 for replacements)?

A: *The DRM is only for the supply result.*

Q: If just 1 roll and there's a storm, is the -2 drm only for the supply result, or is it -2 for replacements, as well?

A: *For the replacement rolls, you can do it either way.*

Q: One of the beaches has a bit of swamp in it...I haven't been giving that to the defender on the invasion turn...should I?

A: *No - there are no terrain bonuses on the beach.*

Q: There are many hexes with multiple terrain in them (ex. swamp/bocage). What terrain prevails?

A: *The best modifier for the defense, or the most detrimental to movement. However in the case of hill and/or river, they are in addition to the other terrain in the hex.*

June & August '44 Q&A (Completed)

Q: Let me assume there is simultaneous fire going on in a combat situation. The Allies are the attacker and inflict a 1 step loss on the defending Germans. The defending Germans fire back. Here is my question. Do the Germans fire back with their PRE-STEP Loss strength?

A: Both players roll on the CRT columns determined in 11.3, Ground Combat Procedure. These columns are determined before the dice are rolled, so the effects are applied after both players roll.

Q: Next. Do the German's only get two air units each turn after that particular event card has been selected?

A: Yes, they get those two units every turn (except during a Storm turn). It could have been done with a die roll, but most people seemed to prefer a chit draw.

Q: Can more than one artillery unit, (providing they're the right nationality) support one attack, or is it only one arty unit can support an attack?

A: No, one artillery unit per attack only.

August 44 Errata

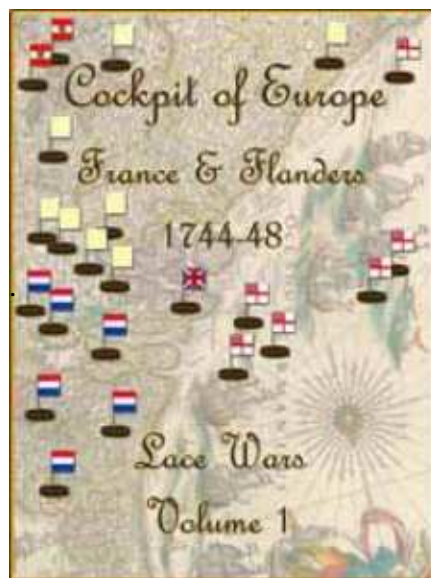
For Operation Cobra, the starting weather in the rulebook says "Overcast" while the setup card says "Clear" weather. The **rulebook is correct; it is Overcast . This affects German movement on that first turn.**



<http://redsashgames.com/>

Cockpit of Europe War of the Austrian Succession in the Flanders between 1744 and 1748.

Volume 1 Lace Wars Series



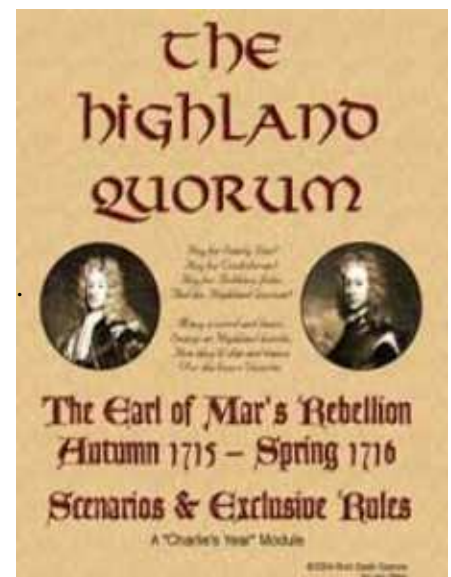
Charlie's Year The Jacobite Rebellions

Volume 1I Lace Wars Series



The Highland Quorum (The Earl of Mar's Rebellion 1715)

A Charlie's Year Module





<http://redsashgames.com/>

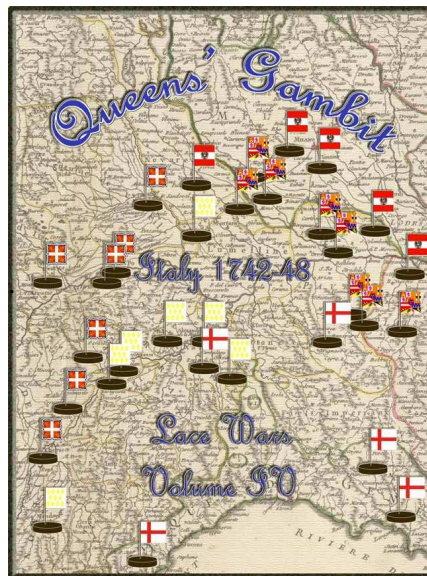
Sport of Kings
War in Germany
from 1741 to 1745

Volume III Lace Wars Series



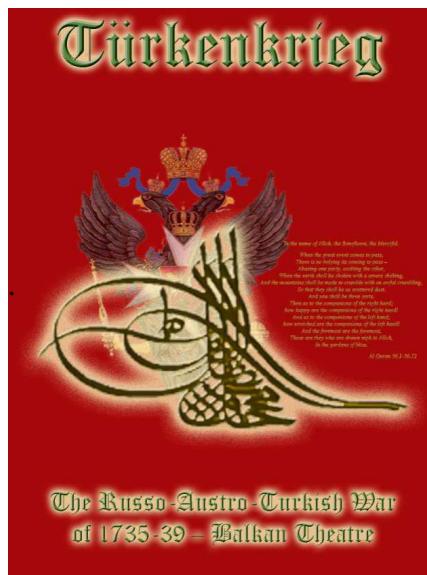
Queens' Gambit
War in Italy 1742-1748

Volume IV Lace Wars Series



Türkenkrieg:
Russo-Austro Turkish War,
Balkan Theatre 1737-39

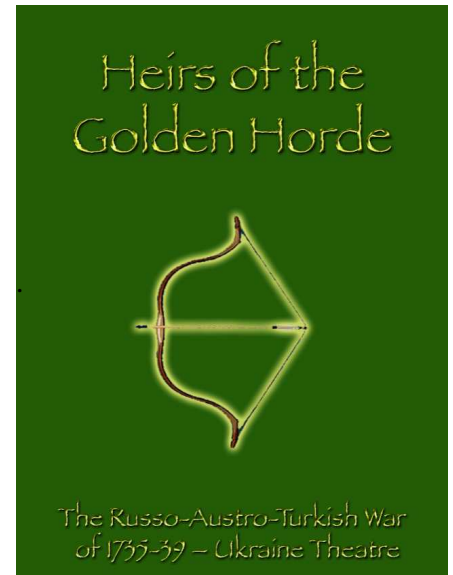
Volume V Lace Wars Series



Heirs of the Golden Horde:

Russo-Austro-Turkish War,
Ukraine Theatre 1735-39

Volume VI Lace Wars Series



<http://redsashgames.com/>



The Lace Wars Series (A Description)

By Red Sash Games

The name Lace Wars derives from the struggle between rival monarchies (and a few rogue republics) for control of the lucrative textile industries of the Low Countries, Central Germany, and the Po Valley. Mechelin lace was a highly prized commodity and the fortress town of Mechelin (Malines), on the border between Belgium and Holland, changed hands many times over the course of the 17th and 18th Centuries.

Commodities such as lace and woolens were seen as critical components of the new mercantilist economies of Western Europe. The wealth and power of kings was to be based on good stewardship of their realms, and access to a comprehensive array of resources: peasants to till the ground and harvest the food of the kingdom; skilled artisans to produce everything the kingdom needed for its own consumption; merchants to carry surplus produce and goods beyond the kingdom's borders and bring back the wealth of one's neighbours; adventurers to explore, plunder, and open up distant lands as future depositories of the burgeoning trade and population; ministers and bureaucrats to organize it all and ensure that the State received its due share; clergy to see to the spiritual needs of the king's subjects and to educate them on his Divine Right to rule over them; and soldiers... Soldiers: the unwanted and idle of the lower orders, led by an aristocracy with

birthright to wage war, and to consume that wealth so hardly won by the peasants, artisans, merchants, and adventurers, to such a degree that the king himself, his kingdom wracked and groaning under the taxation required to pay his army, might be reduced to penury. Thus the need for new markets, and soldiers to conquer them...

The intent of the Lace Wars games is to examine the conflicts of Europe from the late 17th to the middle of the 18th Century at an operational level. We've had some debate as to whether they should be called "games" or "operational studies". They are games, not pure history, with sufficient abstraction of detail to make them playable; at the same time you can't drink beer as you play and expect to win. The rulebooks are generally between 30-50 pages long and not all the rules are intuitive (although we tried to make them so).

So far, five games have been published in the Lace Wars series, and two modules. The five games deal with the War of the Austrian Succession, a little-known conflict that was in many ways a foretaste of the wars to come. Each game covers one theatre in a war that covered much of Europe and involved most of her states:

Volume I is *Cockpit of Europe*, covering the campaigns of the War of the Austrian Succession in the Flanders theatre between 1744 and 1748.

Volume II *Charlie's Year*, was actually our first game, now in a second edition. This game forms a bridge to a second Lace Wars subject, the Jacobite Rebellions (it was the last such rebellion, but at the same time served as a diversion for the French against the British during the war).

A Charlie's Year Module: *Highland Quorum (The Earl of Mar's Rebellion 1715)* is a study of a less known Jacobite Rebellion, the '15. In 1714, Queen Anne, the last of the Stuart monarchs, passed away. Her successor by law was the German George Augustus Welf, Elector of Hanover, who became King George I. But the new regime was far from stable. Only the Whig Party - the forerunners of the Liberals - supported him. He consigned the Tories (the later Conservative Party) to the political wilderness for their part in making peace with France separately from the German states in 1713. The overt supporters of his rival, James Edward Stuart - the Jacobites - were forced to flee or go into hiding.

Volume III, *Sport of Kings*, deals with Germany, an active theatre from 1741 to 1745. A vast area (the game map measures 3 feet by 5 feet), SOK really incorporates three theatres of operation: the Danube (France and Bavaria vs. Austria), Silesia (Prussia vs. Austria), and Bohemia (everyone against

Lace Wars Series (A Description)

Continued

Austria). This is where the Prussian King, Frederick the Great, made his reputation, but there were many other able generals, famous in their own day - and many duffers, too. Up to three people may play.

Volume IV, *Queens' Gambit*, covers Italy from 1742-1748. Fighting continued here even after the main peace treaty was agreed to at Aix-la-Chapelle. This game pits a fairly decent Spanish-Italian army, allied with the French, against the Austrians and their ally, the King of Piedmont-Sardinia. Up to four people may play.

Türkenkrieg: The Russo-Austro Turkish War, Balkan Theatre 1737-39

Volume V
in the Lace Wars Series
(one of the latest releases)

Türkenkrieg (TK) is the fifth volume of Red Sash Games Lace Wars series. This game opens a new subject, the little known war between the Russians and Austro-Habsburg led Imperials against the Ottoman Empire. A typical 'Cabinet War', it encapsulates many of the problems that would later dog Eastern European, and particularly Balkan, politics.

The Russians were continuing their drive for a warm water port and egress from the Black Sea, while trying to stamp out the Crimean Tatars - notorious slavers and allies of the Ottoman Turks. They bullied

the Turks into declaring war in 1735, then suffered reverse after reverse - mainly from the conditions in which they had to fight. To take the pressure off, they roped in the army of the Holy Roman Emperor, Charles VI of Habsburg, by virtue of a defensive alliance concocted in 1726. This treaty and this war would help cement an alliance between Austria and Russia that would last until the Crimean War.

Türkenkrieg looks at the efforts of the Imperial Army in the Balkans from 1737 to 1739. Charles' military machine was already on its last legs after the disasters of the War of the Polish Succession (in which the Russians had bailed them out). But the dreaded forces of the Sultan were no better; he had only just concluded a crippling war with the Persia of Nadr Shah. In the end, the Turks would win through bluff and diplomacy.

The Emperor's generals were fatally divided by service politics, but they agreed that only a defensive strategy was feasible - block the passes from Bulgaria by seizing the fortress of Nish, and block the Danube at the Iron Gates, isolating Muslim Bosnia and reducing it. Only Bosnia refused to be reduced. Mobilized by a dynamic ex-Grand Vizier named Ali Pasha, the Bosnian militia drove the invaders from their country. Threatened from the rear, the Imperial line of defense collapsed.

Grimly, the two sides fought on, hoping for a bargaining chip that would settle the ongoing peace talks in their favour.

1738 was supposed to be the year of decision for the Turks, yet it turned into a stalemate. Fortunes swayed this way and that. The Ottomans were hampered by a two-front war. The Imperials were hampered by chronic malaria and an outbreak of bubonic plague that threatened to engulf the entire region.

Nevertheless, by 1739, the writing was on the wall. The Turks defeated a rashly-led Imperial army at Grocka, only a days march from Belgrade, and then invested the city. Belgrade - Gateway to the Balkans, taken by the Imperials under the mighty Eugene of Savoy in 1718, heavily fortified, and made into a model German military colony. A bridgehead for the Imperials, it was also the lynchpin of their defense line. And it fell - fell through fear, not by storm or siege. The Emperor gave secret instructions to surrender the city if nothing else would serve to bring peace, and then indicted the men responsible for treason when they followed his instructions - how else to explain away his signing of a separate peace.

In Türkenkrieg, you will have a chance to change history. As the Imperials, you command a respectable force, but led by generals who are split into two factions that hate each other. You must try to keep the Eastern Hordes locked up beyond the plains of Hungary and the Banat - and don't forget to cover the Transylvanian passes. Oh, and the 30,000 Bosnians in your rear. As the Ottomans you command a powerful force, divided into

Lace Wars Series (A Description)

Continued

semi-feudal provincial armies who must periodically return to their farms, supported by your own personal army, the Kapikulu, or Slaves of the Porte. Your generals are also divided - some are pro-war, and some pro-peace. Your cavalry outmatches your enemy's, but your infantry, even the famed Janissaries, is poor stuff against an enemy who won't fight hand to hand.

The Game

TK is a two-player game: Imperial Austria against the Ottoman Empire. The Turks have three provincial armies, composed of a mix of infantry and cavalry, and the Sultan's own army of heavy cavalry, janissaries, and artillery. They can also call upon Wallachian and Tatar allies. The Imperials have their core Habsburg-Austrian army, plus contingents from the Holy Roman Empire, and elements from the personal armies of Saxony, Bavaria, and even Modena. They also have the irregular forces of the Military Border.

Both sides are evenly matched - weakened by war but still dwarfing the forces of their neighbours. The Imperials begin as the aggressors, but will have to play cannily to avoid surrendering the initiative to the Ottomans. Playing for Prestige (like the other games in the series), your goals are modest, but can add up to significant gains that may influence the outcome of the peace talks. The peace process, more or less out of your hands, is the mechanism

by which the game ends.

Map scale is 8.5 miles per hex. Unit scale is battalion/regimental. Units are rated for Effectiveness and Movement; raw strength is factored into Effectiveness. Turns are equivalent to three weeks - 16 turns per year. Each turn is broken down into several phases - supply, operations, admin, etc. There are scenarios for each year of active operations - three in all - and a Campaign Game.

A few key concepts include Initiative and Operational Preparedness, Campaign Plans, Prestige, and Auxiliaries. This game uses the 3rd edition of the Lace Wars rules, amended to 3.1. The heart of the game is the Operations Phase, where the players move their formations, lay siege to fortresses and engage in battle. The player with the initiative can dictate the pace of the game, but since initiative is based on operational preparedness, it can pass to another side, perhaps at an inconvenient time.

Auxiliary counters represent support troops and irregulars who had a major impact on operations, but cannot be adequately represented as traditional game units. Instead, a player might have a pontooneer auxiliary that he can play onto a stack to help it cross a major river, or a converged grenadier auxiliary that provides a morale bonus in combat. Because of the scale, many combat elements can be used either as units or as Auxiliaries.

[Playing cards could have been used instead of counters, but there are production issues involved, and besides, some of the auxiliaries' functions are hard to indicate with cards. In essence, however, auxiliaries are that kind of game asset, not "pawns" like the combat units.]

Leaders have an important role to play, as befitting an era where personal command was critical. They are rated for skill or effectiveness, personality, and influence (i.e. the chance they have of retaining command despite their incompetence).

The supply system incorporates lines of communication, the strategic placement of depots, foraging, and attrition. River and canal movement has been taken into account and will prove as critical to success as the use of rail lines in games that cover more modern periods.

The combat system has a tactical feel - while not a full sub-system with battlefield maps, it addresses the key issues of frontage, reserves, and supports, as well as firepower and morale. Winning a battle will bring you the acclaim of your noble peers, but may not gain you any strategic advantage; losing a battle can be catastrophic.

Lace Wars Series (A Description)

Continued

**Heirs of the Golden Horde:
The Russo-Austro-Turkish War, Ukraine Theatre
1735-39**

Volume V
in the Lace Wars Series
(The latest release in the series)

Heirs of the Golden Horde (HGH) is the sixth volume of Red Sash Games Lace Wars series. The game is module to Volume V, *Türkenkrieg*. The subject of both games is the little known Russo-Austro-Turkish War of 1735-39. *Türkenkrieg* dealt with the war between the Imperials (the Habsburg Austrian Empire) and the Ottoman Empire along the Danube. HGH investigates the theatre of the Ukraine, where the Russians attempted to destroy the power of the Crimean Tatars as a first step toward Peter the Great's dream of a warm water port.

On the Danube, the Ottoman Turks dealt a critical blow to Charles VI and the House of Habsburg, leading almost immediately to the War of the Austrian Succession (1740-48). In the Ukraine, things were different. Forgotten or dismissed as "futile" by historians, the campaigns of the Muscovites against the remnants of the Mongols' Golden Horde were in fact brutally effective. Year after year, expeditions were sent into the Crimea to lay the Tatar Khan's homeland to waste - expeditions from which the once fertile peninsula never fully recovered. In the Kuban, the

Russians unleashed their allies, the Turcoman Kalmyks and the Kabardians of the Caucasus, in a genocidal campaign against the khan's subjects in that Eden-esque region.

The Ottomans held many forts around the rim of the Black Sea, mainly controlling the river mouths and all the trade that passed down them; these were besieged and taken by the Russians, partly as bargaining chips, partly as potential naval bases, and always to show the Tatars that their ally was powerless to help them..

In the last year of the war, Moldavia, a protectorate of the Ottoman Empire and the breadbasket of Istanbul, was overrun by the Muscovite juggernaut. Only the Austrians' "abject" surrender to the Turk in 1739 halted the steamroller.

It is because the Russians were forced to hand everything back that the war is generally deemed "useless". Nevertheless the balance of power had forever tilted in their favour. The Russian Army had learned that it could beat the Turks with consistency. An attempt by Sweden to profit from Russian "exhaustion", mirroring Frederick the Great's war against the Habsburgs, only resulted in the loss of Finland to the Bear.

The Ottomans went on to suffer a major internal revolt, further weakening them against any future encounters. The Tatars, who for centuries had levied tribute from their Russian "clients" and harvested millions of Slavs to sell in the Black Sea slave marts,

were now in many places under the yoke themselves. In the next war, their khan would be forced to switch allegiance from Istanbul to St. Petersburg as a prelude to his people's political extinction.

The Game

IMPORTANT. HGH is not a complete game. Although it is possible to play a few of the scenarios with the counter mix provided, HGH is intended to be an expansion module for *Türkenkrieg*.

The Muscovites are a wargamer's fantasy come true: Russian soldiers commanded by German officers. Though their prime strength lies in their stoical peasant infantry, they have large numbers of Cossack irregulars, Kalmyk tribesmen, and badly mounted dragoons to help them, and their home base is protected by a Garrison Army larger than their mobile army, not to mention a huge fortification project stretching between the Dniepr and Donets Rivers. Slow and clumsy, the Bear will crush anyone his paws can embrace. Expect high casualties from attrition, but do not worry, there are still plenty of serfs.

Although the whole map is very large (covering all of the southern Ukraine), many of the scenarios only require manageable portions of it. With few roads and habitations, rivers become critical for supply, and both sides have a substantial naval presence. Historically, the Russians packed in everything

Lace Wars Series (A Description)

Continued

they needed, moving across the Steppe like a floating city. The Tatars have the advantage of not needing a base, though the Crimea is their "yurt" or settlement. HGH features some new terrain: Steppe, Rapids, Seasonal Rivers and Lakes, and Salt Pans. It also (of course), features the Russian Winter.

HGH contains no Campaign Scenario of its own, but does include rules for a Grand Campaign linking it and *Türkenkrieg* in a huge 4-player game; a true "monster". HGH also updates the *Türkenkrieg* rules and charts to the 3.5 version and includes counter errata for the latter.

Map scale is 8.5 miles per hex. Unit scale is battalion/regimental. Units are rated for Effectiveness and Movement; raw strength is factored into Effectiveness.

Turns are equivalent to three weeks - 16 turns per year. Each turn is broken down into several phases - supply, operations, admin, etc. There are scenarios for each year of active operations - three in all - and a Campaign Game.

Like the other games in the series, HGH is Operational in scale, emphasizing maneuver and logistics. Individual units are assigned to headquarters that represent the primary combat formations. These move about the map in an attempt to fulfill Campaign Plans that will bring their owner Prestige. Fortifications and their garrisons are critical, and the game includes a comprehensive siege mechanic in addition to the

regular "field battle" combat system. The latter focuses on grand tactical issues such as training and morale, frontage, reserves, artillery and cavalry superiority.

The Lace Wars system also involves the use of Auxiliary counters. These represent support troops and irregulars who had a major impact on operations, but cannot be adequately represented as traditional game units. Instead, a player might have a pontooner auxiliary that he can play onto a stack to help it cross a major river, or a converged grenadier auxiliary that provides a morale bonus in combat. Because of the scale of *Türkenkrieg* and HGH, many combat elements can be used either as units or as auxiliaries. [Playing cards could have been used instead of counters, but there are production issues involved, and besides, some of the auxiliaries' functions are hard to indicate with cards. In essence, however, auxiliaries are that kind of game asset, not "pawns" like the combat units.]

Politics are not neglected, either. Since the circumstances are always different, these rules vary with the game; in HGH the armies suffer from factional intrigue, and there are a number of external threats that must be considered - Persia for the Ottomans, Sweden for the Russians. The peace process (all wars in the Age of Reason very sensibly involved a concurrent peace process) acts as an impartial timer, possibly ending the game before the players desire it.

Leaders have an important role to play, as befitting an era where personal command was critical. They are rated for skill or effectiveness, personality, and influence (i.e. the chance they have of retaining command despite their incompetence).

The supply system incorporates lines of communication, the strategic placement of depots, foraging, and attrition. River and canal movement has been taken into account and will prove as critical to success as the use of rail lines in games that cover more modern periods.

<http://redsashgames.com/>



Comte Arminius-Maurice de Saxe Marechal de France

(b. 28 October 1696, d. 30 November 1750)¹

By: Robert Fulton

Background

The circumstances of Maurice's birth were, like his death, in the words of Jon Manchip White "wholly out of key with the brilliant role which he was to play in...life."² He was born in Goslar in northern Germany in the house of a nobleman Heinrich Christoph Winkel, who never re-enters the story. His birth took place here because his mother was journeying between residences. In fact, Maurice's birth was illegitimate and took place in semi-secrecy in this out-of-the-way town. His father was Augustus I, Elector of Saxony and King (Augustus II) of Poland, of the Albertine branch of the house of Wettin, a prominent royal family during the early modern period.³ However, Maurice always considered his mother's family heritage as the nobler. His mother was Maria Aurora von Königsmarck, part of an old noble family of Brandenburgers who became "Swedish" under Gustavus Adolphus.

Maurice's maternal great-grandfather, Hans Christoph von Königsmarck (the Old Königsmarck), fought with Gustavus at Lützen in 1631. Later, in 1641, he led a force of Swedes to victory at Wolfenbüttel. Seven years later he was found besieging Prague while Wrangel and Turenne were devastating Bavaria. Only the announcement of the Peace of

Westphalia saved the ancient city from Swedish vengeance.

Maurice was to be presented with a similar opportunity during his campaigns.

The heritage of Maurice relative to the exploits of the von Königsmarcks and the passions of the Wettins "would produce an explosive mixture."⁴ In fact, noble blood was a tremendous advantage to Maurice in opening doors of opportunity. In an age where military service was tied to such noble heritage, Maurice was able to rise above his bastard origins to win fame and glory for and from France.

Education & Early Life

One of Maurice's uncles, the younger brother of Maria Aurora, ended up entangled in a Hanoverian love triangle for which he was murdered, ostensibly by the Elector of Hanover, future George I of England. In the course of her efforts to vindicate her brother, Maria Aurora appealed to Augustus for assistance (her brother had been in the Elector's employ at the time) and in the process managed to endear herself to both Augustus and his wife, Christine Eberhardine. At some point her efforts to enlist Augustus' support, and not to put too fine a point on things, Maurice was conceived.

Because of his mother's standing (so to speak) with Augustus, Maurice was able to secure a place under his father's somewhat inconsistent care.

This was done at first quietly and inconspicuously. Maurice was born at the same time as Augustus' legitimate heir, Augustus II the Weak.⁵ While Maria was shuttled off to a secularized Saxon convent (as co-adjutrix, not as a 'resident'), Maurice accompanied his father to Warsaw upon Augustus' election to the Polish throne. During his early years, Maurice was taught noble ways by court lackeys whom White terms "uncongenial tutors". He saw little of his father and even less of his mother. However, Maria stayed close by writing tremendous volumes of correspondence to her son. The boy was tutored in relative poverty and obscurity, and it was not until he was older that his father began to take a more active interest in his upbringing.

Over time Maurice became a favorite of the Elector, and this was no mean feat considering that Augustus had 355 legitimate and bastard offspring.⁶ One of Augustus' primary objectives in life was to restore the military glory of Saxony which had suffered during the Thirty Years War.⁷ During the early years of the eighteenth century, Augustus was caught up in the Great Northern War with Charles XII of Sweden and Peter the Great of Russia. After defeating the Danes and then Peter at Narva, Charles turned his attention towards Saxony and Poland, and after a

Arminius-Maurice de Saxe

Continued

swift campaign, wrested control of both from Augustus. The elector, after sending Maria to Charles in an unsuccessful bid for a negotiated settlement, sued for peace. In the meantime, the Saxon commander, Johann Mathias von Schulenburg, managed to salvage the remnants of the Saxon army. In 1706 the peace of Altranstadt was signed, formally depriving Augustus of his Polish throne. Charles was now free to turn his full attention on Russia.

Thwarted in his attempt to turn east, Augustus now turned to the west and joined the coalition fighting against France in the War of the Spanish Succession. Augustus supplied a contingent of 4,500 Saxons, under von Schulenburg, to the Army of Flanders, under the overall command of the Duke of Marlborough. As Maurice was then showing signs of military prowess, Von Schulenburg was ordered to take the boy, then twelve years of age, under his wing.

However, Maurice's character had clearly been impacted by neglect and the stigma of his birth during his formative years. As a result, he was engendered with "ill-assorted sentiments of defiance, ambition, and occasional self-pity, although...with a saving sense of fun and with indestructible good nature."⁸ From an early age he began to demonstrate a preference for military subjects, and an attitude of marshal bearing. His father's instructions to von Schulenburg

were for the boy to footslog it to Flanders and not allow other soldiers to assume any of his duties. Even so, Maurice was happy to be free of a life of tutors and ready to serve his commander.

A Taste of War

During January 1709 the Saxon contingent, with a more hardened Maurice in tow, entered Flanders. Von Schulenburg's forces were placed under Prince Eugène's command, and Maurice was delighted to be in the master's presence. From mid-July through 5 September, Maurice participated in the siege of Tournai, a fortress personally designed by Vauban. The Saxons were a major contingent in the front line troops who participated in the final, successful, assault on the town but Maurice was unlikely in the thick of the fighting, as Augustus specifically instructed that he be kept safely behind the lines.

On 11 September the battle of Malplaquet took place. It was a pyrrhic victory for the Allies, but a victory nonetheless. It was Maurice's first real baptism by fire, but again, he was not in the front lines, as von Schulenburg placed the boy in the care of the Saxon baggage-master about a mile behind the battlefield. Still, he was an eyewitness to one of the bloodiest battles of the Age of Marlborough; one in which nearly 250,000 men had fought and 40,000 had been killed or wounded. He made mental notes of the errors, and was to put the ideas he learned from this battle into practice later in life. He was also to develop an almost

obsessive distaste for needless casualties, a fact that his later detractors would use to accuse him of inadequate pursuits and as an excuse for prolonging a war.

The next year, he was on campaign again in Flanders, but saw little action beyond the sieges of Douai and Aire. In 1711 he returned to Saxony, meeting his mother in Leipzig on the way. Upon their return to Dresden, Augustus bowed to the inevitable and officially declared Maurice to be his son. Not only did Augustus raise his annual allowance but he also bestowed upon Maurice the title of *Comte de Saxe*, Count of Saxony. Maurice was moving up in the world.

During 1711 and 1712, Maurice campaigned with the Saxons against the Swedes, beaten but not broken by their defeat at Potava. During the siege of Stralsund, in December 1712, the Swedes sallied out to attack the defenders. The Saxons and their Danish allies were defeated but Maurice was at the forefront of several critical cavalry charges. His horse was shot out from under him no less than three times. More than 10,000 men on both sides were killed or wounded in the battle, and the Swedes were so weakened that they could not follow up their victory with pursuit, much less an advance into Polish territory.⁹

Maurice returned to Dresden a hero, and Augustus put him in charge of the King's own regiment of cuirassiers, and Maurice began to "transform

Arminius-Maurice de Saxe

Continued

them into the smartest regiment in Europe.”¹⁰ The King had another surprise for him, and presented him with a bride, the Countess Johanna-Victoria von Löben. Maurice was not happy at all with the arrangement, but went through with it anyway as his future wife could supply what he lacked in great quantities – money. They were married on 12 March 1714.

Maurice was a profligate and a rogue, to be sure, but the blackness with which Thomas Carlyle paints him during this part of his life is a bit over the top. He certainly had no use for a wife or for any offspring, and was forced to cool his heels in Saxony longer than he wanted during his new wife’s pregnancy. Sadly, the child lived only a few days, but the child’s death freed Maurice to pursue the art of war once again. He did mourn the child, but some of Carlyle’s accusations of lack of feelings are indeed appropriate. He spent a year or so campaigning in Poland for the King and was at the final siege of Stralsund where, even though Charles XII had escaped the Turks and returned to lead his armies, the Swedes were finally defeated. Charles died three years later and the Great Northern War was finally over.

Belgrade

The end of the war, however, meant idleness and corruption again for Maurice. Estranged from his wife by his lack of affection, doted on by his mother and other ladies at court, and

encouraged in his vices by his father, Maurice began to develop shades of a lasting temperament that was to drive him increasing into fantasy worlds; these would eventually be his undoing. His profligacy also made an enemy of the influential Count Flemming, a situation which was to haunt him for many years. Maurice understood only the need to be at war, and asked permission to join the Austrian army to fight the Turks.

His father, now entering a period of indolence and basking in his own self-reflection, eventually granted him leave. Maurice arrived in Prince Eugène’s camp during the winter of 1716. In the spring of 1717, he fought alongside the Austrians at the battle Belgrade, where the Turks were decisively defeated and Belgrade taken. Prince Eugène remembered the boy from Flanders, and took Maurice under his wing during this campaign; the resulting friendship was to pay dividends for Maurice in the 1730s.

Adventure in Paris

After the Belgrade campaign, Maurice returned to the court at Dresden, but by 1720 could stand the idleness no longer and left to seek greener pastures in Paris.¹¹ Encouraged by his father, Maurice applied for and received a commission in the French army. While in Paris, he renewed a friendship (begun in Belgrade) with the prince de Dombes, son of the Duc de Maine, Louis XIV’s favorite bastard. Maurice’s other key friendship was with the

dowager duchess of Orléans; they both shared a Lutheran upbringing as well as the German language in common.

The Duchess was also the mother of the Regent, and as such was influential in assisting Maurice in establishing his credentials. On 9 August 1720, he was appointed *Maréchal de Camp*,¹² with an annual income of 10,000 *livres*. Even more importantly, he offered to purchase the colonelcy of the *Régiment Greder*. The Regent easily agreed to this because of prior service rendered by the Königsmarck family; however, to complete the purchase, Maurice was required to raise a substantial sum of money. He looked to the Saxon treasury, in the process flabbergasting the first minister, Count Flemming. In the event, Augustus was pleased that his son had done so well for himself in Paris, and agreed to the scheme. On 1 March 1721 the *Régiment Greder* was renamed the *Régiment Saxe*.¹³

Maurice was a determined and rigorous drillmaster. Even at this early stage, he was developing and testing novel maneuvers and exercises. His men needed to respond with speed and flexibility to different situations. As White points out, “his system of drill had a serious purpose.”¹⁴

He was unorthodox not only in his methods and maneuvers, bringing an eastern European flavor to French drill, but also added a splash of color to the soldiers’ accoutrements.

Arminius-Maurice de Saxe

Continued

The *chevalier* Folard, a French military theorist,¹⁵ became an ardent admirer, a friend, and a mentor. Folard had seen service with the French, the Knights of St. John, the Swedes and others, and now, at age fifty, thought it time to write down his ideas and to serve as tutor to the young Maurice.

Maurice, at age 24, could proudly affirm that he had seen service in twenty-four battles. He and Folard pursued Maurice's military education with a vengeance. Maurice treated him as a mentor and Folard, for his part, thought Maurice a promising young officer. Both shared a passion for the unusual with respect to military doctrine.

Maurice, however, also had a thing for the ladies. While in Paris, he undertook a number of liaisons arising from his avid theatre-going. There he met the love of his life, Adrienne Lecouvreur. He was taken with what White calls Adrienne's "naturalness and simplicity." She was an innovator herself, shunning the standard theatrical dress of the day and wearing more functional and graceful apparel when on stage. By the time they met in 1720, she had already had several lovers (and at least two children) and had risen to 'stardom' in France through her performances for the Regent, the Tsar, and other notables.

Her attraction to Maurice was as a man of action in keeping with her theatrical life. She assumed the challenge of "polishing [a] rough diamond." Still, he was not a man to be

kept. He never married Adrienne and indeed, divorced his wife shortly after moving to Paris. Even the offer of a princely title if he married into another royal family could not entice him to return to matrimony. Adrienne was not his only lover, but she was the most important one and the one with which he engaged in regular correspondence during his absences to Dresden.

Towards the end of 1723 and into 1724, Maurice became restless. Adrienne's scolding about his absences did not help. Maurice would not be scolded. He was bored with life in Paris and longed to conquer other worlds. In 1725, he received his first chance.

Duke of Courland

The Duchy of Courland, once the majestic domains of the Teutonic Knights, was now a poor and distressed region centered on the Gulf of Riga and caught between three warring powers, Poland/Lithuania, Sweden and Russia. The Russians had razed the country in 1706, at the height of the Great Northern War. As White points out, "it was small, bleak and barren" but for Maurice it represented a chance to obtain what he most wanted in life, a kingdom.

The last of the ruling Kettlar dynasty, Duke Ferdinand, died in 1725 without issue. At the same time, Tsar Peter's niece, who had been married to another of the Kettlar dukes (Frederick, d. 1717) thought a match with Maurice would be just the ticket. Anna had the best claim to the duchy by virtue of her marriage to Duke

Frederick, and Maurice decided to pursue the matter. There was, however, a complication. Peter the Great's daughter, Elizabeth Petrovna (the future Tsarina Elizabeth) also thought Maurice would make a good catch.

Maurice was thus presented with a conundrum. Whom should he marry for convenience: the beautiful Elizabeth or the lusty Anna (who had a duchy to give him)? On 21 May 1726 he left Warsaw for Mitau, only to have his father attempt to stop him. It seems that Augustus was gain embroiled with the Polish nobles over their rights, this time the matter being their desire to carve up the duchy for themselves. Maurice defied his father, counting on the support of both the Courlanders (which he received wholeheartedly) and the Russians (which he did not). While he proceeded to Mitau, capital of Courland, to meet Anna, he also kept his chances alive with Elizabeth.

The politics of the situation were extremely complex, and Maurice attempted in his usual way to bulldoze through them. But, as Maurice was to learn to his chagrin, the politics were not so easily disentangled. His rival for the dukedom was a powerful Russian nobleman, Prince Menchikov, who had risen from a commoner background under Peter. While Maurice was courting the Russians, literally as well as figuratively, Menchikov showed up in Mitau with 300 dragoons and attempted to bully Maurice

Arminius-Maurice de Saxe

Continued

and the Courland leaders into making him duke. Maurice and the nobles refused to be either bullied or bought, and holed up in the fortress at Mitau. When she found out, the Tsarina Catherine was furious and recalled Menchikov immediately. Maurice thus passed his first trial as duke.

However, in dealing with the immediate threat he ignored the strategic situation. During the summer and fall, two things materialized to knock him off his newly gained throne. The first was his failure to take advantage of the Russian 'match'. He continued to profess interest in both Anna and Elizabeth, without making any firm commitments. In fact, he had no intention of marrying either if it could be avoided. This caused him to slowly lose favor with the Russians. Catherine began to consider if placing Menchikov on the throne was not the best idea after all.

The second event was more precipitous; on 11 October 1726 the Polish Diet forced Augustus to agree to remove the 'usurper' from Courland forthwith. Maurice was taken by surprise by the decree, and attempted to win over the Diet, to no avail. The Diet voted to incorporate Courland into Poland, and declared his election null and void. Russia barely lifted a finger in Maurice's defense. His appeals to Prussia, Britain and Sweden fell on deaf ears. The end of November saw Maurice once again holed up in the fortress at Mitau. He even

asked his mother to appeal to Sweden for help. She did, but none came.

A Hopeless Cause

The last gasp for his ducal claims was the death of the Tsarina, Catherine, in January 1727. Peter II, at age 12, was too young to reign directly, and thus leadership of Russia fell to the High Council, led by none other than Prince Menchikov. Anna was by now so put off by Maurice that she refused to support his claims. Maurice ran around Europe during the winter of 1727 trying to raise a defense force, but met with limited success.

By mid-summer, he returned to Mitau. His motley army was about 500 strong, and was about to face 8,000 trained Russians under General Lascy, who ordered Maurice 'to leave Mitau before he was transported to a landscape with a wider horizon.' Maurice took the hint. After ensuring that Lascy would treat the surrender of his men with the utmost honor and dignity, he slipped away from Courland on 19 August 1727, never to return. However, he had two things to console him in his loss: the first was the diploma of his election, which he refused to return to the Polish Diet. The second was the knowledge that Menchikov, after ruling Russia in a reign of Terror lasting four months, was exiled to Siberia shortly after Maurice left Courland. Courland itself sank into prolonged neglect and obscurity.

Return to Paris

Maurice wandered about Europe looking for ways to raise enough troops to fight Lascy. To add to his losses, his mother died on 16 February 1728, partly due to exhaustion from crisscrossing Europe trying to drum up support for his ducal claims. She had spent everything belonging to the family to assist him. She was also the only one of his contemporaries who really understood his nature and character.

That summer he spent some time on a state visit to Prussia with his father. It was then that he met the crown prince of Prussia, the future Frederick II (the Great). By fall he was back in Paris, welcomed with open arms and admiration for his eastern exploits. He put pen to paper at this time and began to write down a number of his military theories. While some of his ideas were odd, many of them were to see the light of day in future battles.

It was during this time that Adrienne became seriously ill and died (20 March 1730). Most likely, Voltaire, Maurice and her surgeon were with her in her final moments. Because of her profession (actress), she was denied burial in consecrated ground and her body thrown into a common grave and covered with quicklime. The event made a lasting impression on both Voltaire and Maurice, affecting them in different ways.

Maurice left for Saxony seven weeks after Adrienne's

Arminius-Maurice de Saxe

Continued

death, with a new mistress in tow. Here White becomes an apologist for his morals in the matter, whereas Carlyle sees clearly Maurice's roguish nature in this circumstance. In any event, Maurice attended the great gathering of the Prussian and Saxon armies at Mhlberg, one of the grandest ftes of the *ancien rgime*. June 1703 was a series of balls, feasts, dances, tournaments and maneuvers. It was here that Augustus traded one of his regiments of dragoons to Frederick William I for a collection of Chinese porcelain vases.

Maurice and his new mistress thus had the opportunity to dine with two kings and their queens. During the festivities, Augustus showed Maurice an unusual amount of beneficence. Maurice in turn excelled at many of the feats and contests and in so doing did his father proud. During 1730 to 1732, Maurice spent more and more time in Saxony, and Augustus became more and more attached to his son. While it is too much of a stretch to say that the king showed actual love, in these later years of his life he certainly demonstrated a level of paternal affection for his favorite offspring, of which Maurice was foremost. Augustus granted Maurice the estates at Tautenburg which his mother had been trying to secure for him since 1711.

Indeed, Augustus was trying to entice Maurice away from the French. In this he was unsuccessful. However, Maurice

did undertake many military tasks for his father as when, in 1732, he made a detailed evaluation of the state of Augustus' Polish forces. Maurice and Augustus corresponded much on military matters, and years later Maurice made marginalia on some of these letters proving out on the battlefield the theories expounded therein. Upon returning to Paris, he fell ill, but used the time to write much of *Mes Rveries*, his treatise on the conduct of warfare, in a marathon session lasting thirteen days.

Maurice never returned permanently to Saxony. Because the Saxons had not supported his bid for Courland, he felt he owed them nothing. On the other hand, he believed that he could do great things in France, and with the prolonged period of peace that had followed the death of Louis XIV coming to a close, he felt that that time was approaching.

War of the Polish Succession

In early 1733, as Maurice was on his way from Versailles to Warsaw, he heard the news that old Augustus was dead. He died on 1 February, from a gangrenous infection in an old wound in his foot. Augustus' first-born legitimate son, the elector Frederick Augustus II (Augustus the Weak) became Augustus III of Poland after much wrangling among the Polish nobles. The Austrians and Russians, who were already looking to carve up the Polish territories, acquiesced to this state of affairs, as it kept the Poles weak and divided.

However, the French had other ideas. A war party sprang up to contest the election and expressed the desire for one of Augustus the Strong's former rivals, Stanislas Leczinski, to take the throne. The fact that Leczinski's daughter was married to Louis XV was a boon for the war party, headed by Charles-Louis-Auguste Fouquet, Duc de Belle-Isle. The French could really have cared less about the Polish crown; their real intention was to thwart the designs of the Habsburgs. Thus on 10 October 1733 began the War of the Polish Succession.

French military leadership at this time was a mixed bag. The heady days of *marechals* Cond, Turenne and Luxembourg were long gone. Belle-Isle, the best commander the French had, commanded French forces in the north; he was, according the Frederick the Great, another Alexander and had honed his superb military skills in the Flanders campaigns under Villars. Villars himself, now an octogenarian, commanded the southern forces. Berwick, now a septuagenarian and commanding the center, was as calloused and inflexible as his age implied. Maurice served under Berwick during the start of the coming campaign.

The campaign in Lombardy went well. Along the Rhine, Berwick and Belle-Isle faced another aged commander, Prince Eugne. The Austrian prince was hampered at the beginning of campaign by an army of fewer than 20,000, as

Arminius-Maurice de Saxe

Continued

well as an empty treasury, with which to oppose Berwick. Berwick, however, missed the chance to move on Vienna. Maurice took a lead role in the capture of the fortress of Kehl, across the Rhine from Strassbourg, but a combination of slow advance and torrential fall rains meant that the French moved no farther in 1733.

Trier to Mainz

The campaign of 1734 on the Rhine began in April, an overlong delay for Maurice.¹⁶ Berwick split the main French army into three parts, and Maurice accompanied Belle-Isle's northern force to lay siege to Trier on the Moselle. Noailles led the center army against Kaiserslautern, while the main army headed east from Strassbourg. Trier fell quickly, on 6 April, and Belle-Isle headed for the strategic town of Koblenz at the juncture of the Rhine and the Moselle.

As the northern force advanced, Imperial troops in the castle at Trarbach blocked the route, and Belle-Isle was forced to lay siege to the castle. The siege lasted until 2 May, and a week before the Austrians surrendered Maurice led two unsuccessful assaults against the defenders. Seven grenadiers were killed at his side during the second assault.

After the surrender of Trarbach, Maurice decided that he would be better served by leaving Belle-Isle to what was likely to be a holding action

against the northern Imperial forces and join the main army, where the action was likely to be the hottest. Belle-Isle knew Maurice's heart and allowed him to transfer. Maurice accordingly joined Noailles, waiting in the vicinity of Ettlingen.

Maurice and Noailles, despite their very different temperaments, got along well. Strategically, they could see the advantages of not waiting for Berwick to come up with the main army. The area was wooded, hilly and rough, and presented a barrier of sorts to the French in any attempt to march into Habsburg territory. The Austrians had always known this, and had fortified key defiles and points of concentration. However, after an effective reconnaissance, Maurice and Noailles discerned that one part of the lines, the area north of Ettlingen presented a position that could be flanked, as the lines here were thinly held. Maurice himself led a number of companies of grenadiers through the woods to emerge on the Austrian flank. After a brisk firefight and bayonet charge, the French saw off the Austrians.

The French had partially penetrated the defenses of the Empire. It was at this point, however, that Berwick showed his caution and his weakness for fortifications. He refused to advance towards Vienna with the fortress of Philippsburg in his rear. Eugène encouraged this sense of caution by gathering all available forces and marching across Berwick's front. It was a show designed to distract the French

commander, and it worked admirably. That the siege became the "showpiece of the war" did not detract from the fact that it was both dangerous and totally unnecessary. The end result was to buy Eugène all the time he needed to raise additional Imperial forces.

Siege of Philippsburg

During the siege, Maurice made himself indispensable to the man in charge of the siege, Count Asfeldt. He directed construction of the parallels, drove off Austrian counterattacks and obtained provisions for the men. In turn, both Asfeldt and Noailles supported Maurice's bid for promotion. This was opportune, as they became the joint commanders of the army when Berwick was killed by a cannonball on 12 June at the height of the siege. The aging Villars died in Turin on 17 June.

This was a different age, with different practices and a different culture. During the siege, Maurice took time out to dine with Noailles and the Elector Palatine in Mannheim. Towards the end of June, Voltaire arrived in the French camp for a visit with Maurice while on his way to self-imposed exile.

By the beginning of July, things were heating up. Eugène felt he now had the troops to attempt a relief. He halted his forces a few miles outside of Philippsburg to determine his next move. Asfeldt for his part held the French army back as well to gauge Eugène's intent.

Arminius-Maurice de Saxe

Continued

In the event, the Austrian marshal blinked first; Eugène withdrew his forces, avoiding battle. He could ill afford a defeat, as his army was the only force between the French and Vienna. Consequently, the Austrian general Wutgenau surrendered the fortress on 17 July.

Asfeldt then send 40,000 men to join Belle-Isle in an attack on Mainz and to keep Eugène from sending reinforcements to Italy, where the French under the Duc de Broglie had just suffered a defeat at the hands of the Austrian general Mercy. Maurice was once again in the thick of it, capturing the castle at Niederulm by direct assault. That same day, Louis XV made him a lieutenant-general.

Eugène meanwhile withdrew his army out of range of the French, who exhausted themselves with marching and counter-marching up and down the Rhine. By mid-September, the French went into winter quarters. The war, despite the capture of such an important fortress as Philippsburg and several significant victories in Italy, was going badly for the French and their allies. The French candidate for the Polish throne, Stanislas Leczinski, had been forced out of Warsaw and had fled across Prussia in a farm cart. His supporters had been defeated and Augustus III was proclaimed king.

The Campaign of 1735

When the next year's campaign opened in the spring, no-one wanted to prosecute the war with any vigor. The Austrians, in particular, remained on the defensive in the Rhineland. Part of the reason lies with the fact that Eugène's health was failing, but he also understood that there was no point at this late date in needlessly shedding Austrian blood. That is why, when he faced Maurice in September he was unwilling to give battle. Maurice had chosen his position well, and Eugène realized that his able pupil had taken one of his dictums to heart, that of not confusing courage with recklessness.

Interestingly enough, this campaign saw a contingent of Russian troops join the Austrians on the banks of the Neckar in support of Eugène. This was the first time they had been operating so far west, and this was a bit disconcerting to more than one observer.

Still, the campaign had degenerated into a staring match. Both sides realized that there was nothing to gain from further fighting. Consequently, an armistice was declared on 5 November, signaling the end of the War of the Polish Succession. On 21 April 1736 Prince Eugène quietly passed from the scene. His passing, and that of Villars, signaled a more salient change in style of warfare from a concentration on fortress reduction to land engagements as a primary means of implementing strategy, although the transition would be

long and full of innovations. Maurice would play a key role in that transition.

Last Grab for a Dukedom

During the next few years, Maurice made a number of trips to Dresden to stay with his half-brother Augustus, but he made them mostly for financial needs. Up-and-coming eighteenth century nobles were expected to spend money faster that it was made available. In any event, Maurice occupied himself with unsuccessful attempts to win back the dukedom of Courland. The Russians were in no mood to play his game, however, as first, Anna became the Czarina after the death of little Peter II (Peter the Great's grandson). Second, it suited their purposes to have a puppet like Augustus on the throne of Poland and the weak state of Saxony to act as a buffer with the Prussians and the Austrians. Finally, they were not predisposed to support someone who had recently fought with the French against the coalition.

On one of these visits, Maurice was severely injured during a hunt after being thrown from his horse. He began his recuperation in Dresden, and was still an invalid when he traveled to the Mediterranean resort of Balaruc-les-Bains for an extended rest. By now, Maurice was middle-aged, the jolts, shocks and flagrant abuse he had dealt his body in his youthful years were beginning to catch up with him. This was the beginning of some very serious

Arminius-Maurice de Saxe

Continued

and prolonged health problems. However, this time he made a steady recovery and was able to tour southern France. The English Mediterranean fleet was off Toulon, and Maurice was invited to an evening of drinking and toasting the health of the kings of France and England with English admiral Matthews.

By October 1740, Tsarina Anna died and Maurice again tried to put forth his bid for Courland. His chances were even slimmer this time, and he had to stand by and watch while the Russians installed the prince of Brunswick as the duke. This had been Maurice's last chance, and he knew that after this there would be no more opportunities. However, opportunity of another type was brewing in the political machinations taking place after the death of Emperor Charles VI in September 1740.

War of the Austrian Succession

Charles VI, as the leader of the Habsburgs and the Emperor of the Holy Roman Empire, was keen to secure a general European agreement to what was termed the Pragmatic Sanction of 1713, an agreement that stipulated his oldest daughter, Maria Theresa, would assume the throne of Austria in the event of his death. Charles spent a great deal of his time and political capital making this agreement a stake in the sand for the major European powers.

However, the Empire was weak and cash-strapped. Eugène was dead and his army reforms

scarcely begun. The Hungarians were growing restive and the Turks had been driven back but not been fully defeated. The Russians were embroiled in internal politics and with Swedish schemes and could not help. If ever the time was ripe for dismemberment, it was now. That is why, shortly after her accession to the throne, the Austrian princess and her husband, Charles of Lorraine, found themselves surrounded by a hostile coalition, led by France with nary an ally save England. Frederick the Great simply decided to snatch a bone, albeit a juicy one, while the Austrians were trying to hold things together with duct tape and bailing wire. That Frederick, of all the scavengers, was able to pull off his part of the land grab, was a testament to both his political skill and to the army left him by his father.

But that is another article for another day. France, for its part, used the turmoil caused by Frederick's seizure of Silesia and the Austrian defeat at Mollwitz to line up coalition partners. The treaty with Bavaria was a cornerstone of the alliance. The elector of Bavaria was France's candidate for the title of Holy Roman Emperor, a title the Habsburgs had held for centuries. Charles of Lorraine, for his part was the Austrian candidate. So began the War of the Austrian Succession.¹⁷

Dynastic wars were common during the eighteenth century, as European powers rose and tried their best to consolidate holdings, usurp political foes,

overthrow fellow rulers and generally take advantage of moments of political weakness. This war was the culmination of these dynastic struggles, but was also a precursor to the later wars of empire lasting through the Napoleonic era and well into the nineteenth century. As wars came and went, weapons became deadlier, and casualties increased. Maurice responded and adapted himself to the changes in weapons, tactics and armies in a way that was to prove flexible and far sighted, as we shall see.

Campaign of 1741

French strategy for the war hinged on holding the English and Hanoverians in the north, while attacking towards Vienna. Maurice was in the van of the advance; in command of a cavalry group. Most of the Austrian army was facing Frederick, and thus Vienna presented a compelling and open target in the summer of 1741. Maurice made good progress across the Ulm and brushed Austrian defensive forces aside. The main French army advanced behind him and reached St. Polten (thirty miles west of Vienna) by mid-October. The French were joined here by the Bavarians and the Elector. Nothing now stood between them and the capital, but it was here, at St. Polten, that the war was lost.

The Saxons, fighting on the Franco-Bavarian side, were advancing into Bohemia, and the Bavarian Elector was jealous to

Arminius-Maurice de Saxe

Continued

ensure his hegemony over these hereditary lands. He convinced the French (about 50,000 strong) to march on safer territory, that is, Bohemia where they could link with the Prussians and the Saxons to completely destroy the Austrian army.

Prague 1741-1742

This mistake was apparent to Maurice but he obeyed orders and marched north. The French, Bavarians and Saxons rapidly surrounded Prague, defended by 3,000 Austrians and bristling with ordinance and supplies, but an Austrian relief force was only a short distance away. There was no time for a siege. Despite objections by the Franco-Bavarians, Maurice responded with a surprise recon and attack on the city while the Saxons created a diversion. Maurice again led a hand-picked force to capture the city. He and the Saxons entered at different points and gained the surrender of this great fortress with the loss of only 14 men. The residents were grateful to Maurice at the restraint shown by their enemies, and the Bavarian Elector was grateful for the capture of this 'crown jewel' in the face of insurmountable odds. Maurice was becoming a famous general.

The Bavarian Elector was crowned King of Bohemia on 7 December; in January 1742 he was elected Charles VII, Holy Roman Emperor. The French had achieved their war aims, but at what cost? The respite offered to Vienna had given Maria

Theresa the time she needed to rebuild and re-equip her armies, and to enlist the full and unqualified support of the Hungarians.

In early 1742, the reinvigorated Austrians quickly knocked the Bavarian defensive forces out of Bavaria and cut the already tenuous French supply lines. Maurice laid siege to Egra and captured it, but then took leave of the army. Broglie had never liked Maurice and was slowly forcing the 'foreigner' into a box in which he could not function effectively. So Maurice took his leave of the Bohemian campaign, just in time to watch the disaster unfold, and began to once again pursue the dukedom of Courland.

After this project once again came to naught, Maurice rejoined the French army. He accompanied the northern army on a relief mission to Prague, but the commander, Maillebois, was in no mood to risk a French defeat. By now, the Prussians and the Saxons had made peace with the Austrians, and the French were besieged in Prague. A botched escape attempt by Broglie succeeded only to the extent that Broglie himself escaped with some cavalry. With 30,000 starving soldiers, the French decided to break out en masse. Belle-Isle, now in command, led a miraculous retreat out of Bohemia, but even so they lost half their force. All the while, Maillebois' forces sat idle. Maurice's efforts to keep the Croats at bay and to protect the integrity of the French northern army resulted in the only display of any measure of energy.

The Campaign of 1743

The French had to spend some time rebuilding their forces. In the meantime, the English thought the time ripe to march from the Low Countries to link with the Austrians on the Rhine for a coordinated offensive. Noailles, in a strategic move, cut them off from their supply bases, but then blundered in prosecuting the inevitable battle he had precipitated.

While the French were being pasted by the Pragmatic Army under George II at Dettingen in July 1743, Maurice was given the command of the Army of Alsace. This was his first time in command of an army, and his job was to keep his opposite number, Charles of Lorraine, from crossing the Rhine below Strassbourg. Maurice, a master at counter-marching, was able to easily forestall all Charles' attempts. After frustrating Eugène in a similar fashion during the last war, what chance did the novice Charles have? His reward that fall was to be superseded by a 'prince of the blood,' the aged marshal Coigny. However, Maurice had accomplished his mission. He returned to Paris and to adulation.

While Louis XV pondered how best to honor him, recommendations poured in from Belle-Isle and others concerning Maurice's future. Even Maurice's enemies, such as the prince de Conti and Maillebois, had good things to say about him. Frederick II of Prussia (who, after Mollwitz

Arminius-Maurice de Saxe

Continued

and Chotusitz was on his way to being ‘the Great’) recommended that Maurice be placed in charge of all French armies. In any event, Louis had enough sense to ensure that Maurice would never again be ‘superseded’ by a prince of the blood or any other French marshal.

Maurice was, in fact, made a Marshal of France by Louis XV on 26 March 1744. As such, he was appointed as second-in-command to Noailles, who was responsible for the French forces in the Austrian Netherlands. Maurice was instrumental in restoring a sense of *élan* to the French forces here. He also arranged for a loyalist reception for the king from citizens and soldiers in places like Douai and Lille.

The Campaign of 1744

Noailles and Maurice opened the campaign of 1744 with characteristic cooperation. Maurice led the van, pushing the plodding and mediocre English general Wade ever before him, while Noailles took the main army and captured several fortresses. The line of the Scheldt was almost breached when word arrived that Charles had outfoxed Coigny and crossed the Rhine. Panic ensued and many of the French forces in the north were drawn off to face the Austrians. Noailles went with them, leaving Maurice to command in the Netherlands, facing a combined English-Hanoverian- Austrian-Dutch force twice his strength.

Nevertheless, while the French, rejoined by the Prussians, sparred with the Austrians, Wade lost numerous opportunities to destroy little Maurice’s army. Maurice outmaneuvered him at every turn. Wade ended up passing the duration of the campaign sitting before the fortress of Lille, not willing to maneuver or to besiege the town. His subordinates, including general Ligonier, pleaded with him to destroy Maurice’s forces and take the offensive, but he remained immobile. Eventually, with the campaign season over, the allied forces drew off north. Maurice had again saved the day, but more due to the incompetence of Wade than his own skills as commander.

During the winter, Maurice became very ill with the diseases which were a result of his past debauchery and which would haunt him for the remainder of his years, collectively referred to as ‘the dropsy’. Indeed, it was thought at one point during early 1745 that he was dying. His personal surgeon and others attended him, and he made enough of a recovery that he could attend to the siege of Tournai on 31 March. It was here that he formulated his plans for the upcoming campaign.

Campaign of 1745

Early in 1745, Charles VII died, essentially eliminating one of the causes of the conflict. Maria Theresa’s husband was now free to assume the mantle of Holy Roman Emperor and King of Bohemia. The French decided that offensive operations on the Rhine would

yield little additional benefit. However, the Austrian Netherlands were another story, and Louis XV determined that this theatre should receive primary attention. Consequently, Coigny and Maillebois were charged with the defense of the eastern borders, while Maurice took command in the north.

Maurice’s forces were considerable: 65,000 infantry against 62,000 English, Dutch, Hanoverian and Austrians, plus 160 squadrons of cavalry vs. 107 for the allies. However, he had one disadvantage: he was hamstrung by a set of incompetent princes of the blood who were automatically given the rank of lieutenant-general and given specific commands. Combined with the princes, Maurice also had to deal with many high-born courtiers, some of whom opposed his every move. Two of them had been directly responsible for the disaster at Dettingen.¹⁸ At the same time, he was also blessed with some able commanders such as his friend Löwendahl and the marquis de Luttreux. Interestingly, Maurice was among the youngest of all the French commanders in his own army.

Maurice pressed forward the siege of Tournai, but his objective was otherwise. Tournai would fall, yes, but he was leading the hapless duke of Cumberland, favorite son of George II and captain-general of the allied forces, into a trap. Knowing full well that Cumberland would rush in to try

Arminius-Maurice de Saxe

Continued

to save Tournai before he was at full strength, and after getting Cumberland to head off in the wrong direction, Maurice led the English commander onto ground of his own choosing.

The Battle of Fontenoy

For the coming battle, Maurice deployed on ground and in a fashion similar to Villars at Malplaquet in 1709. Maurice intended to change the outcome by correcting Villars' mistakes. He had to when facing the English. While English generalship of Marlborough's caliber was lacking, their murderous volleys of fire with which they could win the day were still a factor. Maurice planned accordingly and built redoubts at key places along his dog-legged line. The far left was anchored on the Bois de Barri, a dense wooded area, and extended to the town of Fontenoy where it curved back on the town of Antoing. The far right was anchored on the Scheldt.

The above-ground redoubts were of Maurice's specific design, similar to those used by the Russians at Poltava (of which Maurice was well aware). Below-ground entrenchments had been Villars undoing, but redoubts, armed to the teeth with musket and cannon, could be used offensively as well by providing support for any attack. Infantry and cavalry defended in depth at key points all along the line, and the Bois de Barri was filled with skirmishers.

Maurice had deployed his forces well and a Cumberland should have heeded his generals, who advised withdrawal and a flanking march. Cumberland would have none of it and saw another victory the likes of Dettingen.

Accordingly, early on the morning of 11 May he deployed and began his advance. The English were on the right, and Ingolsby with some English and Hanoverian battalions was ordered to clear the redoubts by the Bois de Barri. Cumberland saw no need to clear the forest itself. The rest of the English and Austrian troops were in the center, and the Dutch on the left were ordered to prosecute a vigorous attack on the left on both Fontenoy and Antoing. Cumberland decided to screen his movements with his cavalry, and these made easy targets for the French gunners and skirmishers in the woods. Their leader was killed early and no-one thought to order them out of the murderous fire. It was an hour before any English guns were brought up. While an artillery duel began in the center, the attack by Ingolsby on the redoubts by the woods quickly bogged down. His men were pinned and no cajoling by Cumberland could get them moving again. The Dutch also were repulsed in their attacks on the redoubts near the towns, and took severe casualties.

Cumberland made the decision to attack in the center. The English, after suffering many casualties from the redoubts (which flanked them with fire as they advanced), moved right up to the leading French regiments. After a ragged volley by the

French, the English delivered a number of murderous volleys and caused the breaking of the leading French and Swiss regiments. Maurice brought up reinforcements, but the English advanced steadily.

King Louis XV and the Dauphin were both on the battlefield and were urged to retire. The Duc de Richelieu made sure they did not retire too far, as the flight of the king would have lost the day for the French. Still, the huge entourage was beset by something like panic, and it did not help matters. It was not the last time the king's presence on the battlefield caused Maurice some level of heartburn.

The English battalions soon halted their advance, and waited. For over two hours they waited while Cumberland tried to secure his left flank by getting the Dutch to again attack and take out the redoubts on the English left. This they failed to do. In the meantime, Maurice added his cavalry to the mix, in order to screen his re-forming battalions. The English troops formed a curious shape, not square but a large parallelogram, to protect themselves against the *maison du Roi*, which of course charged without orders.

The Dutch attack was unsuccessful, but it looked like the English could still carry the day. It was at this point (around noon), that Löwendahl brought up the reserves, and attacked the English. The resulting *mêlée* was pressed home by the Irish of the Wild Geese regiment, as well as the *Régiment de Normandie*, and

Arminius-Maurice de Saxe

Continued

this turned the tide. Even so, the English and Hanoverians were not going to be routed. They marched back the way they came, in perfect order, taking casualties the whole way back.

Maurice did not pursue. He was in as sick and pitiable a condition as many of his men. The English cavalry was still intact, and Cumberland still had a small, but fresh reserve of Highlanders and Austrians. The French were content simply to bid the English *adieu*. What mattered was that Dettingen had been avenged. The losses were on the scale of one of Marlborough's battles, with 10,000 lost on the English side (including 4,000 English and 2,000 Hanoverians) to 7,000 on the French. On the French side, the Irish regiments suffered most heavily.

Maurice was sympathetic to his soldiers, and made sure that adequate care was paid to the dying and wounded. He also had the presence of mind to provide full details of the battle to his friend Folard. Maurice's deployment and employment of weaponry had been victorious over a determined advance of brave soldiers into the teeth of his fire. Frederick could have taken a lesson from this battle and not sacrificed his grenadier battalions in the style of Cumberland at Torgau.

Maurice's rewards from a grateful Louis were many, including the royal chateaux of Chambord, vacant since Stanislas Leczinski moved his entourage to Lunéville. He rewarded Louis

with further conquests. Tournai fell on 22 May (the citadel on 19 June), and he entered the town again as he had more than thirty years before. By masterful counter-marching to keep the allies off balance, Maurice now proceeded to capture a number of key towns. Ghent fell on 11 July. Bruges and other channel towns fell in swift succession. Maurice drove all before him. 8 October saw the fall of Ath, and a seeming end of campaigning.

A Winter coup de main

However, by subtle deceptions, Maurice used the winter to prepare for a surprise assault on the key to the Austrian Netherlands, Brussels. In this he was assisted by another set of French preparations to assist the Young Pretender, Charles Stuart, in his campaign in Northern England. However, Maurice had no intention of sending any troops across the channel. Instead, when the time came for them to move in January 1746, they moved towards Brussels instead of onto their ships. Halle, Louvain and other towns swiftly fell. On 30 January, Brussels was invested by 22,000 French.

Brussels was stoutly defended by 12,000 Austrian defenders, with ample supplies. Maurice, despite some initial setbacks and more casualties than he wanted, pressed home the siege and affected a breach. Once they began preparations for an assault, and the governor could see that no Dutch relief force was on its way, he chose discretion and surrendered. Maurice's haul was

astounding. Besides a captured field marshal, and a number of generals and governors of former Austrian towns, the French took prisoner eighteen battalions of infantry, eight squadrons of cavalry and a great number of Austrian cannon. They also found supplies galore and captured many battle standards. They even re-took the *Oriflamme*, the famous flag of the medieval kings of France, lost by Francis I at the Battle of Pavia in 1525. The king was again grateful, and made Maurice a citizen of France.

Campaign of 1746

Maurice returned to Versailles to plan the coming campaign, and found himself saddled with two very pretentious princes of the blood as sub-commanders, the prince de Conti and the duc de Clermont. Maurice had run-ins with both, although the row with Conti was more serious. The result was a lackluster spring and summer campaign that saw a race at summer's end for Namur. The allies won, but after resolving his differences with Conti, Maurice pulled off a tremendous coup.

Given the brilliant maneuvers of previous campaigns, the allies were confused by Maurice's plodding in 1746. They therefore sparred with the French armies around Namur, but did not choose to give battle. Maurice, in a masterful strategic move, sent Löwendahl around them to capture Huy, on the Meuse and a key link in the allies supply

Arminius-Maurice de Saxe

Continued

chain. Ligonier had similarly proposed an attack on Antwerp, a key French base, but was overruled. The Austrians, Dutch and English had no choice now but retreat. Accordingly, Namur was invested by the French on 6 September, and surrendered on 19 September.

The Battle of Rocoux

By another set of counter-marches, Maurice maneuvered in front of Liege. The Allies deployed to the northwest of the city to defend it. However, on the night of 10 October, the citizens of Liege, desiring to avoid loss of life, opened the doors of the fortress to the French. The Allied left was now compromised, but they did not move off. The Dutch under Waldeck held the left, Charles of Lorraine and the Austrians were on the right, and the English and Hanoverians under Ligonier were in the center, anchored on the little suburb of Rocoux. Their backs were to the Meuse River.

Löwendahl's detachment was late in arriving, so the battle did not commence until the afternoon of 11 October. However, Maurice launched an assault at the juncture of the Dutch and English lines to separate them. The Dutch held their ground while the English were slowly pushed back.

The conclusion was foregone, with Maurice concentrating fifty-two battalions on twelve English. The Austrians on the right had positioned themselves behind a

ravine and could do nothing during the battle. The retreat began in earnest and was supervised by Ligonier. The French again did not pursue with any vigor.

Still, Maurice had achieved another victory at little cost to the French. The allies lost 5,000 dead and wounded, 3,000 prisoners and over sixty cannon. Thus closed a campaign that had opened with little prospect for victory.

Campaign of 1747

Over the winter, Maurice assumed a primary role in securing a Saxon wife for the Dauphin, whose first wife had died the year before. During the negotiations, he was pleased to receive the greatest of military honors from Louis XV: he was named the Marshal-General of the Camps and Armies of France, a post last held briefly by Villars and before that only by Turenne. In a stroke, Louis XV had elevated a Saxon bastard, and a Lutheran to boot, above almost every other noble in France. He was now the unequivocal leader of all France's armies. Maurice was at the height of his career, but his health was failing. In a way, his physical and mental states were not unlike that of France itself. He was giving her a few last victories before her inevitable slide towards total defeat at the hands of the British, and then revolution. However, if he had survived to command France's armies during the Seven Years War, the outcomes might have been very different.

He prepared for the 1747 campaign with his usual methodical preparations. The

French would be numerically superior on this front, but it was because they had stripped the rest of their armies bare. Maurice did not decamp early in the season, as was his past practice. Instead, he allowed Cumberland to start early and, because the English had planned poorly, had the satisfaction of watching them starve and freeze in useless maneuvers on the cold wind-swept plains before Antwerp.

On the other hand, the French were well prepared. Maurice dispatched flying columns under Löwendahl and Contades into the home territories of the United Provinces (Holland) themselves to seize unprepared fortresses and seriously threaten the English lines of communication. While Cumberland and his allies were rushing thither and yon to rectify things, Clermont's small army took position before Maastricht. Cumberland immediately began to shift his forces to shadow Maurice, who would need his combined army to besiege the town. If Maastricht fell, the United Provinces might have become indefensible.

Maurice was unable to shake Cumberland, who stuck "to Maurice like a limpet."¹⁹ However, when Clermont moved provocatively closer to Maastricht, Cumberland tried to steal a march on Maurice and destroy Clermont's small force. In this he failed. When the allied army pulled up on 30 June, they found themselves facing not Clermont, but the entire French

Arminius-Maurice de Saxe

Continued

army, ensconced on the slopes Herrderen. The two sides opted for a fight.

The Battle of Laufeldt

The battle of Laufeldt, 2 July 1747, was fought in a fashion similar to Rocoux the previous year. The little villages in the center served the same purpose as in that battle, to fix the Allied center. The English and Hessians were in the center, with the Dutch to their immediate right, the Hanoverians, Bavarians and Austrians on the extreme right (again, with an intervening ravine). Cumberland posted most of his cavalry, under Ligonier, on the left. The town of Maastricht was on the far left and did not, as with Liege, open its doors to the French.

Cumberland vacillated with regards to advice from Ligonier that the troops use the villages to their front as natural fortifications. All the troops were posted to the plains behind, but then Cumberland proceeded to change his mind three times before finally allowing the villages to be occupied (however, not before several were accidentally fired). Confusion and indecision were two of Cumberland's great qualities.

In the grey and mist of the morning, Maurice incorrectly interpreted Cumberland's indecision as a decision to withdraw. He sent his grenadiers after the supposedly retreating English and walked right into fusillades from the occupied villages, along with a sputtering

of artillery fire from guns hurriedly rushed up by Ligonier. Maurice had a choice to withdraw or modify his plan at this point, but chose not to do so. He had planned that the villages would be occupied, and did not want the French to lose face. Once again the king was on the field with the army.

The battle thus commenced in earnest. Maurice resolved to split the allied front by taking the villages of Laufeldt and Wiltingen. The fighting for the villages went on for four bloody hours, back and forth. Scraping together one last counter-charge, the French finally began to drive the English and Hessians out for the last time.

Maurice launched his cavalry in the center against the Dutch cavalry, which promptly fled, riding down the retreating English and Hessians who were trying to reform. Maurice decided then and there to launch all of Segur's cavalry on the right against the retreating infantry and drive them back to the river. At that point Ligonier, on his own initiative, launched 60 squadrons of English cavalry against the 120 squadrons of French. The result was a spectacular contest. They drove hard into the French flank and set them to flight. Ligonier paused to reform, but was at that moment ordered by Cumberland to stay put and not charge again, on threat of courts-martial. He believed that nothing more could be gained, now that the allies had sounded the retreat. Ligonier objected that one more charge might save the day, and eventually got permission to try.

However, by that time Maurice had reformed the French cavalry and the opportunity was lost. Ligonier then did his best to interpose his cavalry between the allied infantry and the pursuing French. His charge carried the cavalry too far, and several squadrons were surrounded and destroyed, while Ligonier was captured. Even so, he achieved his objective of buying ten minutes time for the retreating infantry. The allies, covered by Austrian cavalry, moved off in disorder, but they nonetheless moved off the field intact.

This was a pyrrhic victory for Maurice, who lost 14,000 Frenchmen that day. The Allies lost over 6,000, a considerable number, but it was the French who suffered most. Maurice had thrown battalion after battalion into the inferno of the villages to secure them, as if the higher price of victory could outweigh the cost of defeat. It was the thing Maurice most feared – it was Malplaquet all over again.

Even after the battle Maurice still had to give the king a victory – Maastricht – and Cumberland was still blocking him. He thus dispatched Löwendahl's 36,000 men to besiege Bergen-op-Zoom while Maurice patched up the main army. Bergen was supposed to be a diversion that would draw off Cumberland, but this time Cumberland showed sense and did not take the bait. The fortress should have been able to hold out indefinitely, supplied as it was by shipping on the Scheldt and garrisoned by 16,000 Austrians

Arminius-Maurice de Saxe

Continued

and Dutch. It had withstood many sieges during the Dutch revolt and the War of the Spanish Succession.

The Allies sent off a relief army that parried with Löwendahl's forces. Still, the French were able to make progress and took the city by storm on 16 September. The booty was immense but Löwendahl unfortunately failed to restrain his men and a massacre ensued, blackening Louis XV's and Maurice's reputations at a time that neither could afford such a stain. The French army was pilloried by European heads of state. By December, Maurice had determined that he had had enough for this year, and ordered his troops into winter quarters.

Campaign of 1748

During the winter, his critics at Versailles, and these were many, howled and wailed about his conduct, accusing him (as they had many times before) of prolonging the war for his own gain and glory. White does not buy this argument, but presents the courtiers in very unfavorable light. Did Maurice try to prolong the war? Undoubtedly, he knew that this war was his last chance for glory. His health was failing. We will probably never have a definitive answer, but certainly Maurice had found his element.

The king, indeed all of France and Europe desired peace. Consequently, negotiations were stepped up in 1748 at Aix-la-Chapelle. Maurice and his only

real supporter at Versailles, Belle-Isle, planned the 1748 campaign. They did so masterfully by ensuring that Cumberland saw the French in one place, while they rapidly shifted to another. Their objective was Maastricht, in order to provide France with a major bargaining chip at the Aix-la-Chapelle negotiating table.

The problem was that Maastricht had to be besieged from two sides of the Meuse River. This meant splitting the army and making the halves vulnerable to piecemeal destruction. Maurice thus held the Allied generals by the nose in front of two important western Dutch ports that they thought he would attack while secretly sending a hand-picked force under Löwendahl from Luxembourg around behind Maastricht. Maurice then counter-marched the main French army towards Maastricht before the Allies had a clue what he was doing.

Maastricht

By 14 April, Maastricht was surrounded and the siege began. The Austrians put up a good fight and sortied to great effect several times. Maurice had to move fast, as on 30 April the parties to the peace negotiations had already proposed preliminary peace arrangements. By 4 May, however, Maurice was, ready for an assault on the town when word came from Aix-la-Chapelle, less than 30 miles away, that a general armistice had been signed. Maurice flatly stated that it did not matter; the town would still be assaulted. Cumberland then

proposed a compromise – the Austrians would surrender the town if Maurice granted the honors of war. This Maurice agreed to and on 10 May, the Austrians marched out and the French marched in. Louis XV had his bargaining chip.

Peace and Death

It did no good. In the peace negotiations, France was “fleeced by the nations of mere shopkeepers,”²⁰ and Maastricht was wasted as a bargaining tool. Maurice, and his personal squadron of Polish Uhlans known as the *Volontaires de Saxe*, rode off to quiet retirement at Chambord.

Maurice became increasingly confused as to what was fantasy and what was reality. He asked the king to make him governor of Tobago. He planned an invasion of Corsica. He lambasted the peace treaty and the ministry. If he could not have any additional wartime glory, and if he could not have the dukedom of Courland, he would create a fief in the middle of France with Chambord. He began to indulge in increasingly hazardous activities. He turned the land into one giant pasture for breeding and raising horses from the Ukraine and Hungary for his Uhlans, who literally terrorized the countryside all around. He had to hang a number of them for their barbarous behavior towards local peasants.

Maurice went to Prussia for a time in 1749 and spent a number of days in the company of Frederick the Great.

Arminius-Maurice de Saxe

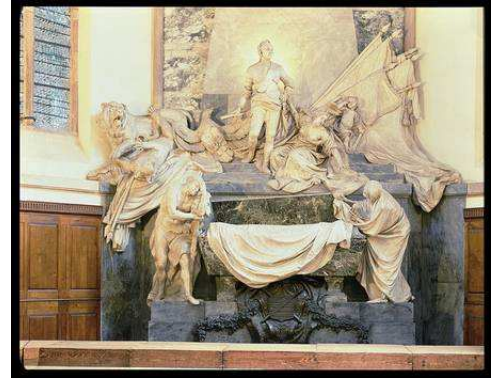
Continued

Frederick was appreciative of the opportunity to learn from the 'Turenne of the age of Louis XV'. He in turn admired Frederick's military acumen and iron hand, his being able to implement the kinds of reforms he had sought in France. The War Minister, at times, asked him for advice, and Maurice freely gave it. He recommended adoption of a number of Prussian-style infantry tactics and methods, such as an advancing fire system.

After returning to Chambord, however, Maurice squandered his last year and a half of life with depravity and strange behavior. He took on more mistresses, and younger ones at that, than he had previously. After one particularly strenuous debauch in November 1750, Maurice succumbed to a stroke and took to his bed. A chill turned into a fever and on 30 November, he passed from this life. His only regret, unfortunately, was to not have had more time to enjoy life's pleasures. At his death, his officers broke their staffs and his six cannon outside the chateaux fired volleys every fifteen minutes for upwards of thirty days.

Maurice, being a Lutheran, could not be buried in a Catholic cemetery. Instead, his body was interred at the church of St. Thomas in Strassbourg, one of Maurice's favorite cities and a Protestant stronghold within France. He was buried with incredible pomp and circumstance against his wishes).

A separate ceremony was held in 1777 to mark the unveiling of his new marble tomb, designed by the architect Pigalle. The stone is a monument to his victories, and still stands today on his tomb in the church in Strassbourg.



Tomb of Maurice de Saxe



Portrait of Marshal Comte Maurice de Saxe

Bibliography & Recommended Reading:

White, Jon Manchip. *Marshal of France: The Life and Times of Maurice, Comte de Saxe [1696-1750]*. Chicago: Rand McNally & Company, 1962.
One of only two modern biographies (the other is a French source).

Browning, Reed. *War of the Austrian Succession*. New York: Palgrave Macmillan, 1995.
An excellent source on the battles in which Maurice led France's armies against the Dutch and English under the Duke of Cumberland.

De Saxe, Maurice. *Mes Reveries*.

Maurice's famous treatise on battle formations and the conduct of battle. The posthumous edition was published in 1757 and comes complete with 47 coloured engravings. There is also an English edition published in the same year with black and white engravings.

¹ Much of this article's information is taken from Jon Manchip White, *Marshal of France: The Life and Times of Maurice, Comte de Saxe [1696-1750]* (Chicago: Rand McNally & Company, 1962). As always in these "Great Man" biographies, I am grateful to the author's attention to detail and methodical research.

² White, *Marshal of France*, 1.

³ The Wettin family could trace its lineage all the way back to Hermann I, count palatine of Saxony. The Albertine branch supplied the electors of Saxony within the Holy Roman Empire and the Kings of Poland (usually one in and of the same). Interestingly, the Ernestine line supplied rulers to Great Britain, Portugal, Bulgaria and Belgium in more modern times.

⁴ White, *Marshal of France*, 3.

⁵ To get matters straight, Maurice's father, Augustus I, Elector of Saxony, was given the moniker "the Great." He was also Augustus II, King of Poland. Maurice's half-brother, Augustus II, also Elector of Saxony, was called "the Weak". He was also Augustus III, King of Poland.

⁶ In achieving this feat of almost singlehandedly repopulating Saxony, Augustus outdid even his prolific great-grandfather, Christian IV of Denmark.

⁷ In one particularly embarrassing episode at the first battle of Breitenfeld, the bulk of the Saxon force (serving under Gustavus Adolphus) fled the field at the approach of a mob of unruly Croats.

⁸ White, *Marshal of France*, 17.

⁹ As with Malplaquet, albeit on a much smaller scale, the battle of Gadebusch was a bloody affair. Many of the battles of the late seventeenth and early eighteenth centuries began to show the signs of later eighteenth century battles under Frederick, Belle-Isle, Ferdinand and Daun, that is, a pyrrhic nature and end of battle exhaustion on the part of both sides.

¹⁰ White, *Marshal of France*, 32.

¹¹ His wife and his mother were, about this time, engaged in a fierce battle of accusation and counter-accusation. Suffice it to say that Maurice's wife had ample cause to despise the son and the mother. White tells the sordid details on pages 38-40.

¹² A *maréchal de camp* was essentially an Aide de Camp to an army commander.

¹³ Students of eighteenth Century history will recall that regiments were raised as private affaires, and that the leadership of a regiment was whoever saw fit to purchase and support it. France was a country built on venal offices, and the army was no different.

¹⁴ White, *Marshal of France*, 45.

Arminius-Maurice de Saxe

Continued

¹⁵ Folard's theories of battle were as novel in their time as Maurice's. Both of them postulated many ideas that never saw the heat of battle. See Folard's

¹⁶ Upon becoming an army commander during the War of the Austrian Succession, Maurice started his campaigns earlier and ended them later than was typical during this period of European warfare.

¹⁷ Frederick cared not a wit for these political machinations. His goal was simple: to secure Silesia for Prussia, and this fact alone explains his vacillations of support for the Franco-Bavarian war effort.

¹⁸ Grammont irresponsibly deployed his men such that they screened the French cannon and allowed the English to attack the main body unmolested; Harcourt had commanded the *maison du Roi* with outright stupidity.

¹⁹ White, *Marshal of France*, 210.

²⁰ White, *Marshal of France*, 236.

The Franco-Algerian Relationship 1830-1962

By: Tom Cundiff

With KPG games coming to an end soon, Randy Lien, one of its members, is launching his own game company, Legion Wargames. One of the first games to come from this new company will be Kim Kanger's game, "Ici c'est la France!", covering the events of the Algerian Insurgent war against France 1954-1962. For most this is an event little known, thus the point of this article is to provide a broad overview of those times and the causes behind them.

Algeria was conquered by Islamic Arabs at the end of the 7th century AD. The local cultures of the Berbers, their languages and customs were brutally suppressed. But, in time a uniquely Berber/Arab/Islamic amalgamation came to exist and expand into Sicily, the Western Sahara, and Spain. In general the region was ruled by two local Islamic principalities, Tunisia and Morocco, but locally power

rested with the Bey's of the larger towns that dotted the coastline and arid regions of Algeria. The economy of the region revolved around the growth of wheat and dates, and of course, fishing. But, one other industry grew up all along the coast of northern Africa, piracy, in this Algeria took its fair share. There were even annual slaving parties sent to Sicily, Italy, and the Spanish coasts whose purpose was to gather mass labor to build fortifications and castles for the more well heeled Beys. In general, from a western point of view, these raids, piracy, and pillaging, this terrorism was heinous, to the local Muslims it was fair treatment for infidels. This state of local affairs remained until the end of the 15th century, when the Spanish, having ended Moorish control of the last land in Spain, turned their eyes upon Morocco, Algeria, and Tunisia, seizing many of the previously Moslem cities along the coasts (Mers el Kebir, Oran, Algiers, Bone, etc.). This did two things,

it put a dent in the Moslem practices of piracy and slavery, and it installed Christian rule of Islamic lands. A cry for help went to the Ottoman rulers of Turkey to crush these interlopers. The Sultan was favorably inclined, sending his fleet and troops to oust the Christians. However, the Sultan was not inclined to return the lands to their previous rulers, installing his own representatives to rule. But, distance being what it was, and regardless of the Sultan periodically replacing his representatives, local rule became autonomous, though it nominally paid obeisance to the Sultan. Piracy again flourished, and by the mid 1500's the fleets of the Algerian Beys were powerful enough that Francis the I of France treated with the Beys, going so far as to grant their fleet winter quarters in Toulon! This may have abated Islamic piracy upon French shipping, but that was all. The piracy and slaving along the coasts of Spain, Sicily,

Franco-Algerian Relationship

Continued

and Italy continued.

Interestingly the Sultan began to withdraw his troops from the region, perhaps needing them elsewhere, or perhaps because the lack of forthcoming taxes no longer paid for their deployment, but by the 1800's Turkish troops garrisoning the coasts fell to 5000, from its high of 20,000 a few centuries earlier. This was the high watermark for Islamic piracy along the coasts of North Africa and Algeria.

In the early 1800's the Beys made the mistake of preying upon the shipping of the newly created United States, and soon the US Navy made its presence felt along the shores of North Africa. This was a state of affairs that England, now the predominant naval power in the world was willing to support. Their shipping suffered from Islamic piracy as much as any one else, but England's fleet was stretched tight in its war with Napoleonic France, and the help of even the small navy of the United States to beat off the Beys' pirates was welcome. Indeed, the US fleet was welcomed in nearly every port in the Mediterranean as it waged its war against the pirates. But, the United States didn't have the power to end the situation permanently. Still its presence moderated it enough to provide the buffer needed until the Napoleonic Wars were over. In 1815, following the end of the wars, a combined fleet of English and French warships began the earnest job of destroying the fleets and fortifications of the Beys, until at length piracy truly

ended (well, mostly). By 1830 piracy had again grown enough to annoy France, or at least so said the French, and an army was sent to Algeria to make France's displeasure known.

In the beginning France hadn't the purpose of conquering Algeria behind its military operations, their ostensible reasoning was to put an end to Algerian attempts to collect upon a huge war debt owed by France, but piracy was a better *causus belli* for public consumption.. Piracy indeed continued, but it was really a low level nuisance since the destruction wrought 15 years earlier by the combined Franco-British fleets. The ease and success of their operations against the Beys encouraged the French to stay. But the political situation inside France was such that a clear policy about the conquest of Algeria and North Africa hadn't been decided upon. Instead the necessity of military operations against specific Moslem held strongholds caused the French army to spread its net further and further across the region as it sought to end rebellions that cropped up in answer to their invasion. War raged across the region until 1850 when the final oasis of Zaatcha and Nara were destroyed. A period of relative peace reigned until 1870 when war in France with the Prussians caused the diversion of troops from Algeria to France, providing the opportunity for local uprisings once again. But, the Franco-Prussian War of 1870 was short lived, and French troops returned brutally suppressing these revolts. Thereafter, peace again reigned

until the end of WWI.

From 1850 to 1914 France invested greatly in Algeria. French colonists came to the land. Modern inventions such as railroads and irrigation helped Algeria to grow to become a somewhat modern colony. It was a situation that both the Moslem upper classes and the French grew accustomed to, but for the most part crushing poverty was the norm for the masses of illiterate Moslem tribesmen. The social revolutions and trade unionist struggles of Europe were watched with interest by many members of the idealistic Moslem intelligentsia. Following the end of WWI signs of Algerian nationalism became evident.

The first political parties were the Star of North Africa, which became the Movement For the Triumph of Democratic Liberties (MTLD), both of which were led by Messali Hadj. The purpose of both of these organizations was better conditions for farm laborers and the restoration of Algerian sovereignty. At the same time an organization led by a local pharmacist, Ferhat Abbas, arose with the purpose of Moslem assimilation into France as an equal province and possessing equal rights for all Moslems. Neither organization realized their purpose, but they did serve to begin the process of organizing and nationalizing the Moslem masses of Algeria. Abbas forwarded two proposals, one became the Blum-Violette Plan of 1936 espousing his goals of unity with France and equality

Franco-Algerian Relationship

Continued

of the individual. This came to nothing. In 1943, with the Allied re-occupation of Algeria Abbas again approached the now Allied command, forwarding his Algerian Manifesto, which was his synthesis of the ideas he espoused upon Algerian independence. This too fell upon deaf ears. But, Abbas persevered. Following the end of the war Abbas discussed with de Gualle's government his proposals for the federation of Algeria which would separate Algeria into separate provinces for their inclusion into France as regular French provinces. The proposal also set forth the creation of a separate bi-cameral legislature for Algeria to be split in membership between the French colonists of Algeria and the indigenous Moslem population. This proposal was implemented, well sort of, for the proposed measures of the 1947 Statute of Algeria were never fully or successfully implemented. This was once again a disappointment to the Moslem Algerian majority. But, it showed an effort was being made to accommodate their needs. And, though there were occasional clashes between French authorities and the Algerian nationalists, things continued status quo until 1954.

1954 was a watershed year for France and Algeria. Messali Hadj's party, the MTLN developed a rift splitting his party into three distinctly separate groups. Messali's own group simply refused to cooperate with French authorities at all, in any capacity. A separate

group believed that Algeria would eventually obtain its independence and when it did it would need experienced administrators. For them it was an investment in Algeria's future that caused them to pursue positions in local government to gain that experience. The third faction became known as the National Liberation Front (FLN). It was with them that war began because they believed that the only way Algeria would gain independence was to push the French out militarily. They began their war on the night of Nov. 1, 1954 when 500 randomly armed peasants attacked police depots and post offices, and other municipal facilities in and around the city of Batna. A year later there was another outbreak of violence at Philippeville, to which the French now responded in kind, bringing about many innocent civilian deaths. And the war was on.

Terrorist attacks were the main means of resistance both within Algeria and also within France itself. French retaliation was predictable, and the death of civilians brought sympathetic allegiance of much of Algeria's peasant poor. By 1956, the FLN had absorbed many of the smaller political parties within Algeria, which included the prior wings of the MTLN that had split, with the sole exception of Messali Hadj himself, who refused to associate with terrorists. In Feb. 1956 Guy Mollet, the new French prime minister, went to Algeria to negotiate, but his arrival was greeted with a pelting of vegetation by the French Colonials who wanted nothing to do with

compromise. He had hoped to restore order and negotiate free elections, while holding out the olive branches of reform. What his visit resulted in, instead, was the commitment of 500,000 French troops to the occupation of Algeria. By May, Mollet was out of office. The Army, sympathetic with the French colonialists, supported an uprising by the colonists, which brought about the downfall of Mollet's shaky government. He was replaced by Charles De Gaulle who, since the end of the war, had been a somewhat enigmatic individual remaining outside of French politics.

De Gaulle spent the next year consolidating his control of France, a year in which nothing was done to alleviate any of the problems in Algeria, a year that the army spent chasing FLN guerilla groups and terrorist cells, continuing what was in Algerian eyes, unreasonable though it may seem, a French Terrorist campaign. It certainly didn't endear the French to the remaining Algerians hopeful of a negotiated peace. In 1959 De Gaulle made the offer of autonomy, integration, or secession with the various departments within Algeria, resulting in continued French control of many of the regions within Algeria. This political compromise angered the French Colonists and the French military. Each rose up against their French masters, individually, and in successive years, failing to overthrow French control or stop the movement toward peace and

Franco-Algerian Relationship

Continued

independence. In this period the FLN created their own government in exile (Provisional Government of the Algerian Republic – GPRA) in preparation for the day when liberation was at hand. Their purpose was to immediately move in and remove whatever government was set up to rule Algeria.

Along the borders the French military had finally contained the FLN. **Border Fences** were built along both the Tunisian and Moroccan borders. The fences were built in tandem (one fence built behind the other with a minefield between) and electrified. Behind the fence it was patrolled by French forces, both ground and air.

Cooperation of the Algerian components of the French military grew stronger, more from self interest than a wish to aide the French in their operations. Those who didn't cooperate found their families and villages persecuted by French retaliation. There were great camps set up in which the more recalcitrant segments of Algerian society were placed so that they could be contained and unable to aid the FLN. The measures were effective. The larger companies of FLN were forced to break up and operate in small terrorist cells. Clashes of company size and larger were greatly reduced, forcing the FLN into more and more terroristic tactics. Approximately 150,000 Algerians managed to flee to Tunisia and Morocco as the fences were being built. Conditions in the refugee camps was predictably poor, but no

more so than for the 1.1 million in the camps inside Algeria. But, the large numbers of Algerians outside of Algeria now became recruiting camps. Outside of Algeria the FLN built an army, which eventually began operations to breach the fences. Fights along the borders increased and occasionally they were able to infiltrate bands into Algeria.

Outside of Algeria the new GPRA gained recognition from the governments of Tunisia, Morocco, the Soviet Union, Red China, and several of the newly minted African nations. Military aid from the Soviet Union and Red China filtered in through the ports in Morocco and Tunisia, even to the extent of the occasional piece of armor, useful for breaching the fences along Algeria's Borders, but seldom used inside Algeria where their lack of numbers and ability to remain hidden made them prime targets for French air assets, but left inside Morocco and Tunisia they did good work blowing holes in fences and clearing minefields. But, what additional aid came wasn't enough to effect a military decision. Clearly the GPRA was losing the war on that front, but inside France and in the greater eyes of the world France was losing, and De Gaulle knew it.

In 1961 De Gaulle finally came to the realization that France couldn't hope to hold onto an Algeria that wanted independence. Militarily France would be able to hold on indefinitely given the situation on the borders and the fact that an open desert to the south isolated Algeria, but a war of terror would always exist, and

there was no longer support in France to endure such a situation as that. In Evian, France, De Gaulle and representatives of the GPRA signed an agreement recognizing the need for an independent Algerian government, not necessarily the GPRA, and agreeing to a referendum upon the point. A cease fire was also agreed upon as was the withdrawal of French troops from Algeria within 3 years. Other points of interest was the preservation of French citizenships for French colonists. Trade agreements were also discussed and preferential treatment of the future Algeria was agreed upon. Also, France was granted the right to continued use of the Sahara as a nuclear test sight for a further 5 years.

This situation brought about an actual cease fire between the French military proper and the FLN/GPRA, but an organization of French colonists and ex-military officers and NCO's sprang up to continue the struggle. They even attempted the assassination of De Gaulle (an event made famous by the novel and movie "The Jackel"). The referendum was held on the 1st of July 1962, and Algeria gained its independence by right of the results of that vote. The French military was quickly withdrawn and Algeria descended into a period of anarchy as multiple governments and organizations claimed the right to rule. Amongst these were the National Liberation Front, the National Liberation

Franco-Algerian Relationship (Continued)

Army, the National Council of the Algerian Revolution, the National People's Army, the General Union of Algerian Workers, and even the National Union of Algerian Students. Fighting between these groups both politically and militarily continued until 1965 when a coup led by Houari Boumedienne, the Minister of Defence settled the matter.

The new government of Algeria was nominally built on revolutionary communist model, but strong economic ties with France continued, especially in the development of Algeria's oil interests. But, most importantly the killing had ceased, mostly. It is estimated that some 10,000 French military had been killed, 100,000 Harkis (local Moslems who were either "drafted" into French service or chose to serve in the French forces) had died, and unknown numbers of Moslem civilians and partisans had died, estimates run above a million, reasoned judgment makes the counting perhaps as many as half a million, but no matter the actual number the casualties were more than enough to have been a tragedy.

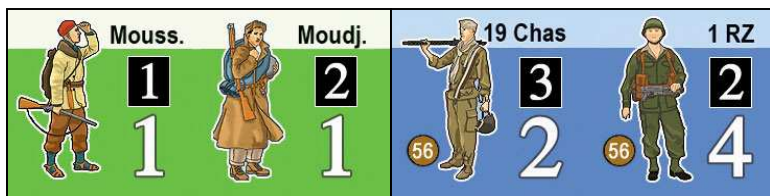


Ici, c'est la France! **The Algerian War of Independence** **1954-62** **Designer: Kim Kanger**

This game covers the French insurgency war against the FLN in Algeria from 1954-1962. It is a conflict of great drama that cost the lives of at least half a million Algerians, resulted in the tumultuous exodus of one million French settlers from Algeria, and brought France to the brink of civil war.

There are three facets within the game: political, insurgency and military, and it is through managing them in a delicate balance that the war, and the game, is won or lost.

Available for Pre-Order now!



Ici, c'est la France Counter Samples



www.legionwargames.com



FOR AN UPDATE, BHG IS STILL (possibly permanently!) ON THE ROPES, STILL FIGHTING FOR SURVIVAL AND GRATEFUL FOR ALL YOUR HELP. YOUR HELP AND LOYAL SUPPORT THROUGH THIS GRIM WINTER HAS BEEN AND WILL BE SUPREMELY APPRECIATED, AND I REGARD YOU ALL AS MY OWN CHILDREN (ER...SOMETHING LIKE THAT!) I AM VERY SORRY TO HAVE BROUGHT IT UP AT ALL, BUT WE STILL NEED YOUR HELP. EVERYONE IS HURTING, THIS IS TRUE, SO IT IS WITH THE UTMOST GRATITUDE THAT I THANK YOU FOR YOUR EFFORTS ON OUR BEHALF!
John Bowman, prop.

Editor:

John and Bunker Hill Games have been a venerable part of the wargaming community since the 70s. With the advent of the internet and direct sales which cut out the retailers, all the wargame stores are suffering. This is a shame because many of these "brick and mortar stores" as the geeks call them are also recruiting facilities for the hobby. When I was a kid, I walked into Boardroom Games in Indianapolis, run by the inimitable Gerald Hunter, this was way back when his store was across the road from Glendale Mall (which doesn't exist any more either). Inside the store were walls of games and neat looking displays of miniatures and chess pieces. The entire display seemed like a fantasy land and it was intriguing. I was hooked, and have now been a wargamer for nearly 40 years. It is precisely this allure that brings kids to the hobby. If we older gamers do not do our best to patronize these stores, then the children of today will never become the wargamers of tomorrow. Children learn not just visually, but through tactile experience. Place an actual game in their hands, a miniature figure, and it means much more to them in the learning process. But, if places like Bunker Hill Games disappear, that important tactile learning experience goes away. Young wargamers don't become young wargamers.

**Please Do All You Can to Help. We, The Hobby, Can't Afford to Lose Men and Stores Like
John Bowman and Bunker Hill Games**