

Children of the Mist



The Battle of Glenshiel

June 9, 1719

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Credits

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1.0 OVERVIEW

Children of the Mist (COTM) is a tactical war game for two players, covering the forgotten Battle of Glenshiel, fought in the Scottish Highlands on the 9th of June, 1719. More pointless than most battles, it is notable because of the presence of a small band of Spanish soldiers.

This is a generic hex-and-counter war game set in the Age of Reason. The Designer has made the assumption that players will be familiar with generic hex-and-counter war games about armies that use muskets, cannon, and cavalry. This assumption will save many pages of explanation. Some may recognize that the core rules are lifted from the *Battles of Louis XIV* series published in *Vae Victis* magazine, although the scale is different.

1.1 SCALE

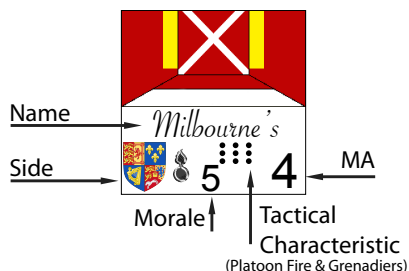
- Map scale is 80 metres per hex.
- Turns represent 15 minutes of real time.
- Units are companies, typically of 60 men.

1.2 UNITS

1.21 *COTM* includes the following kinds of Unit:

- Regular Infantry
- Highlanders
- Dragoons
- Mortars (hereafter 'Battery')

1.22 Each Unit (except the Battery) has the following attributes:



- Movement Allowance (MA), in Movement Points. See 8.0.
- Morale Value (MV), to be matched against a die roll when making Morale Checks (12.1).

- Tactical Doctrine (TD), in the form of an icon or icons, used in Combat (10.0).
- Side Indicator (what side the Unit belongs to). The two sides are Government (with King George I's heraldic shield) and Jacobite (the red, white, and blue flag).
- Formation Name, important for command and control (5.0/6.0).

1.3 TACTICAL DOCTRINE

1.31 The Tactical Doctrine (TD) that any given Unit will employ is indicated by an icon on its counter. TD is used when resolving Combat. There are five types:

- Fire by Rank (infantry). An older doctrine, not as effective in Shot Combat (10.2) but freely allowing Shock Combat (10.3).
- Fire by Platoon (infantry). The latest doctrine. It is more effective in exchanges of fire but does not allow Shock Combat.
- Dragoon (cavalry). Dragoons have the ability to fight mounted or dismounted, to shoot, and to charge on horseback. Also, the Highlanders are deathly afraid of them. They would not be much use against regular cavalry, but there is no regular cavalry in the game.
- Highlander (infantry). Highlanders lack fire discipline but receive bonuses in melee, being able to (in game terms) conduct a short-range Charge that is better than regular Shock Combat.
- Grenadiers (infantry). Grenadiers in this era still used grenades. They can both shoot (using Fire by Platoon) and Shock, receiving a bonus for the latter due to their grenades, and to the fact that they are picked men.

Note that the other type of Unit in the game, the Mortar Battery, has no TD, because it is a form of artillery. See 9.0.

1.4 FORMATIONS & IUs

1.411 All Units with the same Name belong to the same Formation. At this scale the Formations represent

individual battalions and the Units companies belonging to those battalions.

1.412 Exception: a number of Highlanders, and the Dutch, function as single Formations despite having different names. The scenario OOBs note this.

Design Note: in most cases these Formations are only detachments, which is why they have so few companies (Units).

1.413 Units belonging to the same Formation act in unison. That is, as explained in detail later, they Activate (5.0) at the same time (or fail to do so) under the leadership of a Formation Commander (6.0).

1.413 Any Unit that has no Formation Commander is an Independent Unit, or IU. An IU can be attached to a Formation on an *ad hoc* basis, or operate alone; if operating alone it is treated as a single-Unit Formation.

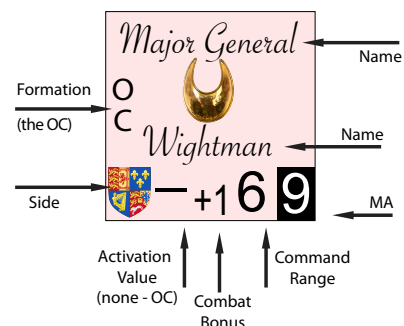
1.5 UNIT LOSSES

1.511 If a Unit takes a loss it is removed from play and deemed Eliminated. The term Strength Point (SP) is sometimes used in the rules; each Unit is worth ONE SP.

1.6 COMMANDERS

1.61 Military officers senior enough to be represented by their own counters are called Commanders.

1.62 Each side has an Officer Commanding (OC), a Second in Command (2IC), and a number of sub-commanders affiliated with this or that



Formation.

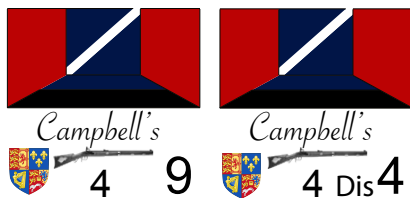
1.63 Commander counters have the following information printed on them:

- Name. For identification and historical interest.

- **Formation Affiliation.** This is the Formation the Commander is eligible to Activate (5.0) and the one he can provide Combat bonuses to.
- **Side Indicator** (what side the Commander belongs to).
- **Movement Allowance**, in Movement Points.
- **Command Range (CR).** Items within this radius are In Command (6.0) and function normally. Out of Command (6.3) items are restricted.
- **Combat Bonus.** Used for both Shot and Shock Combat.

1.64 The OC has the special role of making it easier for Formation Commanders to successfully Activate. His loss has a significant effect on his army's Morale (13.0).

1.65 The 2IC (6.4) is a replacement for the OC but, depending on what the scenario instructions say, he might also act as a Formation Commander, or function as a secondary OC while the



real OC is still on the map, allowing better command and control at the other end of the battle line.

1.7 DISMOUNTED DRAGOONS

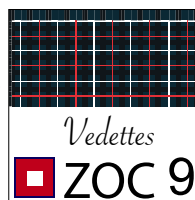
1.71 The Dragoon Units each have two counters. One is the Mounted version and the other is the Dismounted version. The counter with lower MA is the Dismounted version; it also has the abbreviation 'Dis' printed on the counter.

1.72 Dragoons can switch roles as a function of Movement; the cost is HALF their MA, rounded UP. Swap counters as needed.

1.73 Dismounted Dragoons cannot Charge (10.4) but have improved Facing (2.1) and are able to enter Woods and Bog hexes, which Mounted Dragoons cannot do.

1.8 VEDETTES

1.81 Vedettes are screens of soldiers posted to hinder the approach of an Enemy. Only the *Jacobites* have Vedettes.



1.82 Vedettes have the following effects.

- They generate a Zone of Control (7.0) in all directions; any opposing Unit that Moves next to them must stop.
- Any *Government* stack that starts its Activation in a Vedette ZOC cannot Move.
- Any Good Order (normal state) *Government* stack that Moves adjacent to a Vedette must take a Morale Check (12.1). If failed, this can Disorder (12.2) a stack, but nothing more.
- Vedettes Move like normal Units (8.0) but do not require an Activation Check (5.0) to do so.
- Vedettes may Retreat (11.2) one or two hexes (*Jacobite* player choice) immediately before Shot Combat. If they do not do so the *Government* player may conduct Shot Combat against them and if the Vedette suffers any loss or fails its Morale Check, it is Eliminated. *Exception:* the Mortar Battery cannot Bombard Vedettes.
- If attacked in Shock Combat Vedettes are Eliminated before actual resolution (i.e., with no ill effects to the Attacking stack). This does allow Advance After Combat (11.3).

1.83 Any Vedette that Moves or Retreats West of the 12XX hex column or that is at any time within two hexes of a Friendly Unit, is Eliminated.

1.84 Vedettes are not Units; they cannot attack or defend, and Eliminating them has no effect on Morale.

Design Note: first contact was made about 2pm but the battle did not officially commence until 5pm. Part of that time was taken up with deploying out of march order, handling the baggage, and holding a council of war, but it would seem a lot of time was used up manoeuvring in the face of snipers who had already been shadowing the column for several miles.

1.9 HOW TO WIN

1.91 *Whichever side forces their opponent's Army (all their forces) to become Demoralized first wins. In the event that this happens on the same Round (4.11) the game is a tie.*

1.92 Demoralizing an Army is explained in section 13.3.

2.0 FACING

2.1 OVERVIEW

2.11 The top edge of a Unit must always be aligned to face a hex vertex. This is the Front Facing of the Unit. The hexes to either side of the Unit are its Flanks, or Flank Facings. The hexes opposite the Front are its Rear or Rear Facing.

2.12 All Units in a stack must have the same orientation as the top Unit. When entering a stack a Unit must adopt the same orientation, which costs MPs; if unable to do so it cannot join the stack.

- *Exception:* Units Moving through a stack can do so if they have the same or the exact opposite orientation.
- *Exception:* Retreating Units ignore the orientation requirement.
- However, for both the above exceptions a Morale Check must be made — see 8.19.

2.13 Some Units are deemed to have a Front Facing in all directions, or one that covers the Flank hexes as well as the real front. In such cases the counter must still be orientated so that the top edge faces a hex vertex, and this direction is still the Unit's 'front' in a notional sense.

2.14 Units project a Zone of Control (ZOC — 7.0) out of all Front Facings.

2.2 SPECIAL FACINGS

2.21 Highlander Units have only Front and Rear Facings. Rear Facing is the same as other Units; the Flanks are treated as Front Facings.

2.22 Commanders have no Facing.

2.23 Any stack occupying a Woods hex treats its Flanks as Fronts (note that ZOCs do not project into Woods).

3.0 STACKING

3.1 STACKING LIMITS

3.11 Stacking limits are as follows:

- Up to FOUR Units of the same Formation may stack in the same hex.
- Up to TWO Units from different Formations may stack in the same hex.
- IUs count as Formations for stacking purposes (i.e., only two may stack together, and if one stacks with the representative of a multi-unit Formation there can only be the IU and one of the other Formation's Units in the hex).

3.12 Dragoons may only stack with Dragoons and Highlanders may only stack with Highlanders.

3.13 Markers and Commanders are ignored for stacking.

3.2 APPLICATION OF STACKING

3.21 Stacking limits apply at all times.

3.22 *Exception:* if a Unit must Retreat (11.2) through a stack the limit is ignored; note the word 'through' — the Unit cannot remain in that hex, even if it would not exceed the stacking limit by remaining.

3.3 EFFECTS OF STACKING

3.31 The MA of a stack is equal to the MA of its slowest Unit.

3.32 In Shock Combat every Unit in a stack participates. In Shot Combat only the top Unit is considered for TD.

- In both cases only the top Unit makes any required Morale Check (MC — 12.1), but the whole stack is affected equally (that is, all Units in the stack will have the same level of Disorganisation).
- In both cases any losses are applied sequentially from the top down.

3.33 *Exception:* the Mortar Battery must always be the top Unit in a stack but it is ignored for both Shot and Shock Combat (it has a minimum firing range of three hexes). If left alone next to an Enemy Unit it will be Eliminated.

3.34 When a Unit enters and ends its Movement in a stack it is placed at the bottom of the stack. This is the case no

matter what direction the Unit entered the hex from.

3.35 Units can leave a stack in any sequence desired, regardless of where they were located in the stack.

3.36 The order in which Units are stacked may be changed during Movement at a cost of HALF the stack's (i.e., slowest Unit's) MA, rounded UP. A stack can be reordered while in an Enemy ZOC but will suffer a penalty in Combat that Round.

3.4 COMMANDERS & STACKING

3.41 Commanders must be placed at the top of the stack. They are not Units, and are ignored for stacking limits and the effects of stacking described above.

3.42 Multiple Commanders can stack together, but only if at least one of them is the OC or the 2IC. Whichever Commander is on top is the one that provides any Combat Bonus but otherwise each Commander functions normally regardless of stacking order.

3.43 Commanders can be in a hex alone. If alone next to an Enemy Unit a Commander must immediately be repositioned to the nearest Friendly stack belonging to its Formation (OCs and 2ICs can reposition to the nearest Friendly Unit regardless of Formation).

3.5 OVER-STACK PENALTY

3.51 If Units inadvertently become over-stacked the owner must eliminate enough Units to ensure the stacking limit is met.

3.6 INSPECTING STACKS

3.61 Players may not examine each others' stacks, other than to ask to see the top Unit in a stack.

4.0 SEQUENCE OF PLAY

4.1 OVERVIEW

4.11 The game is played over a set number of Rounds. Each Round is split into two Player Turns. Each Player Turn consists of several Phases.

4.12 At the start of the game the First Player, as designated by the scenario, is deemed the Active Player; their opponent, the Second Player, is the Inactive Player.

4.13 When the First Player is done with their Turn the Second Player becomes

the Active Player. When they are done the Round ends and a new Round begins; this process repeats throughout the game.

4.14 After the first Round of play the First Player for the Round can change, (based on the scenario instructions).

4.2 RALLY PHASE

4.21 Rally is explained in section 12.3. In this phase the Active Player:

- First, automatically Rallies Disorganised Units that are not in Enemy ZOCs.
- Then, attempts to Rally Units in Enemy ZOCs with Morale Checks.
- Finally, may attempt to reintroduce Routed Units to play (again with Morale Checks).

4.22 Each Rally improves a Unit's state of Disorganisation by ONE level. When a Routed Unit reappears in play it does so in a Shaken state.

Design Note: games about battles normally keep Routed Units on the map, but given the scale it was decided they should simply be removed. However, the men are still on or near the battlefield, thus there is a potential for them to return to the colours.

4.3 ACTIVATION PHASE

4.31 The Activation Phase is when Formations and IUs try to Activate (5.0). If they do so they may Move; the Mortar Battery may Move or Bombard (9.2).

4.32 Each Formation and IU is tested for Activation separately. If Activated the Formation or IU completes all Movement before the next Activation Test is made.

4.33 The Active Player chooses the order in which they make their tests.

4.34 Activation Tests are explained in section 5.0. Movement is explained in section 8.0. Activation of a Formation requires a Commander, and their role is explained in section 6.0.

4.34 If an Activation succeeds:

- Instead of Moving, the Battery may Bombard, provided it is Unlimbered (9.4). Before doing so it may rotate one hex vertex.
- Activated Units may Move. Units are penalized in their Movement if they are Out of Command (6.3). This status

is checked for immediately after Activation and remains in force for the entirety of the Activation, even if OOC Units Move within Command Range.

- Commanders can also Move. The Active Formation Commander may Move with a stack or alone, and may leave or join stacks. The OC and 2IC are more restricted; they may only Move at this time if they are stacked with a Unit and remain stacked with it.

4.35 A Formation or IU that fails to Activate can still do some of the above, but it will be restricted (see 5.3).

4.36 While the Active Formation or IU is acting the Inactive Player may, as and when it is possible, make Opportunity Charges (8.65). *Clarification:* in COTM Highlanders are also capable of Opportunity Charging, though not against Dragons.

4.37 Once the IU or Formation has finished Movement the Active Player tests the next Formation or IU.

4.38 Once the Active Player cannot or does not wish to Activate anything else they may Move the OC (and 2IC unless he is a Formation Commander). The OC (and 2IC) will have full MA if he did not Move previously or half MA (rounded DOWN) if he did Move previously.

4.4. COMBAT PHASE

4.41 After all of the above has been completed Combat is resolved. This is done in the order chosen by the Active Player.

4.42 *Exception:* in any given circumstance Shot Combat (10.2) must always precede Shock Combat (10.3).

4.43 Results are applied as they occur.

4.5 NEXT PLAYER

4.51 The Combat Phase concludes the Active Player's Turn. The Inactive Player now becomes the Active Player and repeats the same steps.

4.6 END OF ROUND

4.61 At the end of the Round 'housekeeping' takes place. Markers used to denote Activated IUs are removed, and Commanders' counters are similarly 'reset' (they will have been flipped over earlier to show their

attempt to Activate and are now flipped face up again).

4.62 Next, both players check Formation Morale (13.0).

4.63 Then check for Immediate Victory. If no one has won yet, or if it was not the final Round, continue by advancing the Round Marker one space.

4.64 At the end of the final Round the players check for End of Game Victory.

5.0 ACTIVATING

5.1 OVERVIEW

5.11 To make an Activation Test on a Formation or IU roll one die. If the result is less than or equal to the Activation Value of the Formation (or IU) the Activation is successful.

5.12 **Important.** Only one test can be made per Round for each Formation and IU.

5.13 When a Formation makes an attempt to Activate the player may designate any IUs within the Command Range (6.1) of the Formation Commander to join the Formation's Activation. Whether the attempt was successful or not the IUs are considered part of the Formation for that Round.

5.14 If the OC (or 2IC when not acting as a Formation Commander) is stacked with a Formation Commander his Formation is automatically Activated.

5.15 Likewise, if the OC (or 2IC when not acting as a Formation Commander) is stacked with an IU that is attempting to Activate alone the IU is automatically Activated.

5.16 Regardless of whether the Activation succeeded or not mark the chosen Formation or IU as Activated:

- For a Formation, flip the Commander's counter to its Activated side.
- For an IU place an Activated marker on it.

5.17 The following DRMs apply:

- -1 if the Formation Commander or IU is within Command Range of the OC (or the 2IC if the latter is not acting as a Formation Commander).
- +1 if the Formation Commander participated in Shock Combat in the previous Turn (that is, defended against the other side's attack).

5.2 ACTIVATION VALUES

5.21 The Activation Value (AV) of a Formation is printed on its Commander's counter.

5.22 The AV of an IU is always '5'.

5.3 NON-ACTIVATION

5.31 Formations that fail to Activate are not completely inert but are penalized as follows:

- The Commander cannot Move (he may Retreat if required to).
- No Unit of the Formation may voluntarily exit the Commander's Command Range. This includes IUs attempting to Activate as part of the Formation.
- All affected MAs are halved, rounded DOWN.
- The Units may not voluntarily Move adjacent to an Enemy Unit. They can remain in such a hex if already there (and can engage in Shot and Shock Combat without penalty).

5.32 IUs that fail to Activate on their own cannot Move but can rotate ONE hex vertex.

5.33 Forces that fail their Activation Check are still permitted to engage in Shot and Shock Combat. Charges are not allowed (because they involve Moving adjacent to an Enemy Unit).

6.0 COMMAND

6.1 OVERVIEW

6.11 Commanders have a Command Range (CR) printed on their counters, which is the radius of hexes within which Units of their Formation (or Formation Commanders when considering the OC and 2IC's CRs) are In Command. Any relevant items beyond CR are Out Of Command.

6.12 *Exception:* if a Unit outside the CR of its Commander is adjacent to a Unit within the CR that belongs to the same Formation (NOT an associated IU in either case) it is In Command. The CR can be extended farther by a chain of such Units.

6.13 CR is assessed in hexes and is not interfered with by terrain, other Units, and ZOCs.

6.14 The OC and 2IC do not command Units (the 2IC might do so if allowed to act as a Formation Commander, but if acting as such will be treated as such, and not as a 2IC). **Important.** Any Formation Commander within the OC's or 2IC's CR receives a beneficial -1 DRM when making an Activation Test.

6.15 **Important.** If a Formation Commander is stacked with the OC or 2IC its Activation is automatic.

6.16 *Clarification:* a 2IC acting as a Formation Commander cannot gain the Activation DRM from himself by virtue of his own status as 2IC. However, he would gain it if within the OC's CR.

6.2 COMMAND OF UNITS

6.21 An Activated Formation Commander permits all In Command Units of his Formation, and any IUs attached to the Formation for the Round, to perform all their normal functions.

6.22 Checking to see whether a Unit is In Command is done at the moment of the Formation's Activation.

6.23 Units may leave the Command Range of the Commander; they will not be penalized during the current Turn but will be Out of Command (OOC — 6.3) next Turn.

6.24 Conversely, a Unit that is OOC remains so for the whole phase, even if the Unit falls within the CR of the Active Formation Commander during the course of the Turn.

6.25 A Formation Commander does not need to be stacked with Units of his Formation to command them.

6.26 **Important.** Due to the limits of the counter mix there are no In Command/ Out of Command markers, so the players must either make their own or record changes of status on paper (or simply remember).

6.3 OUT OF COMMAND

6.31 Out of Command status can affect both Units and Commanders.

- OOC Units cannot Move, but can rotate one hex vertex. This can be done in an Enemy ZOC, but in that case requires a Morale Check with a +1 DRM or they will suffer Disorganisation (12.2); the Facing change does still occur.

- A Formation Commander can still Move, and can still attempt Activation, but the test will not receive the OC's (or 2IC's) benefit.
- *Clarification:* OCs and 2ICs are never OOC.

6.32 An OOC Unit with Enemy Units in its ZOC can always initiate Combat (even if Disorganised).

6.34 Even if OOC the Mortar Battery can always Bombard.

6.4 THE 2IC

6.41 The 2IC functions as a secondary OC and behaves as such. He does not have to be within the OC's CR to do so.

6.42 *Exception:* if the scenario states the 2IC is also a Formation Commander he:

- Must act as such when within the OC's CR.
- May act as a pseudo-OC (with the same powers as an OC) when not within the OC's CR.
- May act as a Formation Commander when not within the OC's CR, in which case he cannot also act as pseudo-OC that Turn and does not receive an Activation DRM.

7.0 ZONES OF CONTROL

7.1 OVERVIEW

7.11 Every Unit projects a Zone of Control (ZOC) into the hexes adjacent to its Front Facing.

7.12 Commanders and the Mortar Battery have no ZOC.

7.13 The presence of a ZOC can be altered by terrain. See the Terrain Effects Chart (TEC).

7.14 Opposing ZOCs projected into the same hex mutually exist; each has full effect.

7.15 ZOCs project into and out of all terrain types except Woods. They project out of Woods, but not into them.

7.2 EFFECTS OF ZOC

7.21 ZOCs have the following effects:

- A Unit that enters an Enemy ZOC must end its Movement for that Activation.

- A Unit that Retreats (11.2) into an Enemy ZOC after Combat may become Disorganised (12.2).

- A Unit may not Move directly from one enemy ZOC to another Enemy ZOC. *Exception:* 11.3 Advance After Combat.

- A Unit can 'back out' of an Enemy ZOC. This is treated as a form of voluntary Retreat, per 8.4. Leaving an Enemy ZOC in this manner will also occur due to involuntary Retreat. The cost is HALF its MA rounded UP.

- A Unit may only initiate Combat (Shot or Shock) against Units in its ZOC.

- Units may change Facing in an Enemy ZOC if they pass a MC. There is no penalty for failing the check.

7.22 The presence of a Friendly Unit in an enemy ZOC allows Commanders to pass through the hex, per 8.53.

7.3 FLANK AND REAR HEXES

7.31 Flank and Rear hexes have the following effect on enemy forces:

- Commanders finding themselves alone in a hex next to an Enemy Unit must be repositioned.
- If the Mortar Battery is alone in a hex next to an Enemy Unit it is Eliminated.
- A Unit which Retreats into an Enemy Flank hex after Combat might become Disorganised (12.2).

8.0 MOVEMENT

8.1 OVERVIEW

8.11 Movement takes place in the Activation Phase. Only Activated Units, and failed-Activation Units that are In Command, may Move.

- Activated Units may use their full MA.
- Units belonging to a Formation that just failed to Activate may also Move, but only within their Commander's Command Range, and with only half their MA, rounded DOWN.

8.12 Entering a hex costs the moving Unit a certain number of MPs, based on the terrain type. Terrain costs are shown on the TEC.

- Units also pay MPs to change Facing (8.3).
- All Units are allowed a ONE hex minimum Move, except into terrain

they are not allowed to enter and if attempting to exit a ZOC.

8.13 MPs are not cumulative from one Round to the next and may not be transferred between Units.

8.14 The Movement of a given Unit must be completed before continuing to the next Unit. Moving an entire stack as one is permitted.

8.15 Units can be dropped off from a stack but can Move no further in that Activation Phase. Units cannot be picked up.

8.16 Movement is normally done in the direction of a Unit's Front Facing, but a Unit can also Move through its Rear Facing at a cost of +1 MP. Movement through a Flank is never allowed. (*Clarification:* the +1 cost is not added when backing out of a ZOC per 8.4.)

8.17 The Mortar Battery may only Move if Limbered. See 9.4.

8.18 Per 2.12 Units in a stack must all have the same orientation; if a Unit enters the stack it must adopt that orientation and if it cannot afford to it cannot enter the stack. This is still true for Units that have multiple or all-round Front Facings; in such cases treat the top of the Unit's counter as its 'front' for orientation purposes.

8.19 A Unit can pass through another Friendly Unit if they have the same orientation, or the exact opposite orientation, provided stacking limits are not exceeded. Passing through a stack in this manner requires a Morale Check. Use the top Unit of the stationary stack to make the test. Failure can never result in anything worse than Disorder.

8.2 TERRAIN PENALTIES

8.21 Some terrain has an additional effect on Units moving into it, besides the MP cost.

8.22 A Unit that Moves into a Woods hex, Bog hex, hex containing the River Shiel (except the Bridge, if that hex was entered along the Track), or hex containing an Abatis, automatically becomes Disordered (12.2).

8.23 A Unit can be Rallied (12.3) while in these terrain types and then remain in Good Order, but if passing into another such hex it will again be Disordered.

8.24 **Important.** A Disordered Unit does not become Shaken due to moving into these terrain types; if already Disordered it simply remains in that state.

8.3 CHANGING FACING

8.31 A Unit may change Facing during the Activation Phase. Changing Facing costs 1 MP per hex vertex of counter rotation, or 2 MPs if in an Enemy ZOC.

- A maximum of two changes in vertex can be made per Activation Phase.
- If changing Facing in an Enemy ZOC a Morale Check must be made; this does not prevent the rotation but can cause Disorganisation.
- **Important.** A Unit that already has an Enemy Unit in its ZOC cannot change Facing.
- *Clarification:* if a Unit is OOC the one hex vertex rotation it is entitled to is free, but is limited to that one vertex, and if executed in a ZOC still requires a Morale Check.

8.32 A Unit can also rotate 180°. This action, which can be conducted by a whole stack at once if desired, costs half the participating Units MA.

- If a stack reverses Facing in this manner it must also reverse the stacking order.
- *Exception:* a Unit in a Enemy ZOC cannot rotate 180°.

8.4 LEAVING AN ENEMY ZOC

8.41 A Unit may leave a hex in an Enemy ZOC by Retreating (11.2) one hex into one of its Rear hexes, while maintaining its Facing. The cost is HALF its MA rounded UP. No MC is required.

8.42 Once this has been done the Unit may Retreat again and/or change Facing by one vertex if it has MPs remaining.

8.43 *Exception:* Dragoons may Retreat one hex as above and change Facing by a maximum of one vertex, then continue with a normal Move using their remaining MPs.

8.5 COMMANDER MOVEMENT

8.51 The OC and 2IC may make a bonus Move alone at the end of the Activation Phase. If they also Moved during the Activation Phase (i.e., with a Unit) their MA for this bonus Move is HALVED, rounded DOWN.

8.52 Formation Commanders only Move when their Formation is Activated.

8.53 Commanders may not enter an Enemy Frontal or Flank hex that is not occupied by a Friendly Unit.

8.6 CHARGE MOVEMENT

8.61 Dragoons and Highlanders are allowed to Charge, which gives them a significant benefit in Shock Combat. Section 10.4 explains the method in detail; this section deals with the Movement requirements.

8.62 If either type of Unit starts its Move not in an Enemy ZOC and ends its Move adjacent to an Enemy Unit, it is assumed to be Charging. (*The player may want to 'declare' the Charge anyway, to alert their opponent.*) It is possible to make such a Move and not Charge, but in this case the player must make the fact clear to their opponent. In addition:

- A Dragoon Unit must have Moved at least TWO hexes, and the final TWO hexes of the Move must be executed without changing Facing.
- A Highlander Unit must have Moved at least ONE hex, and the final hex of the Move must be executed without changing Facing.
- Highlanders cannot Charge Dragoons.
- Per 10.4 a Morale Check will be required to qualify for the Charge bonus in Shock Combat, but this is not a precondition; a failed MC will simply mean the Charge becomes a regular Shock Combat affair.

8.63 A stack of Highlanders or Dragoons must Charge as one. The stack cannot split up, and all the Units in it must Charge the same target.

8.64 Highlanders and Dragoons cannot conduct 'grand charges' — that is, the entire Formation is not allowed to Charge simultaneously unless it only occupies one hex.

8.65 Highlanders and Dragoons can also Opportunity Charge. The Units must be In Command, not in an Enemy ZOC, and have their Front Facing pointed at the Enemy's hex.

- An Opportunity Charge is initiated by the Inactive player against a Unit that Moves within two hexes of a Dragoon

Unit's Front Facing (see diagram), or into a Highlander Unit's ZOC.

- Only one Opportunity Charge can be declared per eligible stack per Enemy Activation. If the Moving Unit enters the 'charge zone' of multiple Charge-capable stacks, only ONE such stack may make the Opportunity Charge.
- Unlike regular Charges, an Opportunity Charge attempt requires an immediate MC. If passed the Enemy Unit must stop and the Charge goes ahead, otherwise nothing happens and the Enemy Unit may continue Moving.
- A Moving Unit can have multiple Charge attempts made against it, but only ONCE per hex entered.
- The Charge's effects are determined as a part of Shock Combat. The stack making the Opportunity Charge is the Attacker.

Play Note: there are no Charge markers, so players will have to remember which stacks made Opportunity Charges, but occasions for such Charges will be few.

9.0 THE MORTAR BATTERY



9.1 OVERVIEW

9.11 The Mortar Battery is an IU. If a game mechanic is not mentioned in this section, then with respect to that mechanic the Mortar Battery acts exactly like any other Unit.

9.12 The Battery may fire on two occasions:

- If Activated as part of a Formation, before any Movement occurs it may rotate up to one hex vertex and then Bombard (9.2) a Target within range.
- It may also Bombard in the Combat Phase, whether it Activated as part of a Formation or as an IU.

9.2 BOMBARDMENT

9.21 The Battery is the only Unit in the game with a Range of greater than one hex, and only it may Bombard. To execute a Bombardment:

- Make sure the desired target is in Range (3-14 hexes) and within Line of Sight (LoS), per 9.3.

- Consult the Bombardment Table, roll one die, add any applicable modifiers, and implement the matching result given on the table.

9.22 Note the Battery's minimum Range of 3 hexes; it cannot fire at targets closer than 3 hexes.

9.23 The Battery is allowed to Bombard when in an Enemy ZOC, unless it is alone (9.4).

9.24 Bombardment can start Brush Fires. See 9.6.

9.3 LINE OF SIGHT

9.31 To Bombard, the Battery must have a clear Line of Sight as far as the Target hex.

9.32 LoS is traced from the centre of the Battery's hex to the centre of the Target hex. To assist in tracing LoS and determining whether any contour lines interfere, each hex has a dot in its center. Trace from dot to dot.

9.33 The LoS is blocked if it passes through a hex containing a blocking element. In *COTM* the only blocking terrain types are Woods and higher intervening elevation, which is delineated by Contour Lines. Units do not block LoS.

- If the Battery is at the same or lower elevation than a Woods hex the Woods hex may be Fired into but all hexes behind it are blocked.
- If the Battery is at a higher elevation than a Woods hex the Woods can be Fired over, but there is a one-hex blind spot immediately behind the intervening Woods hex.
- If the LoS is intersected by higher elevation than that of both the Battery and the Target, LoS is blocked.

9.34 *Clarification:* maps showing accurate contour lines always generate many edge cases, and arguments could be made, for example, for disallowing LoS to a Target set well back from a contour line whose elevation it shares. The above rules are intended to be simple. Players should feel free to make the LoS rules as realistic as they like.

Design Note: the slopes of Glen Shiel may not look steep on the map, but the Designer can attest from personal observation that they are extremely steep.

9.35 **Important.** The maximum range of the Battery is reduced by one hex per higher contour line that LoS crosses (in cases where the terrain rises and falls, only count the times that a higher elevation is reached).

9.4 BATTERY MOVEMENT

9.41 To Move the Battery it must be Limbered; to fire the Battery it must be Unlimbered. Limbering and Unlimbering requires that the Battery be Active.

9.42 The Battery can Limber and Move in the same Activation, but if it does so it cannot use its bonus Bombardment at the start of the Activation.

9.43 The Battery can Unlimber and Bombard during Shot Combat in the same Activation.

9.44 When the Battery is Limbered, place the Limbered marker on it; as noted on the marker the Mortar's MA is '3'.

9.45 When Limbered the Battery has all-round Front Facing for purposes of Movement. It has no ZOC.

9.5 BATTERY DESTRUCTION

9.51 The Battery is never Disorganised due to Combat results.

- If Units are stacked with the Battery, they are the ones to suffer any Combat results.
- If the Battery is alone in its hex when an Enemy Unit Moves adjacent to it, or is the sole remaining Unit in a hex after Combat, then it is automatically Eliminated, whether Limbered or Unlimbered.

9.52 The Battery cannot Retreat.

9.6 BRUSH FIRES

9.61 A potential result of the Bombardment Table is Brush Fire. If a Brush Fire result occurs:

- Place a Fire counter in the Bombarded hex, on its 'small flame' side. There are no additional effects at this time (any Units present will undergo the other results for this entry on the table).

- During each Rally Phase, before doing anything else, roll one die for each 'small flame' Brush Fire on the map. On a '6' flip the counter over to its Large Fire side.

- Brush Fires do not progress beyond the Large stage.

9.62 When a Brush Fire is on its 'small flame' side Units may enter the hex but must undergo a Morale Check. This can only Disorder the Unit; Units cannot become Shaken or Rout.

9.63 When a Brush Fire flips to its 'large flame' side no Unit may enter the hex for the rest of the game. Any Units currently in the hex must Retreat one hex and undergo a Morale Check; this test can result in Shaken and Routed results. The Retreat cannot be into another Fire hex, whether Large or Small; if there is no other choice the Unit is Routed.

9.64 The number of Fire counters in the game is a hard limit. Fires cannot be extinguished.

9.65 Fires cannot be started in Bog, River, or Woods hexes. They can start beside Burns.

10.0 COMBAT

10.1 OVERVIEW

10.11 There are two kinds of Combat, Shot and Shock, each resolved as a separate sub-phase of the Combat Phase, Shot first, followed by Shock. Except for Opportunity Charges all Combat can only be initiated by the Active Player.

- Shot Combat is mandatory and is directed against Enemy Units in the ZOC of Units belonging to the Active Player.
- Shock Combat is optional, on a case by case basis, except for Charges; if chosen it must be enacted against Enemy Units occupying the Front Facing of the Active Player's Units.
- *Exception:* the Mortar Battery Bombards during Shot Combat, only at range, and cannot initiate Shock Combat. Bombardment is always optional. The Battery also has its bonus Bombardment at the start of its Activation, which is resolved in the identical manner to Bombardment resolved during Shot Combat.

- *Clarification:* since ZOCs do not extend into Woods, Shot Combat into Woods is not allowed (but Bombardment is). But since Shock Combat only requires an Enemy Unit to be adjacent, it is allowed into Woods. And both Shot and Shock Combat are allowed out of Woods into other kinds of terrain, since Units within Woods do project a ZOC out of them.

10.12 The Active Player is deemed the Attacker and his opponent is called the Defender.

10.13 *Exception:* if an Inactive Unit is Opportunity Charging an Active Unit that is not Charging, the Inactive Unit is the Attacker. There are no markers to indicate this; the players will have to remember.

10.14 A given Unit (Attacker or Defender) may engage in a maximum of one Shot Combat and one Shock Combat per Combat Phase.

10.16 Most Units in the game are Infantry, so this section describes the general method of resolving Combat. The Mortar Battery has already been explained and the unique rules for Charging are given in section 10.4.

10.2 SHOT COMBAT

10.21 Each Shot Combat is resolved individually, in the order chosen by the Attacking player. Each Shot Combat consists of the following steps, in the order listed:

- Offensive Shot by the Attacking Unit.
- Simultaneous Return Fire by the Target (if able).

10.22 Shot Combat requirements are as follows:

- Only the top Unit in the firing stack (except for the Battery, which is ignored) is considered — for its Tactical Doctrine.
- Each of the Attacker's stacks must shoot at ONE Enemy stack in its ZOC.
- If there is a choice, the Attacker may pick the target, but must endeavour to fire at every potential target with some eligible stack, if at all possible.
- Multiple stacks may fire at the same target, but only if they have no other eligible target. Each is resolved as a separate Shot Combat.

- Each of the Defender's targeted Units may respond against the Unit that just Fired on it, provided the Unit is capable of Fire and the Firer is in its Front Facing.

10.23 **Return Fire** is resolved simultaneously (although for practical purposes the Attacker determines their results first), in an identical manner.

- The stack Returning Fire must have the Attacking stack in its own Front Facing.
- If shot at by multiple stacks a Friendly stack may only Return Fire at ONE of them; Defender chooses.
- However, if an Attacking stack is in the ZOC of multiple Defending stacks, each may Return Fire at it, whether they were the actual Target or not, provided they are not required to Return Fire against another Attacking stack.

10.23 To resolve Shot Combat consult the *Shot Combat Table*. Cross index a modified die roll with the correct TD column (the icon that matches the one on the Unit counter) to find the result.

- DRMs are given below the table.
- The key to the shorthand used for the effects is likewise given below the table.
- In brief, Shot Combat may result in the Target suffering a Morale Check, automatic Disorganisation, an SP loss (i.e., Unit Eliminated), and/or a Retreat requirement. See section 11.0.

10.3 SHOCK COMBAT

10.31 Like Shot Combat, each Shock Combat is resolved individually, in the order chosen by the Attacking player.

10.32 Shock Combat requirements are as follows:

- The top Unit in the stack must have a TD that permits Shock Combat. In *COTM* only Units that use Platoon Fire (and the Mortars) cannot Shock (but this does mean most *Government* Units cannot Shock).
- Shaken (12.2) stacks cannot conduct Shock Combat.
- The Attacking stack must pass a MC or the Shock Combat will not take place.

- *Exception:* if the stack is attempting to Charge, passing the MC allows the Charge to take place with the Charge bonus; failing the MC does not stop the Shock Combat, but the Charge bonus is not received.
- If the Attacking stack engaged in Shot Combat it must Shock the same stack it fired at. If for some reason that stack is not present anymore, the Attacking stack cannot conduct Shock Combat, even if another stack is in its Front Facing.

10.33 Shock Combat uses all the Units in a stack (to provide odds modifiers). As noted above, however, it is the top Unit that determines whether Shock Combat can take place.

10.34 To resolve Shock Combat consult the Shock Combat Table. Cross index a single modified die roll with both the Attacker and Defender columns. These will yield the results for each side; results are implemented simultaneously.

- DRMs are given below the table.
- The key to the shorthand used for the effects is likewise given below the table.
- In brief, Shock Combat generates the same effects as Shot Combat but in more extreme form, and may also result in the outright Elimination of a whole stack. See section 11.0.

10.34 A stack may Shock several Defending stacks as part of the same Combat.

- One of the target stacks must be the one it fired at and the others must be in its Front Facing.
- The SPs of all Defending stacks are combined into one total when determining the odds.

10.35 A single Defending stack can be Shocked by multiple Attacking stacks, provided each of them fired at it.

- The Defending stack must be the only one in each Attacker's ZOC.
- Each Attacking stack must pass its own MC.
- The target can only be Shocked ONCE so all Attacking stacks (that are still able after the MCs) must combine their SPs when determining the odds.

10.36 Mounted Dragoons:

- Cannot be Attacked using Shock Combat.
- Cannot conduct Shock Combat into Woods or Bog hexes. (*Clarification:* they can Shock up or down slope, but cannot Charge under those circumstances, as explained in 10.4.)

Design Note: mounted dragoons would simply ride away from assaulting infantry (or counter-charge them), so no sane infantry officer would order such an attack.

10.4 CHARGING

10.41 Two kinds of Unit may Charge in COTM: Dragoons and Highlanders. All Charges are resolved the same way but the Dragoons have extra mobility; also they are advantaged against Highlanders.

10.42 Section 8.6 explains how a Charge situation is arrived at — the stack Moves two hexes (one hex for Highlanders) without pivoting and if it then has an Enemy stack in its ZOC, is assumed to be Charging that stack. The subsequent Shock MC determines whether the stack actually gets the Charge bonus or not.

- The only exception is the Opportunity Charge, which requires that the MC be made at the time the Charge is declared, and failure of which means the Opportunity Charge does not take place..

10.43 Resolution of a Charge is otherwise the the same as any other Shock Combat, with the addition of favourable DRMs.

10.44 Note that if the Charge MC is failed the player cannot choose to stop the Shock Combat entirely; the stack must still Shock, but without the bonus. *Exception:* Opportunity Charges do not occur if the MC is failed.

10.45 If a successfully Charging stack succeeds in removing all Enemy Units from the hex it was attacking it MUST Advance After Combat (11.3). However, there are no rules for 'pursuit' in COTM.

10.46 Both Dragoons and Highlanders will engage in Shot Combat prior to Shock Combat. This is resolved normally.

10.47 Highlanders cannot Charge Dragoons. If a Dragoon stack Charges a Charing Highlander stack the latter's Charge is cancelled and the Highlanders

become the target of the Dragoons' Charge.

10.48 Opportunity Charges are resolved like any other Charge, but the Inactive side is the Attacker.

Design Note: because the Highlanders were afraid of the dragoons, and because there is no cavalry on the Jacobite side, there is no mechanism for 'reaction charges'. Opportunity charging a Highland charge is technically a reaction charge but requires no special routine. Theoretically, Highlanders on either side could charge each other, but at such short ranges there is no need for yet another subroutine.

10.5 COMBAT MODIFIERS

10.51 As noted above, DRMs are recorded on the various Combat tables. What follows are some clarifications.

- **Terrain.** Always apply the terrain most favourable to the Defender.
- **Morale.** This DRM is the difference in Morale between Attacker and Defender. When Friendly Units with different Morale participate in the same Combat in the same stack, use the top Unit; if the mix is spread among multiple stacks apply the best top Unit Morale Value.
- **Flank and Rear.** If there is a choice, always use the DRM that is least favourable to the Defender.
- **Unsecured Flank.** This penalty occurs when a target being Shocked has an empty hex, or hex with an Enemy Unit, in either of its Flank hexes. The empty-hex condition is waived if the empty hex is impassible to the stack conducting the Shock Combat.
- **Change in Stacking Order.** This will have taken place during Movement and must be noted or remembered for application now.

10.52 All modifiers are cumulative.

11.0 COMBAT RESULTS

11.1 OVERVIEW

11.11 Possible Combat results are:

- MC: Morale Check.
- MC -1: Morale Check with a favourable DRM of -1. Failure results in +1 level of Disorganisation (12.2).
- MC +1: Morale Check with a DRM of +1.

- MC +2: Morale Check with a DRM of +2.
- D: automatic increase of Disorganisation of one level.
- R1 or R2: Retreat of one or two hexes for all the involved Units on that side.
- 1, 2, etc. coming before the 'MC' or 'D' requirement: number of SPs eliminated. One SP = one Unit.
- E: Elimination of all involved Units on that side.
- *: Shaken Dragoon Units are eliminated.

11.12 Disorganisation applies equally to the whole stack. Losses are taken from the top Unit down.

11.13 Results are applied in the following order: Elimination, SP losses, Morale Checks, Disorganisation, Retreat.

11.2 RETREAT

11.21 When the Combat results call for a Retreat (or when voluntarily exiting a ZOC by using the Retreat mechanism) use the following protocol:

- All Retreating Units in the same stack must stay together.
- The stack must Move in the direction of its Rear.
- The stack must avoid Enemy ZOCs AND Enemy Flank hexes.
- The stack must Move into terrain it could normally enter.
- A Retreating stack maintains its initial Facing.
- *Exception:* if a Unit attacked in Flank or Rear is forced to Retreat, it does change Facing, so that it faces the Attacking Unit. This is done before it Moves away.
- A Unit that cannot Retreat because of the presence of Enemy Units or impassable terrain is eliminated. See 11.25.
- A Commander must Retreat with the stack he is accompanying.

11.22 **Important.** Stacking limits do not apply during a Retreat.

11.23 When forced to Retreat into another Friendly stack the Retreating Units cannot remain in the hex but must

continue the Retreat until they reach an empty hex.

11.24 Two situations are possible under case 11.23:

- If the immobile stack has the same Facing as the Retreating stack both stacks must take separate MCs. The effects apply only to the stack making the MC.
- If the immobile stack has a different Facing, both stacks automatically increase their Disorganisation by one level.
- *Clarification:* unlike other Movement-related MCs these can result in Units becoming Shaken or Routed.

11.25 As a last resort a stack can Retreat next to an Enemy Unit:

- A stack forced to Retreat into an Enemy ZOC suffers the loss of one SP. If any Units remain the stack must take a MC with a DRM of +1.
- A Unit forced to Retreat into the Flank hex of an Enemy Unit takes the same modified MC but does not lose an SP.
- A Unit forced to Retreat into the Rear hex of an Enemy Unit does not take a MC. However, even this situation is to be avoided if at all possible.

11.3 ADVANCE AFTER COMBAT

11.31 When a hex is vacated due to Combat of any kind the victorious stack (or just the top Unit if desired) may enter the vacated hex. This is called Advance After Combat (AAC).

11.32 The AAC may only be one hex, even if the other side Retreated more than one hex.

11.33 The decision to advance or not must be made before doing anything else.

11.34 The Defender may AAC, but not into an Enemy ZOC (an Attacking stack can do so.)

11.35 If a successfully Charging stack succeeds in removing all Enemy Units from the hex it was attacking it **MUST** Advance After Combat.

- Dragoons may rotate ONE hex vertex if desired, Highlanders may not.
- Dragoons may AAC one additional empty hex; this does not trigger Combat of any kind.

10.36 **Important.** Highlanders that AAC after a Charge automatically become Disordered; if already Disordered there is no further effect.

10.37 Charging Dragoons may attempt a Recall instead of conducting an AAC. The stack must pass a MC; if they do so the stack does not AAC.

10.38 The Mortar Battery cannot AAC, even if Limbered..

11.4 COMMANDER ELIMINATION

11.41 Most Commanders provide a bonus in Combat. Its use is optional. If the Commander does provide the bonus there is a chance he will be permanently removed from play.

11.42 If used, and if his stack takes any loss (including Rout), roll ONE die. On a result of '1' the Commander is removed from the game.

11.43 If no Unit of a Commander's Formation remains on the map, he also is removed from play.

11.44 *Clarification:* an uncommitted Commander cannot otherwise become a casualty even if the stack he is with is Eliminated or Retreats. In the latter case he must accompany the stack and in the former case he must displace to the nearest Friendly-occupied hex.

11.45 Removing a Formation Commander from play adversely affects his Formation's Morale (13.0). Similarly, removing the OC adversely affects all Friendly Formations' Morale.

11.46 If an OC is removed from play his 2IC immediately becomes the OC.

11.47 When a Formation loses its Commander he is not replaced. There are two possible conditions:

- A Highlander Formation becomes a collection of Independent Units. However, there is some redundancy on the Jacobite side, with Commanders who are able to lead a variety of Highlander Units. Such Commanders can automatically create a Formation out of Highlander Units within their Command Range. *Clarification:* the 'official' Formation Commander (per the scenario instructions) is the only one whose loss affects Morale.
- Non-Highlander Formations remain Formations but must collectively

check for Activation using the IU Activation Value of '5'. Moreover, only Units that are stacked or adjacent, and only the largest clump of those, are treated as part of the Formation, the rest are (for that Round) treated as IUs. If a Formation's Units are all fully separated from one another they all function as IUs.

- 2ICs are never replaced.
- If a 2IC is who is capable of acting as a Formation Commander assumes the role of OC due to the loss of the original OC the 2IC may no longer act as a Formation Commander; his Formation becomes a collection of IUs.
- The loss of a 2IC does not affect Morale.

12.0 UNIT MORALE

12.1 MORALE CHECKS

12.11 Whenever a Unit has to take a Morale Check (MC) the owning player rolls one die. If the result is less than or equal to the Morale Value of the Unit it remains in its present state. Otherwise it suffers one step of Disorganisation (from Good Order to Disorder to Shaken to Routed).

12.12 Common DRM's are as follows:

- -1 if any Friendly Commander is present; or;
- +1 if the Formation is Demoralized (13.0).
- Other DRM's may apply based on Combat results, or terrain, or special circumstances.

12.13 Morale Checks are made by the top Unit alone but affect the whole stack.

12.2 DISORGANISATION

12.21 Units are either in Good Order, functioning normally, or at some level of Disorganisation.

12.22 There are three levels of Disorganisation

- **Disorder.** A Unit in Good Order that suffers one Disorganisation result becomes Disordered. Disordered Units can function normally, with only minor penalties.
- **Shaken.** If already Disordered a Unit becomes Shaken when it suffers

another Disorganisation result. However, this can only occur due to Combat. In other situations a MC can only Disorder a stack.

- **Routed.** If a Shaken Unit suffers Disorganisation it Routs and is removed from play.

12.23 If Disorganised stacks combine the new stack adopts the worst level of Disorganisation. However, when Units pass through stacks they do not transfer their Disorganisation state to the immobile stack (although a MC might be triggered that could change the latter's state).

12.24 In *COTM* Routed Units are regarded as Eliminated while they are off the map, but it is possible to bring them back, so they must be kept separate from true Eliminated Units. The *Player Aid Card* has a separate box they can be stored in.

12.3 RALLY

12.31 Disordered and Shaken Units can Rally, and Routed Units can be returned to play, in the following ways.

- All Disordered and Shaken Units not in an Enemy ZOC automatically recover from one stage of Disorganisation during the Rally Phase (e.g., from Shaken to Disordered).
- Rally is possible in an Enemy ZOC but the Unit must pass a Morale Check, with a +1 DRM (+2 for Highlanders). There is no penalty for failing the test.
- Routed Units may attempt to return to play during the Rally Phase, provided they belong to a non-Demoralized Formation (13.0). A Morale Check is required for each Unit, with a +2 DRM. If the Unit passes it may be placed on the map within 3 hexes of a Friendly Unit of the same Formation; the returned Unit must also be placed at least 3 hexes from the nearest Enemy Unit.

12.32 Apart from the modifiers listed above Morale Checks for Rally are modified as follows:

- -1 DRM if the OC, or 2IC, or the Formation Commander is adjacent to the Unit.

- -2 DRM if the OC, or 2IC, or the Formation Commander, is stacked with the Unit.

These DRM's do not compound if multiple Commanders are present; use the best one. Neither DRM applies to Routed Units.

13.0 FORMATION MORALE

13.1 OVERVIEW

13.11 Formations can suffer a permanent loss of Morale if they take enough casualties. This will have a detrimental effect on a Formation's performance.

13.12 If a Formation is entirely destroyed the Commander is also removed from play.

13.2 DEMORALIZATION

13.21 A Formation is deemed Demoralized after it has suffered 50% losses (rounded to the nearest whole number). Assessment is made during the End of Round procedure.

13.22 Formation losses are calculated as follows:

- 1 per currently Routed Unit.
- 1 per Eliminated Unit.
- 2 if the Formation Commander is dead.
- 2 for all Formations if the OC is dead (the 2IC will count as a Formation Commander if he has that role but is not counted as the OC even if acting as one).
- Ignore IUs when checking Formation Morale, even if they have been Activating consistently with a Formation.

13.23 When a Formation is Demoralized place a Demoralized counter in its box on the player aid card (or on top of the Commander).

13.24 From the moment a Formation becomes Demoralized all the Units that belong to the Formation suffer the following penalties:

- Printed Morale Values are decreased by one.
- The Units of the Formation suffer an additional Combat penalty (see the tables).

- No Unit belonging to the Formation may voluntarily enter an Enemy ZOC.

13.3 SIDE DEMORALIZATION

13.31 An entire side can become Demoralized. If this occurs that side immediately loses the game.

13.32 Side Demoralization is based on the number of Friendly Demoralized Formations, as listed in the scenarios. Once that number of Formations is Demoralized the side is Demoralized.

13.33 Keep track of Demoralized Formations by, per 13.23, placing Demoralized markers in the boxes on the player aid card as Formations become Demoralized.

13.34 There are boxes on the player aid card for holding Routed and Eliminated Units. Use these rather than stacking dead Units in the Demoralization boxes, to avoid mixing Routed and Eliminated Units.

14.0 SCENARIOS

14.1 OVERVIEW

14.11 There are four scenarios, historical (14.3), early-start historical (14.4), free-form short game (14.5), and free-form long game (14.6).

14.12 First read the special rules given in section 14.2, then choose a scenario. Set up the required forces as directed by the scenario and place the Round marker on the designated starting box of the Turn Record Track.

14.13 The *Jacobite* player always sets up first.

14.2 SPECIAL RULES

14.21 **Sunset.** Glenshiel was fought in the late afternoon and evening, until nightfall. At this latitude as mid summer approaches 'nightfall' is a relative term, but the valley, which runs southwest-northeast, is surrounded by high hills, and the Sun falls below the northwest edge fairly early. The sources seem to indicate fighting broke off around 20:30 although some skirmishing might have continued until 21:00. Official Last Light is about 23:00 but Sunset is about 21:00 and the valley bottom falls into shadow as early as 19:00. It would have been too dark to fight effectively by 20:30. A sort of false glow appears around 21:00 but it is entirely dark by 22:00. Therefore:

- Starting with the 19:20 Round a LoS for the Mortar Battery cannot be traced beyond twelve hexes. This drops, cumulatively, by three hexes for each subsequent Round.

- Starting with the 19:20 Round all Command Ranges are reduced by one, to a minimum of one.

- Starting with the 20:00 Round the Dragoons can no longer Charge.

14.22 **Ad Hoc Formations and Highland Commanders.** The *Jacobite* side has Commanders who are given the designation 'Highlander' for their Formation. Officially, each of these is Formation Commander for their own Clan (all Units with the same name). However, the Commanders *Lord George Murray*, *Rob Roy MacGregor*, *Old Borlum*, and *Earl Marishal* can also create *ad hoc* Formations of Highlander Units by Activating any number of such Units within their Command Range. These *ad hoc* Formations exist only for the current Round.

- *Lord George Murray* is the 2IC but he also has the *ad hoc* Formation ability. If he acts as Formation Commander he does not act as 2IC that Round; if promoted to OC he may no longer use the *ad hoc* Formation ability.

- *Rob Roy* is also leader of the MacGregors and must remain stacked with that Unit at all times. Remove him from the game if the MacGregors are Eliminated or Routed.

- The *Earl Marishal* is marked as a Volunteer. He can use the *ad hoc* Formation ability to Command ANY Jacobite Units.

- *Clarification:* the only other Highlander Commander is *Earl Seaforth*; he is the Formation Commander of the Seaforth (MacKenzie) Clan.

14.23 **The Dutch.** The *Huffel* and *Amerongen* Units are a single Formation under the command of *Colonel Huffel*.

14.24 **The Whig Highlanders.** Most of these appear as late reinforcements, apart from the Munro clan. There is a Commander named Munro; he can stack with his own clan but is allowed to enter with the other Whig Highlanders instead.

Historical Note: the Munros, Sutherlands, and MacKays were at feud with Seaforth. This is why they are on the Government side. 'Whig' is shorthand for "Government-aligned".

14.25 **Side Demoralization.** Each side's Demoralization level is the same in both scenarios:

- **Government** FOUR Formations

- **Jacobite** THREE Formations

14.26 **Initiative.** The *Government* player always goes FIRST in any scenario. Exception: if, during the course of the game, the *Jacobite* side conducts a Highland Charge that succeeds in Eliminating or Routing a *Government* Unit the *Jacobite* side automatically goes FIRST in the next Round.

14.3 HISTORICAL BATTLE

14.31 This is the historical scenario, with the two sides already lining up to engage.

14.32 The battle starts at 17:00 and lasts until 20:30 (15 Rounds).

14.33 The *Government* side has the initiative and goes FIRST.

14.34 Government Forces

- Hex 1107 Milbourne's Grenadiers (2 Units)
- Hexes 1407, 1507, 1606 Huffel & Amerongen's Dutch Battalion (10 Units)
- Hexes 1207, 1307 Montague's Foot (4 Units)
- Hexes 1109, 1108 Harrison's Foot (4 Units)
- Hex 1208 MacKay Highlanders (1 Unit) *attached to Harrison's*
- Hex 1110 Campbell's Royal North British Dragoons (3 Units; Mounted or Dismounted)
- Hex 1209 Mortar Battery Unlimbered (1 Unit)
- Hexes 1210, 1311 Clayton's Foot (4 Units)
- Hex 1410 Munro Highlanders (1 Unit) *attached to Clayton's*

14.35 Government Commanders

- Stack Formation Commanders with any Unit of their Formation.
- OC Wightman & 2IC Clayton in Hex 1209

Clarification: Clayton is not the Formation Commander of his own regiment; he is solely the 2IC.

14.36 Government Reinforcements

Beginning with the 17:40 *Government* Activation Phase, roll ONE die. On a result of ONE the following Move onto the map as pre-Activated UIs. Do this at the start of each *Government* Activation Phase until the Reinforcements arrive on the map. Each Round after the first attempt subtract ONE from the die roll, cumulatively.

- Hexes 1301, 1401, 1501, 1601 (any or all of the 4 hexes) Sutherland (3 Units)

14.37 Jacobite Forces

- Hexes 0610, 0609 Bulano's Picquets (3 Units); 1 Abatis in each hex.
- Hexes 0608, 0606, 0706, 0805 Mixed Clans (Atholl, Cameron, Glengarry, MacDougall, MacGregor, MacKinnon, MacLean in no particular order). Units with the same name must stack together but single-name Units may stack anywhere in these hexes (10 Units).
- Hexes 0905, 1004, 1104, 1203, and 1303 McRae (1 Unit), Seaforth (8 Units).
- 1 Sanger each in up to 4 of the hexes listed above, from 0608 through 1303.
- Hexes 1113, 1012 Seaforth (3 Units)

14.38 Jacobite Commanders

- Hex 0610 Don Bulano, Tullibardine
- With the MacGregors, Rob Roy MacGregor
- With the Camerons, Cameron of Locheil
- In any Mixed Clan stack, Old Borlum
- Hex 0706 Earl Marishal
- Hex 0805 Earl of Seaforth; Formation Commander of the Seaforths (the MacKenzie Clan).
- Hex 1012 2IC Lord George Murray

14.4 HISTORICAL EARLY START

14.41 This scenario begins with the entry of the *Government* forces onto the map. The *Jacobites* are already in position but still preparing.

14.42 The battle starts at 14:00 and lasts until 20:30 (27 Rounds).

14.43 The *Government* side has the initiative and goes FIRST.

14.44 Government

All *Government* Units and Commanders start the game off map. They may enter the map by the East edge during any *Government* Activation Phase. No Activation Test is required for the Turn of entry, but each Formation and IU must still Activate separately.

Design Note: historically, the Government column caught sight of the Jacobites about the 21XX row on the map.

14.45 Jacobite

Jacobite set up is the same as the previous scenario with the following amendments:

- No Abatis or Sangers are in play. The *Jacobite* player may try to 'dig in' once the game starts. In each *Jacobite* Turn the player may place Sangers or Abatis, on their reverse 'Build' side, in any desired hexes containing a *Jacobite* Unit. Once placed the markers cannot be Moved. In each *Jacobite* Activation beginning with the one in which they are placed, roll ONE die for each marker on the map. On a result of ONE flip the marker to its normal 'completed' side. Subtract ONE from the die roll if the hex contains FOUR Units. If any Spanish Units are present subtract ONE from the die roll.
- 4 *Jacobite* Vedettes are deployed, one per hex, in 2110, 2108, 2106, 2004.

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14.5 FREE FORM SHORT GAME

14.51 Use the OOBs given in 14.3 but allow both players to deploy their Units as they wish within the following limits. As always, the *Jacobite* side must set up first.

- All *Jacobite* forces on or West of the 10XX hex column (on either or both sides of the River). This includes fortifications.
- All *Government* forces on or East of the 12XX hex column, on the North side of the River, and no more than THREE hexes from the Track (exclusive).

14.6 FREE FORM LONG GAME

14.61 This scenario is the same as 14.4 but allows the *Jacobite* player to deploy differently.

- Nothing starts on the map.
- The *Government* side enters the map per 14.44.
- The *Jacobite* side enters the map from the West side, on or adjacent to the Track.
- The *Jacobite* player then has FOUR free Rounds to Move his forces into the position he wants (or push farther up the glen). At any time he can start trying to construct fortifications per 14.45.
- Once all *Jacobite* bonus Rounds are complete the scenario proper begins, with the *Government* Turn.
- The Round Marker does not advance until after both the *Government* and *Jacobite* players have taken their first official Turn.