

Hold the Line: Frederick's War & Highland Charge

Additional Rules and Revised Scenarios

By Sean Chick © 2014

Additional Rules for Highland Charge:

Militia and Highlanders are infantry in all other regards, only Highlanders are exempt from the attacker morale rule.

British infantry are -1 to all morale check dice rolled except when charged by Highlanders in any non-Culloden scenario.

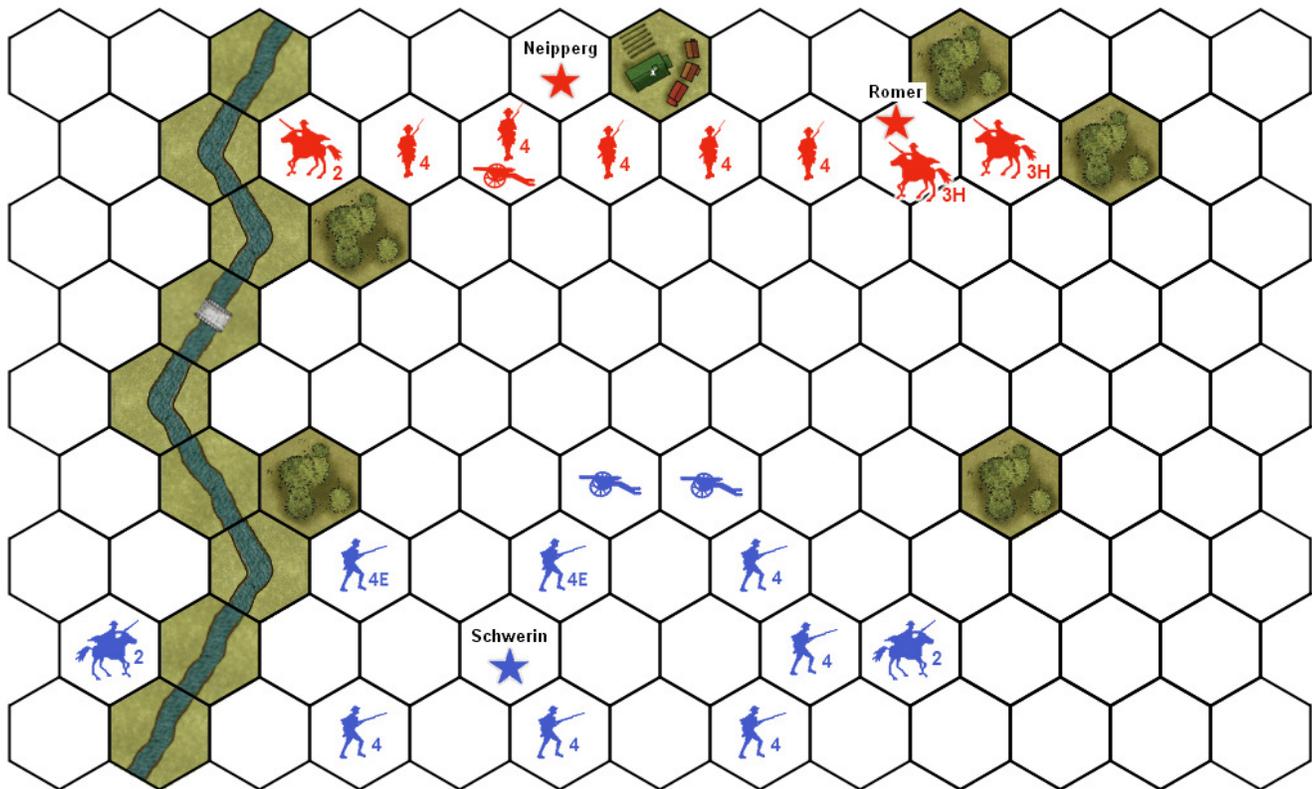
A Highlander unit accompanied by a leader can move 2 hexes for 1 AP.

Revised Scenarios:

In the following scenarios, revisions are marked by red text.

MOLLWITZ

April 14, 1741 – Schwerin's Big Moment



DESCRIPTION: The young Frederick II touched off the War of the Austrian Succession on December 16, 1740 with his invasion of Silesia. However, Maria Theresa was determined to regain her lost province. She released Wilhelm von Neipperg from prison and gave him a small army and orders to drive out Frederick. At Mollwitz, Frederick surprised Neipperg, but instead of attacking he decided to slowly deploy his army. Neipperg quickly gathered his forces and attacked Frederick's flank with his cavalry. At first all seemed lost and the inexperienced Frederick II panicked, prompting the veteran general Kurt von Schwerin to send Frederick away, lest the troops lose heart. Schwerin, who, when asked to withdraw, replied, "We'll retreat over the bodies of our enemies." His leadership, and the superbly trained Prussian infantry won the day. Mollwitz temporarily secured Silesia for Frederick, but Maria was not yet willing to give up the game and Frederick had not yet proven his worth.

Revisions: The Austrian artillery unit southeast of Mollwitz was removed.

PRUSSIAN UNITS: (Blue)

- (5) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) Leader: **Schwerin** – 2
- Prussians move first
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red)

- (5) 4 MP Infantry
- (1) 2 MP Artillery
- (1) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (2) Leaders: **Neipperg** – 1, **Romer** – 2
- **Command Action Points: 2**

SPECIAL RULES:

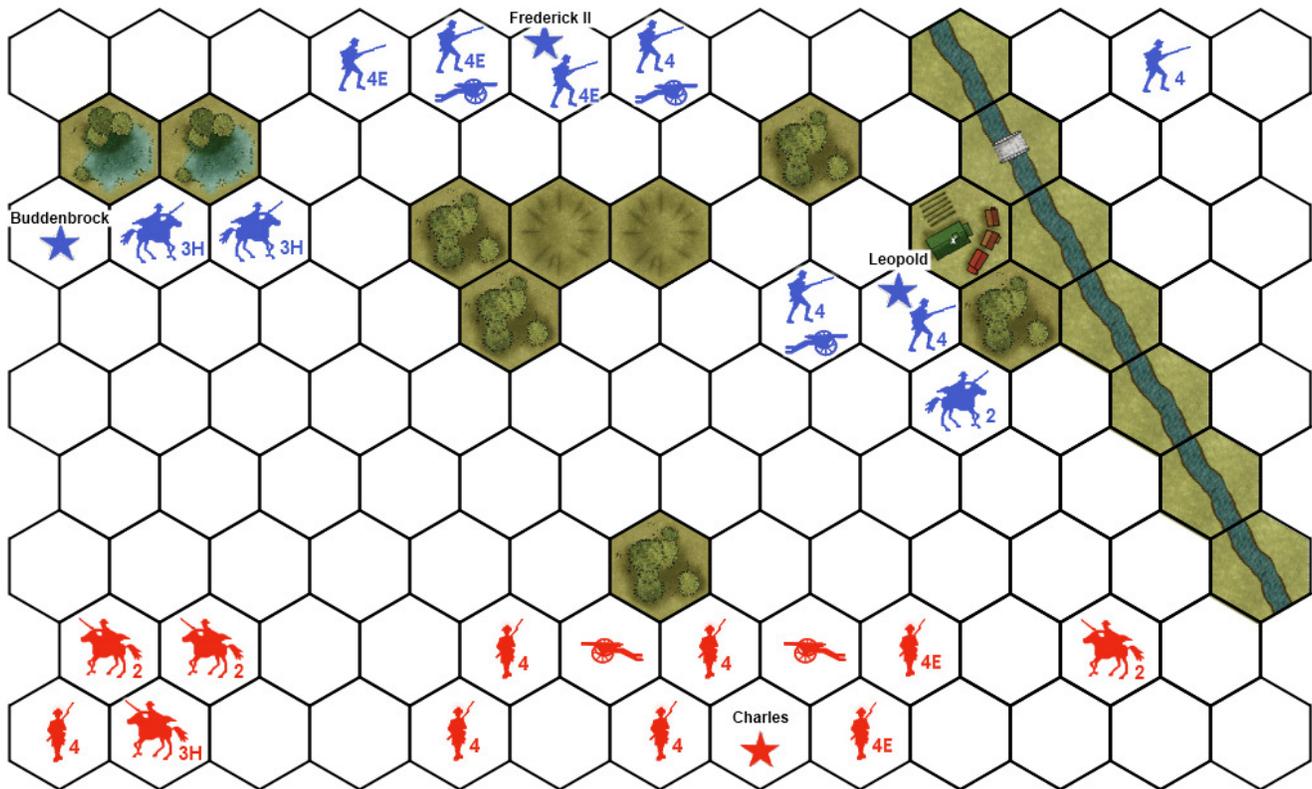
- The River can only be crossed at the bridge.

VICTORY CONDITIONS:

- Prussians: 5 VP in 24 turns or less.
- Austrians: 5 VP or avoid Prussian victory.

CHOTUSITZ

May 17, 1742 – Frederick’s First Victory



DESCRIPTION: Prince Charles of Lorraine, an influential Hapsburg, was sent by Maria to retake Prague. After failing to destroy Frederick’s scattered army in detail, Charles confronted the Prussians near Chotusitz. Although Frederick’s army was not fully deployed, a cavalry attack unhinged the Austrian left. Charles made progress in his attack on Chotusitz. Nevertheless, the arrival of Prussian troops and a coordinated Prussian infantry attack on the Austrian left forced Charles to withdraw. Although not a brilliant victory, Frederick had not panicked and his tactical plans were justified with a victory. More importantly, the battle gave him leverage in the ongoing peace negotiations, which resulted in the treaties of Breslau and Berlin. These granted Prussia most of Silesia. Although not brilliant, the victories at Mollwitz and Chotusitz were arguably the most important of Frederick’s long military career.

PRUSSIAN UNITS: (Blue)

- (4) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (1) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, **Leopold** – 1, **Buddenbrock** – 1
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red)

- (5) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (3) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (1) Leader: **Charles** – 1
- Austrians move first
- **Command Action Points: 3**

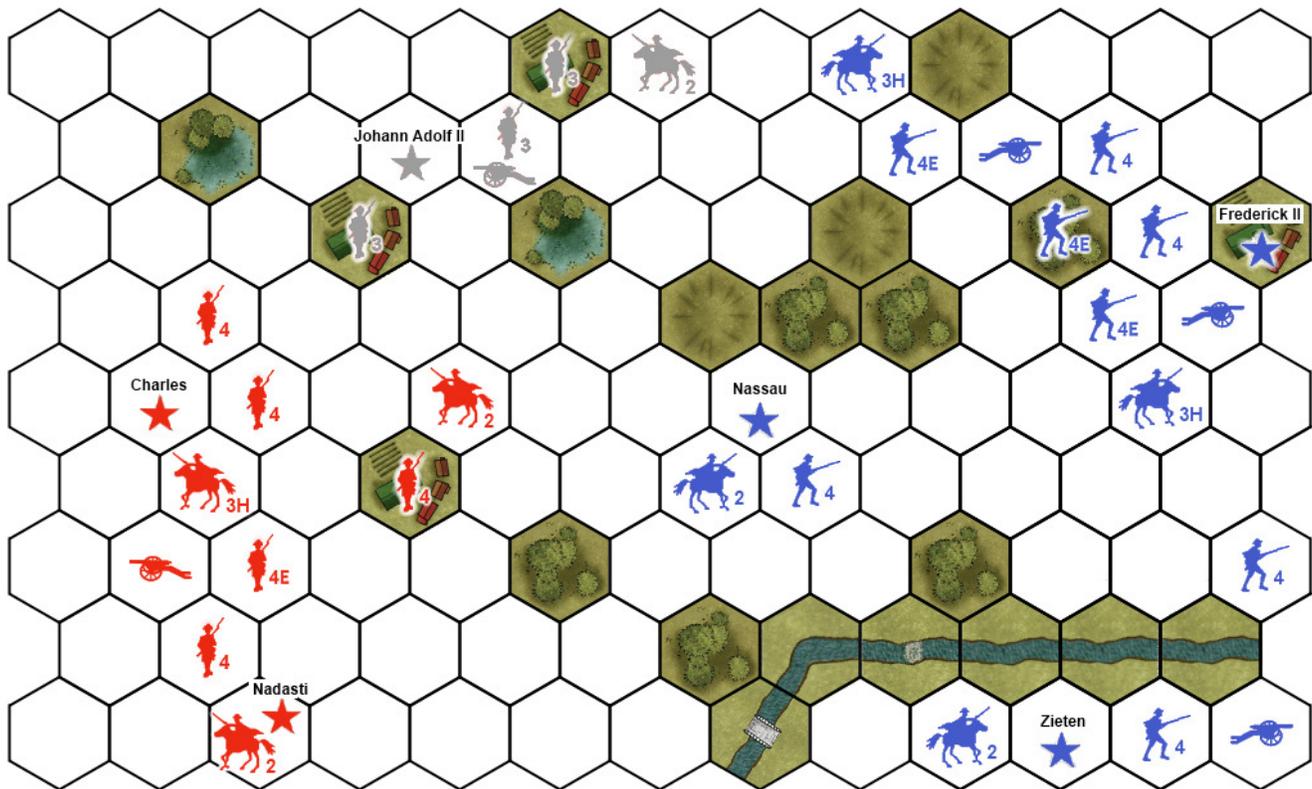
VICTORY CONDITIONS:

- Prussians: 5 VP in 24 turns or less.
- Austrians: 5 VP or avoid Prussian victory.

Revisions: Leopold’s leader rating should be 1.

HOHENFRIEDBERG

June 4, 1745 – Frederick's First Great Victory



DESCRIPTION: Frederick II reentered the war at the behest of Louis XV of France. As was his style, he launched an offensive in 1744, but he was outmaneuvered by the skilled Otto von Traun. However, it was Charles who was selected to retake Silesia with a large army of Austrians and Saxons. Frederick, predicting that Charles were bungle his maneuvers, sought a battle. At Hohenfriedburg he made a sudden attack. Although the terrain forced Frederick to assault with only part of his army, he nevertheless destroyed the Saxons, and then bested the Austrians. Once again, the Prussian army proved to be a fine instrument of war, but Frederick had changed. He had overcome his earlier failings, and was becoming known as Frederick the Great. Maurice de Saxe, fresh off his victory at Fontenoy, called the battle brilliant and wrote in admiration of the Prussian king. The battle was studied by Prussian officers well into the twentieth century and the great Hohenfriedberger March, supposedly composed by Frederick himself, became a mainstay of Prussian military music.

Revisions: Added Austrian leader Nadasti and a light cavalry unit as shown on the map above.

PRUSSIAN UNITS: (Blue)

- (5) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (3) 2 MP Cavalry
- (2) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Nassau – 1, Von Zieten – 2
- Prussians move first
- **Command Action Points: 5**

AUSTRIAN UNITS: (Red = Austrian, Gray = Saxons)

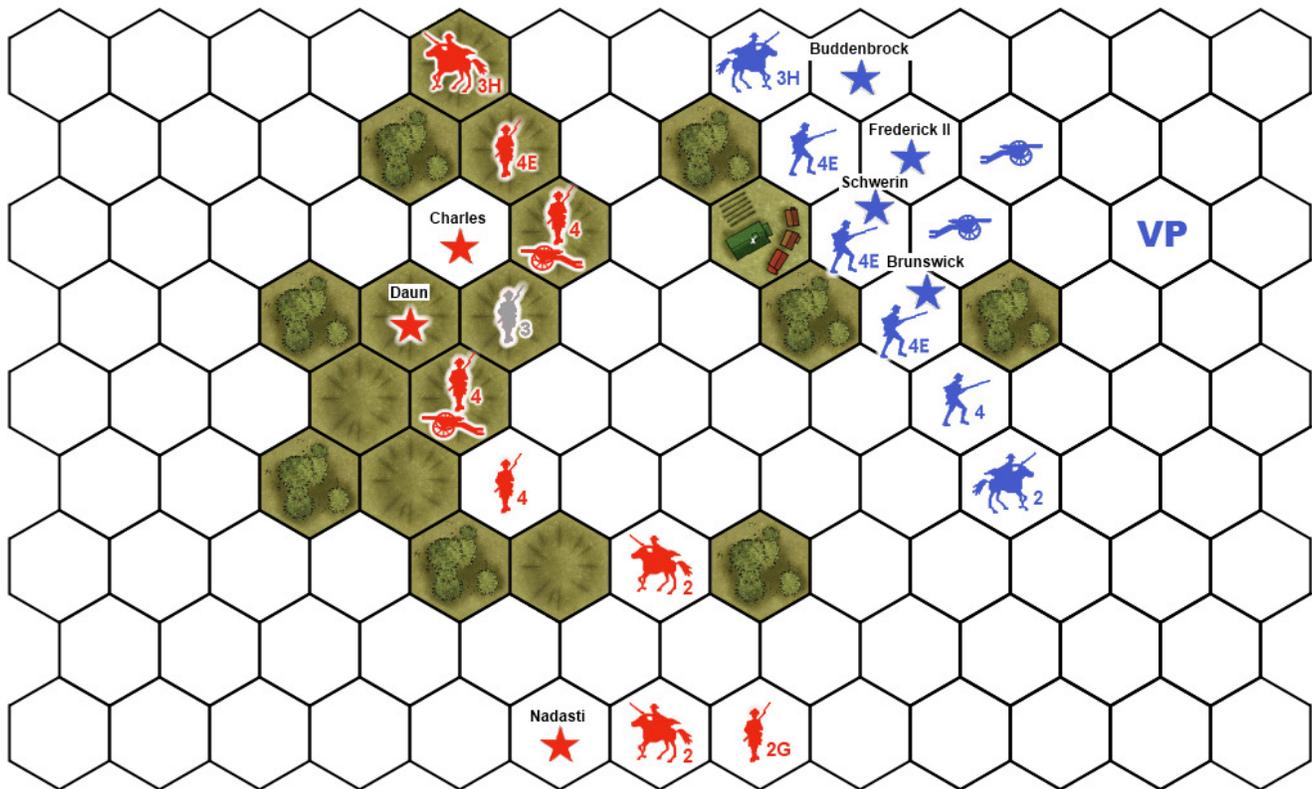
- (4) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (3) 3 MP Infantry (Saxon)
- (2) 2 MP Artillery
- (3) 2 MP Cavalry (1 Saxon)
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Charles** – 1, Johann Adolf II – 1, **Nadasti** – 1
- **Command Action Points: 3**

VICTORY CONDITIONS:

- Prussians: 7 VP in 24 turns or less.
- Austrians: 6 VP or avoid Prussian victory.

SOOR

September 30, 1745 – Victory Against All Odds



DESCRIPTION: Charles, in a move of surprising boldness, marched on Frederick's camp in Bohemia. He occupied the hills that Frederick, in a lapse of judgment, had failed to fortify. Frederick was undeterred. He formed his forces in columns and lunged at Charles. The initial attack of cavalry and grenadiers was thrown back, but the second line, under the capable Ferdinand of Brunswick, carried the hills. Frederick's victory was not brilliant, but the Austrians took heavier losses as they were forced off the heights. The real honors belonged to the soldiers of Prussia, who braved withering fire of musket and heavy guns. Through stubborn determination they saved Frederick from a seemingly hopeless situation. The Prussian Army had now proven beyond all doubt that it was the finest in all of Europe. After Soor, Frederick successfully halted the Austrian and Saxon drive on Berlin. Maria was now on the brink of giving up the struggle.

Revisions: Added Daun with a leader rating of 2 to the hill hex southwest of Charles.

PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (1) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (4) Leaders: **Frederick II** – 3, Buddenbrock – 1, Brunswick – 2, Schwerin – 2
- Prussians move first
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red = Austrian, Gray = Saxon)

- (3) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (1) 3 MP Infantry (Saxon)
- (1) 2 MP Pandurs
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Charles** – 1, **Daun** – 2, Nadasti – 1
- **Command Action Points: 2**

VICTORY CONDITIONS:

- Prussians: 6 VP in 20 turns or less.
- Austrians: 6 VP or avoid Prussian victory.

KOLÍN

June 18, 1757 – Frederick’s First Defeat



DESCRIPTION: The Seven Years’ War saw a vastly improved Austrian army confronting the still vaunted Prussian military machine. Following his costly victory at Prague, Frederick was forced to meet an Austrian relief column under Leopold von Daun. Despite the obvious improvements in the Austrian army, Frederick remained contemptuous. At Kolín he ignored most of his generals and attacked the Austrians up hill. He was perhaps looking to reenact his victory at Soor. It did not occur. The Austrian lines bent but did not break, and in the end Frederick was forced to quit the field and abandon the siege of Prague. Although Frederick unfairly blamed the defeat on others, he did manage to reorganize his forces. Daun, for all his tactical skill, failed to follow up his impressive victory.

Revisions: Maurice was incorrectly labeled as Schwerin on the map and new special rules were added.

SPECIAL RULES:

- Austrian units (not including Saxons) may re-roll 1 die for combat or morale each turn.

PRUSSIAN UNITS: (Blue)

- (2) 4 MP Infantry
- (3) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Zieten – 2, Maurice – 1
- Prussians move first
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red = Austrian, Gray = Saxon)

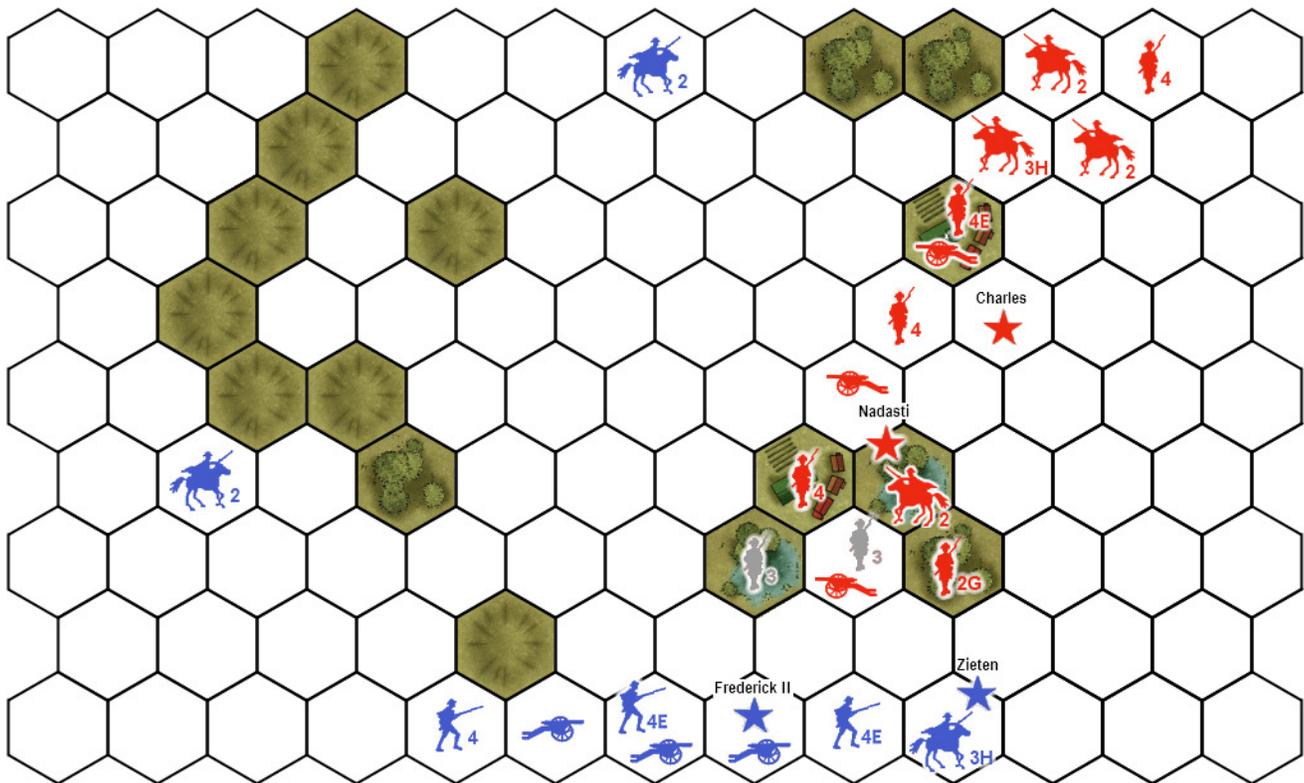
- (4) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (2) 2 MP Grenzers
- (3) 2 MP Artillery
- (3) 2 MP Cavalry (1 Saxon)
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Daun** – 2, Sincere – 1, Nadasti – 1
- **Command Action Points: 2**

VICTORY CONDITIONS:

- Prussians: 6 VP in 20 turns or less.
- Austrians: 6 VP or avoid Prussian victory.

LEUTHEN

December 5, 1757 – Frederick’s Great Victory



DESCRIPTION: Following his stunning victory over the French at Rossbach, Frederick had to confront the Austrian invasion of Silesia. Although the Austrians had taken Breslau, they were currently led by the hapless Charles, who Frederick had defeated in three previous battles. Although out-numbered nearly 3 to 1, Frederick knew the terrain. He used the hills to covering a daring flank march. When he struck, Charles was distracted and the Austrian left was held by Wurtemberg troops. These men were dispirited, and many had already defected to the Prussians. Frederick’s attack rolled up the flank and caused crippling losses. It was a great victory, but the Austrians would never be so easy to defeat again. Charles was removed and Maria Theresa stuck by the capable Daun and other generals.

Note: A new forest hex should be placed southeast of Nadasti’s hex and on that hex is a unit of Austrian Grenzers as show on the updated map above. Added new special rules and reduced the Austrian victory conditions to 4 VP.

SPECIAL RULES:

- Austrian units (not including Wurtemberg) may re-roll 1 die for combat or morale each turn.

PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Frederick II** – 3, Zieten – 2
- Prussians move first.
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red = Austrian, Gray = Wurtemberg)

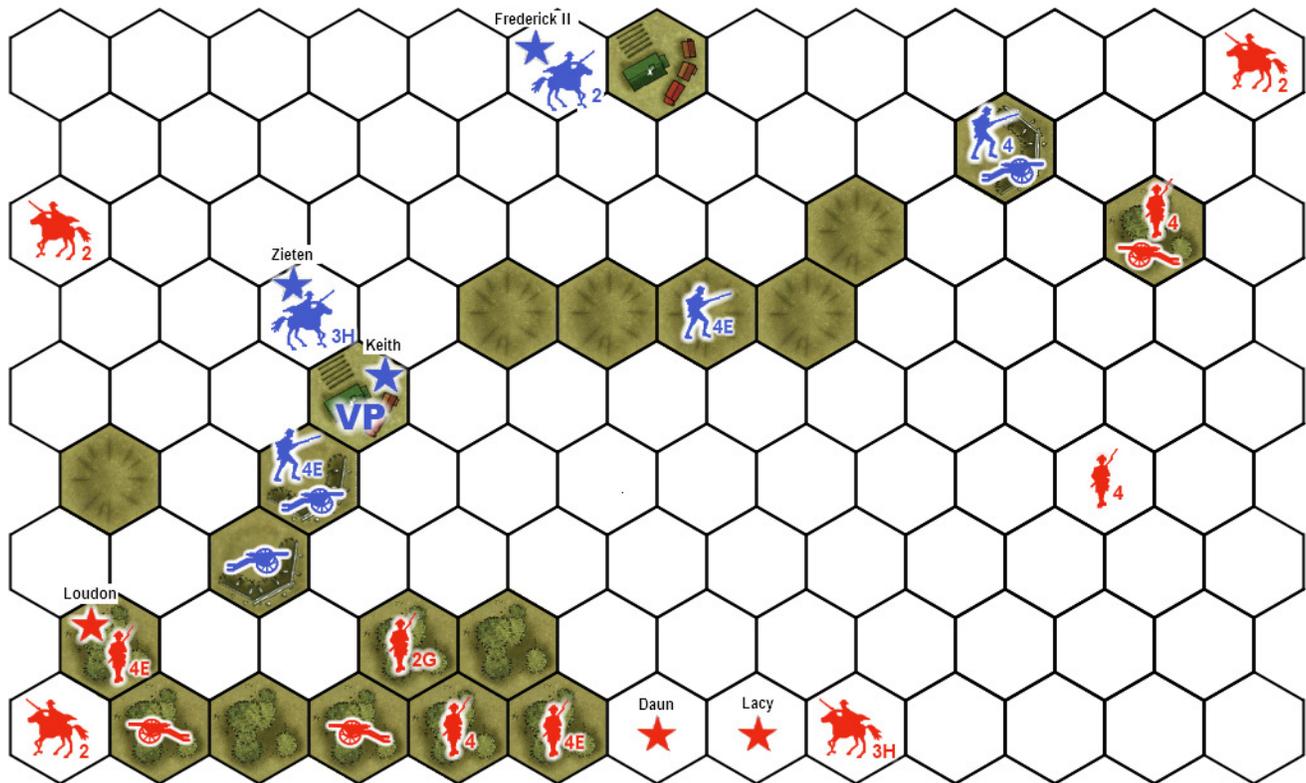
- (3) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (2) 3 MP Infantry (Wurtemberg)
- (1) 2 MP Grenzers
- (3) 2 MP Artillery
- (3) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) Leaders: **Charles** – 1, Nadasti – 1
- **Command Action Points: 1**

VICTORY CONDITIONS:

- Prussians: 6 VP in 20 turns or less.
- Austrians: 4 VP or avoid Prussian victory.

HOCHKIRK

October 14, 1758 – October Surprise



DESCRIPTION: Following his costly victory over the Russians at Zorndorf, Frederick encamped his army in an exposed position at Hochkirk, where they drew supplies. Against better advice, Frederick remained. In the Austrian camp, Franz von Lacy convinced Daun to attack. Lacy's plan was complicated, but the reformed Austrian army proved to be up to the task. At dawn they struck, eventually crumpling both of Frederick's flanks. The Prussians managed to escape destruction through the efforts of Jacobite hero James Keith, who perished in the fighting. Unlike Kolín, Frederick took responsibility for his defeat. Daun did not pursue the dispirited Prussians. However, having captured over 100 cannons and six generals, he was rightfully lauded for his victory.

Revisions: Keith's leader rating was increased to 2 and added new special rules.

SPECIAL RULES:

- Austrian units may re-roll 1 die for combat or morale each turn.

PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (3) 2 MP Artillery
- (1) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (3) Leaders: **Frederick II** – 3, Zieten – 2, **Keith** – 2
- **Command Action Points: 2**

AUSTRIAN UNITS: (Red)

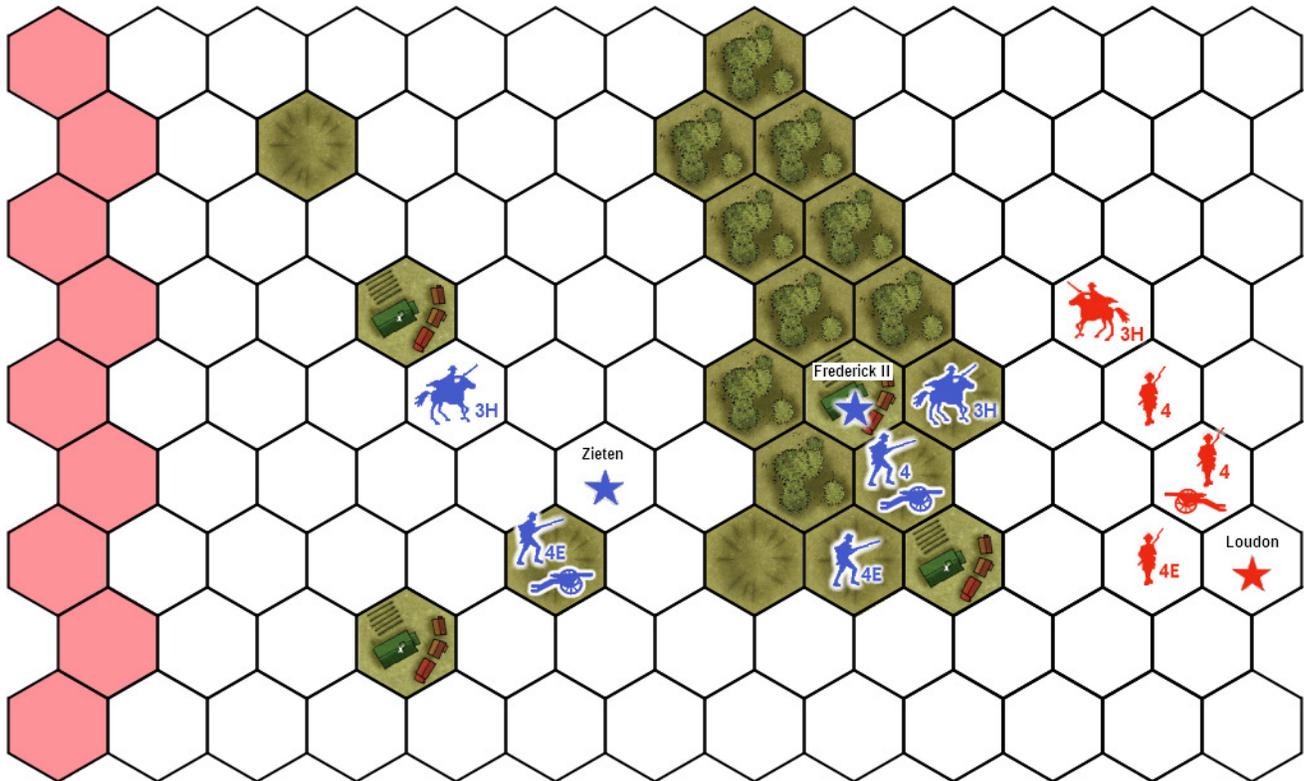
- (3) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (1) 2 MP Grenzers
- (3) 2 MP Artillery
- (4) 2 MP Cavalry
- (3) Leaders: **Daun** – 2, Loudon – 2, Lacy – 1
- Austrians move first
- **Command Action Points: 3**

VICTORY CONDITIONS:

- Prussians: 5 VP or avoid Austrian victory.
- Austrians: 5 VP in 20 turns or less.

LIEGNITZ

August 15, 1760 – Prussia Resurgent



DESCRIPTION: The defeats at Hochkirk and Kunersdorf had shattered Prussian morale and it appeared only a matter of time before either Russia or Austria dealt the crippling blow. At Liegnitz, Daun and Lacy tried to do just that. They had Ernst von Loudon, perhaps Austria's finest tactician, engage Frederick while their forces came from the rear and trapped the Prussians. However, Daun and Lacy were late and Loudon's men were cut up in vicious fighting. Daun arrived but he decided not to attack. It was the greatest blunder of his career. The battle restored faith in Frederick and proved that he was a capable on the defensive as on the offensive. The battle also wrecked relations within the Austrian high command. Loudon accused Lacy and Daun of abandoning him. Daun's defeat at Torgau months later led to a split between him and Lacy, while Daun's wounding took him out of action. The collapse within the Austrian high command made coherent action difficult in 1761, when Prussia was on verge of collapse. Any of the three Austrian commanders at Liegnitz might have won Freiberg in 1762 and kept Silesia in Austria's hands.

SPECIAL RULES:

- Each turn for 1 AP the Austrians may roll a die, but only once a turn. On a 1, **Daun** – 2 arrives (and is the overall commander) with (3) 4 MP Infantry, (1) 2 MP Grenzers, (1) 2 MP Cavalry, and (1) 2 MP Artillery. If the roll fails, it succeeds the next time on a 1-2, and then a 1-3, etc. After Daun's arrival, another roll of 1 will bring Lacy – 1 with (1) 4 MP Infantry, (1) 4 MP Elite Infantry, (1) 2 MP Cavalry, and (1) 2 MP Artillery. The die roll's chance of success also

increases by one after each failure. All units arrive anywhere on the shaded areas. They do not move on the turn of arrival. Add 1 to the Austrian CAPs when each leader arrives.

- Austrian units may re-roll 1 die for combat or morale each turn.

PRUSSIAN UNITS: (Blue)

- (1) 4 MP Infantry
- (2) 4 MP Elite Infantry
- (2) 2 MP Artillery
- (2) 3 MP Heavy Cavalry
- (2) Leaders: **Frederick II** – 3, Zieten – 2
- **Command Action Points: 3**

AUSTRIAN UNITS: (Red)

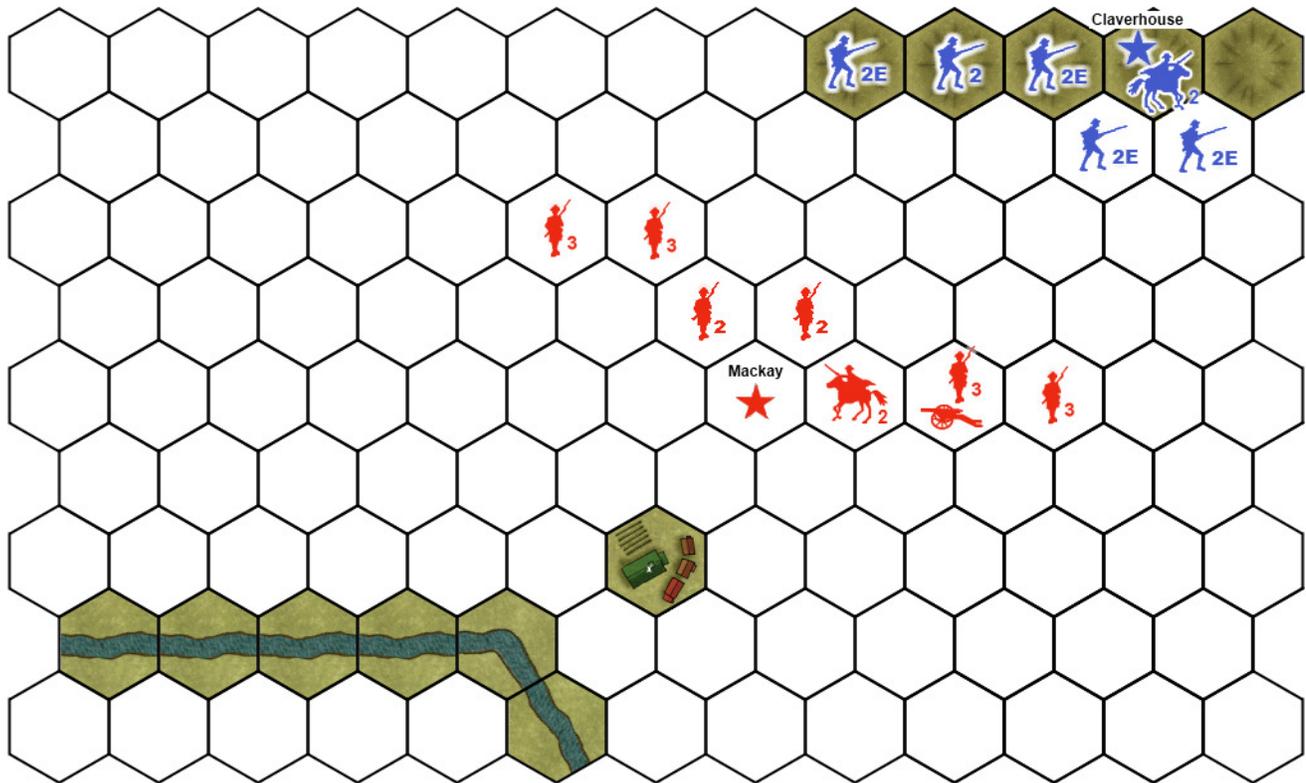
- (2) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (1) 2 MP Artillery
- (1) 3 MP Heavy Cavalry
- (1) Leader: Loudon – 2,
- Austrians move first
- **Command Action Points: 3**

VICTORY CONDITIONS:

- Prussians: 5 VP or avoid Austrian victory.
- Austrians: 5 VP in 20 turns or less.

KILLIECRANKIE

July 27, 1689 – Slaughter at Sundown



DESCRIPTION: Scottish loyalty to William III was not absolute. In the highlands James II had many supporters, and in 1689 they rose in rebellion. They were called Jacobites, and they fought for James II mostly because the powerful and unpopular Campbell clan had embraced William III. Their leader, John Graham of Claverhouse, was a lowlander and Episcopalian with wide military experience. 1689 saw Claverhouse's highland army maneuver against an opposing army led by Hugh Mackay. These loyalists were mostly highlanders but they were trained in the emerging methods of line combat while Claverhouse relied upon old Scottish assault tactics. Claverhouse caught Mackay out of position but he was out-numbered and forced to wait for sundown before attacking. When the assault came it was short and furious. The Jacobites suffered greatly from musket volleys but once they closed Mackay's army was destroyed. Although victorious, Claverhouse died leading his cavalry and his forces had suffered greatly. The following month the Jacobite army was bested at Dunkeld, thus ending the first Jacobite rebellion. This was the first battle where pikes were fully replaced by bayonets. Although the socket bayonet was inferior, it signaled a new dawn in warfare. For Britain, it was arguably the first battle in the age of horse and musket.

JACOBITE UNITS: (Blue)

- (4) 2 MP Highlanders (Elite)
- (1) 2 MP Militia
- (1) 2 MP Cavalry
- (1) Leader: **Claverhouse** – 2
- Jacobites move first
- **Command Action Points: 4**

LOYALIST UNITS: (Red)

- (4) 3 MP Infantry
- (2) 2 MP Militia
- (1) 2 MP Artillery
- (1) 2 MP Cavalry
- (1) Leader: **Mackay** – 2
- **Command Action Points: 2**

VICTORY CONDITIONS:

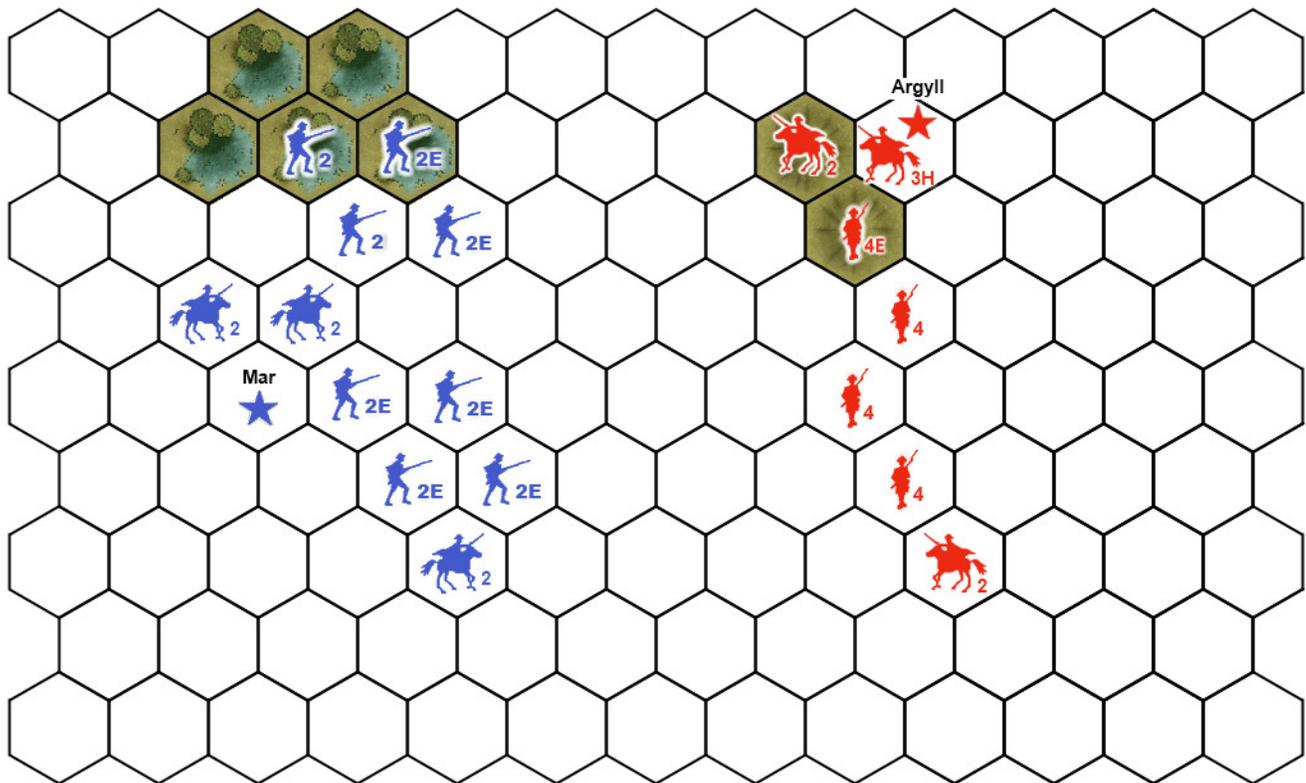
- Jacobite: 5 VP in 18 turns or less. Claverhouse must survive.
- Loyalist: 6 VP in 18 turns or less.
- If neither side achieves victory, then it's a draw.

SPECIAL RULES:

- The river is impassable.

SHERIFFMUIR

November 13, 1715 – Confusion on the Moors



DESCRIPTION: The 1715 Jacobite rebellion began auspiciously. The Jacobites managed to secure almost half of Scotland without much fighting. Their army numbered over 10,000, the largest Jacobite force ever raised. James Francis Edward Stuart, who would be James III with any luck, was expected to arrive. The rebellion had support in the courts of France and Spain. However, the Jacobite leader, John Erskine, Earl of Mar, was inexperienced and unsure of himself. He was also a political shifter and was not trusted by his men. Near Dunblane his forces ran into the Loyalist army, led by John Campbell, Duke of Argyll. He was a veteran of Marlborough's campaigns and he had a few heavy cavalry regiments, but Mar out-numbered him. On the moors a confusing battle erupted in which neither side used their artillery. Mar shattered the left flank, only to see his own left routed by Argyll. Mar had the advantage, but he was unnerved by the battle and many senior Jacobites had died. Mar withdrew and his army, disgusted by his lack of vigor, melted away. James arrived a few weeks later only to find that his rebellion was a lost cause. He would remain the "old pretender" of myth and legend for centuries to come.

JACOBITE UNITS: (Blue)

- (6) 2 MP Highlanders (Elite)
- (2) 2 MP Militia
- (3) 2 MP Cavalry
- (1) Leader: **Mar** – 1
- **Command Action Points: 2**

LOYALIST UNITS: (Red)

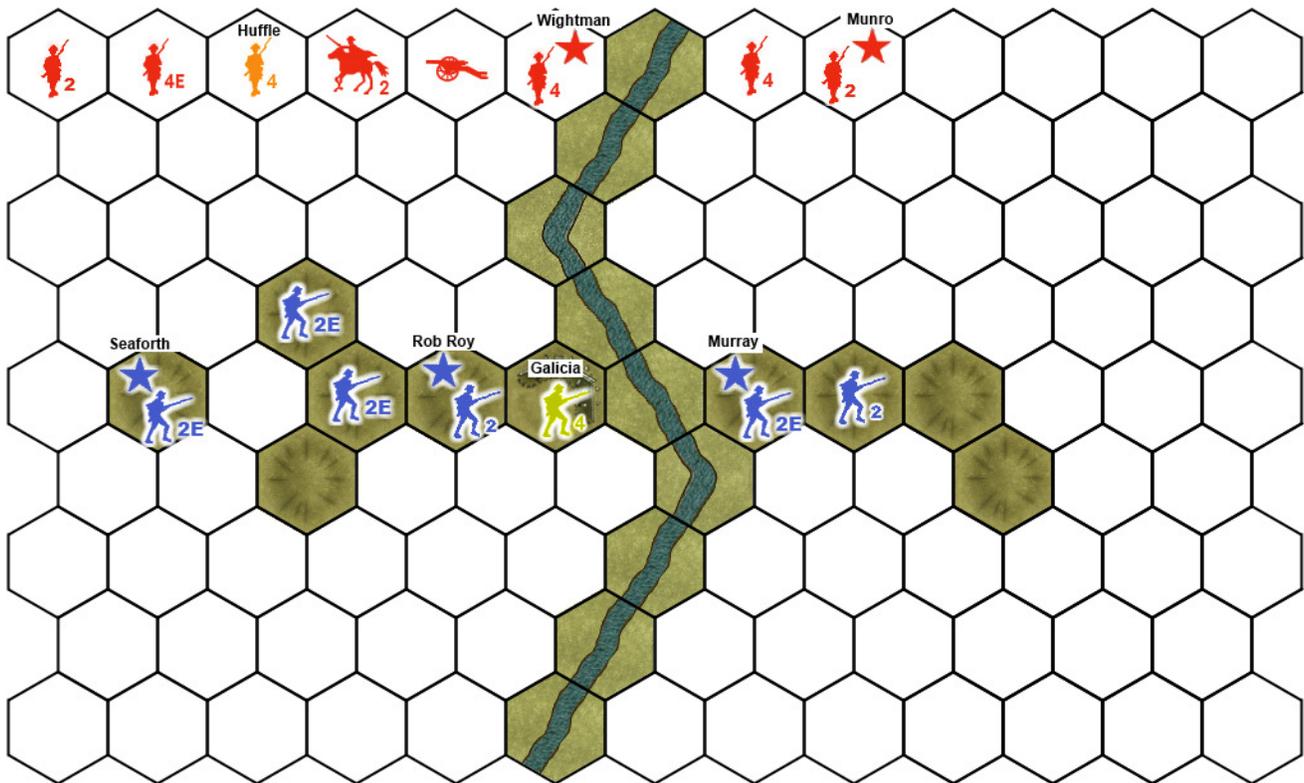
- (3) 4 MP Infantry
- (1) 4 MP Elite Infantry
- (2) 2 MP Cavalry
- (1) 3 MP Heavy Cavalry
- (1) Leader: **Argyll** – 2
- Loyalists move first
- **Command Action Points: 2**

VICTORY CONDITIONS:

- Jacobite: 6 VP in 22 turns or less.
- Loyalist: 6 VP in 22 turns or less.
- If neither side achieves victory, then it's a draw.

GLEN SHIEL

June 10, 1719 – Rob Roy’s Last Battle



DESCRIPTION: Following the War of the Spanish Succession, Britain and France became allies. As a result, the Jacobites put their hopes on Spain. Phillip V wanted to return the kingdom to its former glory. The resulting War of the Quadruple Alliance saw Spain sending troops to Scotland to start a visionary rebellion. Their reception was lukewarm, particularly once the Jacobite base at Eilean Donan Castle was destroyed and the main Spanish invasion of southern England failed to occur. The small Jacobite army, dispirited but fearful of British reprisals, took up a position at Glen Shiel. They were attacked by a smaller British force that benefited from artillery superiority, a good battle plan, and a dysfunctional Jacobite command structure. Despite stubborn resistance, particularly from the Spanish regiment that held the center, the Jacobites gave way. For the legendary Rob Roy Macgregor, it was his last battle for the Stuart cause. For Lord George Murray, it was his first experience in a major battle. He would later play a major role in the 1745 rebellion.

Revisions: Munro’s leader rating changed to a 1.

JACOBITE UNITS:

- (4) 2 MP Highlanders (Elite)
- (2) 2 MP Militia
- (1) 4 MP Infantry (Spanish – Galicia)
- (3) Leaders: **Seaforth** – 1, Murray – 2, Rob Roy – 2
- **Command Action Points: 1**

LOYALIST UNITS:

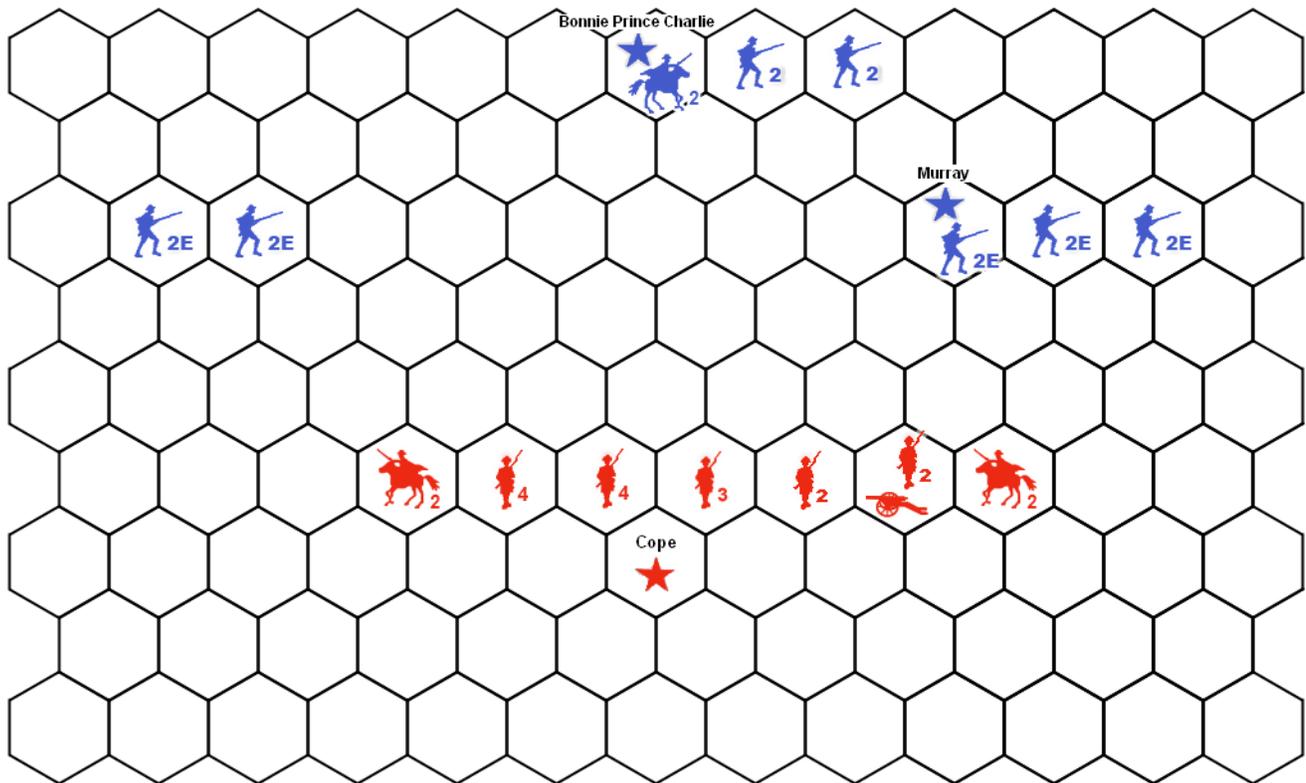
- (2) 4MP Infantry
- (1) 4 MP Elite Infantry
- (1) 4 MP Infantry (Dutch – Huffle)
- (2) 2MP Militia
- (1) 2 MP Artillery
- (1) 2MP Cavalry
- (2) Leaders: **Wightman** – 1, **Munro** – 1
- Loyalists move first
- **Command Action Points: 2**

VICTORY CONDITIONS:

- **Jacobite:** 5 VP in 18 turns or less.
- **British:** 5 VP in 18 turns or less.
- If neither side achieves victory, then it’s a draw.

PRESTONPANS

September 21, 1745 – Accidental Cannae



DESCRIPTION: After Fontenoy, Charles Edward Stuart, son of “James III & VIII,” decided the time had come to lead a highland uprising that would restore the Stuarts to the British throne. Against all advice, and without the blessing of Louis XV, “Bonnie Prince Charlie” landed in Scotland. At first the news of Charlie’s arrival was treated as a tall tale, giving him time to gather his forces and seize the highlands as well as Edinburgh. At Prestonpans the Jacobites confronted a force under the mediocre John Cope. Although Cope’s dragoons managed to detect their flank march, in the confusion the Jacobite line became separated, and they overwhelmed Cope’s weak flanks when the dragoons fled. This “accidental Cannae” allowed “the Young Pretender” and his rag tag army to invade England. The race for London was on.

JACOBITE UNITS:

- (5) 2 MP Highlanders (Elite)
- (2) 2 MP Militia
- (1) 2 MP Cavalry
- (2) Leaders: **Bonnie Prince Charlie** – 1, Murray – 2
- Jacobites go first
- **Command Action Points: 3**

BRITISH UNITS:

- (2) 4 MP Infantry
- (1) 3 MP Infantry
- (2) 2 MP Militia
- (1) 2 MP Artillery
- (2) 2 MP Cavalry
- (1) Leader: **Cope** – 1
- **Command Action Points: 1**

VICTORY CONDITIONS:

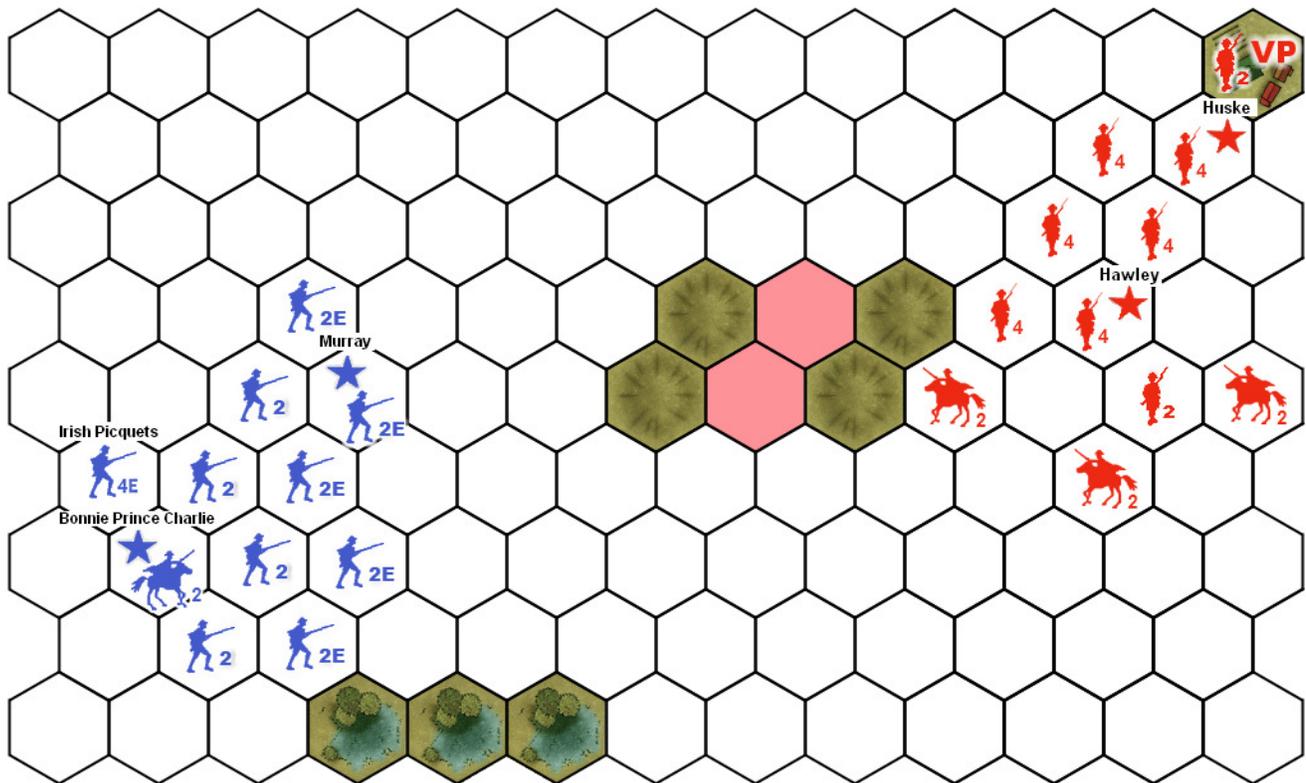
- Jacobite: 5 VP in 18 turns or less. Bonnie Prince Charlie must survive.
- British: 5 VP or avoid Jacobite victory.

SPECIAL RULES:

- If the British dragoons ever fail a morale check, they must then pass a morale check in order to fire upon the enemy. This check is made at the cost of 1 AP.

FALKIRK

January 17, 1746 – Last Chance for the Jacobites



DESCRIPTION: After driving within 50 miles of London and turning back, the Jacobites returned to Scotland. At Falkirk they surprised a force under Henry Hawley. The dragoons charged the highlanders, but they were adept at defeating horsemen, and the dragoons were shattered. The rain made it hard for the British to fire a strong volley, and the British left gave way, while a desperate flank attack was driven back by the Irish Picquets. The British withdrew, but the Jacobites failed to pursue and soon fled to the Highlands, where they encamped at Inverness, driving back a force under Loudon. Nevertheless, the British were massing regulars in Scotland, and the Jacobites now needed a miracle.

SPECIAL RULES:

- The British go from 2 AP to 1 AP on turn 5.
- Treat the Irish Picquets as an elite unit.
- Any unit firing beyond a range of 1 hex suffers a -1 penalty.
- The red-shaded area cannot be entered from any adjacent hill hex, nor can a unit move onto a hill hex from the red-shaded area.

JACOBITE UNITS:

- (1) 4 MP Elite Infantry (Irish Picquets)
- (5) 2 MP Highlanders (Elite)
- (4) 2 MP Militia
- (1) 2 MP Cavalry
- (2) Leaders: **Bonnie Prince Charlie** – 1, Murray – 2
- Jacobites go first
- **Command Action Points: 3**

BRITISH UNITS:

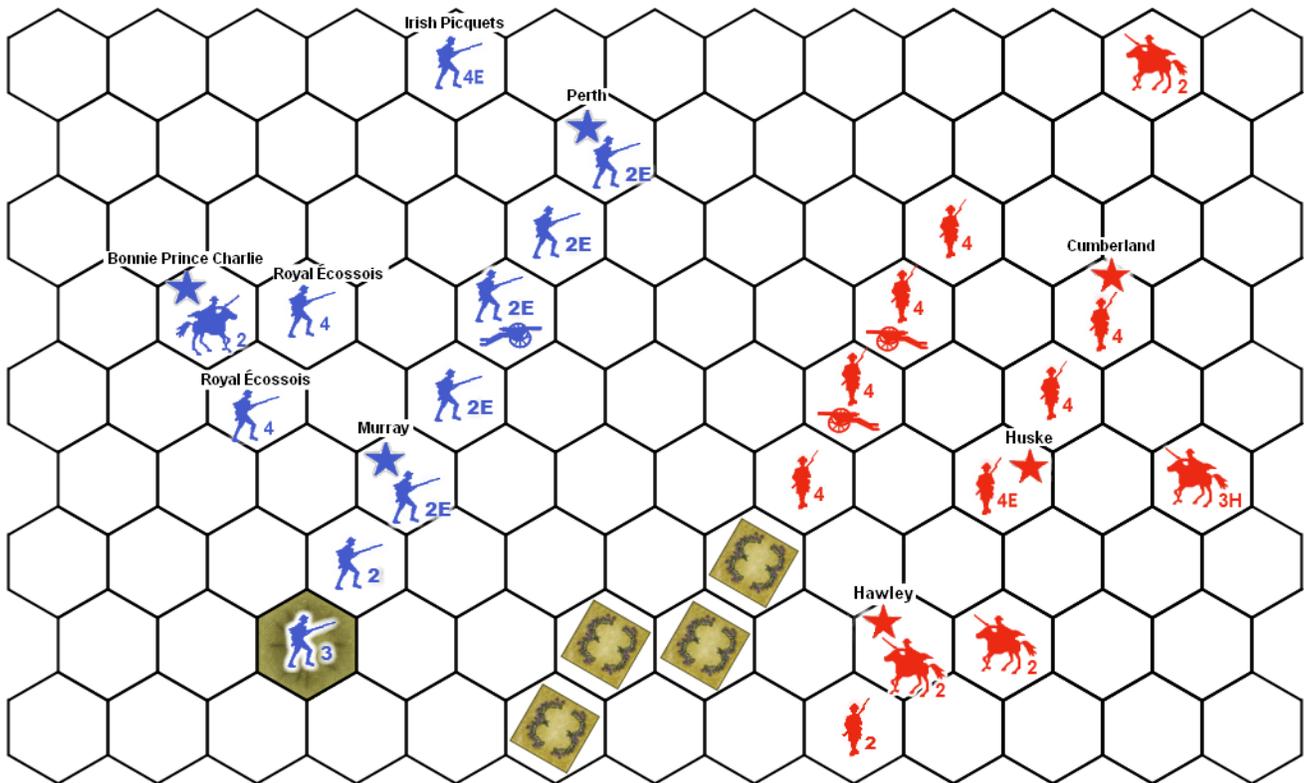
- (6) 4 MP Infantry
- (2) 2 MP Militia
- (3) 2 MP Cavalry
- (1) VP Counter
- (2) Leaders: **Hawley** – 1, **Huske** – 2
- **Command Action Points: 2 (reduce to 1 on turn 5)**

VICTORY CONDITIONS:

- **Jacobite:** 6 VP in 20 turns or less. Bonnie Prince Charlie must survive.
- **British:** 6 VP or avoid Jacobite victory.

CULLODEN

April 16, 1746 – The Last Highland Charge



DESCRIPTION: Through the winter Cumberland massed an army at Aberdeen, and then marched on Inverness. Charlie chose to meet them head on. After Murray failed to carry out a night attack the British marched on the Jacobite encampment at Culloden Moor. The battle opened with an effective artillery barrage into the Jacobite army. The highlanders charged, and although initially successful in breaking Cumberland's left, they were driven back at heavy cost. Hawley and his dragoons then struck the rear, and the army broke. Only the disciplined stand of the Royal Écossois prevented the capture of Charlie and even more of the army. Charlie fled to France, becoming an alcoholic who brooded upon his loss until his dying day. Some of the Highlanders fought on, prompting the British, already executing many rebels, to respond with more brutality. Over the next 100 years the British government supported repressive measures that culminated in the Highland clearances. The clans were broken, and as in Ireland, the desperately poor immigrated, joined the British army, or tried to survive on the edge of starvation. No British unit would claim honors for Culloden.

Revisions: The Jacobite regular on the hill at the bottom is 3 MP. They represent Gordon's regular regiment, a unit still in training when the battle was fought.

JACOBITE UNITS:

- (1) 4 MP Elite Infantry (Irish Picquets)
- (2) 4 MP Infantry (Royal Écossois)
- (1) 3 MP Infantry
- (5) 2 MP Highlanders (Elite)
- (1) 2 MP Militia
- (1) 2 MP Cavalry
- (1) 2 MP Artillery
- (3) Leaders: **Bonnie Prince Charlie** – 1, Murray – 2, Perth – 1
- **Command Action Points: 3**

BRITISH UNITS:

- (1) 4 MP Elite Infantry
- (6) 4MP Infantry
- (1) 2MP Militia
- (3) 2MP Cavalry
- (1) 3 MP Heavy Cavalry
- (2) 2 MP Artillery
- (3) Leaders: **Cumberland** – 1, Hawley – 1, Huske – 2
- British move first
- **Command Action Points: 3**

VICTORY CONDITIONS:

- **Jacobite:** 4 VP in 20 turns or less. Bonnie Prince Charlie must survive.
- **British:** 7 VP or avoid Jacobite victory.
- If neither side achieves victory, then it's a draw.