CAMPAIGNS OF MONTROSE

MINI GAME SYSTEM RULES

1.0 COMPONENTS

This Mini Game is complete if it includes: 40 game pieces (units), 18 campaign cards, one 11x17-inch map, and these rules.

If any parts are missing or damaged, please write to:

Decision Games, Mini Game Support, PO Box 21598, Bakersfield, CA 93390-1598. Please register this game purchase on-line at: www.decisiongames.com

Players must provide one or more six-sided dice (five is ideal). Several markers (half a dozen small coins or spare counters from other games) will also be useful.

2.0 INTRODUCTION

Campaigns of Montrose is a two-player wargame recreating the operations of the Royalist James Graham, Marquis of Montrose, in Scotland against the Scottish Covenanter government forces, during the First English Civil War. One player controls the Royalist forces; the other player controls the Covenanters. Each player is provided with cardboard pieces called units. Players move their units, and then conduct battles with them.

Each player also has a set of nine Campaign Cards, one of which is drawn each turn, and which specify changes to the normal rules that may occur on that turn. The cards thus provide random events to allow the game to recreate as simply as possible the potential for various events that historically occurred.

3.0 THE MAP

The game map shows the area of Scotland and Northern England in which the campaign took place. The map has the following features.

Spaces: Locations (circles) in which units can be placed, and between which they move. There are two types of spaces: **Burghs** (cities and larger towns of economic, political or strategic importance, including their surrounding hinterland), and **Open** (smaller towns, or rural or unpopulated areas along communication routes).

Routes: The lines connecting the spaces. Players move their units between spaces only along connecting routes. There are two types of routes: **land** and **mountain**. The cost to move along different routes is given in the Terrain Effects Chart on the map.

Frontiers: Three frontier lines cut across the routes on the map, each separating the spaces into two regions: the **English Boundary** divides the map into **England** and **Scotland**. The **Highland Line** divides Scotland into **Lowlands** and **Highlands**. The **Royalist Limit** divides the Scottish Lowlands into **Northern** and **Southern** halves. The effects of being in each of these different regions are explained on the Terrain Effects Chart.

The numbered battle sites are for historical interest only and have no effect on play.

4.0 PLAYING PIECES

The 40 cardboard pieces include one marker and 39 units (16 yellow Royalists and 23 blue Covenanters).

Royalist		Covenanters
	Leader	
	Cavalry	
	Irish (only Royalist)	
	Highland Infantry	
	Lowland Infantry	

Only available for recruitment by Covenanter leaders south of English Boundary:

Cavalry	**Lowland Infantry**

The **marker** indicates the current game turn and season. The game turn marker is also double-sided to indicate whether the Royalist or Covenanter player turn is in progress.

The **units** include both **combat** and **leaders**, representing the military forces and individual leaders available to each side.

Each **combat unit** has the following information.

The left-hand number is the combat unit's **[Battle] strength**, i.e. its relative effectiveness in combat, and is used when resolving battles. The right-hand number is the combat unit's **Movement allowance**, a measure of its

mobility. Each combat unit also has a generic **unit type** to identify what type of unit it is: Highland (for Highland clan infantry forces), Lowland (for Lowland infantry levies and regular regiments), cavalry (for Lowland cavalry levies and regular troops), or Irish (for the Royalist Catholic Scots-Irish troops brought to Scotland by Alasdair MacColla in June 1644).

Type — Movement Allowance — Battle Strength
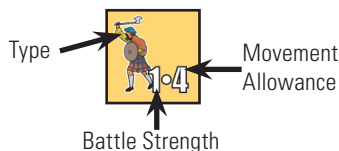
Each **leader** unit is similar in format to the combat units, but instead of a battle strength, has a **leadership value** (indicated by a plus sign in front of the number) which is used to increase the battle strength of a combat unit stacked with the leader; and instead of unit type designation, each leader unit includes the **leader's name**.

Name — Movement Allowance — Leadership Value
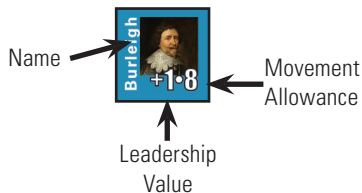
Note that the two Irish combat units are double-sided, the reverse indicating a reduced battle strength. The first time it receives an eliminated result on the Battle Results Table, it is flipped to its reduced side. The Covenanter leader Elcho has the Covenanter leader Leslie on his reverse, because Elcho will retire when Baillie and Urry are activated. **Note**: Elcho and Argyll are misspelled on their counters.

5.0 SCALE

The map scale is indicated by the distance from Inverness to Newcastle being 145 miles (230 km) as the crow flies, and 12 inches on the map, giving an approximate scale of 1:765,000.

Each unit represents approximately 750 men of the given type, or a single named leader and his aides. The different battle strengths represent the different effectiveness of each combat unit (not their size), and leadership value (the tactical ability and personal leadership qualities of each leader).

Each game turn represents two months.

6.0 HOW TO WIN THE GAME

The **Royalist** player wins:

a) *Immediately* if he wins 10 victories over Covenanter forces and Burghs;

or no Covenanter leaders or combat units remain on the map;

b) *At the end of any game turn* that a stack containing Montrose and at least four Royalist Lowland &/or Cavalry units exists in any space in England.

The **Covenanter** player wins:

a) *Immediately* if the Montrose leader is eliminated for any reason.

b) *At the end of the game* if the Royalist player has not won by the end of the April/May 1646 game turn, or if the Royalist player concedes the game. The Covenanter, being the government, may never himself concede!

7.0 SET UP

The players sit on opposite sides of the map. Each player shuffles his own deck of nine Campaign Cards then places the deck face down in front of him. The players place the following units on the map.

Royalists

In Blair Atholl: Montrose, MacColla and the two Irish combat units (front (3-5) side up).

Covenanters

In Aberdeen: Burleigh, two 1-4 Lowland infantry, one 1-6 cavalry.
In Perth: Elcho, two 1-4 Lowland infantry, one 1-6 cavalry.
In one of Inverlochy or Inveraray: Argyll, two 1-4 Highland infantry.
In Newcastle: Baillie and Urry (both inactive).

Turn Record Track: Place the Game Turn marker Royalist side up on the Aug/Sept 1644 box.

Montrose's Victories Track (15.0): Place a spare coin or other marker on the '0' box.

Place all remaining leaders and combat units next to the map within handy reach of the appropriate player as his off-map pool.

8.0 HOW TO PLAY

8.1 Turns

The game is played in two-month game turns, each subdivided into two player turns. The game turn marker shows by its position on the Turn Record Track which game turn is currently in progress, and by which of its sides is uppermost, which of the two player turns is currently underway.

The player whose player turn is in progress is termed the **phasing player**. The other player is the **non-phasing player**.

8.2 Sequence of Play

During each game turn, the players must follow a specific sequence of play, working through each of the phases below in order (note that the phases are not all the same for the two players).

Royalist player turn

1. **Campaign Card Phase (9.0).** The Royalist player draws the top Campaign Card from his own deck, implementing its printed instructions as required.

2. **Recruiting Phase (10.0)**. *Non-Winter turns only*. The Royalist player rolls one die for *each space* where he has leaders on the map and consults the Recruiting Table to determine how many combat units he recruits.

3. **March Phase (11.0).** The Royalist player moves his units according to the rules for movement.

4. **Battle Phase (12.0).** If any Royalist combat units are in the same space as Covenanter combat units, the Royalist player *must* attack those units using the rules for combat.

If any Royalist combat units are in a Burgh space not containing Covenanter combat units, the Royalist player *may* attack the Burgh using the rules for combat (12.5).

5. **Disband Phase (13.0).** For *each* space in which the Royalist player won a victory against Covenanter combat units or a Burgh, the player rolls on the Disband Table to determine how many of his Highland units *in that space* take their battle loot and go home.

If there were no such victories, the Royalist player instead rolls *once* on the disband table to determine how many of his Highland or Irish units *in the Lowlands* go home anyway.

6. **Player turn Interphase (14.0).** Flip the game turn marker to its Covenanter side in the same box on the Turn Record Track.

Covenanter player turn

1. **Campaign Card Phase (9.0).** The Covenanter player draws the top Campaign Card from his own deck, implementing its printed instructions as required.

2. **Recruiting Phase (10.0).** *Non-Winter turns only*. The Covenanter player rolls one die for *each space* where he has *active* leaders on the map and consults the Recruiting Table to determine how many combat units he recruits.

3. **March Phase (11.0).** The Covenanter player moves his units according to the rules for movement.

4. **Battle Phase (12.0).** If any Covenanter combat units are in the same space as Royalist combat units, the Covenanter player *must* attack those units using the rules for combat.

Note: The Covenanter player never attacks Burghs.

5. **Disband Phase (13.0).** The Covenanter player rolls once on the Disband Table to determine how many of his Highland units *outside the Highlands* go home.

6. Game turn Interphase (14.0). If it is the April/May 1646 game turn, the game is now over, and the Covenanter player has won; otherwise flip the game turn marker to its Royalist side and advance it one box along the Turn Record Track.

9.0 CAMPAIGN CARD PHASE

The phasing player draws the topmost card from his deck and implements the instructions as the card's text dictates. Card instructions take precedence over other rules. The card is then placed face-up in a discard pile next to his deck.

When his deck is exhausted, the player reshuffles his discards (but not any card(s) removed from the game) to make a new deck from which to draw again.

Note: DRM on some cards means die-roll modifier, a number added to (+) or subtracted from (−) a required die roll.

10.0 RECRUITING PHASE

The Recruiting Phase only occurs in non-Winter turns.

The phasing player rolls a die on the Recruit Table (on the map) for each of his leaders on the map (ignore *inactive* Covenanter leaders). If there are two or more of his leaders in the same space, then those leaders only have one die rolled for them as a group.

The result on the table for each roll is the number of new combat units the player may add from his off-map pool to the forces in that leader's space.

If in the Highlands (north and west of the Highland Line), leaders may only recruit Highland infantry.

If in the Lowlands (south of the Highland Line and north of the English Boundary), leaders may only recruit 1-strength Lowland and cavalry combat units. But **in the *Southern* Lowlands (south of the Royalist limit and north of the English Boundary)**, Royalist leaders may only recruit *if they are already stacked with a Royalist combat unit* (any type).

If in England (south of the English Boundary), *active* Covenanter leaders may only recruit Lowland and cavalry combat units (of either 1 or 2-battle strength), while Royalist and *inactive* Covenanter leaders may not recruit at all.

Both Irish combat units begin the game on the map at full-strength. Once they are flipped to their reduced-strength sides, they are never restored to full-strength. Once killed, they are permanently out of the game and may never be re-recruited.

A player is not required to make any or all of his recruit rolls. A player is not required to recruit all the combat units to which his

recruit rolls allow him. He may make all his rolls before deciding how to allocate his recruited combat units between leaders (although no leader can have more combat units allocated to him than was rolled for him).

If not enough combat units of an allowable type(s) are available to fulfill the allowances rolled, the player loses the surplus. Players may not make further units.

Recruit allowances may not be transferred between leaders, or held over or accumulated from turn to turn.

10.1 Activating Covenanter leaders

The Covenanter player begins the game with two leaders (**Baillie** and **Urry**) in Newcastle in inactive state. Inactive means that the leaders are present on the map but may not recruit or move until activated. The location of these inactive leaders, however, may change due to the instructions on certain Covenanter Campaign Cards.

Baillie and **Urry** are activated the *instant* the Royalist player achieves his **fourth victory**, or attacks or (see 16.2) displaces them. From that moment on they may recruit, move and engage in combat normally. As soon as Baillie and Urry are activated, the Covenanter leader **Elcho** is removed from wherever he is on the map, flipped over to the **Leslie** leader side, and placed in **Newcastle**, where he is now considered inactive, and under the same restrictions as Baillie and Urry were previously. In the highly unlikely event Baillie and Urry are activated by a Royalist attack on them in Newcastle, then activate and place Leslie, together with any 2-battle strength Covenanter combat units currently in the Covenanter's off-map pool, with Baillie and Urry in Newcastle to defend against the attack.

Leslie is activated the instant the Royalist player achieves his **seventh victory**, or attacks or (see 16.2) displaces Leslie. On the following Covenanter Recruiting Phase, if still in England, instead of Leslie rolling for recruits, he automatically recruits to himself all 2-battle strength Covenanter combat units (up to five cavalry and one Lowland infantry) currently in that player's off-map pool. If not in England, Leslie recruits per normal recruit rules. The initial automatic recruitment occurs once only, but may necessarily be delayed a turn if Winter intervenes. On all subsequent turns, Leslie recruits per normal rules.

11.0 MARCH PHASE

11.1 Movement

During a player's own March Phase, he may move all, some or none of his units.

Each unit type has a printed Movement

Allowance, which is expended to move between spaces along the routes shown on the map.

Units are moved one at a time, but for convenience, several units starting their March Phase in the same space, moving via the same routes to end their movement together in another space may be moved as a stack.

A unit may use its full movement allowance each friendly March Phase, but if it does not, the remainder may not be transferred to another unit, or held over or accumulated from turn to turn. A unit may never exceed its movement allowance for that March Phase.

Movement is always voluntary. A unit is never obliged to move during the friendly March Phase.

11.2 Movement costs

The different costs to move along land and mountain routes are given in the Terrain Effects Chart on the map.

11.3 Stacking

Any number of friendly units may move through or end a March Phase in the same space. Friendly units entering a space containing enemy *combat units* must cease movement for the Phase and engage the enemy in combat in the friendly Battle Phase (when one side will be eliminated or forced to retreat from the space).

A combat unit does not need to be stacked with a leader in order to move. Being stacked (or not) with a leader does not aid or hinder a combat unit's movement in any way.

Players are free to examine each other's units at any time.

11.4 Movement restrictions

Winter Turns

All units must end their friendly player turn in a named space or be removed/eliminated (see 17.0 Winter).

Frontiers

The **Highland Line** has no effect on movement.

Irish and Royalist Highlanders may not move or retreat south of the **Royalist Limit** until the Royalist player has won victories against *both* the Inveraray and Inverlochy Burghs (12.5).

Irish, and Highland units (of either player) may never cross the **English Boundary** into England.

12.0 BATTLE PHASE

Battle *must* occur during the Battle Phase when the phasing player has combat units in the same space as enemy combat units. Battle *may* also occur during the *Royalist* player's turn if, at the *beginning* of the Battle Phase he has combat units in a Burgh that is unoccupied by Covenanter *combat units*, in which case the Royalist player may attack the Burgh.

Battles are resolved one at a time, in any order the phasing player wishes. They must always be resolved to completion: there is no option for breaking off. The phasing player is always considered the attacker and the non-phasing player the defender.

As the attacker selects each battle to be resolved, both players remove their units from the battle space, then play through a series of one or more rounds. Each round consists of the following actions.

12.1 Battle Round Sequence

1. Determine which side has Tactical Superiority.

i) Each player rolls a die, and adds the leadership value of any *one* leader present in the battle.

ii) The player with the higher total has Tactical Superiority for the round. If the results are tied and Montrose is present on the Royalist side, the Royalist player has Tactical Superiority. If Montrose is not present, reroll the dice to break the tie.

2. Form battle lines.

iii) The players each lay out their own (unpanicked) combat units to the side of the map. Each player stacks any leaders from the space on top of his combat units, one leader per combat unit. If either or both players have excess leaders, or panicked combat units, place them off to one side; they will not participate in the battle (but are still affected by its results).

3. Conduct Battle.

iv) The player with Tactical Superiority selects one of his combat units and rolls a number of dice equal to its battle strength plus the leadership value of any leader stacked with it. The individual die rolls are then compared to the outcomes listed on the appropriate column of the Battle Results Table (on the map). The results (as a group) are applied to enemy combat units immediately, the targeted player choosing which of his combat units suffer panic &/or elimination. All rolled results must be applied, elimination results first and then panic results.

v) The player without Tactical Superiority selects one of his surviving unpanicked combat units, and rolls a number of dice equal to its battle strength plus the leadership value of any leader stacked with it. The individual die rolls are then applied to the enemy per (iv) above.

vi) Players continue to alternate selecting a surviving unpanicked combat unit (that has not already been selected this round), rolling dice for it and applying the results. If one player has more combat units than the other, he rolls for any excess combat units one by one after the other player's last unit has rolled.

vii) Once all eligible combat units (i.e. not eliminated or panicked) have rolled, and the results of *all* those rolls have been applied, then the round ends. If one side's combat units have all been panicked or eliminated, then the battle is ended. If both sides have surviving unpanicked combat units, the battle continues into a new round (repeat steps (i) -(vii) above), using only the surviving unpanicked combat units on each side, and all the leaders not set aside in step (iii) of the round just completed.

12.2 Battle Results

Due to the ferocity of the Irish and the fear they instilled in their enemies, there are different columns on the Battle Results Table for die rolls by Irish combat units, and for rolls by all other combat units.

For each **panic** result, the targeted player must either remove one of his unpanicked combat units from the battle line, or eliminate an already-panicked combat unit. An unpanicked combat unit that becomes panicked is placed to one side. It is still intact, but will no longer participate in the battle lines or roll dice. It may still be eliminated to satisfy another panic (or eliminate) result.

For each **eliminate** result, the targeted player must remove a panicked or unpanicked combat unit and return it to his off-map pool.

Irish combat units have two sides: full- and reduced-strength. A full-strength Irish unit that suffers an eliminate (or a second panic) result is flipped to its reduced-strength side (but retains its current panicked or unpanicked status). A reduced-strength Irish unit that suffers an eliminate (or a second panic) result is removed from the game (it is not placed in the player's off-map pool because it cannot be re-recruited).

Leaders are never affected by Battle Results Table results.

12.3 Losing battles

A battle is completed when, at the end of a round, only one side has surviving unpanicked combat units. That player has won the battle, and the other player has lost it.

The loser must immediately roll two dice for each of his leaders who began the Battle Phase in the battle space (even if not used in the battle line). On a roll of double ones (i.e. a sum of 2), the leader is permanently removed from the game (i.e. captured or killed). The losing side's surviving units are now all considered unpanicked and must retreat from the battle space to any adjoining space(s) unoccupied by enemy *combat* units. The units may retreat together or to different spaces. Retreat *is* permitted into spaces occupied solely by enemy leaders, and into spaces from which the attacker moved into the battle space.

Irish, and *Royalist* Highlander, combat units may not retreat into the Southern Lowlands until the Royalist player has won victories against both the Inveraray and Inverlochy Burghs.

Irish, and *all* Highlander units, may never retreat into England.

Units unable to retreat are eliminated.

12.4 Winning battles

The surviving winning units are now considered unpanicked, and are returned to the space where the battle occurred. If the winner was the Royalist player, advance the marker on the Montrose's Victories Track to the next highest-numbered box. If it moves into the '10' box, the Royalist player has won the game.

12.5 Royalist Battles with unoccupied Burghs

Royalist combat units *beginning* their own Battle Phase in a Burgh space that is unoccupied by Covenanter *combat units*, may choose to attack that Burgh itself. The battle is resolved normally except as modified below.

The Burgh is considered to have an intrinsic garrison of two 1-strength combat units. Use any spare units as needed.

Treat panic results against the Burgh's garrison as 'no effect'.

If the Burgh wins the battle, the Royalist player may attack the Burgh again on a subsequent game turn. The intrinsic garrison is always restored to two 1-strength units each time it is attacked.

Once the Royalist player has defeated a particular Burgh, he may never attack it again. Mark it with a spare coin or marker.

The defeat of a Burgh has no effect on the game except:

a) To increase the number of Royalist Victories, and

b) Once the Royalist player has defeated the Burghs of Inveraray and Inverlochy, he may move and retreat his Irish and Highlanders into the Southern Lowlands.

A Burgh containing Covenanter *combat* units may never itself be attacked. In such cases the Royalist combat units *must* attack the Covenanter combat units in normal battle instead (but can attack the Burgh on a subsequent turn if the conditions of the first paragraph of 12.5 above are met).

Burghs and their intrinsic garrisons never themselves attack.

Note that the units representing the intrinsic garrison are only used during resolution of the battle. Whatever the result of the battle, they are returned to the off-map pool, and not placed or retreated on the map.

13.0 DISBAND PHASE

13.1 Royalist

a) If, during his player turn, the Royalist player has won any victory using his Highland units, *anywhere on the map* those units may take their loot and go home. For *each* space in which he has Highland units *and* has won a victory this player turn (whether against Covenanter units or a Burgh), roll a die on the Disband Table to determine how many of those Highland units are removed from the space and placed in his off-map unit pool.

b) If, during his player turn, the Royalist player has won no victories involving his Highland units, any of his Highland *or* Irish units *in the Lowlands* may disband instead.
If all his Highland *and* Irish units in the Lowlands are in the Northern Lowlands, roll one die on the Disband Table, and remove that many of his Highland units (only) from the Lowlands to his off-map pool.
If he has any Highland *or* Irish units in the Southern Lowlands, roll *twice* on the Disband Table, removing the total number of Highland units from the Lowlands, *as many as possible of which* must be from the Southern Lowlands. If insufficient Highland units are available to meet the disband requirement, a full-strength Irish unit may be flipped to its reduced-strength side (or a reduced-strength Irish unit removed entirely) to fulfill a one-unit disband requirement; a full-strength Irish unit may be removed entirely from the map to fulfill a two-unit disband requirement.

13.2 Covenanter

On the Covenanter player turn, the Covenanter player rolls *once* on the Disband Table to determine how many of his Highland units *outside the Highlands*, If any, are returned to his off-map pool.

13.3 Only combat units disband, never leaders.

14.0 PLAYER TURN & GAME TURN INTERPHASES

Each game turn begins with the Game Turn marker's Royalist side face-up in the current box on the Turn Record Track. At the end of the Royalist player turn, flip the marker to its Covenanter side and play the Covenanter player turn. At the end of the Covenanter player turn, flip the marker back to its Royalist side and advance it to the next box on the Turn Record Track, ready to begin the new game turn.

15.0 MONTROSE'S VICTORIES TRACK

Each time the Royalist player wins a victory (in either player's Battle Phase), either against Covenanter units or against a Burgh, move the Montrose's Victories Track marker to the next-highest numbered box. If the marker moves into the '10' box, the Royalist player *immediately* wins the game.

16.0 LEADERS

Leaders are used for recruiting, and for augmenting the effectiveness of combat units in battle. They never attack or defend by themselves.

In general, leaders move like combat units. However, leaders may never enter spaces occupied by enemy *combat units*, unless accompanied by, or joining, friendly combat units there.

16.1 [In]active Covenanter leaders

See 10.1

16.2 Unaccompanied leaders & displacement

Combat units moving or retreating into a space containing only enemy leaders immediately displace those enemy leaders to any adjoining space(s) (chosen by the owner of the displaced leaders) that are unoccupied by the displacing player's *combat units*. A leader may be displaced any number of times in a phase by the same or different enemy units. Leaders may displace into spaces occupied solely by enemy leaders (see below). Leaders unable to displace are eliminated.

Leaders unaccompanied by combat units *may* move through, or end their movement, displacement or retreat in, a space occupied by unaccompanied enemy leaders, without the opposing leaders affecting each other in any way, except that the first side to recruit or move its *combat units* into that space will immediately displace the opposing leaders to an adjoining space, under the principles of the paragraph above.

16.3 Elimination of leaders

Leaders are not affected by the Battle Results Table *per se*. However, leaders are eliminated if:

a) They end a friendly Winter player turn in an unnamed space (17.0).

b) They are unable to displace when the space they occupy is entered by enemy combat units (16.2).

c) They are on the losing side of a battle, and roll double ones on 2 dice at the conclusion of the battle (12.3).

d) They are unable to retreat after losing a battle (12.3).

An eliminated leader is never replaced (although Leslie is still placed on the map when Baillie and Urry are activated, even if Elcho has already been eliminated).

If Montrose is eliminated, the Covenanter player *immediately* wins the game.

17.0 WINTER TURNS

December/January game turns are considered to be Winter. In Winter game turns:

a) Each player's Recruiting Phase is skipped.

b) Each player's units must end his *own* player turn in a named space (i.e. a Burgh, or an Open space containing a placename). Any friendly *combat unit* in an unnamed space at the end of the friendly player turn is removed from the map to that player's off-map unit pool; leaders are eliminated instead.

18.0 ADVANCED/OPTIONAL RULES

One or both sides may use any or all of the following rules to enhance realism, improve play balance, handicap a better player, or simply for variety.

18.1 Recruiting

Use any or all.

a) Recruit rolls are made, and recruits placed, one leader at a time. If the player chooses not to place all recruits available to one leader, he cannot go back and place more with that leader once he has rolled for the next leader.

b) MacColla can never recruit in the Southern Lowlands.

c) Argyll is the only Covenanter leader who can recruit in the Highlands.

d) Ignore the last 4 sentences of Rule 10.1. Leslie always recruits per normal recruiting rules.

18.2 Marching/Disbanding

Highlanders (from both sides) and the Irish may enter England. During the friendly Disband Phase, all disbands (except for those due to Royalist victories) must come in preference order from friendly Highlanders/Irish in:

a) England,

b) the Southern Lowlands,

c) the Northern Lowlands.

18.3 Edinburgh

Edinburgh has an intrinsic garrison of *three* 1-strength Lowland units.

18.4 Pursuit

After the loser of a battle has retreated, any leaders and unpanicked cavalry, Highlander and Irish units on the winning side may immediately pursue. Pursuing units may move to any

legal adjoining space(s) (not necessarily the one(s) to which the loser retreated). Pursuing units need not stay together. Pursuing units ending pursuit in the same space as enemy combat units *must* immediately attack those units; pursuing Royalist units ending pursuit in a Burgh unoccupied by Covenanter *combat* units *may* choose to attack the Burgh.

Pursuing units are thus able to reinforce their side in a battle that has yet to be resolved in that Battle Phase.

A unit may conduct pursuit as many times as it wins battles in a Battle Phase. If a pursuit leads to new battle(s), resolve these before any other remaining battles.

Pursuit is never made after a victory over a Burgh.

In the Royalist Disband Phase, each space containing Royalist Highland units that won a battle and then pursued must make disband rolls.

18.5 Battle & Burgh assault

Victorious Royalist units which have caused all Covenanter combat units to be removed from a Burgh space in battle (eliminated or retreated), may immediately choose to attack the now-unoccupied Burgh. Any Royalist units that were panicked in the regular battle begin the battle against the Burgh itself in an unpanicked state.

18.6 Covenanter leaders & Burghs

Unaccompanied Royalist leaders in a Burgh space continue to be displaced when Covenanter combat units enter that space.

However, unaccompanied Covenanter leaders may choose to remain in a Burgh space which is entered by Royalist combat units (i.e. the Covenanter leaders are considered to be inside the burgh itself, while the Royalist units are considered to be outside the burgh's walls).

If the phasing Royalist combat units continue moving, or choose not to attack the Burgh, the unaccompanied Covenanter leaders are unaffected (except that they cannot recruit while any Royalist combat units remain in the space). However, if the Royalist combat units choose to attack the Burgh, the unaccompanied Covenanter leaders may add their leadership values to the intrinsic garrison's units as per normal battle rules. If the Burgh's garrison is defeated, the Covenanter leaders *must* roll for possible elimination, then retreat per normal battle rules.

18.7 Covenanter Burgh attacks

Treat Blair Atholl as a Burgh that can be attacked by the Covenanter player (only) in the same way that the Royalist can attack other Burghs. If the Covenanter wins the battle, move the Montrose's Victories Track marker *backwards* one box (this does not affect the activation status of any Covenanter leaders). A Covenanter victory over Blair Atholl has no other effect, and the Royalist player may never

attack Blair Atholl as if it were a Burgh, not even to negate any Covenanter victory against it.

18.8 Winter

Leaders (only) are not required to end Winter player turns in a named space, and are not eliminated if they do not.

18.9 Leaders

Use either or both.

a) Leaders provide a +1 bonus to the movement allowances of any combat units with which they begin, and remain stacked, for the *entire* friendly March Phase. The bonus may be doubled by a Force March Campaign Card.

b) Every time a leader is displaced (see 16.2), the owning player must roll two dice and eliminate the leader on double ones (i.e. a sum of 2).

EXAMPLE OF PLAY #1

It is the beginning of the Royalist player turn of Game Turn 8.
The Royalists have six victories on Montrose's Victories Track, including defeats of Inveraray and Inverlochy burghs.
Montrose and 1x Lowlander are in Linlithgow; MacColla and 2x full-strength Irish are in the Highland space immediately to the northwest of Stirling.
Argyll and 2x highlanders are in Stirling; Burleigh and 2x 1-strength Lowlanders in Aberdeen; Urry and 1x 1-strength cavalry in Glasgow; and Leslie is inactive in Newcastle.

Campaign card phase: The Royalist draws **Irish Terror**.
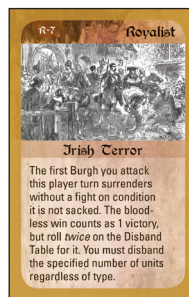
Recruit phase: A die is rolled for each space with active Royalist leaders: MacColla rolls 3, recruiting one unit, which, because he is in the Highlands, must be a Highlander. Montrose rolls 2, recruiting one unit. Being in the Lowlands he could choose a Lowlander, but opts for a cavalry unit.

March phase: MacColla and the 2x Irish move 1 land route to Perth (1 MP), while the highlander moves 4 land routes through Perth and Forfar to Brechin (4MP) to impede Burleigh. Montrose and 1x lowlander move 1 land route to Edinburgh (1MP).

Battle phase: There are two battles. First, Montrose attacks Edinburgh Burgh, invoking the *Irish Terror* card that applies to the first Burgh attacked this turn (regardless of whether any Irish are involved). Edinburgh Burgh is automatically defeated and marked with a spare counter. The Montrose's

Victories Track marker is moved into the '7' box, activating Covenanter leader Leslie in Newcastle (who will make his special once-off automatic recruitment of all 2-strength Covenanter units on the following Covenanter recruitment phase).
MacColla and 2x Irish now attack Perth Burgh. The Tactical Superiority die-rolls are— Royalist: 2+1 for MacColla = 3; Covenanter: 2. The Royalists have Tactical Superiority so will attack first. The two Irish units are lined up off the side of the map, the royalist player stacking MacColla with the first one. The Covenanter picks any two spare 1-strength units from his unit pool to temporarily line up opposite the Royalists as Perth's intrinsic garrison. The Royalist player attacks first with four dice (3 for the first Irish unit +1 for MacColla): 1,1,3,5 = all no effect because Burgh garrisons ignore panic results.
The Covenanter rolls one die for the first Burgh garrison unit: 6 = elimination. The Royalist player must flip one of his Irish units to its backside, and chooses the first Irish unit.
The Royalist rolls three dice for his second Irish: 1,1,5 = all no effect.
The Covenanter rolls one die for the second Burgh garrison unit: 6 again! The Royalist player must either eliminate the first, already-flipped Irish unit (this has no effect on MacColla), or flip the second Irish unit to its backside. He chooses to flip the second unit.
All units have now rolled, and neither side is

EXAMPLE 1

Round 1
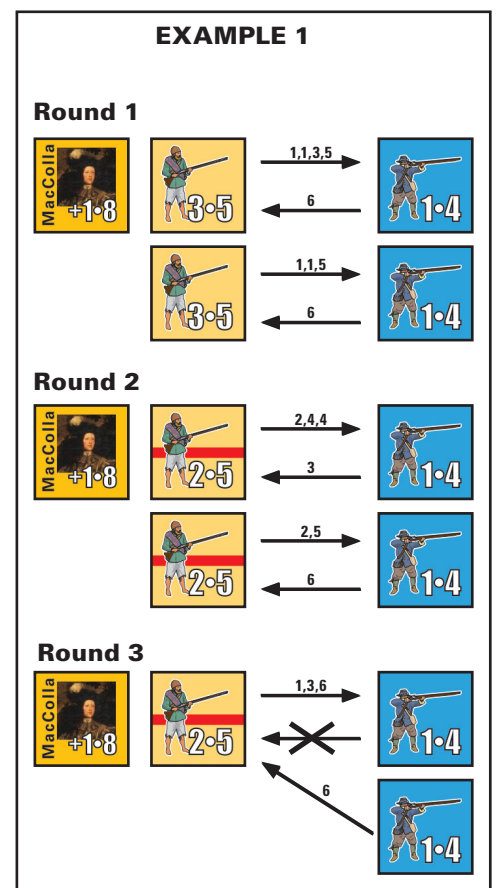
Round 2

Round 3

completely panicked, so the first round ends and a new one begins, starting with re-determination of Tactical Superiority. After several rounds the Burgh prevails, eliminating both Irish units completely, although one of the Burgh garrison units is also eliminated. The Royalist must roll 2 dice for MacColla: 1+1=2! MacColla is captured/killed! His counter is removed from the game. The surviving Perth garrison unit is placed back in the unit pool. Perth remains unoccupied (and undefeated).

Disband phase: The sole Royalist victory this player turn (Edinburgh) did not involve Highland units, so instead he must roll to see if his sole highland unit in the Lowlands disbands. A roll of 1 = no effect, so the Highland unit in Brechin remains.

Player-turn interphase: The Turn marker is flipped to the Covenanter side, and that player's turn now begins.

EXAMPLE OF PLAY #2

It is the beginning of the Covenanter player turn of game turn 8.

The Royalists have 6 victories on Montrose's Victories Track, including defeats of Inveraray and Inverlochy Burghs.

Argyll and 2x highlanders are in Iveraray; Burleigh and 2x 1-strength lowlanders in Aberdeen; Urry and 1x 1-strength cavalry in Edinburgh; and Leslie is inactive in Newcastle.

Montrose, 1x cavalry and 2x lowlanders are in Stirling; MacColla and 2x full-strength Irish are in the Highland space immediately to the northwest.

Campaign card phase: The Covenanter draws **Force March**.

Recruit phase: A die is rolled for each active leader: Argyll rolls 3, recruiting one unit, which, because he is in the Highlands, must be a Highlander. Burleigh rolls 1, recruiting no-one. Urry rolls 2, recruiting

one unit. He could choose a 1-strength Lowlander, but opts for a 1-strength cavalry. Leslie is inactive so cannot recruit.

March phase: Using the *Force March* card, Argyll and three Highlanders move east over 2 mountain routes then 1 land route into Stirling for a total of 5MP for each unit. Each of the three Highlanders must now roll on the Disband Table with a –2 modifier: rolls of 1, 2 and 6 modify to -1, 0 and 4, with the latter eliminating one Highlander. Urry and two cavalry move from Edinburgh to Stirling, over 2 land routes for a total of 2MP for each unit. Because the cavalry did not exceed their normal 6MP, the *Force March* card is not invoked so no disband rolls are made. Burleigh and two Lowlanders move 2 land routes (2 MP) south to the Burgh of Montrose.

Battle phase: The only battle is in Stirling. The two players each roll a die, and add the leadership value of one leader in Stirling. The Royalist rolls 2+2 for Montrose = 4. The Covenanter rolls 3+1 for Argyll = 4. Because Montrose is present, the Royalists win the tie and have Tactical Superiority.

The players line up their units opposite each other off the side of the map: The Royalist has Montrose stacked on 1 cavalry, then 2 lowlanders. The Covenanter has Argyll and Urry each stacked on 1 cavalry, then 2 highlanders.

The Royalist has tactical superiority so attacks first. He chooses his cavalry unit and rolls three dice (one for the unit's strength plus two for Montrose stacked with it): 1,5,6 = no effect, a panic and an elimination. Eliminations must be applied first, so the Covenanter player removes one of his highlanders back to his recruiting pool, and for the panic result, pulls his other Highlander out of line. It can no longer attack, but can still absorb hits. The Covenanter player rolls two dice for the first of his cavalry (one for the unit's strength, plus one for Argyll

stacked with it): 6,6 = two eliminations! The Royalist player must eliminate two units, and chooses to kill off one of the Lowlanders, and the cavalry unit that has already rolled (this does not affect Montrose in any way).

The Royalist rolls one die for his remaining Lowlander: 4 = no effect.

The Covenanter player now rolls two dice for his second cavalry unit (one for the unit's strength, plus one for Urry stacked with it): 3, 5 = a 'miss' and a panic. The Royalist must panic his remaining lowland unit, so pulls it out of the line. There are no unpanicked units left to roll, so the round ends. Because the Royalist has no unpanicked units at all, the battle also ends, with a Royalist defeat. All surviving units on both sides are now considered unpanicked. As the losing player, the Royalist rolls two dice for Montrose: 3+4=7, who thus escapes death or capture. Next, Montrose and the surviving Royalist Lowlander retreat. Because both Inveraray and Inverlochy Burghs have been previously defeated, the units can choose to move south of the Royalist Limit, so the Royalist player retreats them to Linlithgow. The Covenanter units (Urry, Argyll, 2x 1-strength cavalry and 1x Highlander), remain in Stirling.

Disband phase. The Covenanter has one Highland unit outside the Highlands, so rolls once on the Disband Table: 1 = no effect.

Turn Interphase. The Turn marker is moved into the Turn 9 box and flipped Royalist side up.
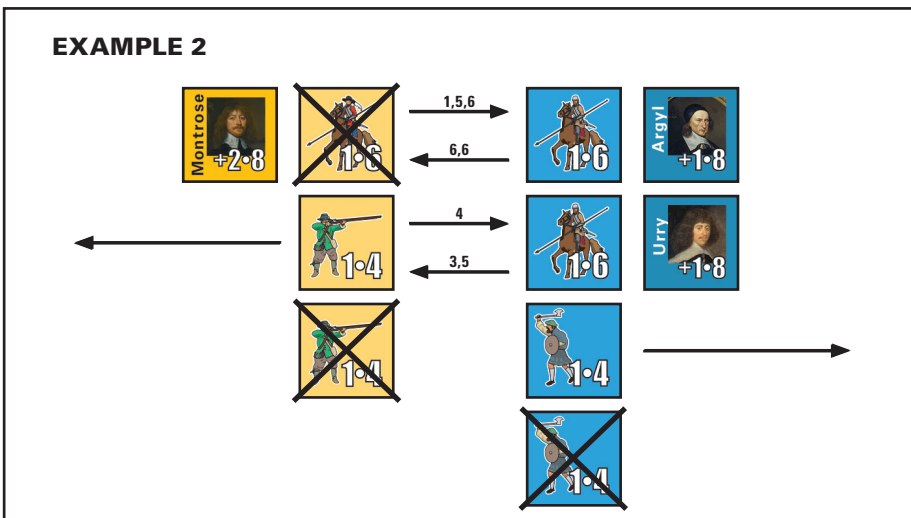
PLAYER'S NOTES

The Royalist has two paths to victory: winning battles or getting a Lowland stack into England. The former is probably easier, but appearing to try for the latter will keep the Covenanter on the back foot. Once Leslie is activated, you need three quick victories to win. Don't delay, or his forces will crush you. Dare all for the King!

The Covenanter is on the defensive, but should play aggressively. Keep the pressure on Montrose, bottling him up in the Highlands if he tries for Inverlochy and Inveraray, so he can't recruit the Lowlanders he needs to march on England. His Highland troops are prone to desertion even when he's winning, and once his Irish take losses, he's really in trouble. Let him do the attacking, but don't hesitate to pounce if he's weak. Hunt that rebel down!

DESIGNER'S NOTES

Montrose's campaign was only a sideshow within the First 'English' Civil War (22 Aug 1642—5 May 1646), with little chance of success, but his initial run of victories is the stuff of legend. Strangely, previous games have focused on Montrose's individual battles, never the whole campaign. It was after the happy coincidence of reading Buchan's biography of Montrose, and playing Decision Games' *Ancient Wars* series mini-game

C-4   Covenanter

Force March

All your leaders/units may double their movement allowance this player turn. But each *combat unit* moving more than its normal allowance must roll on the Disband Table immediately after movement, with a –2 DRM.

EXAMPLE 2

Belisarius' War, that I fell upon a perfect game system to adapt to simulate the campaign in a fast and simple game, incorporating period chrome through the Campaign Cards rather than extensive special rules.

The Royalist player is attempting to relieve the military pressure on King Charles I in England by either recruiting a small army of Royalist Scots and marching into England to join Charles, or by causing as much trouble as possible in Scotland to force the Covenanter government to withdraw troops from England where they are fighting in alliance with the Parliamentarians against the King. The Royalist player must achieve this before Charles surrenders himself to the Scots on 5 May 1646.

The Disband Phase rules reflect the fact that Highland clansmen were less worried about the religious and political niceties that caused the Civil War, than about continuing old clan feuds (especially that between Argyll's Campbells & MaccColla's MacDonalds) and enjoying some rapine along the way. They were particularly prone, after a victory, to plundering the dead (and nearby farmsteads) and immediately heading home with the booty (as much to ensure no one was raiding their own croft in the meantime, as to cache, spend or use the loot).

Even when not suffering actual defeat, if not led to immediate victory, they were not keen on extended campaigning, and just as like to head home if no booty was forthcoming, as if it was. Highlanders were especially reluctant to head into the southern Lowlands, let alone England, because of its foreignness, and its distance from their farms and unprotected homes. Because Montrose and MacColla were basically recruiting mercenaries, they suffered most from this Highland fickleness.

The Covenanters suffered less because one of their main leaders, the Marquis of Argyll, was himself chief of Clan Campbell (who considered themselves the most civilized of the clans) and so able to extract greater loyalty from his own clansmen and their allies to lead them where he wanted.

Why can only the Royalist attack Burghs? Because he is the rebel. He did so for several reasons: to prove that the Covenanter government couldn't protect its own people, to punish cities that did not declare for him and the king, and because he couldn't always control his mercenary forces.

Why the Royalist recruiting restrictions in the South? No southerner from the Covenanting heartland would have risked joining Montrose's cause unless it had a good chance of victory; and both Montrose and MacColla risked capture if not well guarded in enemy country.

HISTORICAL NOTES

The leaders

James Graham, 5th Earl then 1st Marquis of **Montrose**, 1612-1650. Captured after Battle of Carbisdale, and hanged 21 May 1650.

Alasdair **MacColla** MacDonald, ca.1610-1647. Captured and executed at Battle of Knocknanuss, Ireland, 13 Nov. 1647.

Archibald Campbell, 8th Earl & 1st Marquis of **Argyll**, 1598-1661. After the Restoration, executed for treason by Charles II, 27 May 1661.

David Wemyss, Lord **Elcho**, later 2nd Earl of Wemyss, 1610-1679.

Robert Arnot, 2nd Lord Balfour of **Burleigh**, d.1663.

Lieut.-Gen. William **Baillie**, fl.1637-48.

Maj.-Gen. Sir John **Urry** (or Hurry), d.1650.

David **Leslie**, later 1st Baron Newark, 1600?-1682.

Overview

After the Covenanter Army joined the Parliamentarians in 1644, King Charles appointed Montrose his Lieutenant-General in Scotland, but was unable to spare him any troops. Montrose penetrated Covenanter lines alone and reached Blair Atholl, where in late August he ran into MacColla's Irish raiders who had been terrorizing the Campbells since June. The two joined forces, descending on the Lowlands—where Kilpont and his regiment defected to them—before defeating Elcho at Tippermuir (1 Sept.) and pillaging Perth.

Heading north, Montrose defeated Burleigh and the Aberdeen garrison outside that city's gates at Justice Mills (13 Sept.) and sacked the city. Argyll now caught up but despite Montrose suffering desertions, a fight at Fyvie castle (28 Oct.) was indecisive and Argyll withdrew. Under cover of a hard winter, Montrose descended unexpectedly on Inveraray (13 Dec.), burning the town, then defeated Argyll at Inverlochy (2 Feb 1645).

In March, the Covenanters detached Baillie and his subordinate Urry from the Scots forces in England to lead the hunt for the rebels. Montrose sacked Dundee (4 Apr.) but was chased out by Baillie. Heading north, Montrose, alerted to Urry's approach by the sound of the Covenanters firing their guns to clear them, ambushed Urry at Auldearn (9 May). Returning southwards, he defeated Baillie at Alford (2 Jul.). Baillie resigned but was ordered to remain in the field until his replacement, Monro, arrived from Ireland.

Covenanter political infighting assisted in Montrose's heavy defeat of Baillie at Kilsyth (16 Aug.). Glasgow opened its gates to Montrose to preempt a siege and sack; and Montrose refused to allow his forces to pillage, but this caused MacColla and half the Irish to return

north to the Highlands to raid Campbell lands instead. Skirting plague-struck Edinburgh on his way towards England, Montrose's remaining forces were ambushed and massacred at Philiphaugh (13 Sept.) by Leslie and his veteran cavalry who had been hastily detached from the main Scots army in England.

Montrose escaped north. Leslie returned to England (Dec.), leaving Middleton to mop up the rebels. Montrose was forced to raise his siege of Inverness (Apr. 1646) as Middleton approached. The King surrendered himself to the Scots army (5 May) and Montrose received royal orders to lay down arms (31 May). He surrendered to Middleton at Rattray (30 Jul.), then fled to Norway (3 Sept.). Meanwhile MacColla was harried westwards in the Highlands, and defeated by Leslie at Rhunanhaorine in Kintyre (May 1647) before returning to Ireland (Jun.) where he was captured after the Battle of Knocknanuss (13 Nov.) and executed by Inchiquin.

Parliament and the Scots fell out over the question of the king. A failed Scots invasion of England in May 1648 caused the brief Second Civil War, easily won by the English by August.

King Charles I was tried then executed in January 1649 (to the horror of the Scots), and England was declared a Commonwealth in May. Montrose returned to Scotland from Norway in April 1650 as a vanguard for the late king's son, Charles, Prince of Wales (later Charles II). Despite a force of continental mercenaries, and recruited Orkney Islanders, Montrose was defeated at Carbisdale (27 Apr. 1650). He escaped, but was betrayed, captured, and then hanged at Edinburgh (21 May), barely a month before the future King Charles II returned to England from France, beginning the Third and last Civil War.

FURTHER READING

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