



The Battle of Prestonpans

September 21st 1745

BattleGame devised and presented
for the Battle of Prestonpans [1745] Heritage Trust
by Gordon Veitch & Gary Morham



Hey Johnnie Cope, are you waukin' yet?

On July 23rd 1745 Prince Charles Edward Stuart [*aka* Bonnie Prince Charlie] landed at Eriskay in the Outer Hebrides to launch a campaign to reclaim the throne for his Catholic father, the Jacobite King James III and VIII [*aka* The Old Pretender]. His grandfather, King James II and VII had been usurped from the throne in 1689 when Parliament in London invited Protestant William III and Mary II to become joint sovereigns. Many but not all Highland Clans took up his cause and they swiftly made their way to Edinburgh by mid-September.

By 1745 the succession had passed to the Elector of Hanover who reigned as King George II.

The Hanoverian army in Scotland [known as 'redcoats' or Hanoverians] was commanded by Sir John Cope and although he ventured north from Edinburgh to seek to cut off Bonnie Prince Charlie's advance he was unsuccessful. To position himself between The Prince and England he embarked his army on barges at Aberdeen and sailed to Dunbar, from where he advanced towards Edinburgh.

The Prince brought his Highland army out of Edinburgh to confront Sir John Cope taking the high ground at Birsley Brae close by Tranent on September 20th . During the night the Highlanders made their way east then north along the Riggonhead Defile [as depicted on the front cover]. At dawn they charged west across stubbled cornfields to inflict a crushing defeat on Sir John Cope in less than 15 minutes.

BATTLEGAME RULES

Formations

Cavalry and Infantry are 10 bases in double or triple rank lines.
Cavalry 1 model per base. The dragoons of both sides fought with swords from the saddle, rather than as mounted infantry, and for that reason they are treated as cavalry.

Infantry 2 models per base.

HANOVERIAN ARMY

SIR JOHN COPE (Commander in Chief)

7 units infantry (Murray's , Lascelles's , Guise's, Lee's)

6 Cannon

RESERVES

Commander: Colonel James Gardiner

4 units cavalry (Hamilton's, Whitney's, Gardener's)

All Units are leadership 7

Sir John Cope leadership 9

Colonel Gardiner leadership 8

JACOBITES

PRINCE CHARLES EDWARD STUART (Commander in Chief)

LEFT WING

Commander: Lord George Murray

5 units infantry (McGregors, Stuarts, Camerons)

RIGHT WING

Commander: Duke of Perth

4 unit infantry (MacDonalds)

RESERVES

Commander: Earl of Nairn

5 units infantry (Athols; Robertsons; Macdonalds; McLachlans)

All Units are leadership 7

Commanders leadership 8

DEPLOYMENT

- Both sides deploy as indicated in the diagram and order of battle shown later.
- No unit should be closer than 18 inches from the enemy.

MOVEMENT

- | ■ Troop Type | Normal Move | Charge Move |
|--------------|-------------|-------------|
| Commanders | 12 inches | 24 inches |
| Cavalry | 12 inches | 24 inches |
| Infantry | 6 inches | 12 inches |
- The charge move is double the normal move distance
 - Cannons cannot move
 - Units cannot move closer than 1" to the enemy except when charging
 - A charge is any move where a unit moves into contact with the enemy, units may charge if they can reach the enemy with their charge move.
 - Both sides make their charges at the same time, but if it matters, the JACOBITES charge first.

COMMANDERS

- Commanders are represented by single mounted figures, they may join a unit during movement or charge to help them in melee.

- Commanders participating in a melee can become casualties, roll 1d6 after each round of melee, a 6 results in the commander becoming a casualty.
- If a commander is attached to a unit that is completely eliminated by enemy fire roll one die, a 6 results in the commander becoming a casualty.
- These are the only ways that a commander can be eliminated; they may not be shot or attacked in melee if they are not with a regular unit.

FIRE DISCIPLINE

- The Hanoverian could inflict heavy losses on the charging Jacobite's if they could hold their fire until the enemy was in close range, however the units at the battle were inexperienced and poorly trained.
- When the Hanoverian infantry unit is charged it must roll one die to see if they will be allowed to fire again at the chargers before resolving the melee. Add 6 to the die roll. If the modified roll is less than the number of bases in the unit it can fire again at the charging unit at close range (hit on a 5-6) before the melee.
- If the modified roll is equal to the number of bases in the unit, the unit can fire at the chargers at normal (hit on a 6) before melee.
- If the modified roll is higher than the number of bases in the unit the unit may not fire, proceed to melee.
- Cannons can not fire at chargers before melee (except during their normal shooting phase).

SHOOTING

- Infantry can shoot 12". Units may only shoot at enemy targets in front of them. (definition or example require to define in Front)
- Roll 1d6 per figure and remove one enemy base for each 6 rolled. If any unit base in the formation is in range then all the bases in the formation may fire.
- Cannons have unlimited range and roll 2d6 per cannon, hitting on a 6. Cannons cannot fire between friendly units unless they have at least a 3" gap. They may not fire over units.

- Once a unit has fought a round of melee they may not shoot, or be shoot at, until the melee is finished, units may fire during a charge prior to contact.
- It takes 4 hits on the same turn to eliminate a cannon.
- The firing table says max range of 12" but no close range of factor for close range is stated – i.e.

Long range	12"	6 to hit
Short range	6"	5–6 to hit
Close range	3"	4–6 to hit [stand and shoot reaction to charge]

MELEE

- Enemy units that come into contact after a charge are locked in melee. All bases in a formation participate in the melee (unless hit on the flank or rear, see below).
- Cannons do not fight in melee. If they are contacted by a charge they are eliminated without a fight.
- Roll 1d6 for each figure and Commander in the melee, both sides should roll at the same time.
- Commanders hit on a 4-6
 - Cavalry hit on a 5-6.
 - Jacobites hit on a 4-6 if they charged during the turn,
 - All others hit on a 6.
- Remove one base for every hit rolled.
- If both sides are still in contact after the melee (casualties & leadership test allowing) the melee will continue next bound.
- If a unit fighting a melee with more than one enemy unit each base still only gets to roll once, they do not get to roll to hit each enemy unit. The Commander can choose to hit any enemy unit in the melee.

FLANK AND REAR ATTACKS

- If a unit is charged on its flank or rear its ability to fight back is limited on the first turn of melee. A unit charged on the flank can fight back with only two bases. A unit charged in the rear can not fight back at all.

- On the following turns the unit can change facing and fight with all its surviving bases.

REMOVING CASUALTIES

- When a unit is reduced to a single base this last base is automatically removed.



RULES

Each movement Phase is split into two bounds

1. Jacobites

2. Hanoverian

1. Declare Charges
2. Rallying Fleeing Troops
3. Move Chargers
4. Remaining Moves
5. Shooting Phase
6. Combat Phase
7. Combat Resolution

1. Declare Charges

- Units may charge an enemy unit if it is within its charge range (e.g. double its movement)
- Players may not measure the distance between units before declaring a charge.

2. Rallying Fleeing Troops

- Any unit that is fleeing at the start of a turn may attempt to rally by rolling 2 dice (6 sided; this will be referred to as 2d6) verses its leadership (this will be 7 or less or leadership of Commanders i.e. 8 or 9).

3. Move Chargers

- Measure the distance between units to see if the chargers can reach.
- If the distance between units is to great the charge is a failed charge and the chargers can only make a normal move
- If the charge is successful the unit being charged has 3 options:
 - Stand and take the charge.
 - Stand and shoot (if the unit has muskets)

- Flee (roll 2d6 and move directly away from chargers that number of inches)
- Cavalry and Jacobite infantry may make a counter charge if they pass a leadership test [in the case of a counter charge both sides roll a dice to decide which side strikes first in Combat Phase]
- If a unit flees and the chargers can still reach the fleeing unit then that unit is destroyed; if the chargers can not reach the fleeing unit it is a failed charge and the chargers can only make a normal move.

4. Remaining Moves

- All remaining troops that did not charge may now make a normal move this is the distance in inches stated in the reference rules.
- If a unit does not have any enemy troops within 8 inches it may make a march move (double its normal move).
- Units with muskets may not move and shoot in the same turn as it takes time to reload.

5. Shooting Phase

- Each unit with muskets may nominate a target they think is in range (measure after target has been picked) if the target is in range the unit rolls one dice for each figure in the front rank.
- Shooting distance is indicated on the reference chart, the chart will also tell you what number or above you need to roll to score a hit.
- The enemy units controller removes that number of models from the unit to indicate there losses.
- If a unit loses a quarter (25%) of its troops in one turn of shooting it must take a leadership test (2d6 v leadership=7 or less or flee)
- On a stand and shoot a unit must make a leadership test to hold and shoot at close range
- If the test is passed the shot will be at +1 to hit (4-6 rather than 5-6).

6. **Combat Phase**

- After a unit has charged and is in base to base contact with an enemy unit it will fight a round of close combat.
- If a unit charged it will always strike first.
- Roll a number of dice equal to the number of models in the front rank; refer to the reference chart for the number or above you need to roll on a d6 to hit; enemy unit controller removes that number of bases from the unit to indicate the losses, enemy player now strikes back with the models in the front rank minus the losses (example 10 models minus 3 losses = 7).

7. **Combat Resolution**

- Each side count the number of dead:
e.g. Jacobites 2 losses, Hanoverians 4 losses.
Hanoverians lose by 2.
Hanoverians must take a break test (2d6 v leadership)
- The Hanoverians gain a bonus of +1 for each rank after the first rank up to a maximum of +3, a bonus of +1 if they outnumber their opponent, (example, leadership 7 minus 2 for losses =5,+1 for outnumbering their opponent 5+1=6, giving a leadership of 6) Hanoverian's roll 2d6 and score a total of 5, the test is passed and the Hanoverian's will remain to fight again, if the test is failed they would roll 2d6 to flee (example; roll 2d6 and score 8 test is failed ,roll 2d6 to flee that number of inches directly away from enemy)
- If a unit flees the winner of the combat may pursue (roll 2d6 and follow up for that number of inches) if the distance is greater than the distance that the enemy fled then they are caught and destroyed.

Combat Resolution Bonuses

- +1 for each rank after the first rank at the beginning of combat
- +1 if you outnumber your opponent at the end of combat
- +1 if the unit has a standard

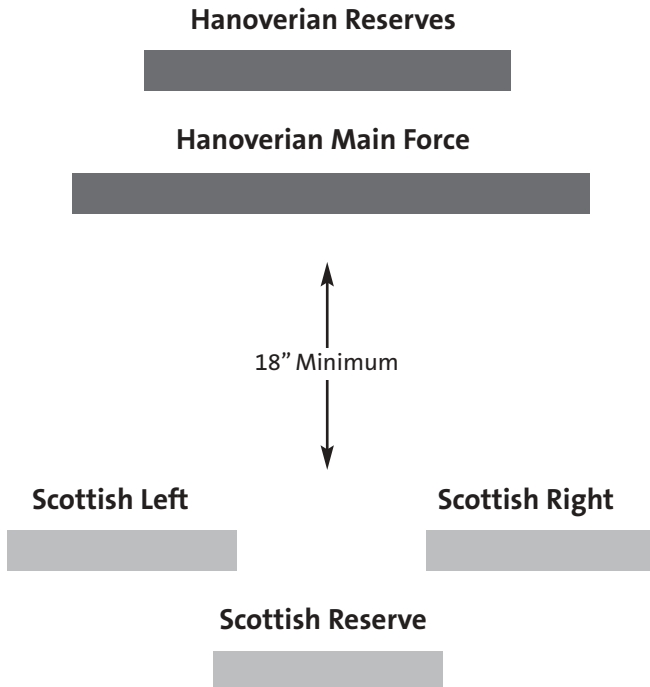
Leadership Test [Moral and Brake Tests]:

Leadership Test must be made under the following

- If a unit is charged and elects to stand and shoot
- If a unit suffers 25% casualties to shooting in one turn
- If a unit attempts to rally
- If a unit loses a round of melee

Leadership Bonuses:

- +2 if General is within 6"
- +1 if Commander is within unit



Movement

Unit	Move	Charge
Cavalry + Commanders	12"	12"
Infantry	6"	6"
Cannons	–	–

Shooting

Shooting	Range	To Hit
Infantry	12"	6"
Cannons Rolling 2Db	unlimited	6

Melee

Melee	To Hit
Commanders	4-6
Infantry	6
Cavalry	5-6
Jacobite After charge	4-6

Example Turn 1

Jacobite Bound

The Charge Phase

Player 1 declares a charge with a unit of *Jacobites*.

Player 2 decides to stand and shoot with the unit of *Hanoverians* being charged.

Player 1 now measures the distance between the two units and finds that he is in range and he may charge.

Player 2 decides to take a leadership test to hold for a shot at short range, and rolls **2d6** with a combined score of 7; the leadership is 7 so the test is passed.

Player 1 moves this unit to within 3 inches.

Player 2 then rolls one die for each figure in the front rank (of which there are **10**, so rolls **10 dice 10d6**). Checking the reference chart shows that a roll of **4** or above on a **6** sided die is needed to score a hit. The dice are rolled and score **2x1s, 1x2, 2x3s, 3x4s, 1x5** and **1x6**.

This results in **5** hits and **5** misses.

Player 1 now removes 5 models from his unit.

Player 1 has lost 25% of the charged unit and must make a leadership test to complete the charge.

Player 1 rolls **2d6** versus leadership and scores a total of **6** (**leadership 7**)

Player 1 can complete the charge and now moves the unit into base to base contact with the charged enemy.

The Movement Phase

Player 1 may now choose to move their remaining troops on the battlefield if desired.

The Shooting Phase

Player 1 decides not to shoot in this turn.

The Combat Phase

Player 1 charged so (s)he gets to hit first and rolls one die for each model in the front rank (of which there are **10 = 10d6**). Checking the reference chart reveals that the Jacobites need to roll of **4** or more on a **d6 die** when they charge, the result of which is **1x1 ,1x2 2x3s, 2x4s, 3x5s** and **1x6**.

The result = **4** dice that have missed and **6 dice** that have hit.

Player 2 now removes **6** models from this unit

Player 2 now gets to hit back and rolls one dice for each model in the front rank (**10 minus the 6 models for the 4 lost = 4**)

Rolling **4d6** and checking the reference chart reveals a required roll of **6** on a **6** sided die.

The roll = **2x3s, 1x4** and **1x6**. All misses.

Combat Resolution

- The *Jacobite's* have won the combat by **6-0**.
- The *Hanoverian's* must now take a **break test: (2d6 versus leadership minus 6, for there losses)**
- They get a bonus of **+1** for outnumbering the *Jacobites* (*Jacobites* have **11 models**, *Hanoverian* unit have **14 models**)
- *Jacobites* have **2 ranks** and the *Hanoverian* unit have **3 ranks** so the *Hanoverian's* gain a **bonus of +1** for the extra rank, giving the *Hanoverians* a leadership of 3, *player 2* rolls **2d6** and rolls **2x1** the test is passed and the *Hanoverians* will stay and fight another round combat.

End of Jacobites turn.

Hanoverian Bound

The Charge Phase

Player 2 decides not to charge any of his troops.

The Movement Phase

Player 2 decides not to move any of his troops.

The shooting phase

Player 2 declares which units will shoot and designates their targets.

Player 2 measures the distance between the firing units and their respective targets, if they are in range *player 2* may shoot. Taking each unit in turn a die is rolled for each model in the front rank. The reference chart is consulted for the roll that is required to score a hit.

Player 1 removes models for each hit scored against each unit. If that unit **losses 25%** of its models it must take a panic test (**2d6 versus leadership**) or flee.

Example Turn 2

Jacobite Bound

The Charge Phase

Player 1 declares a charge with a unit of *Jacobites*.

Player 2 decides to stand and shoot with the unit of *Hanoverians* being charged.

Player 1 now measures the distance between the two units and finds that he is in range and he may charge.

Player 2 decides to take a leadership test to hold for a shot at short range, and rolls **2d6** with a combined score of 7; the leadership is 7 so the test is passed.

Player 1 moves this unit to within 3 inches.

Player 2 then rolls one die for each figure in the front rank (of which there are **10**, so rolls **10** dice **10d6**). Checking the reference chart shows that a roll of **4** or above on a **6** sided die is needed to score a hit. The dice are rolled and score **2x1s**, **1x2**, **2x3s**, **3x4s**, **1x5** and **1x6**.

This results in **5** hits and **5** misses.

Player 1 now removes 5 models from his unit.

Player 1 has lost 25% of the charged unit and must make a leadership test to complete the charge.

Player 1 rolls **2d6** versus leadership and scores a total of **6** (leadership 7)

Player 1 can complete the charge and now moves the unit into base to base contact with the charged enemy.

The Movement Phase

Player 1 may now choose to move their remaining troops on the battlefield if desired.

The Shooting Phase:

Player 1 decides not to shoot in this turn.

The Combat Phase

Player 1 charged so (s)he gets to hit first and rolls one die for each model in the front rank (of which there are **10 = 10d6**).

Checking the reference chart reveals that the Jacobites need to roll of **4** or more on a **d6 die** when they charge, the result of which is **1x1** ,**1x2** **2x3s**, **2x4s**, **3x5s** and **1x6**.

The result = **4** dice that have missed and **6 dice** that have hit.

Player 2 now removes **6** bases from this unit

Player 2 now gets to hit back and rolls one dice for each model in the front rank (**10 minus the 6 models for the 4 lost = 4**)

Rolling **4d6** and checking the reference chart reveals a required roll of **6** on a **6** sided die. The roll = **2x3s**, **1x4** and **1x6**. 1 Hit.

Combat Resolution

- The *Jacobites* have won the combat by **5**
- The *Hanoverian's* must now take a **break test**: (**2d6 versus leadership minus 5, for their losses**)
- They get a bonus of **+1** for outnumbering the *Jacobites* (*Jacobites* have **11 models**, *Hanoverian* unit have **14 models**)
- *Jacobites* have **2 ranks** and the *Hanoverian* unit have **3 ranks** so the *Hanoverians* gain a **bonus of +1** for the extra rank, giving the *Hanoverians* a leadership of **3**, *player 2* rolls **2d6** and rolls **2x1** the test is passed and the *Hanoverian's* will stay and fight another round combat.

End of Jacobites Bound.

Hanoverian Bound

The Charge Phase

Player 2 decides not to charge any of his troops.

The Movement Phase:

Player 2 decides not to move any of his troops.

The Shooting Phase

Player 2 declares which units will shoot and designates their targets.

Player 2 measures the distance between the firing units and their respective targets, if they are in range *player 2* may shoot. Taking each unit in turn a die is rolled for each model in the front rank. The reference chart is consulted for the roll that is required to score a hit.

Player 1 removes models for each hit scored against each unit. If that unit **losses 25%** of its models it must take a panic test (**2d6 versus leadership**) or flee.

The Combat Phase

As the *Hanoverians* remained to fight another round of combat *both players* must roll one die to see which player gets to hit first (**highest dice wins**).

Jacobites roll **3**

Hanoverians roll **5**

The *Hanoverians* get to hit first.

Player 2 rolls one die for each model in the front rank (**10**) and referring to the reference chart notes that a **6 is required to hit**

Player 2 rolls the **10** dice and scores **3 hits**.

Player 1 removes **3 models**,

Player 1 now rolls to hit back (**10 minus 3 =7 dice**) and scores no hits.

Combat Resolution

- *Hanoverians* win the combat **3-0**.
- *Jacobites* must make a break test, (**2d6 versus leadership minus 3, 7-3=4**)
- The *Jacobites* have **2 ranks** and the *Hanoverians* have **3 ranks** so the *Jacobites* lose another to leadership
- The *Jacobites* now only have **8 models** and the *Hanoverians* have **14 models** so outnumber the *Jacobites* .
- The *Jacobites* receive another to leadership (**giving the Jacobites a leadership of 2**).

Player 1 rolls **2d6** and scores **8**, the test is failed and the *Jacobites* must flee.

Player 1 rolls **2d6** and moves that number of inches directly away from the *Hanoverians*)

Player 1 rolls 7 and must move 7 inches away.

The *Hanoverian* may now roll **2d6 to follow up** and pursue the *Jacobites*.

Player 2 rolls **2d6** and scores **9**.

Player 2 moves **9 inches** and catches the *Jacobites*

As the *Jacobites* were fleeing the whole unit is disrupted and destroyed.

End of Hanoverian turn.



BATTLE OF PRESTONPANS 1745 HERITAGE TRUST

The charitable Battle Trust was established in 2006 to ensure the ‘conservation, interpretation and presentation’ of the battlefield in Prestonpans on which Prince Charles Edward Stuart defeated the Hanoverian redcoats in 9 minutes, September 21st 1745. Adam Skirving satirised the defeat in his poem Hey Johnnie Cope are you waukin yet – which Burns’ even sought to improve. The Trust has published a wide collection of literary work arising from the battle under the title *Rebellious Scots to Crush* – which includes Scott’s *Waverley* and Stevenson’s *Kidnapped* and *Catriona*.

The Trust aims to create a nationally significant ‘living history centre’ close by the battle site and Prestonpans Community Council is working with the Trust as joint stewards of this national ‘historical asset’.

The Trust is focused on Prince Charles’ campaign from St Nazaire/ Eriskay to Prestonpans between July and September 1745. We are resolved to characterise this segment of his journey in the ‘45 as expressing youthful HOPE and AMBITION leading to VICTORY. We wish to honour that. But we also honour the role of those Hanoverian supporters who lost at Prestonpans but nevertheless believed in the Union and stood by King George II.

Much has been accomplished by the Trust over the past three years. Well received annual re-enactments now take place each September. Two new plays – *Battle of Pots and Pans* and *Colonel Gardiner – Vice and Virtue* have been presented. New poetry and songs have been created, and three novels. A comprehensive website has been developed at www.battleofprestonpans1745.org with a photo archive and regular newlines. Grants have been received from the Heritage Lottery for a careful battlefield archaeological study and from the Arts Council for story telling. Guided tours of the battlefield are regularly offered and interpretation boards and markers have been placed. A large 3D battlegaming board has been created for competitions which is also invaluable as a learning aid when the historical details are shared.

Finally, in preparation for the search for national funding for the intended ‘living history centre’ economic feasibility, interior design and engineering studies have been completed.

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also @ www.battleofprestonpans1745.org



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