

Montrose

The Scottish Campaign of James Graham the Marquess of Montrose by Geoff Geddes

This is the second part of the article, commenced in issue 6, that is aimed at simulating the entire campaign using SPI's "Musket & Pike" game. Part II outlines the scenarios for the various battles involved in the campaign.

To play the scenarios you will need the SPI game **Musket & Pike** and any one of the SPI **Prestag series** e.g. Yeoman, Legion, Viking and Spartan. You will need a Prestag in order to utilise the series standard rules and leader counters. Because so much of Montrose's success in Scotland was due to better leadership offsetting greater numbers, leadership and panic rules are needed to balance the scenarios. Remember that the compass rose on the Musket & Pike game map is printed upside-down as stated in the errata sheet.

Musket & Pike rules additions

1. Prestags Series Standard Rules 10.00 to 10.33

and 13.00 to 13.22 are in use for all scenarios.

Leader counters are named and their level number given in each scenario.

2. Royalist mounted units are exempt from leadership restrictions in all scenarios.

3. Special rules and map feature changes are given in each scenario.

4. Campaign Game

A campaign game can be played by playing each scenario in sequence. Campaign points are awarded to players for winning or drawing each scenario in the series. At the end of the seven games the points are totalled and the player with the highest number wins.

4.1 Leaders

In the campaign game leader units may exit the board at any time during the owning players movement phase. This rule applies to all scenarios. Once having left the board (fled) leader units may not return during the course of a scenario. If called for in a subsequent scenario leaders who have survived are returned at their full strength. Leaders who are eliminated in a scenario may not return in a subsequent scenario.

4.2 Montrose

In the campaign game if the Montrose unit is lost by the Royalist player the campaign automatically goes to the Covenanter player.

The Scenarios

Note: In each case the Royalist Army is represented by the Blue Unit Counters, and the Covenanters by the Green Unit Counters.

No.1 TIPPERMUIR — September 1st 1644

Complexity 4
Balance Equal

First Player Royalists

Leaders Montrose - level 1; Macdonald - level 2; Kilpont - level 3 (must start stacked with MP's); Rollo - level 3.

Units 8xEP, 5xPP, 6xMP, 4xPM, 4xMM.

Stacking 2

Panic level 68

Deploy Between hills 9 & 10.

Second Player Covenanters

Leaders Lord Elcho - level 3; Murray - level 3; Drummond - level 3 (must stack with HC or LC); Scot - level 3 (must stack with MP's).

Units 6xPP, 15xMP, 4xPM, 14xMM, 2xHC, 9xLC.

Stacking 2

Panic level 40

Deploy Within five hexes of town 6 but east of the river. No units may start the game in town 6.

Map features 7 & 8 do not exist in this game.

Game length 12 turns.

Victory conditions Control town 6 by turn twelve.

Any other result a draw.

Campaign points Royalist Victory - 5. Covenanter Victory - 5. Draw - 2 each.

TIPPERMUIR

Insufficient information available for map preparation.

Omitted from the bibliography printed in issue 6 of Phoenix was the following title:

The English Civil War by Peter Young and Richard Holmes.
Published by Eyre Methuen 1974.
(For accounts of Milsyth and Philipaugh).

Additionally, an excellent book that covers the whole campaign — with excellent maps — is "Montrose — Cavalier in Mourning" by Ronald Williams.
Published by Barrie and Jenkins in 1975.

No.2 ABERDEEN — 13th September, 1644

This scenario is given in Musket & Pike, add the following Leaders and Panic Levels.

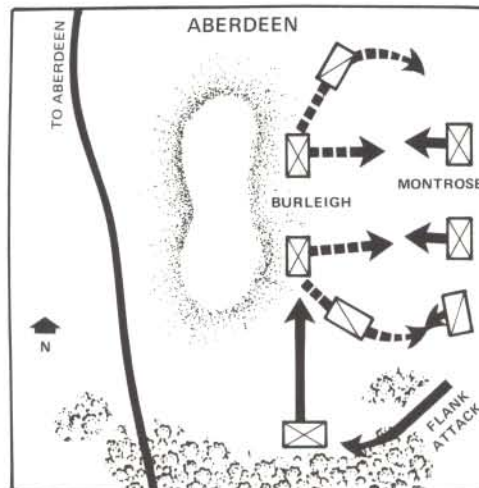
Royalist Montrose - level 1; MacDonald - level 2.

Panic level 44

Covenanters Burleigh - level 2; Lord Lewis Gordon - level 3; Lord Frazer - level 3.

Panic level 26

Campaign points Royalist Victory 4. Covenanter Victory 6. Draw 2 each.



No.3 INVERLOCHY — 2nd February, 1645

Complexity 3
Balance Favours Royalist.

First Player Royalist

Leaders Montrose - level 1; MacDonald - level 2.

Units 6xEP, 6xPM, 1xLC.

Stacking 2

Panic level 46

Deploy On hill 9.

Second Player Covenanter

Leaders Argyle - level 4; Campbell of Auchinbrech - level 2.

Units 6xPP, 8xMP, 8xMM, 2xLC.

Stacking 2

Panic level 30

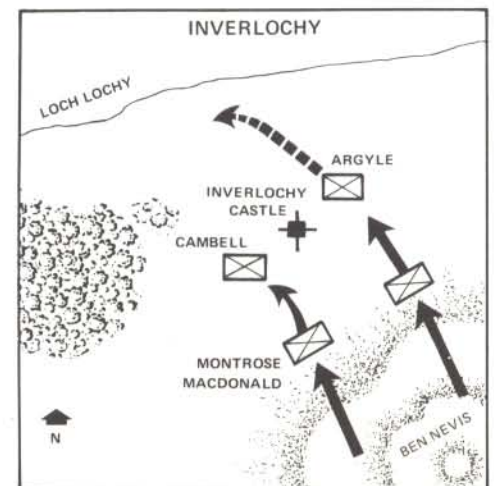
Deploy Between town 11, and the road to town 6.

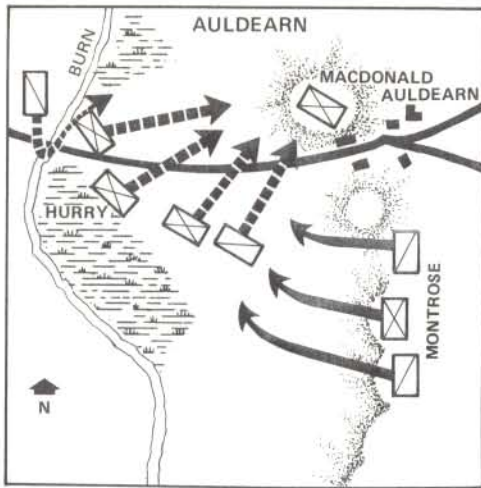
Map features 1,6,8,11,12 do not exist for this game. Treat feature 7 as a hill.

Special rules Royalist surprise — the Covenanter player may fire but not move on his first turn.

Game length 12 turns

Campaign points Royalist Victory 4. Covenanter Victory 6. Draw 2 each.





No. 4 AULDEARN - 9th May, 1645

Complexity 6
Balance Favours Royalist slightly.

First Player Covenanters
Leaders Hurry - level 3; Lothian - level 3; Drummond - level 3.
Units 6xPP, 6xMP, 12xMM, 2xHC, 2xLC.
Stacking 2
Panic level 38
Deploy Within 3 hexes of bridge 3.

Second Player Royalist
Leaders Montrose - level 1; MacDonald - level 2.
Units 3xEP, 6xPP, 2xMP, 5xPM, 2xSC, 2xLC.
Stacking 2
Panic level 55
Deploy Leader MacDonald - level 2, 3xEP, 1xPM on hill 9 west edge. Deploy remaining units on feature 7 (which is a hill for the purpose of this game) on southern east-west edge.

Map features 1,6,8,12 do not exist for this game.
Special rules Covenanters may not attack the Royalist force on hill 7 during turn 1.
Game length 18 turns
Victory conditions The Royalist player must eliminate 50% of the Covenanters, any other result is a draw.
Campaign points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.

Players Notes

First beware, these scenarios have not been play-tested exhaustively, and balance may not be as good as it could be. If you find a severe imbalance in any scenario, feel free to adjust it. The best way to adjust the scenario is to change the panic levels somewhat. These scenarios are as historically accurate as I could make them from the limited information.

Play Tips

Covenanters. Use your superior numbers to launch flank attacks if you can. Remember that in most scenarios your panic level is low so keep a track of losses. Manoeuvrability is on your side in most scenarios, because you have more cavalry. Command control is a problem for you, but it can be a problem for the Royalists. Remove Montrose(!) especially in the campaign game.

Royalists. You must attack at every opportunity but not in a rash way. You have fewer units in all scenarios, but they are on average more powerful. Leadership of your army is good, so see to the safety of your leaders. Special rules give you valuable advantages in many scenarios; make use of them. You can afford to take more losses than your opponent; this is a valuable advantage.

No.5 ALFORD 2nd July, 1645

Complexity 7
Balance Even

First player Covenanters
Leaders Baillie - level 2; Balcarres - level 2.
Units 4xPP, 4xMP, 1xPM, 5xMM, 2xHC, 2xLC.
Stacking 2
Panic level 24
Deploy On the road between bridge 3 and the map edge.

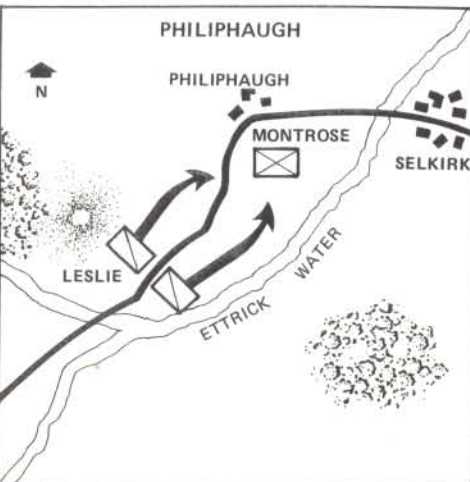
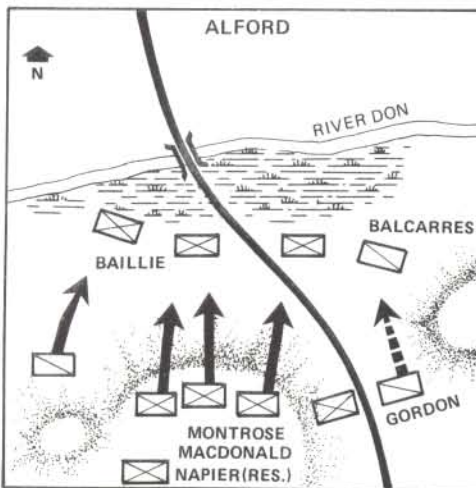
Second player Royalist
Leaders Montrose - level 1; Lord George Gordon - level 2.
Units 4xEP, 2xPP, 2xMP, 2xPM, 4xMM, 1xHC, 1xLC.
Stacking 2
Panic level 40
Deploy On hill 9. 2xMP in town 11.

Map features 1,2,6,7,8,12 do not exist for this game. For the purpose of this game consider west as north.

Special rules The river at features 2,3,5 can only be crossed by the bridge. For seven hexes each side of the river the ground is considered marshy. Apply ploughed land terrain effects, but not combat effects.

Victory conditions Covenanters - drive Royalists from hill 9. Royalists - drive Covenanters back across the river. If neither side achieve their victory conditions, result is a draw.

Game length 12 turns
Campaign points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.



No.6 KILSYTH - 15th August, 1645

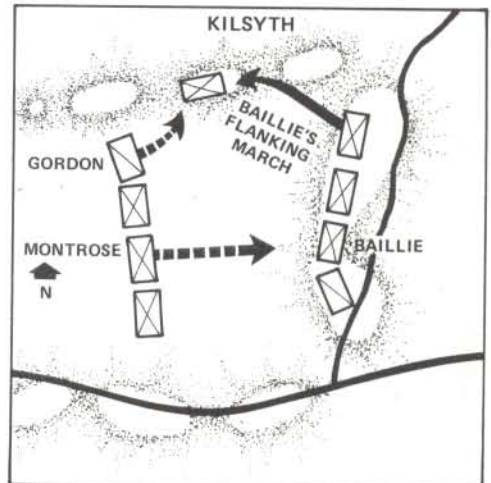
Complexity 7
Balance Favours Royalist slightly.

First player Covenanters
Leaders Baillie - level 2; Balcarres - level 2.
Units 9xPP, 15xMP, 9xPM, 15xMM, 2xHC, 5xLC.
Stacking 2
Panic level 80
Deploy Along the line of the river from feature 14 northwards. For the purpose of this game the river represents the ridge line of an extensive range of hills to the north. Treat as slope hexes. Optional - deploy 50% of the units on hills 9 and 11.

Second player Royalist
Leaders Montrose - level 1; Macdonald - level 2; Airlie - level 3.
Units 4xEP, 15xPP, 12xPM, 4xMM, 1xSC, 1xHC, 2xLC.
Stacking 2
Panic Level 114
Deploy Within four hexes of the road junction.

Map features 7,8,11,12,13 are considered hills for this game. 1,6 do not exist.

Special Rules None.
Victory Conditions The Royalist player must eliminate 60% of the Covenanters, any other result a draw.
Game Length 20 turns.
Campaign Points Royalist Victory 5. Covenanter Victory 5. Draw 2 each.



No. 7 PHILIPHAUGH - 13th September, 1645

Complexity 3
Balance Favours Covenanters

First Player Covenanters
Leaders Leslie - level 1; Middleton - level 2.
Units 7xHC, 10xLC, 15xDR.
Stacking 3
Panic Level 44
Deploy Anywhere along the road from the junction to feature 6.

Second Player Royalist
Leaders Montrose - level 1; Douglas - level 3; O'Cahan - level 3.
Units 3xEP, 1xPM, 2xSC, 4xHC, 2xLC.
Stacking 2
Panic Level 40
Deploy In area 7 which for the purposes of this game is clear ground.

Map features 1,2,3,5 (and river) 7,8,11,12 do not exist for this game.

Special Rules No Royalist unit may move until a Covenanter unit has moved within 2 hexes of a Royalist unit.
Victory Conditions Covenanter players must eliminate all Royalist units, (with the exception of the leader counter) to win. Any other result is a draw.
Game Length 10 turns.
Campaign Points Royalist Victory 6. Covenanter Victory 4. Draw 2 each.