

RULES of PLAY

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the battle of the boyne july 1690 Lilliburlero



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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: Lilliburlero

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Lilliburlero* discussion folders at consimworld.com.

1.0 INTRODUCTION

Lilliburlero is an Area Movement and Impulse Game depicting the Battle of the Boyne in 1690 and the Battle of Aughrim in 1691 fought between the followers of the Protestant King William III (Williamites) and the Catholic King James II (Jacobites).

1.1 Game Components

Lilliburlero includes the following components:

- Two Mapsheets (22"x34" and 17"x 22")
- One Countersheet (216 ³/₁₆" counters)
- One Rules Booklet
- Two Players Aid Charts
- Four Generals Display Charts (one for each side and battle)

Players will also need two six-sided dice to play the game.

1.2 The Battle Maps

1.2.1 Areas The Boyne Battle map is divided into 59 areas and the Aughrim Battle Map into 29 areas separated by border lines. There is no area south of the River Nanny on the Boyne map, so treat it as off the map. Each area has a two-digit identifying number. Underneath is a "+" followed by a single digit Terrain Effects Modifier (TEM) number which affects movement and combat. VP Areas have bracketed area numbers that are colored green if Jacobite and orange if Williamite. The tent symbols above the TEM of Areas 13-15 and 30-31 on the Boyne Battle Map are Camp Areas, which affect stacking. Exit Areas are used for retreat/withdrawal conditions and where units can voluntarily be exited from the map to Belfast or Dublin (Boyne).

Design Note The TEM accounts for the effect of towns, villages, hills, woods, and bogs on the game.

1.2.2 Borders Areas with a common border are adjacent, but not if they only touch at a corner. Border lines affect activation, movement, combat, rally, and withdrawal or retreat. The River Boyne is the only Major River in the game. The red dotted border surrounding Drogheda (in Areas 23-24) is a reminder of its town walls.

1.2.3 Roads The brown lines that crisscross the map are roads, which affect movement and combat. Two areas are connected by a road if it crosses their common border.

1.2.4 Bridges Bridges connect areas with a river border, represented by the road crossing the river.

1.2.5 Fords These connect areas with a major river border. They are represented by the light blue arrowed crossings on the Boyne River, with some having a letter code (B-E) beside them. They affect movement and combat and may be tide-affected (if lettered).

1.2.6 Game Turn Track The Turn, Impulse/Initiative, and VP markers are placed on this track as specified by the scenario rules (Module 15.0). The colored bars across the top of the Turn Box are used for the Impulses (orange [Williamite] and green [Jacobite]).

Game Play Note Visual samples of the above and descriptor text is located on the back page of the rules.

1.3 Generals Display Charts

Each player has a Generals Display Chart for the Boyne or Aughrim battle, which is used by the player to reduce clutter on the maps. The primary General counter is shown in the upper left of the box. If he is killed, his replacement (back side of his counter) is shown in the lower right of the box (a blank counter means the General has no replacement General available). Keep a General on the map and place friendly units in the same area or moving with him in his holding box on the Chart. There are also boxes to place units that have routed or exited the maps. Both players may examine their opponent's Generals Display Chart (it is not hidden).

1.4 Game Scale

Each turn represents 1 hour of time. Each Defense Factor represents 75-150 horsemen or dragoons, 125-250 foot, or 4-6 guns depending on their arms, training, discipline, morale, and commitment to the cause. The map scale is shown on each map.

2.0 ABBREVIATIONS

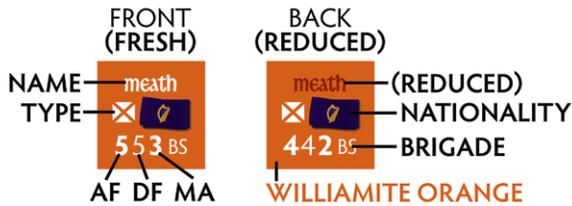
1d6 One six-sided die	2d6 Two six-sided dice
AF Attack Factor	AP Activation Point
AV Attack Value	BV Bombardment Value
CP Casualty Point	DF Defense Factor
DRM Die Roll Modifier	DV Defense Value
MA Movement Allowance	MP Movement Point
PAC Player's Aid Charts	RP Rally Point
TEM Terrain Effects Modifier	TV Target Value
VP Victory Point	

3.0 UNITS

Units represent the regiments, battalions, and batteries that fought at the battle, and various high-ranking generals. Williamite units have an orange background and Jacobites units have a green background counter color.

3.1 Unit Information

Each unit has the following information on its counter:



3.1.1 Fresh Units The front of a unit shows its capabilities when fresh and at full capacity.

3.1.2 Reduced Units Fresh units become reduced as a result of an attack (assault or bombardment, Sections 9.4 and 9.5). When reduced, the unit is flipped over to its reverse (reduced) side with its name printed in red (Williamite) or orange (Jacobite) and its lower AF, DF, and MA values. Generals cannot be reduced; their reverse side shows their replacement General (if available) when they are mortally wounded (Section 9.8).

3.1.3 Routed Units Reduced units are routed as a result of assault combat (Section 9.4), bombardment (Section 9.5), or the inability to retreat (Section 9.7) or withdraw (Section 10.2). Routed units are removed from play and given to your opponent to put in the Routed units box of his Generals Display Chart. The opponent receives VPs for routing your units (Module 13.0). Do not confuse this with units that have Exited the map.

3.1.4 Attack Factor (AF) The AF of a unit represents its ability to attack (General, horse, dragoon, or foot units) or bombard (artillery units). For Generals, it also represents their RPs available.

Designer's Note The unit's AF is based on a unit's size, training, aggression, and equipment. The AF of a General represents his assessed ability to rally troops.

3.1.5 Defense Factor (DF) The DF of a unit represents its ability to defend. For Generals it is also a modifier for the AP roll.

Designer's Note DF is based on the unit's defensive qualities. The DF of a general is his skill in commanding large formations.

3.1.6 Brigade Letters Horse, dragoons, foot, and artillery units are grouped into brigades, indicated by the one or two letters to the right of their MA. On the left is its brigade at the Boyne and on the right is its brigade for Aughrim. A "•" means they are not available for that battle. If the letter is green and underlined (Williamite) or orange and underlined (Jacobite), it is an optional unit. The letters on Generals indicate their command ability type (Case 3.2.1g) at the Boyne or Aughrim.

3.2 Unit Types

There are five types of units, indicated by the symbols on their counters: Generals, Horse, Dragoons, Foot, and Artillery.

3.2.1 Generals have a 6 MA and may retreat before combat (Section 9.3).

a) They cannot enter an enemy-controlled area without a friendly horse, dragoon, or foot unit accompanying them.

b) They cannot by themselves control or contest an area (Module 5.0). Generals that are alone must immediately retreat (Section 9.7) if an enemy horse, dragoon, foot, or artillery enters their area.

c) Generals cannot be chosen to be a Vanguard or Forlorn Hope.

d) They do not absorb CPs.

e) They cannot be reduced; instead their reverse side shows their replacement General when they are killed (Section 9.8). Generals whose reverse side has no available General for that battle are removed from the game when killed.

f) Only one General may be activated in an Impulse. He may add his AF as a DRM for AV if supporting an assault combat in the same area and as a DRM for AP.

g) Only one defending General may add his DF to the combat's DV in his area.

h) The letters to the right of his MA shows what type of General he is as follows:

"A" General of the Army +1 AP in any activation and +1 AP if he activates only foot/artillery units or only horse/dragon units.

"F" Foot General +1 AP if he activates only foot/artillery units.

"H" Horse General +1 AP if he activates only horse/dragon units.

3.2.2 Horse These units have a 5 MA when fresh, 4 MA if reduced, and may retreat before combat (Section 9.2).

3.2.3 Dragoons These units have a 4 MA when fresh, 3 MA if reduced, and may retreat before combat (Section 9.2).

3.2.4 Foot These units have a 3 MA when fresh and 2 MA when reduced.

3.2.5 Artillery Batteries of artillery have 1-3 MA when fresh and 0-2 MA when reduced. Artillery and may not enter an enemy-controlled area or be a Vanguard. They may provide artillery support in assault combat (Cases 9.1.8 and 9.1.9) and may bombard (Section 9.5). They may not retreat from combat (Section 9.7) and mortars may never withdraw (Section 10.2).

3.3 Nationality

Each unit has a nationality, which affects assault combat (see attack and defense value DRMs on the PAC). It is represented by a flag on its counter as identified below:



3.4 Normal Unit Orientation

This is important because activated units are rotated 180 degrees after they have been activated on the map.

3.4.1 The Williamite player orients his units so that the top of the counter faces to the south board edge of the map.

3.4.2 The Jacobite player orients his units so that the top of the counter faces the north map edge.

3.5 Game Markers

3.5.1 Turn Marker The Turn marker records which turn it is on the Turn Track.

3.5.2 Impulse/Initiative Marker This shows the current impulse and also indicates which army currently has the Initiative (Module 12.0).

3.5.3 Tide Marker The Tide marker shows which fords are affected by the tide on the River Boyne, which affects movement and attacking (see PAC). The ford with the Tide marker and all those downstream (eastwards towards Drogheda) are affected by the Tide, but other fords are unaffected. It has no effect on the bridge between the two areas of Drogheda (Areas 23-24).

4.0 SEQUENCE OF PLAY

RANDOM EVENT (Optional, Section 14.5)

IMPULSE PHASE (Module 7.0)

- **Players alternate performing Impulses** (Section 7.1)

RALLY PHASE (Module 10.0)

- **Rally Segment** (Section 10.1)
- **Withdrawals Segment** (Section 10.2)

END PHASE (Module 11.0)

- **End of Game Roll** (Case 11.1.1)
- **Determine Victory** (Case 11.1.2)
- **Re-orient Units** (Case 11.1.3)
- **Move Tide Marker** (Case 11.1.4)
- **Advance Game Turn Marker** (Case 11.1.5)

5.0 CONTROL

The control of an area affects Movement (Module 8.0), Retreat (Section 9.7) and VPs (Module 13.0).

5.1 Controlled Area

5.1.1 The Williamites or Jacobites control an area that is solely occupied by their horse, dragoon, foot, or artillery units

5.1.2 Generals and artillery may not enter enemy-controlled areas unless accompanied by friendly horse, dragoon, or foot units.

5.1.3 Generals must immediately retreat (Section 9.7) if they are alone in an enemy occupied area.

5.2 Contested Area

An area that is occupied by Jacobite and Williamite horse, dragoon, foot, and/or artillery units is contested and thus neither side controls the area.

5.3 Free Area

A Free area has no horse, dragoon, foot, or artillery units within it. It may have Generals within it that have no troops.

6.0 VISIBILITY

Game Turn boxes indicate visibility for the turn: clear, mist, twilight, or night. Clear turns (which have no adverse effect on gameplay) are denoted on the Game Turn Track by their turn number in white text and a sun symbol in the upper left corner of the box.

6.1 Mist and Twilight

6.1.1 Turns 5-8 (Boyne map) are mist turns. This is denoted on the Game Turn Track by the turn number in grey text and the mist-shrouded sun/moon symbol in the upper left corner of the box.

6.1.2 Turn 21 (Boyne map) and Turn 4 (Aughrim map) are twilight turns. This is denoted on the

Game Turn Track by the turn number in grey text and the moon/sun symbol in the upper left corner of the box.

6.1.3 The following effects apply to mist or twilight turns:

- It costs +1 MP to enter areas
- Defender adds +1 to his DV (Case 9.4.3)
- Target of bombardment gets to add +2 to his TV (Case 9.5.8)
- A -1 DRM applies to the Impulse Phase end roll (Section 7.5)

6.2 Night

6.2.1 Turns 0-4 and 22-23 (Boyne) and Turns 5-6 (Aughrim) are night turns. This is denoted on the Game Turn Track by the turn number in black text and a moon symbol in the upper left corner of the box.

6.2.2 The following effects apply in night turns:

- It costs +1 MP to enter areas
- Defender gets to add +2 to his DV (Case 9.4.3)
- Target of Bombardment gets to add +3 to his TV (Case 9.5.8)
- A -2 DRM applies to the Impulse Phase end roll (Section 7.5)

7.0 IMPULSE PHASE

The Impulse Phase is made up of a variable number of mini-turns called impulses.

7.1 Impulse Procedure

7.1.1 Place the Impulse/Initiative marker on the "0" box on the Game Turn Track at the start of each Impulse Phase.

7.1.2 Players will alternate impulses during this phase.

7.1.3 The Williamite player is the Active Player and performs an impulse when the Impulse/Initiative marker is on a Turn Box with an orange color bar at the top. The Jacobite player is the Active Player and performs an impulse when the Impulse/Initiative Marker is on turn box with a green bar at the top.

7.1.4 During his impulse, the Active Player is the Attacker and his opponent the Defender.

7.1.5 The Active Player either passes or activates an area.

7.1.6 If an area is selected, the Active Player may only activate one General in that area.

7.2 Pass

7.2.1 A player may pass and take no actions during his impulse.

7.2.2 If both players pass in succession the Impulse Phase ends.

7.2.3 If the Jacobite player passes, he still must make the End of Impulse Phase roll (Section 7.5).

7.3 Activation

7.3.1 Each unit may only activate once during a game turn.

7.3.2 To indicate that a unit has activated for the turn, the owning player rotates the unit 180 degrees after it has concluded its actions in the impulse it was activated.

7.3.3 After the Active Player has designated the area to activate, he will need to determine the number of APs available for the impulse. He rolls 1d6 and modifies that roll with the DRMs listed on the Activation Point Table (see PAC) to determine the number of APs he receives for this impulse.

Game Play Note You do not need to have a General in an area or activate the General in the area to activate units therein, but using one increases the number of APs available.

7.3.4 The player must announce to his opponent all applicable DRMs that he will use for this roll before performing the roll.

7.3.5 The Active Player does not have to spend all his APs acquired, but at least 1 AP to activate 1 unit must be spent in the area selected.

7.3.6 The Active Player cannot spend more APs than he has available.

7.3.7 The Activation Costs Table (see PAC) shows the AP cost to activate a unit.

7.4 Activated Units

7.4.1 Activated units may Move (Module 8.0) and/or Attack (Module 9.0).

7.4.2 Units activated in the same impulse need not undertake the same actions and the Attacker may observe the results of some activated units before activating the other units.

7.4.3 All activated units must be turned 180 degrees at the end of the impulse and may not be activated again that turn.

7.4.4 Un-activated units that are reduced (Section 9.6) or retreated (Section 9.7) and Generals who receive a flesh or mortal wound (see PAC) or are replaced (Section 9.8) are also turned 180 degrees and may not be activated again that turn.

7.4.5 Enemy units may not move or attack during a friendly impulse. They may only retreat as a result of combat (Section 9.7).

7.5 Impulse Phase End Roll

7.5.1 After the Jacobite player has concluded all actions desired for his Impulse, or if he elects to pass (Section 7.2), he makes a 2d6 roll to see if the Impulse Phase ends for this turn.

7.5.2 Apply any Visibility (Module 6.0) or scenario special rule (Module 15.0) DRMs.

7.5.3 If the modified result is greater than or equal to the current Impulse's number, advance the marker to the next higher Impulse box on the Game Turn Track and start the next impulse.

7.5.4 If the roll's result is less than the current Impulse's number, the Impulse Phase ends. Proceed to the Rally Phase of the turn.

8.0 MOVEMENT

When the Active Player activates units, he may move some or all of those units separately or in stacks.

8.1 Movement Restrictions

8.1.1 An activated unit may only move across a border from its current area into an adjacent area.

8.1.2 A unit on the Boyne map may only voluntarily move off the map by a road noted as going to either Dublin or Belfast (this action produces VPs [Module 13.0]). Once exited, these units may not return to the map.

8.1.3 **Fly Paper Rule** Only a number of units that exceeds the number of enemy units in a contested area may be moved out of that contested area. Units that move out of a contested area **must** move directly into a friendly-controlled area only.

Example *The Jacobite player has 3 units in an area, while the Williamite has 7. The Jacobite player cannot move any of his units out of the area. The Williamite player can move 4 (7-3=4).*

8.1.4 Units may not move into an area that was a combat or target area that impulse already (**Exception** Case 9.3.5).

8.2 Movement Allowance

Movement requires the expenditure of MPs.

8.2.1 A unit can expend a number of MPs up to its MA during its activation.

8.2.2 If a unit does not have enough MA remaining to enter an area it may not enter that area (**Exception** Case 8.2.3)

8.2.3 General, horse, dragoon, foot, and 3-pounder artillery units that have not yet moved may enter an adjacent area by expending their entire MA.

8.2.4 Units may only cross a major river using a ford or bridge.

8.2.5 The costs to enter an area are noted and described in the Movement Costs Table on the PAC.

8.2.6 Units activated in the same impulse may move to different areas.

8.3 Major River Bridge/Ford and Town Wall Borders

8.3.1 A maximum of 1 General and 5 other units may cross the same major river ford or bridge, or cross a town wall border, in the same Impulse or Withdrawal Segment (**Exception** Case 8.4.7).

8.3.2 Only one General and the Vanguard unit may move into an enemy-controlled area across one of these borders. Treat Area 02 (Aughrim map) as having a town wall boundary if it is only occupied by one dragoon or foot unit with two or less DF.

Historical Note *Aughrim Castle could only hold 200 men*

8.3.3 A special type of assault occurs if the Vanguard crosses one of these borders into the area (Section 9.3).

8.4 March Movement

Game Play Note *This is to speed up the night march to Rosnaree or Slane, and prevents the Jacobites from moving too much in response.*

8.4.1 During turns 0 to 8 (Boyne map), players may perform March Movement from one area during their impulse.

8.4.2 No regular movement is permitted during an impulse where a March Move is performed. No March Movement is permitted after any regular movement has been performed in the Impulse Phase.

8.4.3 Only units from the same brigade in the same area may March Move together. After declaring a March Move for his impulse, the Williamite Player makes a 1d6 roll. The result is the maximum number of brigades that he may move in his impulse.

8.4.4 One 6-pounder or 3-pounder artillery unit, and/or one General in the same area, may March Move with a brigade.

8.4.5 All units performing the March Move must move together as a single stack, although units can be dropped off in areas that the stack moves through.

8.4.6 The units performing a March Move may not begin in a contested area and they may not enter an enemy-controlled area during their movement.

8.4.7 Units performing March Movement may only cross a major or minor river at a bridge. Any number of Generals and up to 15 units may cross a bridge each turn.

Game Play Note *Players will need to keep track of the total number of units that have crossed a bridge on a spare piece of paper for future impulses of this turn.*

8.4.8 Generals, horse, and dragoons may move two areas in a March Move.

8.4.9 Foot and artillery units may move one area in a March Move.

8.4.10 After the Williamites has performed a March Move impulse, the Jacobite player must perform a March Move impulse; he may only March Move up to 1d6 horse and/or dragoon units during his impulse, into or within areas 50 to 54 and 57 to 58.

8.5 Stacking

8.5.1 Stacking limits for an area are **in effect at all times**.

8.5.2 Normal stacking limit is 10 units in an area with the exception of Camp Areas (Case 8.5.3).

8.5.3 Up to 30 units may initially stack in each Williamite Camp Area (13-15). Up to 20 units may initially stack in each Jacobite Camp Area (30-31).

Game Play Note *These Camp Areas are noted on the map with tent symbols above their area box.*

8.5.4 As a player moves units out of his Camp areas, the stacking limit decreases to the number of units still remaining at the start of the turn within the area (if still above 10), or until the number of units in the area is 10 or less, at which point the area assumes normal stacking limits.

Example *The Williamite player starts the game with 30 units deployed in Area 13 (using all optional units). During the first turn he moves 16 units out of the area leaving 14 units. 14 becomes the stacking limit of that area for Turn 2. Another 7 leave on Turn 2, and as there are less than 10 units at the start of Turn 3 the normal stacking of 10 applies.*

8.5.5 Generals do not count for stacking.

8.5.6 Enemy units do not count towards friendly stacking in an area.

8.5.7 If an area becomes over-stacked, the opposing player gets to immediately retreat (Section 9.7) the minimum number of units to bring the area back to legal stacking limits (**Exception** Case 9.7.7).

9.0 COMBAT

There are two types of combat in the game: Assault and Bombardment. An area may only be attacked once per impulse (Assault or Bombardment).

9.1 Assault Combat Overview

9.1.1 Only activated units may assault.

9.1.2 All enemy units in an area must defend (**Exception** Section 9.3).

9.1.3 **Mandatory Combat** All units that move into an enemy-controlled area **must** attack the enemy in that area that impulse.

Game Play Note *Place units that move and attack on the border of the area they are moving in from, in case they need to retreat (Case 9.7.9a).*

9.1.4 Activated units that begin in or enter a contested area may assault at the Attacker's discretion.

9.1.5 Un-activated units in the contested area may not participate in the attack and thus are not affected by the results of the combat.

9.1.6 The Active Player chooses the order to resolve combats when there are more than one to resolve during the impulse.

9.1.7 If the assaulting units are only horse and/or dragoons with a General, note the remaining number of MPs the force has, because they may be able to continue moving.

9.1.8 Activated artillery units can support an attacker's assault if they begin in the combat area. Unless they are 3-pounder artillery, activated artillery in an adjacent friendly-controlled area can support an assault if they have not moved. The owning player adds each participating artillery unit's AF as a DRM to his AV calculation.

9.1.9 A Defender adds the DF of every Artillery unit in the assault combat's area as a DRM to his DV calculation.

9.2 Retreat Before Assault Combat

9.2.1 Defending Generals, horse, and dragoon units in the assault combat area may immediately retreat before the combat is resolved (Section 9.7).

9.2.2 If the Attacker gains control (Section 5.1) of this area due to the defender performing this retreat, he treats it as a "Win" without having to reduce or rout the Vanguard unit.

9.3 Major River Bridge/Ford or Town Wall Assault Combat

Assault combats performed across these types of borders are performed differently than normal assault combat.

9.3.1 Only the General and the Vanguard unit that moved in will perform the assault combat in the area.

9.3.2 Activated artillery in adjacent areas may support this attack normally (Case 9.1.8).

9.3.3 The only units that can be used by the Defender for his DV calculation are his Forlorn Hope, one General, and any artillery in the combat area (Case 9.1.9).

9.3.4 Other Defender units in the area do not participate, but can absorb CPs (Section 9.6).

9.3.5 If the Attacker wins the assault combat he may move activated units equal to the assault's CP value (to a maximum of 4) into the combat area immediately after the combat is resolved. They must enter the combat area from the same area as the Vanguard unit. No further combat is allowed in this area that impulse.

***Historical Note** When crossing the Boyne, a single battalion had to force the ford/bridge and establish a bridgehead, which could then be reinforced. Drogheda still had medieval walls and narrow gateways.*

9.4 Assault Combat Resolution

9.4.1 Once the Attacker has moved his units into the combat area, the players resolve the combat (**Exception** Section 9.2).

9.4.2 Determining Attacker's AV

a) He selects one of his attacking horse, dragoon, or foot units as the Vanguard.

b) He performs a 2d6 roll and applies all applicable DRMs from the Attack Value DRM Table (see PAC) to determine his AV.

9.4.3 Determining Defender's DV

a) The Defender chooses one of his defending units in the combat area to be the Forlorn Hope unit and decides whether a defending General in the combat area adds his DF to the DV.

b) He then makes a 2d6 roll and applies all applicable DRMs from the Defense Value DRM Table (see PAC) to determine his DV.

***Historical Note** The vanguard led the army on the march and the forlorn hope was placed ahead of the battle line to delay the enemy.*

9.4.4 **Assault Combat Results** The combat result is determined by the difference of the AV minus the DV. Players compare the values and reference the Assault Combat Results Table (see PAC) to determine the result, which is applied immediately.

9.5 Artillery Bombardment

9.5.1 Activated fresh artillery may bombard enemy units using their AF during their impulse.

9.5.2 Artillery units are reduced after they bombard.

9.5.3 Artillery units (except 3-pounders) may bombard an adjacent area if they are in a friendly controlled area. An artillery unit may only bombard its own area if it is contested.

9.5.4 Contested areas may be bombarded, but friendly units in the target may be hit (see Bombardment Results Table on the PAC).

9.5.5 The Attacker announces the bombarding artillery unit(s) and the target area.

9.5.6 The Defender chooses one of the defending units in the target area to be the Forlorn Hope.

9.5.7 **Bombardment Value (BV)** The attacker rolls 2d6 and modifies the roll by any DRMs applicable from the Bombardment Value DRM Table (see PAC) to determine his BV.

9.5.8 **Target Value (TV)** The defender rolls 2d6 and modifies the roll by any DRMs applicable from the Target Value DRMs Table (see PAC) to determine his TV.

9.5.9 **Bombardment Results** The bombardment result is the difference of the BV minus the TV. Players reference the Bombardment Results Table (see PAC) to determine the result.

9.6 Casualty Points (CPs)

CPs are allocated against the Defender's units from assault combat and bombardment results.

9.6.1 If the attacker wins, the number of CPs accrued from an assault combat is the AV minus the DV (a final result of ½ CP is rounded down).

9.6.2 If the Bombardment is successful, the number of CPs accrued from bombardment is the BV minus the TV.

9.6.3 The Defender decides which of his units (except Generals) absorb a CP, but the first CP must be allocated to the Forlorn Hope.

9.6.4 All CPs from an assault combat must be allocated until all have been allocated or all defending units are routed.

9.6.5 A unit in the target area may only have 1 CP allocated to it. If there are more CPs to allocate than there are target units, the excess are ignored.

9.6.6 A fresh unit may be reduced and then either retreated or routed, but units may not be both retreated and routed.

9.6.7 Un-activated units that are reduced or retreated are turned 180 degrees as if they had been activated.

9.6.8 The CP Allocation Table on the PAC lists the CP costs.

9.7 Retreat

9.7.1 Retreat is a method of applying a CP result and thus is not movement and uses no MA.

9.7.2 Reduced units may be retreated when 1 CP is allocated to them (**Exception** artillery units are routed instead).

9.7.3 Generals, horse, and dragoons may retreat before combat (Section 9.2).

9.7.4 Un-activated units that retreat are turned 180 degrees as if they had been activated.

9.7.5 Units may retreat to different eligible areas.

9.7.6 Any number of Generals and a maximum of five other units may retreat across the same major river ford/bridge or town wall border in the same impulse. This is in addition to the units that may cross during movement (Case 8.3.1).

9.7.7 Units may retreat into an eligible area, even if this would over-stack it. **Once all CPs have been assigned and retreats executed**, the opposing player then retreats units to legalize stacking (Case 8.5.7).

9.7.8 The player performing the retreat chooses which area to retreat the unit to if two or more areas are equally eligible.

9.7.9 **Retreat Priorities** Units that are retreated must abide by the following list below in priority (a to e):

a) Units that moved into an area and attacked that impulse retreat back over the border they crossed to enter the combat area.

b) Units may retreat only into a friendly-controlled, contested, or free area

c) On the Boyne map, Jacobite units north of the Boyne and Williamite units south of the Boyne retreat to the nearest eligible area with a ford or bridge that they are able to cross. If already in the area, they retreat across the ford or bridge if allowed by the crossing limit.

d) On the Boyne map, Jacobite units south of the Boyne retreat to the nearest exit area to Dublin and Williamite units north of the Boyne retreat to the nearest exit area to Belfast. If the units are in those areas they exit the map, are considered exited (may not return to play) for VP purposes, and may not return to the game.

e) On the Aughrim map, Jacobite units retreat to the nearest exit area to Galway or Limerick and Williamite units retreat to nearest exit area to Athlone. If the units are in those areas, they exit the map and are considered routed for VP purposes.

9.7.10 A unit that cannot retreat is routed (removed from game).

9.7.11 Generals that cannot retreat are removed from the game as if mortally wounded (Section 9.8), **but with no replacement** even if they have one on their flip side.

9.8 Leader Casualties

9.8.1 When a player rolls a double (both dice with the same number) for his AV, DV, or TV 2d6 roll, he must immediately perform a Leader Casualty roll by rolling another 1d6 for each of his Generals in the combat/target area.

9.8.2 Reference each General's roll result to the Leader Casualty Table (see PAC). If killed and the Initiative is on his side, a player **must** use the Initiative to re-roll this roll immediately (Section 12.1).

9.8.3 If the General being rolled for was designated to support the combat, a +1 DRM applies for his roll.

9.8.4 If a replacement General is killed, he is not replaced.

10.0 RALLY PHASE

The Rally Phase has two segments, the Rally Segment and then the Withdrawal Segment. In both segments, the Williamite player performs his actions first and then the Jacobite player.

10.1 Rally Segment

10.1.1 Each General generates Rally Points (RPs) equal to his AF.

10.1.2 Generals use RPs to rally reduced units in their own or an adjacent area, but not across a major river except across a ford or bridge.

10.1.3 Generals may combine their RPs to rally a unit.

10.1.4 One RP is used to rally a unit in the same area as a General.

10.1.5 Two RPs are used to rally a unit in an area adjacent to the General(s) rallying it.

10.1.6 Rallied units are flipped to their fresh side.

10.2 Withdrawal Segment

10.2.1 Once both players have completed their rallies, players must then withdraw all reduced units that are in contested areas.

10.2.2 Withdrawal is a form of retreat and units that must withdraw from an area using all the rules in Cases 9.7.5 to 9.7.11, substituting the word “withdraw” wherever “retreat” is stated and “Withdrawal Segment” whenever “Impulse” is stated.

10.2.3 A General may withdraw with any unit that is withdrawing from an area. If all friendly units must withdraw from an area, then all Generals must withdraw with them.

11.0 END PHASE

11.1 Activities

11.1.1 **End of Game Roll** At the start of the End Phases of Turns 15-23 (Boyne) and Turns 0 to 5 (Aughrim), the Jacobite player makes a 1d6 roll for the turn's end.

a) Apply a -1 DRM if the game started on Turn 0 (Boyne).

b) If the roll result is greater than the End of Turn number (located in the sun and/or moon icon at the top left of the Turn's box) the game continues.

c) If the result is equal or less than the End of Turn number the game ends.

11.1.2 **Victory Determination.** If the game ended by the above roll or it is the end of turn 23 (Boyne) or turn 6 (Aughrim), determine the winner of the scenario (Module 13.0).

11.1.3 **Tide Marker (Boyne)** Move the Tide marker to the ford or bridge indicated on the Game Track (lower left blue letter in the box) on the River Boyne for the next turn.

11.1.4 **Re-orient Units** Both players rotate their activated units back to their normal orientation on the map so that they ready for the next turn.

11.1.5 **Turn Marker** Advance the Turn marker to the next Turn and start the new turn.

12.0 INITIATIVE

Use the Impulse/Initiative marker to show who has the Initiative by turning the correct side face up (orange for Williamite, green for Jacobite). When the Initiative is lost, flip the marker over so that the enemy's side is face up. The Williamites have the Initiative at the start of each scenario in the game.

12.1 Use of Initiative

12.1.1 The player with the Initiative may choose to re-roll any 1d6 or 2d6 roll just made, except for Impulse Phase End rolls (Section 7.5) and Random Event rolls (Optional, Section 14.5).

12.1.2 When an assault combat or bombardment is re-rolled, both players re-roll their 2d6.

12.1.3 When the Initiative is used for assault combat, bombardment, or Leader Casualty re-roll, the opposing player cannot use it until the next area's combat or the next phase, whichever comes first (he cannot immediately use it in the same area's combat or casualty roll).

12.1.4 If a General is killed the owning player **must** use the Initiative (if he has it) to re-roll the Leader Casualty roll (Section 9.8).

13.0 VICTORY POINTS (VPs)

Victory is determined once the scenario being played has ended. Players reference the current Victory Point tally to the scenario's victory conditions to determine who won and what level of victory has been achieved.

13.1 Overview

13.1.1 VP markers are used to show the current number of VPs.

13.1.2 Use the Williamite sides to show a positive VP tally and the Jacobite side for a negative VP tally.

13.1.3 VP gains and losses are noted on the Victory Point Table on the PAC and are applied immediately as they occur in the game to the VP Track by adjusting the markers as they increase (Williamite VPs) or decrease (Jacobite VPs).

13.1.4 If the game ends and the Williamite player on the Boyne Map cannot trace a line of connected, controlled areas from one of the Jacobite Exit areas to one of his Camp areas, all the units that he has exited from Jacobite Exit areas are considered routed.

14.0 OPTIONAL RULES

The following rules are used if both players agree before the game.

14.1 Optional Units

14.1.1 The Jacobite player and/or the Williamite player may use the Optional units shown in his scenario set-up instructions.

14.1.2 The optional units are always listed at the end of the area's setup and below the title “Optional Unit(s)”

Historical Note Several Jacobite units were near the Boyne before and after the battle, but did not take part. The Williamites had several regiments guarding their supply lines. Some historians have the Guards at the Boyne even though they were with Marlborough in Flanders. William could have brought them to Ireland, but he doubted their loyalty.

14.2 Irish Mist

If using this rule, players keep their Generals Display Charts hidden from their opponent.

14.2.1 If the area with a General is adjacent to an enemy unit, you must inform your opponent how many of each type of unit (horse, dragoons, foot, and artillery) are with the General, but your opponent will only know the exact units when he enters the area for an attack.

Example The Williamites have Coy's Horse in Area 52 and the Jacobite General Tyrconnell in Area 53. The Jacobite Player must tell the Williamite Player that he has 2 horse and 3 foot units.

14.2.2 If you have units in an area without a General, they are placed in one stack, so your opponent can only see the top unit and the number of units in the area. If your opponent has units in an adjacent area, your units must be stacked separately by type (horse, dragoon, foot, and artillery) so your opponent may see the top unit of each stack and the number of units of that type. Your opponent will only know the exact units when he enters the area for an attack.

14.3 Schomberg's Army

Players desiring a more even-strength battle may suppose that King William went to fight in Flanders instead of Ireland, leaving the Duke of Schomberg to fight the war in Ireland.

14.3.1 Scenarios 15.2 and 15.3 begin with +50 VPs.

14.3.2 Remove all Williamite Dutch units and Brandenburg Foot from the game.

14.3.3 General Oxford replaces General Ginkel and General Lanier replaces General Portland. These new Generals have no replacements.

14.3.4 Generals Nassau and Ouwerkerk are unavailable as replacements.

14.3.5 The Langston Horse is transferred to Villiers' Brigade (V) and is set up with them at start.

14.4 Fate for the Forlorn

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14.4.1 Included on the countersheet are six counters for each side with numbers printed on one side ranging from 2 to 4.

14.4.2 Before starting the scenario randomly select one of the 6 counters for your side but do not show it to your opponent. After looking at the value, set this marker value side down onto your Generals Display Chart. Set the other 5 aside so their values are not visible to either you or your opponent.

14.4.3 The value on the counter is the maximum number of times during the game that you can