

The Wolf Who Would Eat The Lion



Being an Upside Down Set of Conditions for Enacting Lace Wars Wargames

Set in the Jacobite Locals of an Imaginary Scotia & Britannica:

Introduction:

My personal interest in this wargame genre lies in creating a historical fiction for myself; and which includes making up quasi-historical nations wherein I can stage my rather whimsical wargame campaigns. This allows me to explore satellite regions of Scotland and Northern England with a passionate ardour, yet allows me the room to break free from confining shackles and use *real life* history, *real* situations, *real* people and *actual* events... then inject these with made up whimsies which never happened in actual history as we really know it. I have begun, rather affectionately, to call this made up jigsaw of ideas my "Imagi-Nations", though that term is not of my own devising.

Thus: Scotland has become Upland and Lowland Scotia (mind you, some people still call the indigenous people of the Upland regions “Highlanders”). Britain is now Britannia (or Britannica, depending where abouts you come from), France has been changed to Armorica; Spain is Spinnia: Italy is Atalia, and a completely made Portugreece has been stirred into the cauldron to make things a bit more interesting {Portugreece is an imaginary island, usually shrouded in mist, and is home to a nation of cutthroat pirates and seafaring mercenaries – the first professional marines, maybe?}.

Due credit for the inspiration behind my personal corner of this made up world must go to Otto and other members of Society of Daisy; with especial thanks to Jerry Lannigan and Jean Louis; whose ceaseless efforts to help me when I get stuck... which is quite often... has been a life line to me and my hobbyist endeavours.

But special warm affection and appreciation must ultimately go to the late Joan Aiken, for the deep driving literary passion she has installed in me with her wonderful “Wolves Chronicles”, and which remains the *nucleus* of all I do.

My thoughts on Jacobites? Hmmmmm, Although I mix and match early and late Lace Wars pretty much to suit my personal whims and fancies, my own take on this magnificent breed (on the wargames table) is as follows. *Each Highlander is a touchy gentleman whose allegiance to his chieftain and clan is pursued with a unique etiquette and precedence which is, all too often, far more important than anything as trivial as a secondary cause - such as Jacobitism.*

While most the nation`s armies are trained to fight in formation, the Highlanders` method is to set aside their plaids and other encumbrances before the battle, drop to the ground if their enemy fires a volley then, after quickly returning fire, run screaming at their foe in the typical *Highland charge* with broadsword and targe or whatever other weapon comes to hand... sometimes pitchforks or Lochaber axes. This charge can be devastating to troops struggling to form their lines or fix bayonets, but tends to be rather costly when facing a well formed and disciplined enemy.

... thankfully for the Scoats, the ranks of my imaginary Britannic forces are often filled with second rate troops, and are badly led by ineffectual gentleman officers who are permanently intoxicated on cheap port. As a result, indecisive border clashes between the two nations are not infrequent.

Turns & Moves

Determine Initiative (at the beginning of each move): Both players roll a single six sided die (re-roll ties). The player with the highest score becomes the *active player* and goes first; taking the first five phases of the current move. The player who lost the initiative roll gets to take his turn after the active player. When both players have completed a turn - this is called a *move*. Roll for initiative at the beginning of each new move *after both sides have completed their full five phase turn*.

Active Player Turn:

Command Phase: Activate a unit (or column of units) by placing an HQ unit in contact (*i.e. actually touching*) a single unit base, or touching at least one unit of a front line or supporting column of units. Place as many HQ units as desired. HQ's may move (free move) to another *adjacent* unit before activating a unit. A Friendly unit(s) activated by an HQ is considered `under command`.

Fire Phase: An Artillery, Infantry, or Cavalry front line unit that is `under command` may fire at an enemy unit. Standard Artillery may fire up to 30 inches. Infantry and Cavalry must be adjacent to at least one enemy unit - within the distance (length wise) of two unit bases - to be able to fire. A firing unit **must** be a Frontline unit to fire (*i.e. front most in a column of supporting units*), and the target of a Frontline attack **must be** the front most enemy unit - assuming the target has a supporting column. A Frontline unit that fires during the fire phase automatically takes a 1 point Strength reduction.

Movement Phase: Units that did not fire *in the above phase* may now move. HQ command is not required for movement. Units can move any distance up to their movement limit, but must stop when they enter an enemy Zone of Control... *i.e. less than one unit base length*, at which point units are classed as engaged and in melee and should be moved together so their bases are touching. The front most unit (Frontline) in a supporting column of units may move up to 1 base length into melee **during the melee phase regardless whether or not they fired during the fire phase** - which **does** require the unit *or column of units* to be `under command` from the previous Command Phase.

Melee Phase: Any unit *or supporting column* `under command` may now advance one base length to become adjacent and engaged with a facing enemy unit. Only front most units in a column may actually take part in a melee, though a whole column of units may advance with the attacking unit, only a single melee will ensue. A Frontline unit that takes part in melee automatically takes a 1 point Strength reduction.

A melee is resolved by having the front most attacking unit throw **twice** it's current number of Strength dice and applying the results on the enemy.

The front most defending enemy unit also throws twice its current allotted number of dice and applies the results on the attacker. Both sides' attacks are applied simultaneously... and take effect immediately.

If a front most unit (on either side) is destroyed as a result of the attack, move the next unit forward into the same space the destroyed unit previously occupied - assuming there are any more units, and apply any leftover damage to the *next* front most unit in the column.

An attacking unit that has moved into a melee may move alone **or with the column it belongs to** - or may be joined by Frontline units **only** from different columns, *just so long as additional attacking units amass to the left and right of the initial attacking unit*. However... remember, only one Frontline unit may actually attack an enemy in any given melee phase.

So...

An enemy may only be attacked once (X2 Strength in dice) in any given melee phase either by a single Frontline unit moving into contact, with or without a supporting column: or a Frontline unit and additional friendly (flanking) frontline units. The non Frontline units in a column *or with supporting friendly units left and right of the attacking Frontline unit* may not partake in any actual combat – obviously, if these friendly supporting units have enemy units of their own to deal with directly to their front, this would be counted as separate melee(s)... in which case the friendly units can not add their weight to other attacks.

At the end of the melee round, any remaining defenders may have to retreat one base length away from the enemy*. If there are still enemy remaining within engagement range at the end of a melee phase - *after the Non Active player has checked for or been offered the chance to retreat*, the Active player (attacker) must retreat one base length into an empty space away from the enemy. If the defender retreats from a space, the attacker may stay in the recently contested ground.

*Have the defending unit/column retreat if its Frontline unit fails to roll equal to or below its inherent Firepower: i.e. a unit with a firepower of 3 must throw 3 or less to remain in place after a melee... otherwise it *and any friendly supporting units in a column* must retreat one base length into available space(s). Of course, the owning player may choose to have the defending unit(s) retreat from a space without testing.

Add +1 to the roll if the defending unit (Non Active player) is in a Wood, defending a Building, a Wall, Hedge, Rocks, or a Ridge - *cumulative up to 5 total*.

If there is no available space for a retreating unit or column to move into, the unit or/and column is eliminated.

Supply Phase: Any HQ may now re-supply depleted units. An HQ's Supply & Command number (displayed in red at the right of an HQ unit's base) is the number of units the HQ may re-supply during this supply phase.

Throw a six sided die *once only (not for each re-supplied unit)*: if the throw yields a 1, or 2: the HQ suffers a point loss for re-supplying friendly unit(s) this turn, in which case, the HQ in question drops one point i.e. *place a strength reduction loss marker under the HQ unit's base* to a lesser strength. An HQ reduced to 0 strength is removed from play, just like any other unit.

A single unit may only be re-supplied by one strength point during a single move.

A Frontline unit may **not** be re-supplied if it is engaged with an enemy.

Supply: This phase simulates a complex variety of battle effects, such as giving rousing speeches, restocks of ammo, the benefits of resting and rallying disorganized troops, and gathering stragglers.

Non Active Player Turn: The second player now performs his turn.

When both sides have taken a full turn, this completes a move *so advance the game by one move* at which point we return to the Initiative section and roll to see who will be the Active/Non Active Player for the new move.

Columns & Frontline Units: A column of adjacent friendly units are placed one behind the other with their bases touching – the front most base in a column is called a Frontline unit, and may be used to make a ranged weapon attack or engage an enemy in melee. Any other bases in a column are considered supporting units and, although they cannot take part in any combat, they can take losses as a result of a ranged or melee attack. **An HQ in a column is always last to take strength step reductions due to enemy firing or melee and is *not* classed as a Frontline unit.** An HQ may fire and Melee, just like a regular unit - *if it is alone in a melee without a supporting column*. A column, when applied to Jacobite units, is a very loose term. Moreover, it resembles a semi-organized mass of troops, stacked one behind the other.

HQ`s: When an HQ is activated during a Command Phase. Place the HQ next to and touching any part of a friendly unit or column of units. The HQ is then deactivated and placed away from the previously activated unit(s) at the end of the turn.

Units Changing Order Within A Column: To change the order of any unit within a column *by jumbling the units in any (new) desired order* the owning player simply has to declare a change of order, at which point the owning player can alter a column as he/she sees fit. A change of order within a column can only occur **once** per turn, per column, and takes place in the Active Player`s Movement Phase; and cannot be performed within firing range of the enemy or if the column is in engaged in melee.

Game Scale: Moves simulate roughly one hour of real time (i.e. two half hour turns). Each full unit base might represent Battalion sized groups of men: and each unit step reduction depletes their ability to perform at peak efficiency.

1 figure represents maybe 20 men. This seems a reasonable presumption, and by default this set of conditions carry on with the assumption you will be using 10mm or 15mm miniatures.

An HQ unit represents a personality... or important officer; personal staff, and a detachment of soldiers to protect the HQ. Artillery models (+ crew) are always 1 to 1 scale, sometimes mounted a couple at a time per base.

Game scale is 10 yards per centimetre: all unit base are all 6 centimetres long, and a unit may fire twice its base length, this gives us a musket shooting range of roughly 120 yards - or 12 centimetres to put it another way. I have slightly crippled Artillery by reducing their effective range of only 30 inches/76 centimetres (roughly 760 yards). But I find this gives me a better game and stops cannon from dominating play too much. Short range for Artillery is 10 inches/25 centimetres, at which point they are considered to be firing rounds of canister or grape like explosive case.

After 12 complete moves (16 moves in full summer) the game turns to night. All shooting and melee ceases and the night movement rules apply. The battle may (or may not) resume next morning. Alternatively, you can dispense with this suggested time scale and make up something more interesting and which better suits your own gaming needs and purposes.

Unit Definitions:

Unit Strength: The *white* number of any unit is it's starting strength (this is painted on the base). This number represents the number of times the unit may take a strength or step reduction before being removed from play as a `shattered` unit.

Firepower: the small single yellow letter and number *to the right of the white Unit Strength number* represents a unit's firepower. To fire, roll as many dice as the unit's current strength. A hit is scored for each roll equal to or lower than the unit's Firepower rating. *Example: To fire an Infantry Strength 3 unit, roll 3 dice. If the Firepower is B2, score hits on the rolls of 1, or 2. Other numbers are misses.*

The letter applies to morale *e.g. B2, A3, etc.* This will be explained later.

Artillery: Artillery firepower at short range (10 inches) is the yellow number next to the letter, the number next to that (separated by a slash) is the firepower for long *range up to 30 inches distance*.

A Frontline Artillery unit always defends in melee with its long range firepower factor.

Artillery may only defend in melee during the Non Active Phase – and may not initiate a melee during the Active Phase.

Command Range & Supply: The *red* number on the right (after the Unit Strength and Firepower numbers) of an HQ unit represents its command and supply ability. it represents the number of friendly units that may be supplied by this HQ on any given friendly turn. An HQ may re-supply friendly units within 10 inches of its own base.

HQ`s may or may not *depending on the result of a die roll* become depleted of Strength for re-supplying friendly units, but an HQ **always** takes a Strength step loss for activating and bringing units `under command` during the Command Phase.

Any HQ may be re-supplied by another friendly HQ who is within range of the depleted HQ.

Line of Sight: An Orchard/Woods, Rocks, and any Hill or Building impedes Line of Sight for firing purposes.

Morale & Units *not* Under Command: The letter located before the firepower factor *A3, B2 etc* is a reflection of a unit`s morale. A is highest (elite), then B (veteran), C, and D (recruit and raw).

A unit that is not `under command` from an HQ may fire at a *front most* (Frontline) enemy unit provided it has better morale than the target unit: a unit with A class morale may fire at an enemy Frontline unit with a B class morale. B may fire at C, and C at another D: a unit that fires in this way takes a step loss in strength as usual, and may *not* be re-supplied on the move it fires.

A unit that is not `under command` may fire at a **lesser** class enemy unit, but may not initiate a melee.

Unit Data (distances are in Inches):

Unit	Speed	Fire	Melee
HQ	8	basic	basic
Artillery	10	10/30 Short/long range	long range
Infantry	8	basic	basic
Cavalry	10	basic	basic

Terrain Effects (number of inches required to move into each terrain type):

	Move	Fire	Melee
Clear	2	ok	ok
Road***	+1	ok	ok
Woods	3	-1	-1
Marsh	5	-1*	ok
Building	2	-1	ok
Rocks	2	-1	-1
River/Stream	3	ok	ok
Bridge/Ford	1	ok	ok
Ridge/Hill	2	-1**	ok

** firing from*

*** firing at from lower ground*

**** to gain a road movement bonus (i.e. +1 movement point to move along a road) place the unit across the road even though this will no doubt cause the base to stick out either side of the road terrain.*

***** Artillery move (all spaces except roads) at double points cost, and count road movement as double cost if in a column with other friendly units.*



Highland MacEnzies prepare to charge.

Off Board Movement: If a unit moves off board, it is disrupted for the remainder of that day. It returns to the field overnight as a night reinforcement on the nearest friendly or neutral road entry space to the space it exited.

Road entry hexes are pre-determined by the game host before play begins.

Regular Army Sharpshooters: these are elite marksmen who are better trained, and who possess better than average weapons. Sharpshooters operate as an independent demi-battalion. These are A3 units, and can *fire* or *melee without command*, but they melee at A1.

Night Turn: if a day and night battle is being played, each side may make a night move at the end of the day's fighting... i.e. each unit may make one *free* full movement before the following day's fighting begins. Units engaged with enemy (at the end of a day's last move before night) may *not* make a night movement - but may disengage and move into an adjacent friendly space.

Jacobites Without Proper Firearms: Many Jacobite units will not possess any ranged combat ability what so ever. When this applies, use the Firepower factor of the unit for melee purposes *only*. Bow armed troops will simply possess a low Firepower (C1 and D1), so there is no need to penalize this type further.

Scenarios:

Victory Points (for Jacobite Games): Victory points are scored for holding certain spaces (positions) on the playing board, and for destroying enemy units. When the final hour of each day is played, the irregular player totals his victory points.

10+ Jacobites Victory

0-9 Draw

<0 Regular Army Victory

Victory Spaces: Terrain victory points are awarded for certain locations on the board (determined by the scenario being played). The Jacobite player must occupy or control *i.e. must be in or adjacent to* these spaces at the **end** of the **last** move of a scenario to achieve victory points for each respective victory space.

Shattered Units: 1 victory point is also scored per shattered (eliminated) enemy unit. Both players count the number of eliminated enemy units. The Regular total is subtracted from the Jacobite total (results may be negative). Add this number to the Jacobite terrain score.

Example: Jacobites hold the high ridge (1VP), the farm croft (2VP), and one hill (1VP) for a total of 4VP. The Jacobites has lost 3 units and the Regular Army has lost 8 units... a difference of +5 for the Jacobites. Final Jacobite score is thus 4+5 = 9 VP. This is a Draw.



A Jacobine charge - against trained Armorican Colonial Regulars.

The Stage is Set:

So, we have visions of Spanish and Atalianos fops courting the Scoatish rag tag (but noble) Highland Lords (and especially their Ladies); ever vigilant and with a speculative eye to the main chance.... a malleable Spanish pretender is already being groomed to wed the `would be` Scoatian Queen, hoping in effect claim a potential throne: name of Dandy Prince Carlos; while the Atalianos also claim the Scoatian`s former Queen Marie had a somewhat passionate fling with the Ataliano Ambassador Anniballs Strambino, claiming a child came of the lustful union. Meanwhile the Armoricans maintain a possessive friendship with the (current) elderly Scoatian Queen Bethania MacEnrie - though the exact reasons of which remain shrouded in mystery (speculatively speaking, it seems the dead Queen Maire really loved being friendly with visiting foreign diplomats).Hmmmmm, Spinish, Atalianos and Armorican dandies and rakes posing through the Scoatish Court... a draughty old thatched barn, some might call it... while the cunning and caniving old Queen grows steadily rich upon freebies handed out by each rival for her affections - as each tries to outdo the other nation`s suitors with more lavish and expensive gifts. Meanwhile, the Britannic Nation to the south grows increasingly uneasy with the Hag Queen`s rising wealth, and her potential power base – should she ever choose to exercise her will. Meanwhile, the young and beautiful Lady Blubella Heather Bridie Floss, Lairdess of Dwimmerwraith sits patiently like a wise hunting spider, and watches events unfold – hopeful to seize the crown when opportunity and fate presents itself.

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