Bonnie Dundee

Historical Background

On 4 April 1689 the Convention Parliament in Edinburgh voted that James VII and II should no longer be king and that his nephew William of Orange should take his place as had been decided in England. James's supporters - Jacobites - opposed this.

The Jacobite rebellion in Scotland was led by General John Graham of Claverhouse, Viscount Dundee (1648-89). He rode out of Edinburgh with 50 followers and raised King James's banner on Dundee Law on 16 April.

Viscount Dundee was an ambitious soldier who had fought in the Dutch service alongside William, but had returned to Scotland. In the late 1670s-80s he campaigned in the South West against the rebel Covenanters (radical Presbyterians, some of whom wanted a republic). The nicknamed him 'Bluidy Clavers'. In the Highlands, where he raised much of his Jacobite army, he was 'Iain Dubh nan Cath' - Black John of the Battles, because of his long black hair. He was a very short, handsome man. After his death a poem called him 'Bonnie Dundee' but it was Sir Walter Scott's song to a tune about the town Bonnie Dundee which made this name for him popular in the nineteenth century.

Highland Clan System

Chiefs

Each clan has a major chief (Clan Chief – note capitals) and a number of minor chiefs. The major chief is the most powerful of all the chiefs and can command service from the entire clan. The minor chiefs are the heads of branches of the clan, usually geographically based. These can only draw support from their own area and owe some loyalty to the Clan Chief, although they are their own men and do not always follow the wishes of their superior.

Chiefs are usually renowned for their personal bravery and it is an important point of honour amongst the clan that they are all related to the chief, even the meanest ghillie. In fact the literal translation of 'clan' is 'family'. Each chief will have his own personal figure when the clan is raised for battle, only a chief can lead the clan into battle (it is permissible for minor chiefs to lead the clan in the place of the Clan Chief).

Each chief will have the loyalty of a number of men. When necessary he can choose how many men he wishes to raise and the proportion of gentry and ghillies. In some cases he will also have the option of raising highland cavalry. In the case of Clan Chiefs they can call on the minor chiefs and request a given number of men (although there is no guarantee that this is what will actually turn up).

Each figure represents about fifty real men.

Maintaining the Clan

Once the clan has been raised and moved from its own lands (or where there are more clansmen in the area than it can support) it is necessary to provide support to ensure that the clan stays raised. The primary mechanism for this is 'plunder' which is a generic unit of

currency that includes money, food, cattle and anything else that is easily portable and of interest to highlanders.

There should always be at least one ghillie for each gentry. If there is not then the excess gentry figures will return home during the maintenance phase taking 3 plunder with them. Labour is seen as below the dignity of the warrior and farming is demeaning. For the highlander raiding is far more honourable than working.

Each clan compares the value of the plunder it has against the combat factor of the clan (each ghillie = 1, gentry = 3, highland cavalry = 5).

Plunder:CF	Result
Plunder less than half CF	Roll on raiding table at –2
Plunder 50% to 100% CF	Roll on raiding table
Plunder up to double CF	Randomly determine 1d6 units to go home. Any gentry take an additional ghillie home with them. Each unit returning home takes its CF in plunder with them. If the rest of the clan goes home because of this the chief will also go home.
Plunder more than triple CF	Chief goes home and clan with him, convert one ghillie to gentry on the area chart.

Raids

Any group of Highlanders may raid only once in a turn. Clans that raid in the maintenance phase may not move in the same turn but may either fight or evade if an enemy force contacts them.

Need to Raid
Those clans with insufficient plunder to maintain the force need to check their measure of desperation (or conversely their chief's level of control over them).

Roll 2d6 and modify as below:
Friendly area   +3
In own lands   +6
Ordered not to raid   +General's Control
No plunder held   -3

Raids may happen up to 2 areas from the current location. Friendly/Hostile is from the perception of the clan and not the cause they are currently serving (although other clans supporting the same cause count as one category friendlier than they actually are).

Mod score	Outcome
3 or less	raid richest area in range even if 'friendly'
4 or 5	Raid richest non-friendly nearby town/area
6 to 8	Raid richest enemy town/area, share half with Army (or clan area resources if operating alone)
9 to 11	No raid - clan maintained as Hospitality (mark off resources in current area)
12+	As 9-11 above and given 1 plunder as hospitality
18+	As 9-11 above and given 2 plunder as hospitality

Deliberate Raids

These happen instead of a battle. The target can be freely chosen but must be adjacent or in the same location.

Plunder Taken

The total Plunder taken is 2d6
+1 per raider
-2 per defender
-2 per fortification point (cumulative with defenders but only if there are defenders)
-x area resource modifier
+5 town (Perth, Stirling, Dundee, Aberdeen, Inverness, Falkirk - check sizes 2000+)
+10 city (Edinburgh & Glasgow)

Impact of Raids

Update Area Resource Table

The number of plunder taken from the area should be marked off from the area resource table. The area raid modifier should also be amended to the next level. The raid modifier must be no higher than the highest line on the area resource table. *E.g. a resource poor area has 5 plunder per line. A large raid takes 12 plunder from the area so the raid modifier moves from 0 to -2 (rather than -1 which it would have done in a richer area). See below for the before and after area resource table.*

Before

Raid modifier	Area Resources				
0	35	34	33	32	31
-1	30	29	28	27	26
-2	25	24	23	22	21
-3	20	19	18	17	16
-4	15	14	13	12	11
-5	10	9	8	7	6
-6	5	4	3	2	1

After

Raid modifier	Area Resources				
~~0~~	~~35~~	~~34~~	~~33~~	~~32~~	~~31~~
~~-1~~	~~30~~	~~29~~	~~28~~	~~27~~	~~26~~
-2	~~25~~	~~24~~	23	22	21
-3	20	19	18	17	16
-4	15	14	13	12	11
-5	10	9	8	7	6
-6	5	4	3	2	1

Amend Area Support

The faction support track should move one area towards the other faction.

Staunch Jacobite	Strong Jacobite	Mainly Jacobite	Wavering Jacobite	Evenly balanced	Wavering Orange	Mainly Orange	Strong Orange	Staunch Orange

Highland Battles

[Note: these mechanisms only apply to battles occurring North of the Highland line (marked on the map) or on high ground south of the line.]

Sequence of Action

1. Both sides line up their armies on the battle board
2. Each highland chief present decides in which phase they will attack and secretly records it (either on a d6 or a piece of paper)
3. The lowland army decides whether they intend to engage with fire or fix bayonets (it may not be possible to fix bayonets if the army fires)

4. In each phase the Clans do not charge then long range fire may be conducted.
5. When a clan elects to charge then
    i. both sides roll 1d10, highest fires first and effects are applied to enemy prior to their d10 result being implemented. If both sides roll the same number then apply both sets of results simultaneously.
    ii. Resolve the charge and any second firing by lowland infantry.
    iii. Resolve melee
    iv. Test morale for those in melee
6. If any clans have not yet charged and there are Lowland troops remaining then repeat from 4.
7. If all clans have charged the battle concludes.

Clans that do not charge in the same phase that the first clan charges may either charge in the following phase or charge when they had originally planned.

Long Range Firing
Both sides may elect to do this. For every ten figures or part thereof that fire then one powder is required. Each powder expended gives a 50% chance of inflicting a hit.

Resolving the Charge
Highlanders only fire once before closing with the enemy. Other troops may re-roll the dice each time they fire, if the result is lower than the number they have fired on then they may fire again on the new number. If the result is higher then they do not get to fire again in that combat resolution. If a second (or subsequent) die roll is 9 then the unit routs.

Units that fire at less than 6 cannot fit bayonets and fight at half effect in the melee.

Charge Resolution Table

D10 roll	Raw levies	Regulars	Veterans	Highlanders
0 (melee)	Rout	1 hit per 10 men	1 hit per 4 men	1 hit per man
1	Rout	1 hit per 2 men	1 hit per 2 men	1 hit per 2 men
2	1 hit per 5 men	1 hit per 5 men	1 hit per 2 men	1 hit per 2 men
3	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men
4	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men
5	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men	1 hit per 5 men
6	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men
7	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men
8	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men
9	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men	1 hit per 10 men

Testing Morale
After the clans have charged then morale is tested for each unit that is involved in melee, starting with the Lowland troops on the left of the line. Each Battalion rolls 1d10 and if the result is greater than or equal to the number of figures it currently has then it routs.

- Veteran units and Highlanders count as if they had two extra figures.
- Each figure that a unit outnumbers the enemy by gives a bonus of one to the count for morale (but not the additional two for veterans and Highlanders).
- Cavalry count as triple for morale.
- Units with open flanks count as two figures less.

- Units adjacent to another unit that has routed count as two figures less.

e.g. a Veteran battalion has 10 figures before being charged by a clan with 10 figures. The clan fires first and inflicts one casualty, the veterans fire at five and cannot fix bayonets and so inflict 2 casualties on the clan. In melee the four remaining clansmen inflict four casualties on the battalion who inflict one further casualty on the clan.

In morale there are 5 veterans and 6 highlanders. The veterans need to roll 8 or more on the d10 to avoid routing. If they do not rout then the highlanders would only rout on a 9 (6 +2 for being highlanders, +1 for outnumbering the veterans).

If a unit routs then the enemy units it was in contact with do not need to check morale. Friendly units that neighbour it need to test morale whether or not they are involved in melee.

Cavalry

Lowland cavalry may not engage in highland battles. Highland cavalry may not fire but inflicts two casualties per figure on the enemy during melee. (Basically the highland cavalry are capable of dealing with the slopes on the side of glens where the lowland cavalry are not, so Lowland cavalry are of no use in set piece battles in glens).

Casualties

Casualties should be randomly allocated amongst the troops affected.

If there are troops left over after working out the number of casualties to be inflicted then roll an appropriate die to see if another casualty is inflicted. E.g. 24 regular infantry fire at a range of 6, 2 hits are automatically inflicted on the enemy, roll 1d10 and score 0-3 to inflict another casualty on the enemy.

Ending Battles

Once all the clans have charged the battle is over. If there are still units of both sides that have not routed after morale then the winner is the side that is highest up the list below:
- Army which is more than 50% bigger than the enemy (total no. figures)
- The army with the most undamaged units (excluding lowland cavalry)
- The army with the fewest routed units
- The lowland army

The Victor gets half their casualties returned. The loser must surrender their baggage train to be split amongst the victors. In addition each highlander figure on the winning side gets one plunder from the battlefield.

Lowland Battles

Use the highland battle system with the following modifiers.

Highlanders

All highlanders (including cavalry) fight at half effect. Highlanders still get their morale bonus but take morale before the lowland units test. Highlanders may not charge against cavalry (lowland or highland).

Cavalry

Lowland cavalry automatically rout highlanders when they charge. They may rout up to three times as many highlanders as there is cavalry. Lowland Cavalry only charge once per battle.

Cavalry (lowland or highland) have no effect against regular or veteran infantry.

Sieges

Provided that the force laying siege is larger than the garrison then the siege is effective and the garrison must exist on the resources it has. Only castles may be besieged, in a town one side must withdraw or else a battle is fought.

Each turn the garrison may inflict one casualty on the enemy for each powder it is willing to expend. The sieging force must use one powder for each figure involved in maintaining the siege and has a 50% chance of inflicting a casualty for every ten figures employed in the siege. If the garrison is reduced to 0 then the castle falls.

The defending force may chose at any time to come out and give battle. Either the siege must be lifted or the battle fought. The victor of any battle remains in control of the castle.

The defender may march out by mutual agreement.

Lowland Forces

Raising Lowlanders

This covers all troops that are not Highlanders, not just Lowland Scots. Some Lowland troops will arrive from abroad. Anyone with a commission from either King James or William of Orange may raise a company or regiment of Lowland troops at any town. Independent Highland Companies are raised in the same way as the clans.

Each company costs £5 to raise and incurs a liability of £5 in wages each turn (including the turn in which it is raised). Companies are represented by a single figure. Regiments are collections of up to 15 companies, but usually not more than 10 (usually any more than 10 are independent companies added to the regiment for payroll and administration purposes).

Training and Quality

Newly raise troops and those that have not spent sufficient time in training are classed as 'raw levies' if they are used in battle. Eight turns training or a battle in which they are engaged and do not rout will turn a unit of raw levies into regular troops.

Companies of different troop quality may not be mixed in a regiment.

Lowland infantry become veterans if they are engaged in three consecutive battles in which they are not routed and in which they are on the winning side at least once. If they rout in a battle the count is set back to 0.

Maintaining Troops

It is not necessary to pay troops every turn, however they do need to be paid from time to time. They also need to be fed and housed permanently. South of the Highland line this is

reasonably straightforward, each company needs £1 to pay for its upkeep every turn. This can simply be treated as an accounting exercise, as can paying the troops.

Above the Highland line suitable food has to be freighted in and accommodation has to be paid for. This doubles the cost of maintaining troops. Similarly the money for both pay and accommodation has to be physically moved from either Edinburgh or Glasgow by baggage train. Food can be bought anywhere in the lowlands. If food is not available it is possible for garrisons to live off the land in a similar way to the clans (use the same rules above).

Desertion
Each turn that troops cannot be paid or fed there is a risk that some of them will desert. For each independent garrison or regiment in an army calculate the inconvenience factor as follows:

+1   for each week since the last time the troops were paid up to date
+1   for each week the troops have not had lowland food
+5   if raw levies north of the Highland line

Roll 1d10 if the roll is less than the inconvenience factor then one figure deserts from the garrison or regiment. If the inconvenience factor was more than ten then an additional figure also deserts (and another for each whole ten above that).

Cavalry count as two infantry for all purposes.