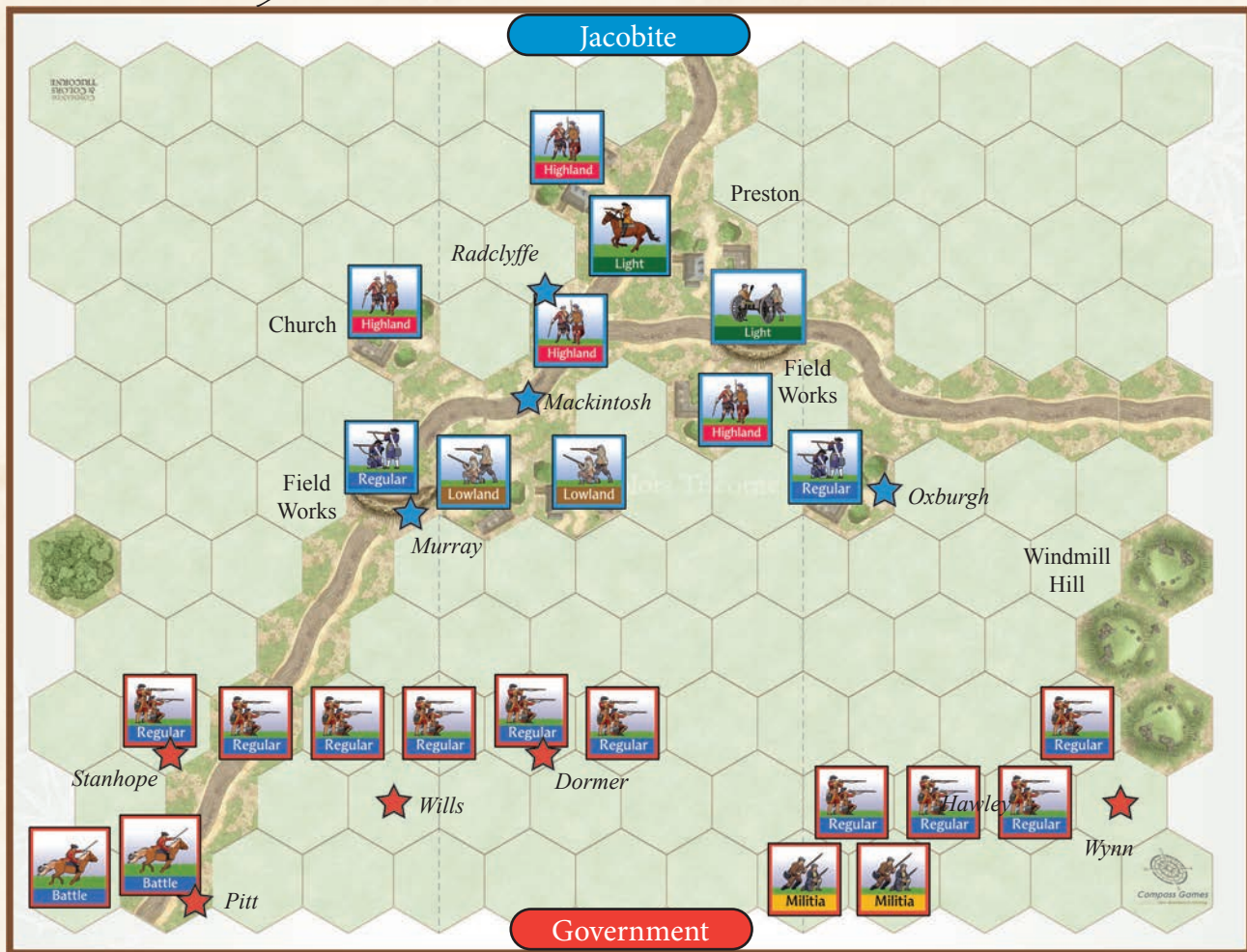




Historical Background

Since the start of the uprising in October 1715, Forster, in command of the Jacobite forces, had kept his small army on the move hoping to recruit more soldiers. By early November, he was at Preston. Unbeknown to Forster, Wills, having marched out of Manchester was hot on his heels. On the morning of 12 November 1715 his troops were just one mile from the town. Wills dismounted his dragoons and planned to launch an attack on the east and north sides of the town, while his cavalry was held in reserve. The first assault, on the east, took place around 2pm. Government troops attempted to overrun the barricade across the main road into the town, but were repelled, suffering heavy losses. Although the original plan had been for combined assaults, but poor coordination meant the attacks weren't synchronized. The attack from the north was made around sunset, approximately 5pm. Under Colonel Mackintosh the Jacobites fiercely defended their position, once again and repulsed the Government troops. The Government army was reinforced during the night and surrounded the town, which prompted Forster to send Henry Oxburgh to negotiate a truce and despite awful terms, Forster surrendered.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Foster
- 5 Command Cards
- 3 Combat Cards

Government Army

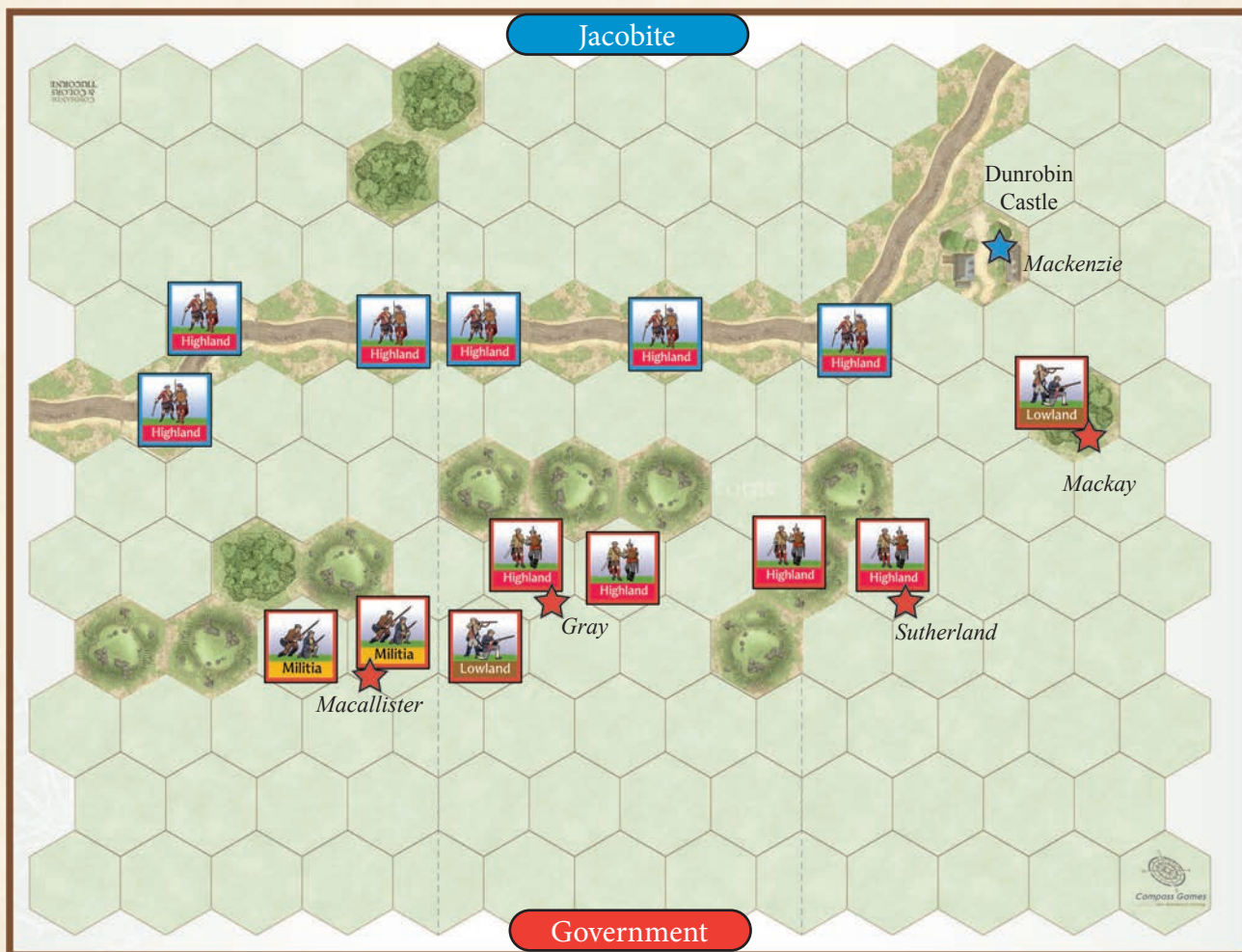
- Commander: Wills
- 5 Command Cards
- 4 Combat Cards
- Move First

Victory

6 Victory Banners

Special Rules

- The 6 building hexes and church of Preston form a start turn Temporary Majority Victory Banner Objective worth 2 banners to the side that has units in the absolute majority of these hexes. The Jacobite player starts with 2 banners. Absolute majority means occupy more hexes in the group than the opponent.



Historical Background

A few days before the battle of Culloden, a strong force of Jacobites, under the command of Mackenzie, was sent north in an attempt to recover needed supplies that had been lost during the Skirmish of Tongue. This force arrived too late to be of any assistance and found nothing. The next day, Mackenzie was commanded to return to Inverness. Mackenzie and his officers, however, remained behind at Dunrobin Castle to be entertained by Lady Sutherland, while their men march to Little Ferry. Captains Gray and Sutherland, had concealed there Scottish forces, loyal to the Government, in the hills and as the Jacobites marched away gave the order to attack. Surprised and without their leaders, and the Jacobites being attacked in the flank, fled towards the ferry. At the end of the day, almost all of the Jacobite officers, including Mackenzie, were captured and their troops scattered. The defeat of the Jacobite contingent denied much-needed reinforcements to Charles Stuart, who on the next day was defeated at Culloden.

The stage is set. The battle lines are drawn and you are in command. The rest is history?

Battle Notes

Jacobite Army

- Commander: Mackenzie
- 4 Command Cards
- 2 Combat Cards

Victory

4 Victory Banners

Special Rules

- The Jacobite Leader Mackenzie, if eliminated or retreats from the battlefield, is worth 3 Victory Banners.
- Dunrobin Castle is treated as a building.

Government Army

- Commander: Mackay
- 5 Command Cards
- 5 Combat Cards
- Move First