

BATTLE OF AUGHRIM BLACK POWDER AMENDMENTS

MODIFIED SEQUENCE OF PLAY

Initiative Phase - Declare and undertake initiative movement – there is no change to the basic rules for this. All moving units to be marked as having moved this turn. (They cannot move again in Command Phase).

Reactions - Any units charged may deliver 'Closing Fire' at the end of the initiative. Counter charges move to meet their chargers as usual.

Firing Phase - Moving player carries out firing as per the rules.

Command/Movement Phase - Give orders and move as per the Command phase of the rules. Any units charged may deliver 'Closing Fire' if they have not fired before in this turn.

Melee Phase - Conduct Melees as per rules

INTERPENETRATION

Interpenetration allowed by formed troops but not if a charge is involved. Chargers can interpenetrate their sides skirmishers.

DISMOUNTING DRAGOONS

Dragoon units may dismount without an order. The mounted bases are replaced by the associated dismounted line.

A dragoon unit must be ordered to remount.

INFANTRY MOVEMENT

Infantry Units may only move straight forward. They may wheel and move straight forward on the new facing. Any infantry unit crossing a linear terrain feature must stop immediately on reaching the other side to redress their lines. This ends that particular move; however, if it has any moves remaining it may use them

FIRING

Cavalry pistols DO NOT get the short range +1.

Cavalry pistols DO get +1 for closing fire.

PLATOON FIRING

Certain units receive a first turn advantage of Platoon Firing. Subsequent turns do not have this advantage reflecting an erosion of control and fowling of muskets.

MELEE

Only Cuirassiers may have the 'Heavy Cavalry' rule.

PIKE COMPANY

No cavalry unit may charge the front of an ordered infantry unit that has a pike company.

CLOSING FIRE BREAK TESTS

The test for cavalry when charging in should be taken using the Shooting results on the Break Test, and not the Hand-to-Hand results as you would for all other cases.

BROKEN BRIGADE RULE

A Brigade of more than 2 units is Broken when only 1 of its units remains unbroken. The others have either Broken or Retired Shaken from the Table.

Once a brigade is declared Broken the rules in BP2 apply to the remaining unit.

REMOVING DISORDER

At the end of each side's turn all that side's disorder markers are removed apart from units still engaged in combat and units from broken brigades and those that have undertaken a Disorderly Retreat this turn.

TERRAIN

Built Up Areas (BUAs) - BUAs should reflect the composition of the buildings, walls and complexity of the area. The BUAs should be allocated a value between +1 to +3 support value for a Standard unit in a BUA. The BUA still cannot be supported by other units as is normal. The 'ignore all break test results except Break' rule should apply on only on the initial turn.

Aughrim Village is a + 2 BUA

Aughrim Castle is a +1 BUA

Woods - Formed infantry move at half speed through woods except when moving as the result of a break test when they move full speed. Formed infantry are not an 'unclear target' in woods. Troops in woods get the morale modifier for cover except when charging to contact or in hand to hand combat.

Marsh/Bogs - All units move at half speed and are limited to a maximum of 2 moves when ordered rather than the normal maximum of 3 moves. Cavalry may not charge.









Hedges - Commanded shot do not count hedges as an obstacle.

Causeway - To reflect the constraint of the ground all units firing at units on the causeway receive a +1 modifier to reflect their compact nature.









BATTLE OF AUGHRIM - Williamite

WILLIAMITE LEFT WING - Marquis La Forrest Suzannet - 8



1st Dutch Brigade of Horse - Colonel Boris Schack

			H2H	Shooting	Morale	Stamina	Special
Regiment Nieuwenhuys			8	1	4+	3	Pistol
Regiment Montpoullian			8	1	4+	3	Pistol
Regiment Ginkel			8	1	4+	3	Pistol
Regiment Boncour(t)			8	1	4+	3	Pistol



2nd Dutch Brigade of Horse - Johan Willem Van Holtzardel - 8

Regiment Nassau-Zuylenstein (Rochford)			8	1	4+	3	Pistol
Regiment Riedesel/Steinbeck			8	1	4+	3	Pistol
Regiment Schack			8	1	4+	3	Pistol
Colonel Albert Conyngham's Regiment of Dragoon			5 3	1 2	3+	3 2	Dragoon

Danish Brigade of Horse - Abraham van Eppinger - 8


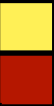




Regiment Sehested			9	-	3+	3	
Regiment von Donop			9	-	3+	3	
Regiment La Forrest Suzannet's			9	-	3+	3	
Van Eppinger's (Garde Dragoners)			5 3	1 2	3+	3 2	Elite 4+
Gardes du Corps			8	1	3+	3	Elite 4+
Portland's Horse (Gardes the Paard)			8	1	3+	3	Elite 4+

Divisional Troops









6pdr Artillery Battery			1	3-2-1	4+	2	36"
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WILLIAMITE CENTRE LEFT - Major General Ernst Julius von Tettau - 9

Danish Royal Brigade of Foot - Colonel Boris Schack - 8







			H2H	Shooting	Morale	Stamina	Special
Livgarde til Foss			6	3	3+	3	Platoon Firing Elite 4+
Prins Frederick			6	3	4+	3	Platoon Firing
Prins Christian			6	3	4+	3	Platoon Firing

Huguenot Brigade - Pierre de Belcastel - 8

Regiment Belcastel			6	3	4+	3	
Regiment du Cambon			6	3	4+	3	
Regiment de la Mélonière			6	3	4+	3	
Regiment van Auer			6	3	4+	3	

WILLIAMITE CENTRE LEFT - Major General Hendrik van Nassau-Ouwerkerk - 8

Danish Brigade of Foot - Colonel Munchgaard - 8




			H2H	Shooting	Morale	Stamina	Special
Regiment Jyske			6	3	4+	3	Platoon Firing
Regiment Funen			6	3	4+	3	Platoon Firing
Regiment Sjaellandske			6	3	4+	3	Platoon Firing

1st Dutch Brigade of Foot - Prince George Louis of Hessen-Darmstadt - 8





Lord John Cutts' Regiment of Foot			8	1	4+	3	Pike Company
Prince George of Hessen-Darmstadt's Regiment of Foot			8	1	4+	3	Pike Company
Regiment Nassau-Saarbrücken (Ottweiler)			8	1	4+	3	Pike Company
Colonel Gustav Hamiltons Abraham Creighton Regiment of Foot			7	2	4+	3	

WILLIAMITE CENTRE RIGHT - Lt Gen Hugh Mackay - 9

1st English Brigade of Foot- Earl of Meath - 8




		H2H	Shooting	Morale	Stamina	Special
Kirke's Regiment of Foot		7	2	4+	3	
Herbert's Regiment of Foot		7	2	4+	3	
Earl of Meath's Regiment of Foot		7	2	4+	3	

2nd English Brigade of Foot - Col Hamilton - 8




Gustav Hamilton's Regiment of Foot		7	2	4+	3	
Sir Henry Bellasis Regiment of Foot		7	2	4+	3	
Lord George Hamilton's Regiment of Foot		7	2	4+	3	
Colonel Richard Brewer's Regiment of Foot		7	2	4+	3	

WILLIAMITE CENTRE RIGHT - Maj Gen Thomas Tollemache - 8

3rd English Brigade of Foot - Colonel Steuart - 8

		H2H	Shooting	Morale	Stamina	Special
Colonel Thomas Erle's Regiment of Foot		7	2	4+	3	
Viscount Lisburne's Regiment of Foot		7	2	4+	3	
Brigadier William Steuart's Regiment of Foot		7	2	4+	3	

4th English Brigade of Foot - Col Ffoulkes - 8



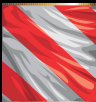







Zachariah Tiffin's Regiment of Foot		7	2	4+	3	
Sir Thomas St John's Regiment of Foot		7	2	4+	3	
Colonel John Ffoulkes' Regiment of Foot		7	2	4+	3	

Divisional Troops


12pdr Battery		1	3-2-1	4+	2	48''
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WILLIAMITE RIGHT - Maj Gen Adam van der Duin, Heer van s'Gravenmoer - 8



Brigade of Horse - Henri de la Massue, Marquis de Ruvigny - 9

			H2H	Shooting	Morale	Stamina	Special
Earl of Oxford's Regiment of Horse			9	-	3+	3	Elite 4+
Regiment Du Ruvigny's			8	1	4+	3	Pistol
Langston's Regiment of Horse			7	-	4+	3	Pistol
Villier's Regiment			7	-	4+	3	Pistol
Leveson's Dragoon			5 3	1 2	4+	3 2	Dragoon

Brigade of Horse - Colonel Villiers - 8

			H2H	Shooting	Morale	Stamina	Special
Sir John Lanier's Regiment of Horse			7	1	4+	3	Pistol
Colonel Richard Byerley's Regiment of Horse			7	1	4+	3	Pistol
Colonel William Wolseley's Regiment of Horse			7	1	4+	3	Pistol
Colonel James Wynne's Regiment of Dragoons			5 3	1 2	4+	2	Pistol









Divisional Troops

12pdr Batteries			1	3-2-1	4+	2	48"
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BATTLE OF AUGHRIM - Jacobite

JACOBITE LEFT WING - Maj-General Dominic Sheldon - 9

Brigade of Horse - Johan Willem van Holtzardel 8

			H2H	Shooting	Morale	Stamina	Special
Viscount Sarsfield's Regiment of Horse			8	1	4+	3	Ferocious Charge Pistol
Nicholas Purcell's Regiment of Horse			8	1	4+	3	Ferocious Charge Pistol
Colonel Henry Luttrell's Regiment of Horse			8	1	4+	3	Ferocious Charge Pistol
Sutherland's Pendergast's Regiment of Horse			8	1	4+	3	Ferocious Charge Pistol



Brigade of Dragoons - Colonel Henry Luttrell - 7

Col Carroll's Regiment of Dragoon			5 3	1 2	3+	2	Dragoons Stubborn
Col Daniel O'Neill's Regiment of Dragoon's			5 3	1 2	4+	2	Dragoons Stubborn
Col Robert Clifford's Regiment of Dragoon			5 3	1 2	4+	2	Dragoons Stubborn
Colonel Regiment of Dragoon			5 3	1 2	4+	2	Dragoons Stubborn

Brigade of Foot - Col Burke - 8







Walter Bourke's Regiment of Fuzileers			7	2	3+	3	Steady
Charles O'Brien's Regiment of Foot			7	2	4+	3	
Cuconnacht Maguire's Regiment of Foot			6	3	4+	3	

Divisional Troops

6pdr Artillery Battery			1	3-2-1	4+	2	40"
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JACOBITE CENTRE LEFT - Maj-General John Hamilton - 9







Guard's Brigade - Colonel William Dorrington-8

			H2H	Shooting	Morale	Stamina	Special
Alexander McDonnell, 3rd Earl of Antrim's Regiment of Foot			7	2	3+	3	Elite 4+
1st Battalion King's Regiment of Foot			7	3	3+	3	Elite 3+
2nd Battalion King's Regiment of Foot			7	3	3+	3	Elite 3 +

Huguenot Brigade - Pierre de Belcastel - 8







Dillon's Regiment of Foot			6	3	4+	3	
Edward Grace's Regiment of Foot			7	2	4+	3	
De Boisseleau's Regiment of Foot			7	2	4+	3	
Arthur MacMahon's Regiment of Foot			8	1	4+	3	Pike Company

Huguenot Brigade - Pierre de Belcastel - 8

Dermot O'Mahony's Regiment of Foot			7	2	4+	3	
Mathew Plunkett, Baron Louth's Regiment of foot			7	2	4+	3	
Lord Grand Prior's Regiment of Foot			7	2	4+	3	Steady

JACOBITE CENTRE RIGHT - Maj-General William Dorrington - 9









Danish Royal Brigade of Foot - Colonel Boris Schack - 8





















			H2H	Shooting	Morale	Stamina	Special
Lord Bellew's Regiment of Foot			6	3	4+	3	
Lord Gormanston's Regiment of foot			6	3	4+	3	
Tyrone and Slane's Regiment of Foot			6	3	4+	3	

French Brigade - Pierre Le Blanc - 8

1st Battalion Regiment Zurlauben			7	2	4+	4	Pike Company
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Regiment Zurlauben			7	3	4+	4	Large
Regiment Famechon			7	3	4+	4	Pike Company Large
Regiment Forez			7	3	4+	4	Pike Company Large
Regiment La Marche			7	3	4+	4	Pike Company Large
French Brigade - Jerome D'Bear - 8							
Regiment Merode			7	3	4+	4	Pike Company Large
Regiment Tournaisis			7	3	4+	4	Pike Company Large
2nd Battalion Regiment Zurlauben			7	3	4+	4	Pike Company Large
Galwayt Brigade - Pde Belcastel - 8							
Dudley Bagenal's Regiment of Foot			7	2	4+	3	
O'Neill's R Felix Regiment of Foot			7	2	4+	3	
Gordon O'Neill's Regiment of Foot			7	2	4+	3	

JACOBITE RIGHT WING - Maj-General Patrick Sarsfield, Earl Lucan - 9							
Brigade of Horse Guards- Johan Willem van Holtzardel 8							
			H2H	Shooting	Morale	Stamina	Special
The Kings Life Guards 1st Troop Berwick			8	1	3+	3	Ferocious Charge Elite 3+
The King's Life Guards 2nd Troop Sarsfield			8	1	3+	3	Ferocious Charge Elite 3+
Claud Hamilton, Earl of Abercon's Regiment of Horse			8	1	4+	3	Ferocious Charge
Brigade of Horse - Colonel Henry Lutterell 8							
Duke of Tyconnel's Regiment of Horse			8	1	4+	3	Ferocious Charge

Regiment of Horse			0	1	4+	3	Ferocious Charge
Pierce Butler, Lord Galmoy's Regiment of Horse			8	1	3+	3	Ferocious Charge
Claud Hamilton, Earl of Abercon's Regiment of Horse			8	1	4+	3	Ferocious Charge
Brigade of Dragoons -							
Lord Dongan's Walter Nugent Regiment of Dragoon			5 3	1 2	4+	2	Dragoons Stubborn
Lord Clare's Col Daniel O'Bryan's Regiment of Dragoon's			5 3	1 2	4+	2	Dragoons Stubborn
Sir Thomas Maxwell's Regiment of Dragoon			5 3	1 2	4+	2	Dragoons Stubborn
Brigade of Foot -							
Earl of Westmeath Edward Nugent's Regiment of Foot			7	2	4+	3	
Dennis McKellicut's Regiment of Foot			7	2	4+	3	
Sir Michael Creagh's Regiment of Foot			7	2	4+	3	
Divisional Troops							
6pdr Artillery Battery			1	3-2-1	4+	2	40"

JACOBITE COMMANDED SHOT - Maj-General Séan Stallard - 9

Colonel Ted Crilly - 8

Capt Peader Brown's Commanded Shot	3	1	4+	2	Skirmish
Capt Daithi Jamerson's Commanded Shot	3	1	4+	2	Skirmish
Capt Kelly O'Ceallaigh's Commanded Shot	3	1	4+	2	Skirmish

Colonel Dougal McGuire - 8

Capt Aindreas Bartlett's Commanded Shot	3	1	4+	2	Skirmish
Capt Paul O'Daniel's Commanded Shot	3	1	4+	2	Skirmish
Capt Pól Daniel's Commanded Shot	3	1	4+	2	Skirmish