

Legends of the Jacobite Rebellion

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Introduction

Rules for Jacobite Rebellion skirmishes using LotOW/LotHS by Games Workshop Historical.

Lochebar Axe

The lochebar axe is treated as a two handed weapon.

	To Win	Strength	Rules
Lochebar Axe	-1	user +1	Requires both hands.

Sword

The sword is treated as a sword as described in LotHS, p35.

The user may decide to *parry*. If so they roll twice as many 'to-win' dice, but may not cause hits.

	To Win	Strength	Rules
Sword	-	user	
Parrying Sword	x2	no hits	All fighters must parry.

Targe

The targe is a small shield made of wood, covered with leather and with metal studs. It provides a +1 to grit in hand-to-hand combat.

Highland Charge

Highland Scots figures charging on foot

who have two friendly figures within 2” gain an attack on the turn in which they charge non-scots figures. In addition, if they win a fight in this charging turn, their opponents are knocked to the ground, even if not wounded.

See rules for Cavalry in Frontier, p10.

Bayonets

Trained regular soldiers (marked “Military”) armed with bayonets may support a friendly figure in hand-to-hand combat provided they are in base-to-base contact using their musket/bayonet as a spear.

Fife/Pipes/Drum

May declare a march move at the start of moving phase. May move D6 extra inches. Allied figures within 6” may make that extra move with the figure, must end move within 6”.

In organised military units, if a hero declares a heroic action and a musician is within 6”, then allied figures within 12” of the hero may join in. (The order is passed on using a musical command.)

Banners

Figures within 3” of their unit banner or within 6” of a national banner may re-roll a single “to-win” dice in hand-to-hand combat to try and improve their result.

See Frontier, p7 & 60.

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Based on Legends of the Old West/High Seas (C) Games Workshop. Adaption by Katie Lucas

	Move	Shoot	Fight	Str	Grit	Attk	Wounds	Pluck/ Courage	Fame/ Might	Fortune/ Fate	Cost	Rules
Highland Infantry	6	5+	4	3	3	1	1	3	-	-	£11	Highland Charge. <i>Island Native</i>
Highland Clansman	6	4+	4	4	4	1	2	5	1	1	£30	Highland Charge, Leader. <i>FR26/Ranger Captain</i>
Highland Clan Chief	6	4+	5	3	4	2	3	5	3	2	£45	Highland Charge, Leader. <i>HS102/Governor</i>
Militia Infantry	6	6+	2	3	3	1	1	2	-	-	£5	<i>HS103/Town Militia</i>
Militia Commander	6	4+	4	3	4	1	2	4	1	2	£31	<i>HS103/Mayor</i>
Lowland Infantry	6	5+	3	3	3	1	1	2	-	-	£7	Military. <i>HS57/Mariner</i>
Lowland Captain	6	4+	4	3	4	1	2	4	1	1	£27	Military. <i>HS56/Captain</i>
Government Highland Infantry	6	5+	3	3	3	1	1	3	-	-	£8	Highland Charge, Military.
Government Highland NCO	6	5+	4	3	4	1	1	4	-	-	£13	Highland Charge, Loyal, Military.
Government Highland Officer	6	4+	4	4	4	2	2	4	2	1	£36	Highland Charge, Leader, Military.
The regular army profiles are for; • British Government forces, • French Army Jacobites, • French Irish and Scots Regiments.												
Regular Army Infantry	6	5+	3	3	3	1	1	3	-	-	£8	Military.
Regular Army NCO	6	5+	4	3	4	1	1	4	-	-	£13	Loyal, Military.
Regular Army Officer	6	4+	4	4	4	2	2	4	2	1	£36	Leader, Military.

	Rng	To Win	Str	Move	Price	Rules
Lochebar Axe	Close	-1	user+1	-	£3	
Sword	Close	0	user	-	£3	Parry.
Two-handed Sword	Close	-1	user+1	-	£3	Parry.
Spear	Close	0	user	-	£3	Support.
Half-Pike	Close	0	user	-	£3	Support.
Flintlock Musket	18"	-	3	full	£14	Slow reload, Longarm, Improv Weapon.
Bayonet	Close	0	user	-	£2	Longarm→H2H weapon, Support.
Flintlock Pistol	8"	-	3	half	£6	Slow reload.
Unit Banner	6"	-	-	-	£16	Re-roll die in h2h.
National Banner	12"	-	-	-	£25	Re-roll die in h2h.
Fife/Pipes/Drum	6"	-	-	-	£18	March Move. Extend Heroic Action radius.
Targe	Close	-	-	-	£8	Grit +1.
Buff coat	Close	-	-	-	£10	Save 1 wound on D6=6.