

SCENARIO: G2 Battle of the Nephews
CAMPAIGN: Benburb 1646

SITUATION:

As O'Neill was drawing his army up on Drumflugh Hill (just west of Benburb) to await Munro's approach, he was concerned about the possible approach of two other protestant forces, Sir Robert Stewart's capable Lagan Army (which was actually out of range to the West) and the Colerain force commanded by Munro's nephew, Col. George Munro (which was approaching from the North near Dungannon). O'Neil dispatched his own nephew, Col Brien O'Neill, to deal with the threat. Somewhat outnumbered and seeing the Irish horse approaching, the Protestants took up defensive positions around a ruined monastery.

ARMY SIZES:

Irish (Col. Brien O'Neil) (Blue): 4 Units – two Dragoon and two Horse (one Trotter and one Galloper).

Protestant (Col. George Munro) (Red): 3 Units – two Dragoon and one Horse (Galloper).

DEPLOYMENT:

Protestant: Deploys one Dragoon in "The Hedge", one Dragoon in the Ruined Monastery, and one Horse (Galloper) anywhere north of the Ruined Monastery.

Irish: No initial deployment.

REINFORCEMENTS:

(1) All four Irish units come on anywhere along the Southern board edge in Turn One.

SPECIAL RULES:

(1) Only one unit per side may be in the ruined monastery at the same time.

(2) Only one unit per side may be in the hedge (woods) at the same time.

GAME LENGTH AND TURN ORDER:

The Irish move first in each move with the game after Ten Turns.

VICTORY CONDITIONS:

The side have undisputed control of the Ruined Monastery at the end of Turn Ten wins the victory

CAMPAIGN IMPACT:

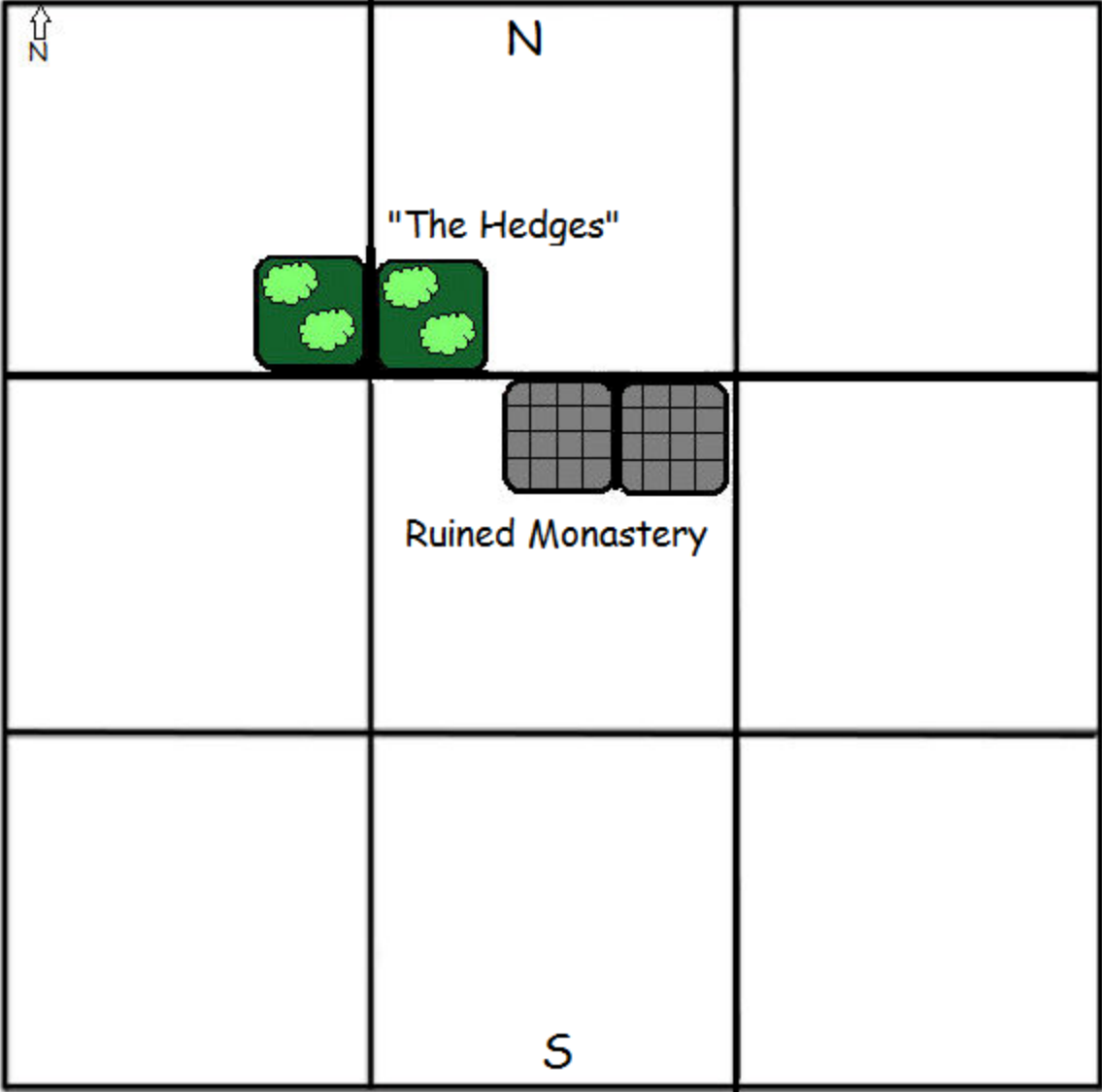
If the Irish win: one unit of horse (Galoper – Col Brien O’Neill) begins on the south east edge of the board (south of Killnagruie Bog) at the Battle of Benburb.

If the Protestants win: one unit of horse (Galoper – Col George Monro) begins on the south east edge of the board (south of Killnagruie Bog) at the Battle of Benburb.

If neither side has undisputed control of the Ruined Monastery: Neither side provides reinforcements to Benburb.

MAP:

G2 "Battle of the Nephews" 1646 (Benburb Campaign)



DESIGN NOTES:

The action around the Ruined Monastery south of Dungannon was actually a very small skirmish. Brien O'Neill, either receiving a recall from Owen Roe, or more likely hearing the opening of the Protestant cannonade at Benburb broke off contact and returned to support his Uncle's right flank. George Monro was somewhat less sanguine and moved

back toward Dungannon. A move that did not prevent him from later marrying his cousin, General Robert Munro's daughter.

Brien O'Neill had a large portion of his Uncle's horse (as many a 600 but probably less than 500). For the scenario two of the Irish Horse units are represented as Dragoons.

George Munro had 240 musketeers and perhaps 150 horse, although likely not all were yet present around the Ruined Monastery. The musketeers (commanded shot are represented as Dragoons for the purpose of the Scenario.

Brien's check of George and his return to Benburb assisted in turning the Protestant left flank during the battle.