

SCENARIO: G1 Ballaghkillgevill  
CAMPAIGN: Benburb 1646

### SITUATION:

When Owen Roe O'Neill, who was preparing his positions on Drumflugh Hill near Benburb, learned that Monro had crossed the Blackwater and was now rapidly approaching on the north side of the river, he determined to harass and slow the Protestant advance as much as possible. The slowing was perhaps viewed as necessary since most of O'Neill's horse was off on another mission (see Scenario G2), but certainly the harassment and ambush of the enemy was an often used Irish tactic. Monro was pushing his men very hard (he likely feared that O'Neill's army would escape and he greatly desired to precipitate a battle with the Irish). O'Neill probably also reasoned that the more obstacles that could be thrown into Monro's path the better.

### ARMY SIZES:

Irish (Maj. Mac MacHugh Boy O'Neill) (Blue): 3 Units – two Dragoon and one Foot.  
Protestant (Lt. Col. William Cunningham) (Red): 6 Units – randomly selected.

### DEPLOYMENT:

Irish: Deploy one Dragoon in Knocknacloy Wood/Hill (facing road), one Dragoon in Ballaghkillgevil Wood (facing road), and one foot on Ballaghkillgevil Hill (facing west).  
Protestant: No initial deployment.

### REINFORCEMENTS:

(1) Two Protestant units come on anywhere along the western board edge in Turn One.  
(2) The remaining four Protestant units deploy from the western board edge in Turn Two.

### SPECIAL RULES:

(1) Because The Irish forces were surprised by the premature discovery of their ambush, they may not move until one of their units opens fire on the enemy (or are fired upon).  
(2) If guns are present with the Protestant force and they stop to fire, not only may that gun not move from that point (except to make facing moves), it is subtracted from the Protestant guns at Benburb (unless the Protestant victory condition occurs).  
(3) The Irish tended to be better marksmen so their dragoon units are +1 for shooting.

### GAME LENGTH AND TURN ORDER:

The game ends after ten full turns are played. The Protestants move first in each turn.

### VICTORY CONDITIONS:

The **Protestants** win if: They are able to exit three units (one of which must be foot) via the road on the Eastern board edge by the end of their turn eight.

The **Irish** secure a minor victory if: They prevent the Protestant victory condition by the end of turn eight.

The **Irish** secure a major victory if: They prevent the Protestant victory condition by the end of the game. (turn 10).

#### CAMPAIGN IMPACT:

**If the Protestants Win:** Any guns that stopped to fire may still be present at Benburb.

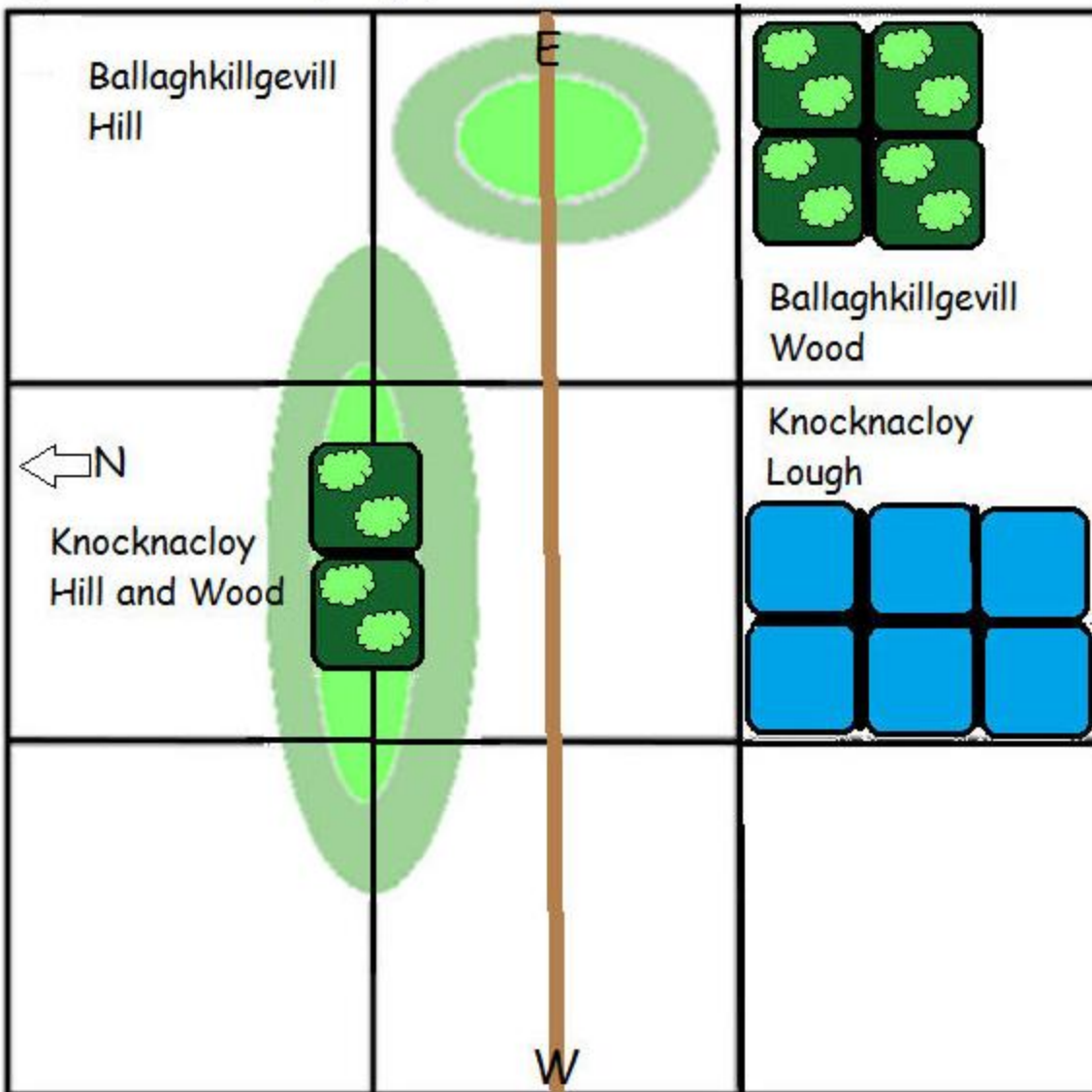
**If the Irish win a minor victory:** Then every Protestant foot unit must do an exhaustion test before the battle begins. If the unit rolls a one on a 1d6 then it is exhausted! In *Baroque* this would mean that the unit VBU is dropped to VBU /2 -1 and the other exhausted effects apply.

**If the Irish win a major victory:** The exhaustion test (above) is performed for each foot unit AND an ammunition test is also applied to each foot unit. Rolling a 1 on a second 1d6 means that that unit has expended its ball and powder and may not fire during the battle.

MAP:

# G1 Ballaghkillgevill 1646

(Benburb Campaign)



## DESIGN NOTES:

The locals (at least) knew that Knocknacloy Lough (at the time more bog then lake), was, thanks to the summer heat, dry and fairly passable. The approaching Protestants did not know this (and apparently did not scout it) for this reason it is simply treated as impassable since neither side made any attempt to maneuver through it. The ambush was well conceived but the area north of Knocknacloy Hill provided an opportunity for the Protestants to flank the Irish positions (which effective scouting located for them).

The actual ambush was rather a bust but the Irish did successfully withdraw to Benburb and the Protestants had more “pain” added to their forced march.

Randomizing the Protestant forces adds interest to the game. A more historic force for the vanguard would be two units of Cavalry, one unit of Dragoons, one frame Gun and two Foot.

Since Monro’s army had been on the march for the last seventeen hours and arrived at Benburb tired and hungry (but still confident), some of this is simulated by the outcome of Ballaghkillgevell. This gives real motivation for each side to achieve victory. The much more draconian penalty is applied to the Protestants to simulate real conditions later on in the day at Benburb.