



Close Files & European Order

XVII

Warfare in 17th century Europe

Game Scenario

The Boyne

July 1690

The Battle

Fought across the Boyne River in Ireland, this decisive battle effectively ended King James II's attempt to regain the English throne from King William III. Both kings were on the battlefield. James commanded just over 20,000 English, Irish and French troops; William commanded over 30,000 English, Scots, Dutch and Danes.

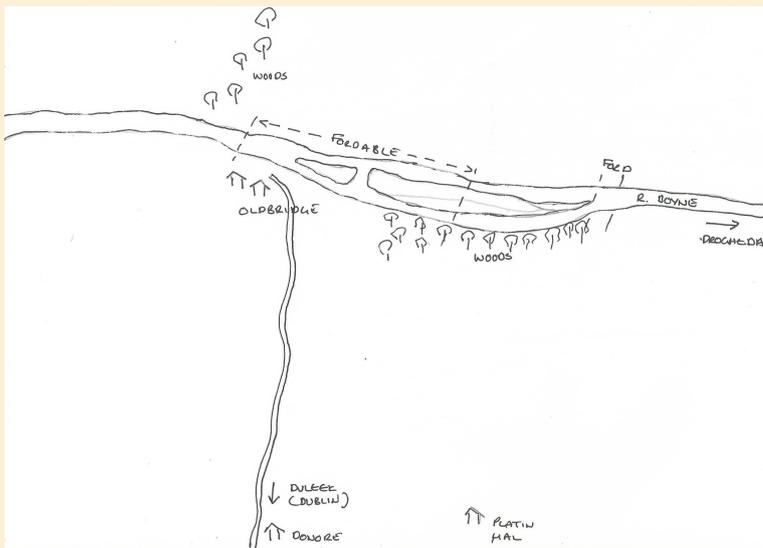
This scenario was devised by Gary Kitching. It requires an umpire in addition to several players on each side.



King James' Brief

Your Majesty,

Allow me to report on the condition of Your Army and the intelligence that we have gathered on the forces of the usurper.



Your army is now firmly established South of the Boyne between Oldbridge and Drogheda. It is composed of 6 regiments of Horse, 2 regiments of Dragoons and 14 regiments of foot.

The usurper possesses an army of religious bigots and mercenaries commanded by foreigners with very little experience of campaigning in our native land. True your army is outnumbered in all arms but the polyglot nature of usurper's forces is its great weakness – all commands are given in French quite ignoring our English tongue. Intelligence from our scouts indicates our enemies will be in a position North of the Boyne facing Your Majesty's Army by this evening or early on the morrow.

Your Army possesses a fine position and is confident in its ability to defeat our enemies and restore you to the English Throne. God and Your Commanding presence will guarantee our success!

God Save the King!

Your Obedient Servant, Richard Talbot, Duke of Tyrconnel

Note: The Jacobite players deploy their army based on the sketch map above set on an 8' x 6' table. This could be done the day before the actual game (as we did) or by the Jacobites mapping out their deployment on the sketch map and sending it to the umpire to set up.

The actual game is played on a 14' x 6' table, the additional length being added by the umpire unbeknownst to the Jacobites but known by the Williamites. This extra length is added to the west (Jacobite left). This was to allow the historical outflanking manoeuvre by the Williamites to cross the river at Roughgrange, about 4 km west of the Jacobite position (see Umpire Notes below)

Jacobite Order of Battle

Commander in Chief King James II

Cavalry Commanded by the Duke of Tyrconnel

- His Majesty's Life Guard – 2 Squadrons (2 bases)
- Duke of Tyrconnel's Horse – 2 Squadrons
- Viscount Galmoy's Horse – 2 Squadrons
- Colonel Sutherlands Horse – 2 Squadrons
- Colonel Parker's Horse – 2 Squadrons
- Colonel Sarsfield's Horse – 2 Squadrons
- Sir Niall O'Neill's Dragoons – 4 Companies (4 bases)
- Lord Dongan's Dragoons – 4 Companies

English & Irish Foot Commanded by Lieutenant General Richard Hamilton

- Foot Guards
- Earl of Antrim's
- Lord Bellew's
- Henry Dillon's
- Maj. Gen. Boisseleau's
- John Hamilton's
- Lord Gormanston's
- Lord Slane's
- Earl of Tyrone's
- 1 light gun

French Foot Commanded by the Comte de Lauzun

- Famechon
- La Marche
- Zurlauben
- Forez
- Tournaisis
- 1 medium gun
- 1 light gun

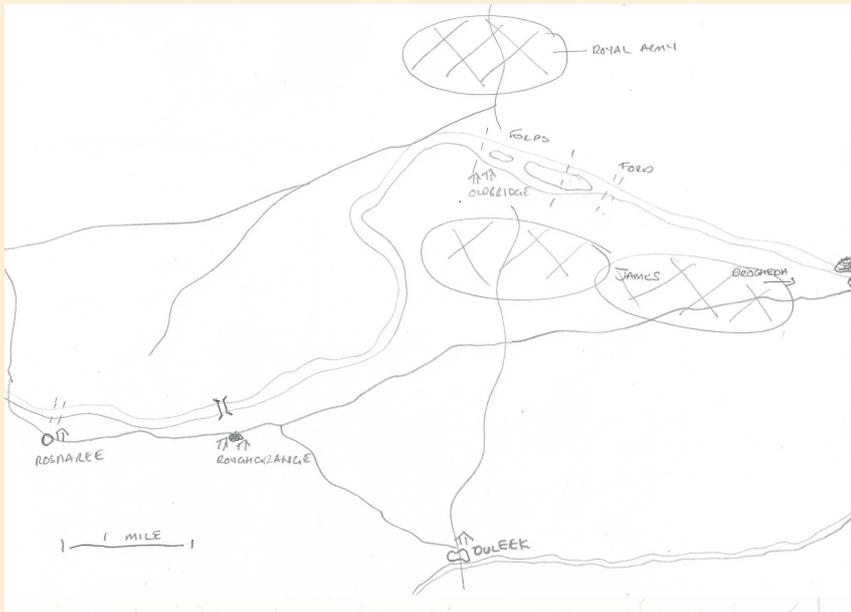


Note: Foot Regiments of 4-6 bases one or two of which could be pike armed. All shot have plug bayonets. Dragoons may dismount. Cavalry squadrons may be combined into larger regiments.

King William's Brief

Your Majesty,

I have prepared a report on the state of Your Army and the intelligence that we have gained in relation to our enemies. I beg to report that Your Army is closing on the Northern bank of the River Boyne and will be concentrated and in a position to assault the enemy before dawn on the morrow.



It would appear that the enemy intend to stand South of the Boyne. There is no reason to expect them to stand long when attacked – the Papist's have not stood their ground to-date! Mostly conscripted farm boys with a smattering of French to stiffen them, they are no match for the drilled professionals commanded by Your Majesty. As you say, let this thing be done quickly so that we can turn our attention to the more serious business of Flanders.

Our scouts have prepared a map of the ground which should assist Your Majesty's deliberations.

Your Obedient Servant
Lord Portland



Williamite Order of Battle

Commander in Chief King William III (Reserve)

Guard Ta Paard
Oxford's Blues

Brigades commanded by the Duke of Schomberg

Solmes-Braunfels Brigade
2 battalions Dutch Foot Guard
Meloniere's Brigade
Cambon's (Huguenot French)
Meloniere's Huguenot French
Caillemotte's (Huguenot French)
Hanmer's
St. John's
Kirke's Brigade
Kirke's
Cutts'
Babbington's
Brandenburg's
3 heavy guns

Brigades Commanded by the Duke of Wurtemberg-Neustadt

Ellenberg's Danish Brigade
Jylland Foot
Zealand Foot
Villier's Brigade
Lannier's Horse
Villier's Horse
Van Oyen's Horse
Ginkel's Horse
Enniskillin Dragoons

Brigades commanded by Count Schomberg

Douglas' Brigade
First Guards
Drogheda's Foot
Hasting's Foot
Heyford's Brigade
Royal Dragoons
Wynne's Irish Dragoons
1 medium gun



Note: *Foot Regiments of 4-6 bases one of which could be pike armed except for the Huguenots who are all shot. Shot have plug bayonets.
Dragoons in units of 4-6 bases. They may dismount. Horse in units of 2-3 bases each. They may be combined into larger regiments.*

Umpire Notes

Initially lay out a table 8' wide and 6' deep as per the diagram at King James' Brief. Then have the Jacobites deploy on that table facing the fordable area of the Boyne at Oldbridge. If this is done the day before the battle the Jacobite players will arrive on the day of the game to see that there is another 6 feet of table to their left covering the ground west to the Roughgrange crossing and beyond.

The Williamites will be aware that they will be playing on the wider table to give them the opportunity to replicate King William's historical action of sending a large proportion of his army to cross the Boyne at Roughgrange.

Alternatively the players could be asked to sketch out their initial deployment with the Jacobites being given a map representing an 8 x 6 table and the Williamites 14 x 6 as per the sketch maps in both briefings above.

If space is limited another option would be to allow the Williamites to conduct an off-table flank move.



