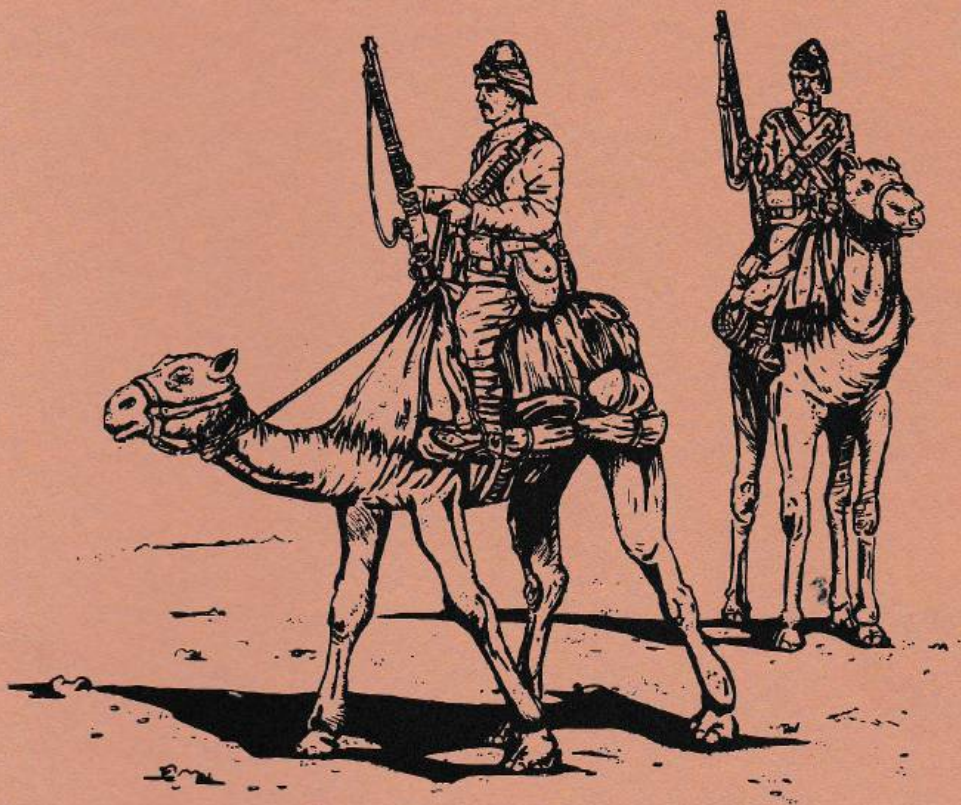


# ***SOLDIERS OF THE QUEEN***

**WARGAME RULES 1879 - 1900**



**by D. Elks and J.G. Stanyon**



# INTRODUCTION

These rules are the product of extensive research into the colonial battles of 1879-1900, and into the battles of the Great (Boer) trek. We have been playtesting for over a year and find that these rules fulfil our design parameters ie. realistic, fast and fun. We have tried to make them as simple and as easy to learn as possible, and yet retaining a high degree of realism, and so we hope that you will not be put off by the mass of rules that await you, most of them are only explanatory details.

We have introduced a new melee system so that each hand to hand combat requires only one calculation however long it lasts. We have given officers a little personality all of their own (it has been known for some players to name their officers). We have introduced a random element into movement which allows for even the best ground having irregularities in it. In addition to all this we recommend the use of certain event cards (examples are given later), and we hope to have our set published. Most of these cards are based on actual, unusual, and most unfortunate incidents.

Although designed for Colonial warfare players should find these rules entirely suitable for any late 19th. century battle and should feel free to try them in Europe and America, and supplement our Army Lists with their own.

We cannot close this introduction without special words of thanks to those members of the Derby Wargames Society who have foot slogged over Africa and India, who have tried using their troops like sensible Napoleonic Generals and watched them crumble before the Zulu Impies, shot to bits by wild Afghans, and hacked apart by hordes of screaming Fuzzy Wuzzies. Remember these are not Napolenic battles so think Colonial and remember if you play Brits, you either win or .....

Let Battle Commence.



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# 1 THE ARMIES

a Before starting a game players should choose two compatible armies, terrain and make a note of any special rules relating to their forces (from the army lists), as these compliment or override the main rules.

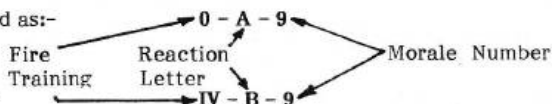
b Each figure has three different fighting characteristics:-

**Fire Training** This is expressed as a Roman Numeral, the value of which is deducted from the fire factor (players should also note that this reflects weapon quality).

**Reaction Letters** A = Excellent B = Average C = Poor

**Morale Number** 9 = Superb 3 = Extremely Poor.

Thus British Infantry would be classed as:-



Zulus with rifles would be shown as:-

c There are standard abbreviations for weapon types these are:-

BLRR (C) = Breach loading repeating rifle (or carbine)

BLR (C) = Breach loading rifle (or carbine)

MLSB = Muzzle loading smooth bore (Musket)

MLR = Muzzle loading rifle

M/G or M/Gun = Machine gun (Gatlings or Maxims etc.)

ML/Gun = Muzzle loading gun

BL/Gun = Breach loading gun or late muzzle loading gun.

QF = Quick firing applies to a BL/Gun.

(B) = Bayonet.



## 2 SCALES

a The game has been designed with 15mm figures in mind, but other scales may be used if distances are amended to suit.

b 1 inch is equal to 25 yards ie. 1mm = 1 yard.

1 Gun or wagon model = 2 actual pieces

1 Tribal figure or 2 European/Regular figures = 40 men.

The above figure scales are ignored unless refighting actual battles. An attempt should be made to make key terrain features suit the ground scale.

## 3 BASE SIZES

The following base sizes have been designed for use with 15mm figures and are suggestions only.

Figure	Frontage	Depth	Figure	Frontage	Depth
Skirmishers on foot	20mm	20mm	2 Horse/Ox gun team	25mm	40mm*
Regular Infantry	8mm	10mm	4 Horse/Ox gun team	25mm	60mm*
Other foot figures	10mm	15mm	6 Horse/Ox gun team	25mm	80mm*
Skirmishers on horses	25mm	20mm			
Mounted Regulars	12mm	20mm			
Other mounted figures	15mm	30mm			
Machine gun	25mm	25mm			
Field gun	25mm	40mm			
Pack animals	12mm	20mm			
Wagons	25mm	as reqd.			

\* Because of the ground scale selected, the use of limbers is optional.

## 4 GAME EQUIPMENT

- a A tape measure (imperial)
- b Dice;- D6, D10, 1 red and 1 green average dice.
- c Compatible armies
- d Appropriate terrain

Players may find a calculator useful, however, the chart (Table 6a) in the casualty rules should be found adequate: When calculating percentages on units over 30 figures strong divide the units strength by 2 or 3 to bring it down to 30 or less. Take the percentage casualties shown and divide by the same number used on the unit strength. Always round fractions down.

## 5 GAME SEQUENCE

- a Native players position the terrain.
- b The native player draws a sketch map of the terrain showing his initial deployment.
- c The British (Regular) player deploys his forces on the table and unconcealed natives are also positioned (see rule 5g).
- d Determine Officer modifiers (see rule 7 Table 1)
- e Play through the 'turn' sequence until a victor emerges or the game is declared a draw.
- f If the British deploy all or part of their force in terrain containing concealed natives, the natives must back away 6". They still remain concealed even if this movement puts them in the open (the natives are considered to be in a hidden ditch which is put on the table when the natives emerge, the British move up to it or spot it). An exception to this is natives (Boers, Afghans etc.) in trenches who must stay put and take their medicine like men (or mice).
- g Some armies may use scouts. At stage c) of the game sequence roll one average dice, the score being the number of scouts that may be used. Scouts get a free spotting dice before the game starts.

Note: Unless players feel it necessary game and turn orders are not required.

## 6 TURN SEQUENCE

Note: All firing, movement etc. is considered to take place simultaneously.

- a Draw event card (optional rule see rule 21)
- b Units entering the board at a point visible to enemy troops are placed on the board edge. If the unit is fired at then the range is measured from the firers to the board edge. The unit its self may fire or move normally but all distances are measured from the table edge.
- c Concealed units in line of sight of enemy units are placed on the board if they intend to charge.
- d Units wishing to charge declare their intention and nominate their target, responders state their actions.
- e Attempt to unjam machine guns.
- f Units being charged check to see at what range they fire. (see Table 1).
- g Conduct firing. Concealed units may fire. Check for pinning.
- h Units pinned last turn but not this become unpinned.
- i Check morale
- j Conduct movement
- k Units which fired at full effect may move ( $\frac{1}{2}$ " or 1" depending on the weapon fired)
- l Fight melees.
- m Make sighting attempts.

## 7 OFFICER MODIFIER

- Each officer, chief or amir has a modifier he may apply to the unit under his command.
- To find the officer modifier consult Table 1 below.
- The modifier may be used to effect firing, morale and reaction times.
- An officer may add or subtract his modifier.
- To apply the modifier an officer must be in base to base contact with the unit. If his unit is split into individual companies, guns or squadrons then he may only direct the part he is with.
- If an officer has no modifier he must always be in contact with part of his unit.
- Officers have no fire or melee capacity of their own and do not count as a figure for percentage casualty purposes.
- Generals have a modifier of 1 and may direct any unit, adding their modifier to that of the units commander. While they are thus directing a unit all other units may not claim the morale bonus for a general within 8". The unit being directed will not only claim the generals officer modifier but will also claim +1 for the general being within 8".
- Isolated officers ie. those more than 4" away from a friendly unit, may be fired on as though they were a fast moving open order target. They are killed automatically if contacted by enemy troops.

## 8 REACTION TIMES

- Units must test to see how long it takes them to react to various conditions that arise during the battle. This rule reflects how steady, or otherwise, troops are when faced with certain situations.
- To test reaction roll 1 x D10 and add the officer modifier. Consult Table 1 and look under the applicable reaction class: A, B, C and find the dice score, read along to the relevant column and note the length of time it takes for the unit to react to a given situation.
- Units must test reaction as follows:-
 

If being charged and making any response other than fire at attackers ( evaders may move at charge speed)	Col 1
If being charged and firing at attackers	Col 2
Any troops in an advance to contact situation	Col 3
Troops wishing to fire at an opponent advancing to contact with him	Col 3 & 2
Troops being charged by a unit that was hidden at the start of the turn	Col 3
Troops reforming from disorder	Col 4
Troops attempting to halt pursuit (roll at start of the movement phase)	Col 5
Troops changing formation	Col 4
- A unit must continue its current action until it has reacted, it may then respond to enemy manoeuvres.

TABLE 1 (see rules 7, 10, 15 and 18)

Officer Modifiers : Roll 1 x D10

Score	Modifier
1-5	0
6-8	1
9-10	2

### REACTION TIMES

Reaction Class			Column 1	Column 2	Column 3	Column 4	Column 5
A	B	C	React to Charge	Fire range if Charged	Respond to enemy	Reform $\frac{1}{4}$ move +	Attempt to halt pursuit
1-2	1-3	1-5	$\frac{1}{2}$ move	Long	1 move	1 move	Pursue
3-5	4-6	6-8	$\frac{1}{4}$ move	Medium	$\frac{1}{2}$ move	$\frac{3}{4}$ move	Halt
6-10	7-10	9-10	No delay	Short	$\frac{1}{4}$ move	$\frac{1}{2}$ move	Halt

Column 5 only:- Unit impetuous -1 to dice score.

## 9 TERRAIN EFFECTS

- a Cover is divided into soft and hard types, unless agreed by the players before the game begins only buildings, brick or stone walls and trenches constitute hard cover. Everything else is considered soft. Where two soft cover types occur together they should be treated as hard.
- b If a unit is only partially in cover morale and melee effects should be tested for each part of the unit, but the same dice roll must be used.
- c It takes half a move to enter or leave a building, but once inside there is no penalty for moving about other than the usual move dice (see rule 14b).
- d Units leaving a building are disordered.
- e Figures in buildings are considered to be in close order and count as defending an obstacle for melee purposes.
- f Whenever a figure in a building is killed and artillery contributed to the casualties then a  $\frac{1}{2}$ " wide breach is made in the wall.
- g A building will hold 1 figure per  $\frac{3}{4}$ "sq area and 1 figure may fire out per  $\frac{3}{4}$ " of frontage.
- h Figures manning fort ramparts may operate in close order ie. with normal frontage. They count hard cover, up hill and defending an obstacle.
- i To defend a linear obstacle a figure may be considered to have a frontage of up to  $\frac{3}{4}$ " and still operate in close order or a frontage of  $1\frac{1}{2}$ " and count open order for melee purposes. Regardless of the frontage he occupies in this rule he will still count as a close order target for fire purposes unless he can legitimately use open order. It is necessary for figures to be able to extend their frontage in this way as attackers may freely pass over or through obstacles at undefended points.
- j Entry into forts is through marked door or gates, but troops on foot may attack over walls using ladders which they are assumed to have.  
Entry into other buildings is not confined to marked openings.
- k Impetus may be claimed by troops attacking obstacles, buildings etc. provided the conditions of rule 10d and 10e are fulfilled.
- l Buildings may be set on fire by being shelled or through selected units attempting to fire them. Roll 1 x D10 and the score must be equal to or less than the buildings inflammability value for a fire to start. Straw huts - 8 Forts - 2 Others - 6

Once a fire has started it spreads 1"sq. each direction per turn. Each 1"sq. of fire may be put out by 2 figures rolling higher than the flammability value (dice once only per two figures). Engineers may modify their dice rolls by 3 when attempting to start or extinguish fires.

- m Trenches and ditches are considered hard cover for firing and morale purposes but do not constitute an obstacle in melee.
- n To claim cover from a linear obstacle ie. wall or hedge a unit must be nearer to it than troops who are firing at it.

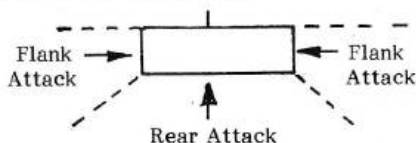
## 10 CHARGES

- a A player may only declare a charge on a target his unit can see. The distance between units may not be measured until all charges have been declared. Troops who have declared a charge and fail to contact are disordered. It should be noted that some troop types are allowed to move at charge speed each turn eg. Zulus, and such troop types are not disordered unless they have declared a charge which fails to make contact as the distance to the target is too great at this stage. This means that if a unit charges an opponent and fails to contact because it was held up on the movement dice then it is still considered to be in good order.





- b Charges must be declared at step d of the turn sequence. Players may find it helpful to write down units intending to charge and their targets.
- c The target of a charge may fire at the range shown on Table 1 (see example following) or make some other action after reacting. Generally the target of a charge may fire or move, but not both.  
Note: evaders may move at charge speed.
- d To claim impetus a charging unit must spend the last  $\frac{1}{4}$  of its charge move prior to contact, travelling in a straight line, and must cover a distance equal to  $\frac{1}{4}$  of its full charge move distance.
- e Impetus may be claimed by troops unable to fulfil the conditions of 10d above providing they spent the last  $\frac{1}{4}$  of last turn moving in a straight line and continue to do so this move and a charge has been declared.
- f Cavalry must have greater frontage than depth to claim impetus.
- g The impetus bonus is shown in Table 5 and is added to the melee factors.
- h Units involved in a charge must note their morale scores for use in the melee calculations.
- i Usually a charging unit halts at the point of contact with its target, however, in the case of a flank attack the charging unit continues into its opponents formation up to the limit of its charge move. (see rule 10m, 15b, 18f and 18h)
- j Units charged in flank or rear are disordered on contact.
- k To count charging a flank the target must be hit at 180°-225° to its front. To count charging the rear the target must be hit 225°-360° to its front.



- l In a flank attack a figure fights each opposing figure it contacts. Thus if a charge went through 10 ranks both sides would count 10 figures fighting even though the chargers only had 1 man in contact. (see rule 18f and 18h).
  - m If a melee results in Breakthrough, chargers may be continued into units behind the original target. The charging troops count disordered for having fought a melee (see rule 13f, 15b and 18f).
- Note: If a unit has charged and only part of it has contacted its target the rest of the unit may move onto the opposing unit the following turn, counting as charging and constituting a fresh melee. Similarly a new enemy unit may be engaged but the charging unit/subunit must not be split up except as a result of the melee. Should this happen the unit must reunite its self as soon as possible.

## 11 FIRING

- a Only the front rank may fire.
- b Prone troops may only fire if in open order/Skirmish order and armed with breach loading weapons.
- c Over head fire is only allowed if the intervening troops are prone or on lower ground than either the firers or their target and 3" away from both (see rule 11q)
- d It is permissible to fire into the engaged side of a melee inflicting 50% casualties on each side.
- e Close order troops and guns may engage targets at up to 45° to their front and skirmishers up to 180° to their front.
- f When firing guns multiply the crew as follows to give the number of figures firing:-

Firing shot or shell	crew x 2
Gatling gun	crew x 3
Muzzle loading gun at close range or being charged	crew x 3
Maxim gun	crew x 4

Note: BL/Guns may only fire shell, ML/Guns fire cannister at short range or when being charged, and round shot at medium and long ranges.



- g M/Guns, Spears, BL weapons and ML/Guns as close range or being charged, and snipers may fire each turn (snipers use the sniper column on Table 2). Other weapons fire every second turn.
- h To fire measure the range to the target and obtain the range factor: Short 7, medium 5 Long 2. Add the tactical factors and cross reference the total with the number of figures firing to obtain the number of casualties inflicted. Add all the casualties a unit suffers together (see Tables 2 and 6 and rule 11p).  
If a target is visible during the fire phase it may be fired at, as though visible for the whole move. Any unit being charged which elects to shoot at its attackers fires at the range obtained in 8c, not the actual range to the target. This reflects the degree to which a charged unit panics and fires high.
- i Check each machine gun that fired to see if it jams. Jammed machine guns may be repaired at stage f of the turn sequence. For jamming and unjamming dice scores see Table 2.
- j If a unit suffers casualties and any officers are with it then check to see if they are killed. Roll 1 x D10 per officer, a 1 is required to obtain a hit. The officer is killed in addition to other casualties the unit suffers.
- k If a unit suffers casualties then it must check to see if it becomes pinned. Calculate the percentage casualties the unit has lost during the move (this is the percentage lost from the unit strength at the beginning of the turn, not the beginning of the game). When calculating percentages round fractions down. Roll 1 x D10 and double the score. If the result is equal or less than the percentage lost then the unit is pinned.  
A pinned unit may not advance this turn or fire in the next. It may remain halted, lie down or fall back.  
It becomes unpinned after the fire phase but before morale is tested in the following turn unless it has been pinned again (see rule 19g).

- l After the movement phase units which fired at full effect may move  $\frac{1}{2}$ " or 1" depending on the weapon fired (see Table 2 or 4.).
- m Units may fire at half effect and move the distance shown on Table 2.
- n Figures on horses may use carbines but not rifles.
- o When firing shot (muzzle loading guns at medium or long range) check each rank of the target for casualties until all ranks have been checked or a figure has been killed.  
Note: shot will pass beyond figures in cover.
- p When dicing for casualties those inflicted by shot or snipers should always be rolled for separately.
- q Shell may be fired through a skirmish screen at close order troops behind.
- r Mounted troops do not require horse holders when they dismount.

#### s ROCKETS

Occasionally players may need to use rockets. Using the range for muzzle loading guns roll 1 x D10 scoring less than the range factor. This score may be modified by the units officer. If a 10 is rolled the rocket explodes on its launcher killing its crew and any officer with it, or within 1" of it, otherwise if it hits its target it explodes with a basic factor of 7, the target counts as being under shell fire. Rockets may not fire and move in the same turn, but may be manhandled 3" if they do not fire. Limbered they move at Horse gun speed. They may be fired each turn and have a crew of 2.

**TABLE 2**

Weapon	Range Factor			Fire at $\frac{1}{2}$ effect and move:-
	Short (7)	Medium (5)	Long (2)	
BLRs	0 - 4"	- 10"	- 24"	$\frac{1}{2}$ move, repeaters $\frac{3}{4}$ move
BLCs	0 - 4"	- 8"	- 18"	$\frac{1}{2}$ move, repeaters $\frac{3}{4}$ move
MLSB	0 - 2"	- 5"	- 12"	mounted $\frac{1}{2}$ move, rest 0
MLR	0 - 4"	- 8"	- 18"	mounted $\frac{1}{2}$ move, rest 0
Jezeil	0 - 4"	- 9"	- 22"	may not move
Sniper	0 - 5"	- 14"	- 28"	$\frac{1}{2}$ move
Spear	-	-	0 - 3"	full move
M/Gun	0 - 6"	- 14"	- 30"	1" only
BL/Gun	0 - 12"	- 30"	- 80"	1" only
ML/Gun	0 - 6"	- 20"	- 60"	1" only

**TABLE 2 Contd.**

**TACTICAL FACTORS**

Officer directing	+?
Target in 3+ close order ranks	+1
Target in hard cover *	-3
Target in soft cover*	-2
Target in open order**	-2
Target charging or moves over 5"	-1
MLRs or QF Guns firing	+1

Target prone	-2
Firer class I	-1
Firer class II	-2
Firer class IV	-4
Using repeating weapons	+1
Firer is mounted	-2

\* Mutually exclusive

\*\* Skirmishers and deployed gun crews.

**MACHINE GUN JAMS AND OFFICER CASUALTIES**

Weapon	D10 Score	Weapon	D10 Score
Gatling gun 1879-1885	8 - 10	Maxim gun	10
Gatling gun 1886 -	9 - 10	Kill Officer	1
Native operated M/Gun	8 - 10	Clear jam	1 - 3

**PINNING**

Roll 1 x D10, double the score. This score must be equal to or more than units percentage losses this turn.

Note:- Units firing at full effect may move ½" (1" if equipped with repeaters or QF guns) without penalty of any kind.

## 12 MARKSMEN

- a For firing purposes marksmen count as 3 figures.
- b Marksmen may fire every turn using sniper ranges (see Table 2 previous page).
- c Marksmen only test morale if their friends rout. If contacted by enemy troops they are automatically killed and do not impede the progress of their attackers.
- d Isolated marksmen ie. those not in base to base contact with a friendly unit, constitute an open order target. If with another unit that receives casualties then assess the percentage chance of him being killed and roll a percentage dice (2 x D10s). A resulting score of less than the percentage determined indicates the marksman is killed. If the marksman is killed it is in addition to other casualties and does not count to the strength of the unit for percentage casualty purposes.

**FIRING EXAMPLE**

25 figs and a +1 officer of the 24th. foot (0-A-9) are advancing up a small hill where movement rate is usually 4" but this was modified by the movement dice, they rolled 2 on the plus dice and 3 on the minus dice, and therefore they may only move 3" this turn. In fact what has happened is that they encountered a shallow ditch too small to be represented on the table, but which has slowed them down.

Unfortunately for them the Zulu UmCijo regiment (0-B-9), 50 figures strong, has been moving up the other side of the hill, and appears on the crest 6" away at the end of the move. The following turn, the Zulu commander, wishing to come to grips with the Welshmen as soon as possible, declares his intention to charge. There is nothing for it but to stand and fire. Orders are rapped out and 25 little Martini Henries come smartly up to 25 little shoulders. The reaction dice is rolled to see how steady the 24th. are.



A score of 2 is made, that's bad. Fortunately their officer has some experience, and so applies his +1 modifier which brings the score upto 3. Their reaction class is A which means that they can fire as though the Zulus were at medium range. Its a good job the officer knew his trade, if he had not and consequently had no modifier then the riflemen would have been very shaky and aimed high, inflicting casualties as though the Zulus were at long range. (If a unit is being charged it does not fire at its attackers at close range they actually are at but at the range at which the reaction dice tells them to fire, the chargers are not moved until they have tested for pinning and morale).

'Present! Fire! Fire at will!'. They fire as fast as they can, medium range gives a factor of 5, target charging is -1. +1 for the officer's modifier. The total fire factor is therefore 5. 25 figures are firing, (officers are always too busy controlling their men to fire themselves), they inflict 25 casualties which is 2 figures and 5 carried over. A D10 is rolled for this '5', a score of 4 is made and this results in one further Zulu figure being removed. Had a 6 or more been thrown then the '5' casualties would be ignored. The Zulu unit must now check to see if it is pinned, 3 figures out of 50 equals 6% (remember percentage casualties for pinning purposes are expressed as losses from the unit strength at the start of the turn not the start of the game). The British commander rolls his pinning dice and scores a 4.  $4 \times 2 = 8$  and as 8 is greater than 6 the Zulus are not pinned. (To pin them a score of 3 or less would have been required,  $3 \times 2 = 6$ , equal to the percentage casualties inflicted in the turn).

Unless the Zulu morale fails the men of the 24th. are in for a rough time.....

## 13 MORALE

- a Units test morale at step i of the turn sequence ie. after all firing, pinning and unpinning has taken place (exception being breakthroughs see rule 18h).
- b Any unit may voluntarily test morale. Compulsory tests are taken when any of the following conditions arise:-
- A unit loses one or more figures during the fire phase.
  - A unit wishes to charge, or is being charged.
  - A unit wishes to advance to contact, or has a unit advancing to contact with it.
  - A unit sees friends in rout within 8".
  - A unit sees the general killed within 8".
- c To test morale take the units morale number, add the score of 2 average dice ( 1 thrown as a plus and 1 thrown as a minus), add the tactical factors from Table 3. Read off the result on Table 3.
- A unit which goes impetuous adds +1 to its morale immediately. In a turn in which it ceases to be impetuous it does not deduct 1 from its morale score.
- d If a unit is charging, being charged, advancing to contact or has a unit advancing to contact with it, the morale score must be recorded for use in the melee calculation (see rule 18).

**TABLE 3**

### TACTICAL FACTORS

-2	Each friend routing within 8"
-2	Cavalry charging
-2	Skirmishers charged by close order unit
-2	Unit charged in flank or rear
-2	General killed within 8"*
-1	Under shell fire
-1	Under fire
-1	Unit pinned
-1	No friends within 8"
-1	Units officer killed*

+1	General within 8"
+1	Unit impetuous
+1	Uphill of nearest enemy
+1	Unit in soft cover
+2	Unit in hard cover
+4	Unit in square **
+?	Officers modifier.

\* Counts for 2 moves only

\*\* Square may only be used by dismounted, bayonet armed regulars in close order.



**TABLE 3 Contd.**

**MORALE RESULT**

1 or less	Rout	6 or 7	Follow orders
2 or 3	Retire, routers continue.	8 or more	Natives go impetuous.
4 or 5	Halt, routers rally.		

Note: A unit can avoid going impetuous by scoring a halt result on Table 1 on Column 5 (rolling in the movement phase).

e Morale results are as follows:-

**Impetuous** Attack nearest enemy, moving at charge speed. Impetuous units are not disordered for spending more than one move at charge speed. Impetuous foot need not charge close order cavalry, and may halt to receive a close order cavalry charge. Artillery crews never go impetuous.

**Halt** Unit may make any action provided that it does not move nearer to known enemy positions.

**Retire** Move away from enemy in a direction offering the most safety at normal speed, facing the enemy. The unit may not fire until its morale has improved unless it is charged, in which case it may fire at half effect.

**Rout** Unit becomes disordered and moves away from the enemy at charge speed (unmodified by movement dice, see rule 14b). The first turn of rout must be in a straight line directly away from the enemy, if there is nowhere to go they cower in the safest place they can find, counting as routers until they can be rallied.

Note: Once a unit has a rout result it inflicts a -2 on the morale of its self and any friends within 8" at the morale stage of the next move (see Table 3).

**Rally** Unit halts and may reform facing any direction, and in any formation desired.

f Morale results apply until changed by another morale test.

Note: Except for breakthroughs and flowing round a square (rule 18h) units only test once per turn.

g If a unit breaks through an opponent in melee, it may (if it has enough movement remaining) attack a new target. It must keep its original number score (counting disordered for the first melee). The new target must test morale at this stage (even if it also tested at step i) of the turn sequence. It counts as routing, the unit its attacker broke through. The unit may not exceed its total charge distance.

## 14 MOVEMENT

a Basic movement distances and penalties etc. are shown on the following table

**TABLE 4**

Troop Type	Normal	Charge
Regular horse/Horse artillery	8"	10"
Regular foot/Foot artillery	4"	6"
Tribal horse, mounted irregulars, mounted skirmishers.	9"	12"
Tribal foot, irregulars, Skirmishers	5"	7"
Oxen pulled equipment	3"	-
Unlimbered gun	2"	-
Unlimbered Screw Gun	4"	-

Note: Remember the movement dice.



## MOVEMENT PENALTIES

Obstacle or Action	Oxen	Skirmishers	Others
Linear Obstacle *	4 moves	1 move	1 move
On a steep hill **	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed
Broken ground*	$\frac{1}{2}$ speed	no penalty	$\frac{1}{2}$ speed
Jungle * and ***	may not move	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed
Formation Change	Roll on reaction table. Table 5 column 4.		
Face change	not applicable	$\frac{1}{4}$ move	$\frac{1}{2}$ move
Step back (foot only)	not applicable	no penalty	$\frac{1}{4}$ speed
Mount/Dismount	not applicable	$\frac{1}{2}$ move	$\frac{1}{2}$ move
Limber/Unlimber	$\frac{1}{2}$ move	not applicable	$\frac{1}{2}$ move
Lie down/Stand up	not applicable	no penalty	$\frac{1}{4}$ move
Climb in/out trench/ditch	2 moves	$\frac{1}{2}$ move	$\frac{1}{2}$ move

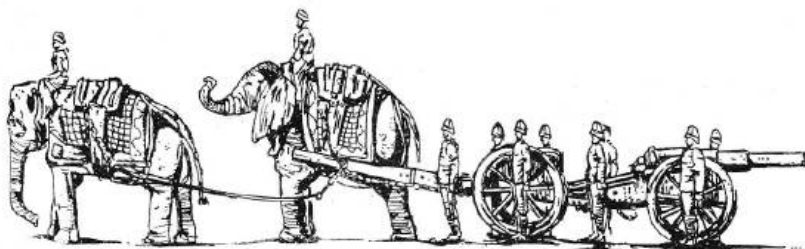
\* Disorder terrain: Not applicable to tribals or skirmishers on foot.

\*\* Horse  $\frac{1}{2}$  speed.

\*\*\* No horses

Broken ground includes woods and bogs etc.

- b Apply the penalties to the movement distances shown as appropriate and roll the plus and minus dice, if the result is a negative subtract this as a distance in inches, the remaining figure is the distance the unit may move during the turn. Bullock drawn items should be moved and rolled for individually.
- c Units on roads do not subtract a negative movement dice score (see 14b) but do add any positive results. To count as being on a road a unit must start its move on the road in a formation capable of marching down it eg. a line would not be considered a suitable formation for marching down a road, but a column would.
- d Artillery moves at either bullock/Ox, regular horse or regular foot speeds depending on its type. Artillery may move at charge speed in a turn in which it limbers or unlimbers. It may not move if over half the team is killed.
- e Units which fired at half effect may move the distance shown on Table 2.
- f Units which fired at full effect may move the distances shown on Tables 2 and 3.  
Note: This takes place after all other units have moved and is not subject to the plus and minus dice (see 14b and 14c). There is an exception to this, see rules 14h and 14i.
- g Chargers (rule 10) are subject to movement dice rolls, as are evaders. Note: Evaders may move at charge speed.
- h Units with a morale result of rout or retire move first in the movement phase. They move even if they fired at full effect.
- i Units moving as a result of melee do so in the following move, at the same time as units moving as a result of morale tests.
- j Movement may in some cases be affected by reaction times (see rule 8 and Table 5).
- k Interpenetration with other units is allowed but causes disorder unless one of the units is in open order (including officers and marksmen etc.) and neither unit is charging or routing.



## 15 DISRUPTION OF FORMATION

- a It should be noted that if a unit becomes disordered only its melee capability is affected.
- b The causes of disorder are as follows:-

**Regular Troops** Crossing a linear obstacle

(not in skirmish order) Moving in broken ground, woods or jungle.  
Moving on a steep hill

**Any Troops** Contacted in flank or rear, or while changing formation.

Moving foot contacted by charging horse.

Any unit involved in interpenetration (see rule 14k)

A unit declaring a charge which does not make contact (see rule 10)

At the end of a melee, or having been broken through.

Leaving a building.

A unit which routs or Evades.

- c Troops must remain stationary while reforming, they may fire if armed with breech loading weapons.
- d To reform from disorder see rule 8 and Table 5 column 4.

## 16 ENGINEERING

- a Any aspect of engineering may be undertaken using this rule although the only one needed generally will be the construction of trenches.
- b Engineering may only be undertaken by specialist units, or by armies with entrenching capability.
- c Any engineering attempts are made during the movement phase by troops who have not fired or moved.
- d Troops wishing to make an engineering attempt roll 1 x D10 and must score 10 or more to succeed. +1 may be added to the dice score for each continuous turn spent. Engineers automatically add +1 to their dice score.
- e Trenches may be constructed by any troops with entrenching capacity, other aspects of engineering requires specialist troops.

## 17 ADVANCE TO CONTACT

- a Units may advance to contact with enemy units they could not see at the beginning of the turn.
- b When a unit sights its target it must declare its intention to advance to contact. Both sides must react (see Table 5). Once the target has reacted it may take any steps necessary to counter the threat, including firing a second time. It may fire for the length of time available after checking the range it fires at, (see rule 8 Table 5). The charging unit must check for pinning if it suffers casualties. Both sides must check morale and retain the score for use in the melee.

**Note:** This is the only occasion when a unit may fire twice in a turn. Its second shot must be at the unit attacking it.

- c Units advancing to contact may claim charge impetus if they are able to move three quarters of their charge distance in a straight line at charge speed after sighting and reacting, otherwise they claim advancing to contact bonus only. (see rules 10e and 10f)



# 18 MELEE

- a When a melee occurs the factors relevant to it are assessed once only. The result shows the duration of the melee, casualty factors and the units reaction at the end of the melee.
- b Once a melee has started it may only be shortened by one of the units involved suffering adverse morale, or by another unit entering the fight, bringing it to an earlier finish.
- c Although a melee may last four turns all casualties are removed at the start and count percentage/officer losses immediately.
- d When assessing the number of figures participating in a melee count only the number of figures that the smallest unit has in contact with its opponent, the smallest unit is always considered to be outnumbered. Except for rule 18f only the front rank of a unit may participate in a melee.
- e Units charged or contacted in flank or rear, while changing formation, or moving foot contact by charging horse are disordered.
- f In a flank attack or breakthrough situation, a figure fights each opposing figure it contacts. Thus if a charge goes through 10 ranks of a single file target both sides would count 10 figures fighting, even though the chargers only had 1 figure in contact.  
All units in a melee which results in breakthrough are disordered (for having fought a melee) but may continue their charge into any units behind their original target providing they do not exceed their charge distance for that move.

**TABLE 5 MELEE rule 18**

To the morale score from Table 3 add the following weapon and tactical factors:-

WEAPON FACTOR		
Weapon	Foot	Horse
Bayonet *	7	9
Sword or spear	7	9
Ashanti sword	5	-
Lance**	-	10
Other weapons	3	4

\* Bayonets may not be used by mounted troops

\*\* To use a lance, cavalry must count as charging.

TACTICAL FACTOR	
Defending an obstacle	+6
Opponent disordered	+4
Mounted against formed bayonet/spear armed foot	-2
Outnumbered or against tribals	-2
Opponent in open order	+4
Mounted with impetus	+4
Foot with impetus	+2
Advancing to contact	+1
Foot attacking a square	+2

Highest score wins the melee, take difference and consult the following table:-

Difference	Mounted v Mounted			Mounted v Others			Others v Mounted			Others v Others		
	Dur	Win	Lose	Dur	Win	Lose	Dur	Win	Lose	Dur	Win	Lose
0 - 1	1	F2	F2	1	C4	C4	1	A4	A4	4	A4	A4
2 - 3	1	F4	F2	1	C4	C2	1	B4	C3	3	B4	C3
4 - 5	1	G6	E1	1	G6	E1	1	B6	E2	2	D6	E2
6 - 7	1	G8	E-1	1	G8	E-1	1	D8	E-1	1	G8	E-1

Dur = Duration of melee

A = Attacker rallies back, defender holds.

B = Hold position, if attacking a square rally back.

C = Rally back, mounted troops flow round a square, square holds.

Impetuous mounted troops breakthrough all formations except a square.

D = Attacker pursues, defender holds.

E = Rout

F = Breakthrough.

G = Breakthrough and pursue.

Number = The casualty factor to be used on table 6. (Note final number of casualties are DOUBLED)

Note: A unit may avoid pursuit by getting a halt result on the reaction table (Table 1 column 5).

- g To calculate a melee add to the morale score obtained in 13c, weapon and tactical factors from the above table. The highest score wins the melee. Take the difference in the scores and read off the results table. Players should note the different unit types involved in the melee and use the relevant column.



- h Melee results are applied in the move phase of the turn following the end of the melee, and are :-
- Hold** Hold the position.
  - Rally back** Fall back at least half a move, end facing enemy.
  - Rout** Unit is disordered and moves directly away from its attackers at charge speed without rolling movement dice. If there is nowhere for a routing unit to go it cowers in the safest place it can find and counts as routing. After the first move of rout a unit may change direction to avoid friends, obstacles etc.
  - Pursue** Unit moves at charge speed (applying movement dice) after its routed opponent. It pursues until halted by rolling successfully on the reaction table (see rule 8c, Table 1 column 5), its morale fails, its opponent is over half a moves distance away. A pursuing unit may declare charges on any units in its path.
  - Breakthrough** A unit passes through its opponent fighting a melee on the way. It must continue to move at least half its remaining charge distance. It may continue its charge into units behind the original target, keeping its original morale score. The new target tests morale after the breakthrough has occurred counting its broken through friend as routing. The unit breaking through is disordered for having fought a melee.
  - Flow Round** Cavalry end their move at least half their full charge move distance past the square (even if this means that the cavalry exceed their normal charge distance). They fight a melee with one face of the square on the way past, and may declare a charge on a fresh enemy if their movement permits (see breakthroughs).
- OPTIONAL** A random element may be introduced into the duration of a melee. At the end of each turn a melee lasts role 1 x D6 dice, if the score is greater than the melee duration number then the melee ends that turn. If the score is less or equal then the melee continues and the dice is rolled again next move, one being added to the score. For each turn a melee lasts the dice is rolled and 1 added until the fight ends.

#### MORALE AND MELEE EXAMPLE

Following on from the firing example, both the Zulus and the British have to test their morale. The Zulus have a morale class of 9 and throw their plus and minus average dice scoring +1, to which is added the following tactical factors:- Under fire -1, No friends within 8" -1, 5% casualties -1, uphill of enemy +1, this giving a total score of 8. This gives a morale result of impetuous, which means that they can immediately add 1 to their score, bring them up to 9.

The 24th. test their morale at the same time their morale class being also 9 and they score a +2 with their average dice. They now apply the following tactical factors:- No friends within 8" -1, Officer modifier +1, giving a total score of 11, ie. OK.

The Zulus swoop down the hill, now its Bayonet v Spear, as the melee develops. For the Zulus the score are as follows:- Morale score 9, using spear +7, foot with impetus +2, giving a total of 18. The British score; Morale 11, Bayonet +7, outnumbered or fighting tribals (either applies here) -2, giving a total of 16. The difference in the scores is 2 in the Zulus favour, which makes them the winner. This melee result means that the fight lasts 3 moves the Zulus inflict casualties on a factor of 4, and the British on a factor of 3 (both sides count 25 figures fighting as this is the maximum number that the smallest side has engaged, overlaps are not counted). The men of the 24th. lose 38 men and the Zulus lose 28 (casualties are doubled in melee remember). The Zulus roll the dice to see if they kill the British Officer but roll a 6 and so fail. The fight ends after 3 melee rounds (including the one in which its result was calculated and figures removed, a calculation that is only made once) the Welshmen are forced to Rally Back, and the Zulus hold the position.

# 19 CASUALTIES

- a To calculate the casualties a unit inflicts on its target cross reference the casualty factor with the number of figures firing or fighting in a melee. Divide the result by 10, and whole numbers equal figures removed and any fractions must be rolled for using a D10 dice. The score of this dice must be equal to or less than the fraction for a further figure to be removed. Thus if a unit inflicts 23 casualties on its target, 23 divided by 10 = 2.3 which is equal to 2 figures and a score of 3 or less on the D10 will remove a third figure (see table 6)
- b Remember to double the casualties inflicted in a melee.
- c Guns firing ball (ie. muzzle loaders at medium or long range) and snipers should assess the casualties they inflict separately.
- d If a unit loses a figure check to see if any officers with it are also killed (see rule 11j).
- e When casualties are inflicted on limbered artillery the person causing them may distribute them as he desires. If a horse is killed it does not count towards percentage casualties but must be cut free ( $\frac{1}{4}$  move) before the team may move.
- f When removing casualties, figures should be taken from the part of the unit involved in melee or closest to the firers.
- g When calculating percentage casualties for pinning or morale purposes, sub-units (companies etc.) 2" or more away from other elements of the same unit calculate separately. If they rout they count as a routing unit and not as casualties inflicted on the rest of the unit.



TABLE 6 CASUALTIES rule 19 (see also rules 11 and 18)

Casualty Factor	Number of figures firing or in melee																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-3	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2
-2	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2
-1	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	3	3
0	0	0	0	0	0	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3
1	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
2	0	1	1	2	2	2	3	3	3	4	4	5	5	6	6	6	7	7	8	8
3	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
4	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
7	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
8	2	3	5	6	8	10	11	12	14	16	18	19	21	22	24	26	27	29	30	32
9	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
10	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

Notes

- Double melee casualties
- Guns firing shot or shell, crew x 2
- Galting gun firing, crew x 3
- Muzzle loading gun firing at close range, crew x 3
- Muzzle loading gun being charged, crew x 3
- Maxim gun firing, crew x 4

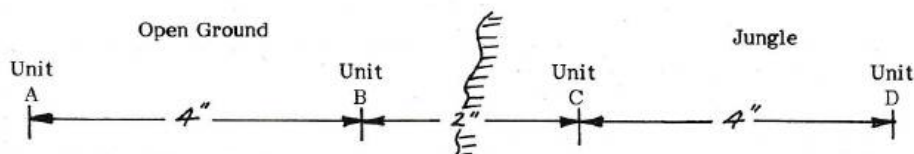
PERCENTAGE LOSS TABLE

Original unit Strength	Number of Casualties (in figures)																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	100																			
2	50	100																		
3	33	66	100																	
4	25	50	75	100																
5	20	40	60	80	100															
6	16	33	50	66	83	100														
7	14	28	42	57	71	85	100													
8	12	25	37	50	62	75	87	100												
9	11	22	33	44	55	66	77	88	100											
10	10	20	30	40	50	60	70	80	90	100										
11	9	18	27	36	45	54	63	72	81	90	100									
12	8	16	25	33	41	50	58	66	75	83	91	100								
13	7	15	23	30	38	46	53	61	69	76	84	92	100							
14	7	14	21	28	35	42	50	57	64	71	78	85	92	100						
15	6	13	20	26	33	40	46	53	60	66	73	80	86	93	100					
16	6	12	18	25	31	37	43	50	56	62	68	75	81	87	93	100				
17	5	11	17	23	29	35	41	47	52	58	64	70	76	82	88	94	100			
18	5	11	16	22	27	33	38	44	50	55	61	66	72	77	83	88	94	100		
19	5	10	15	21	26	31	36	42	47	52	57	63	68	73	78	84	89	94	100	
20	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100
21	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95
22	4	9	13	18	22	27	31	36	40	45	50	54	59	63	68	72	77	81	86	90
23	4	8	13	17	21	26	30	34	39	43	47	52	56	60	65	69	73	78	82	86
24	4	8	12	16	20	25	29	33	37	41	45	50	54	58	62	66	70	75	79	83
25	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80
26	3	7	11	15	19	23	26	30	34	38	42	46	50	53	57	61	65	69	73	76
27	3	7	11	14	18	22	25	29	33	37	40	44	48	51	55	59	62	66	70	74
28	3	7	10	14	17	21	25	28	32	35	39	42	46	50	53	57	60	64	67	71
29	3	6	10	13	17	20	24	27	31	34	37	41	44	48	51	55	58	62	65	68
30	3	6	10	13	16	20	23	26	30	33	36	40	43	46	50	53	56	60	63	66

## 20 VISIBILITY

- At the start of the game units may be hidden in buildings, woods, jungle, broken ground, scrub, ditches and trenches etc.
- Concealed units are not placed on the table but their position is noted on a sketch map of the board.
- Concealed units may not be engaged in any way until they are sighted. To spot units in an area of terrain then that area of terrain is designated as the spotting zone. Measure the distance from the spotters position to the nearest point of the spotting zone and consult table 7 cross referencing the distance with the terrain type. The player whose units are being spotted makes adjustments to the distance as shown and secretly rolls a D10. If the score is equal to or less than the spotting number he must place any troops previously hidden on the board, otherwise he merely states that nothing can be seen. Only one sighting attempt may be made per zone, per turn, and officers may not modify the dice roll.
- Once spotted figures may only hide in terrain not currently visible to the enemy. To do so they must spend a full move concealing themselves.
- The distance a figure can see into, along or the height from which he can see over a given terrain type is shown on Table 7.
- If a unit has a charge declared on it by previously hidden troops, or the first time it is fired on by a concealed unit, it must react (Table 1 column 3) before making any response.

- g At the beginning of the game some armies may deploy scouts (see rule 5). Scouts may be killed in the same manner as officers (see rule 7g and 7i), and are allowed a free spotting roll before the game starts. Scouts must be taken from troops available to the army, but may operate as individual figures if desired.
- h Whenever a unit is spotting from it may not see further into a given terrain type than the distance given in Table 7 eg.



As units A and B are in the open they can freely see each other. Unit A is 6" away from unit C and may therefore spot on a D10 score of 1. Unit B is 2" from unit C which means unit C is automatically spotted by Unit B. Unit D is hidden from all the other units as the maximum visibility distance in jungle is 3".

**TABLE 7 CONCEALMENT AND SIGHTING Rule 20**

Terrain Type	Distance in inches									
	0-2"	-4"	-6"	-9"	-12"	-18"	-24"	-36"	-48"	-96"
Scrub/Broken ground	A	A	A	8	7	5	2			
Woods	A	8	5	3	1					
Jungle/Buildings	A	4	1							
Ditches/Trenches	A	6	3	1						
Hedges/Walls	A	A	8	5	2	1				
Off table*	A	A	A	9	9	7	5	3	2	1

\* Distance measured to the table edge.

A = Automatically spotted.

**Column Shifts on above Table**

<b>Unit in spotting Zone</b>	Wagons, guns or mounted troops	Shift 1 column left
	Moves or fires	Shift 3 columns left
	In skirmish order	Shift 1 column right
	wearing conspicuous clothing	Shift 1 column left
	Using smokeless powder	Shift 1 column right
<b>Spotting Unit</b>	Moves or fires	Shift 1 column right
	Using smokeless powder	Shift 1 column left



**Distances figures may see into terrain.**

Terrain Type	Woods	Jungle	Buildings	Scrub	Broken Ground	Along Trenches	Along ditches etc.
Distance	6"	3"	3"	9"	15"	3"	6"

**Height Effect**

When looking into woods, jungle or scrub from higher ground, the line of sight extends 1" into the terrain type. Figures may see out of scrub normally.

Jungle may be seen over from a hill three contours higher, other terrain may be seen over from a hill one contour higher.

## 21 Event Cards (optional)

Although the use of these event cards is optional we would highly recommend players use them in their games. We have included with these rules some of the cards that we use but we suggest that you invent additional ones to suit your own games. An event should turn up approximately every 4 to 6 turns, and is applied as soon as appropriate during the turn. Only event cards applicable to the region/period are counted, others are treated as blank. A few additional suggestions are:-

- Colonel Burnaby Gets His Chips:** Any one unit in melee with Dervishes loses its officer. If there is a choice the officer with the highest modifier dies. (Colonel Burnaby was killed by Hadendowah at Abu Klea).
- WD 40:** All jammed machine guns are unjammed after soaking in WD40!
- Camels Stampede:** British camels stampede directly away from the nearest Dervish unit. Troops in the way are disordered and suffer casualties as for melee, cross referencing their own numbers with a casualty factor of 1. The camels move at native cavalry charge speed. (The camels stampeded during the battle of Tofrek).
- Native Shields Turn Bullets:** All firing at one specified native unit incurs a penalty of -1 as the shields turn the infidel bullets. (just like Allah promised).
- Crawl, Walk, Run:** One pinned Zulu unit may crawl towards the enemy at 2" per move until in contact (they must stand to charge). If no Zulu unit is currently pinned this card applies to the next pinned Zulu unit. (based on an incident at Isandlwana)
- Cetshwayo's Champion:** Champion of the Zulu nation, upset by his countries present progress runs to fight at the front of his Impi. He counts as 5 figures in melee, uses a spear, and is class O-A-10. He is also a +2 officer.

These are a few of the events that can turn up in our pack of cards. They include Heroes of fact and fiction (Sgt Bourne is quite a favourite, and even Biggles has appeared). Many of the events are based on actual occurrences, and others are just for fun. The possibilities are endless and we hope you have as much fun making your own set as we had making ours.

## 22 House Rules

We are aware that no matter how much research and play testing go into a set of rules (and a very considerable amount has gone into this set) there are occasions when players will find themselves in a situation not covered by the rules, or one where our rules do not give a realistic result. Rather than spend valuable game time arguing about rule interpretations etc. we strongly recommend that you put your knowledge of the period to work and create a feasible House Rule to cover the difficulty.



# Additional Rules

## BOATS

**Firing:** Troops may fire from boats as per firing from a building. Artillery may only fire from specially reinforced points.

**Movement:** Steamers 8", Junks 6", Rowing boats 4", Swimmers 2" (wind direction is ignored)

Boats may only speed up or slow down by 2" per move. (However the anchor may be dropped in an emergency which will stop the boat in one move but no troops may fire from the vessel next turn as they will be shaken). It takes one move to weigh the anchor.

To see if there is a current throw the plus and minus average dice, a score of 0 means there is no current, a positive or negative result is the strength of the current. The current strength is the number of inches the boat/swimmer drifts down stream (direction of the current being decided at the beginning of the game). Move the boat/swimmer the appropriate distance down stream before performing his normal movement.

**Grounding:** Boats which hit land or sandbanks by accident may run aground. To check for this roll a D10 and a score of 1 means the boat is aground. Boats may be refloated again if a 10 is rolled on a D10 throw at the end of every movement phase after going aground.

**Damage:** Boats are damaged in the same way as buildings they can take half of their perimeter in damage before sinking. They count as hard cover (swimmers are always disordered and count as a normal target). Perimeter is the total edge of the model.

When a boat sinks only half of the troops it contains will escape and they must swim ashore or to another boat. They will fight at half effect for the rest of the game.

**Embarking:** Embarking or disembarking for foot, is as per entering/leaving a building. Others must roll a D10 per unit needing a 10 to be successful. 1 is added to this dice score each move the attempt is made.

## BALLOONS

Balloons have a crew of two and start the game on the ground. To become airborne or land requires a roll of 1 to 3 on a D10. One free attempt is allowed at the start of the game all other attempts are made once per turn at the start of the movement phase.

Balloons will drift if they are not anchored, and will do so as per a boat in a current.

To shoot a balloon down requires that it takes 50 casualties in men (not figures). Also roll a D10 every time the balloon is under fire. A result of 1 indicates that one of the crew is killed, a 2 and the balloon explodes.

Airborne balloons always count as a target at long range provided weapons firing at them are in range measured on the table. Balloons on the ground count as a normal target in more than three ranks.

Observers in balloon spot all troops behind hills, in trenches (if in the open) and troops off table.

Observers get one sighting attempt each per move counting as being 12" away regardless of the actual distance involved.

Observers may direct indirect artillery fire if the balloon is not more than 4" away from the guns.

## TRAINS

These run on tracks marked at the beginning of the game at a maximum speed of 24" per move.

Trains may accelerate/decelerate by 8" per move. (They may perform an emergency stop and stop totally in one move but the passengers may do nothing next move. The train will also derail if a 1 is rolled on a D10. Derailing causes 25% casualties to passengers).

Rules for boarding/alighting are as for embarking/disembarking from boats above.

Trains can be shot at in the same way as causing breaches in buildings. They count as hard cover.

Trains are counted as 12" long; carry 25 infantry and 2 guns or 30 infantry or 15 cavalry. Unless otherwise stated at the beginning of the game.

Trains will take 9" of damage before ceasing to function. They always count as hard cover until destroyed (after taking 12" of damage).

## INDIRECT ARTILLERY FIRE

This type of fire can only be performed by BL heavy guns (Note, the heavy gun may increase medium range by 3" and long range by 6"). Indirect fire can be used against a target which can only be seen by

the battery's observer who is within 4" or by the guns themselves, NB observer fire lands in the fire phase after it is called down. The point the observer wishes the fire to land is marked on a sketch map in the move he requests the fire.

The point of aim is indicated and the plus and minus average dice are thrown. A negative score means the shells miss and have no effect, a positive score means the shells land on target and all figures in the blast area (see below) are targets. A zero score means the shot was a near miss and only half of the figures in the blast area are targets (round up fractions)

Target figures are treated as being fired at by the number of figures in the Table A with a fire factor of 5. This is modified by the normal tactical factors in the firing rules, (ie they count movement deductions etc. and the number of firers doubled in the usual way).

**TABLE A**

Number of Gun Models	Diameter of Blast Area(Burst circle)	Number of figs firing
1	2"	3
2	3"	5
3	3½"	7
4 or more	4"	7

Notes: The area is a circle.

Breaches in cover are caused in the normal way, ie. every time a figure is killed.

## POINTS VALUES

Whilst it is against what we have set out to do, in the following lists; we realise we will be criticised in some quarters for not having a points system. So, for those of you diehards who like spending hours pouring over lists, calculator in hand, working out the best fix army! Here it is. A points system; one more complex than Newbury Renaissance rules, as uneven as the WRG lists, as unfinished as Tercio, all this AND as time consuming as Challenger. ENJOY IT !!

For attack/defence games defenders points should be equal to the attackers points x 0.7.

**POINTS VALUE EXAMPLE :-** A Rifle armed British infantryman B BLR 0-A-9 unit of 25 figures strong in a building 3" x 3".

Points total per fig.		Points total per fig.	
First take the morale value	9	THEN what fire arms do troops have	5
THEN Look at reaction class; For C = -2 B = +0 A = +1	1	Any fig with BLR, BLC, MLSB = +5 Repeaters eg. BLRR, BLRC = +1 MLR = +6 QF = +1 MG = +90 4 crew artillery = +100 3 crew artillery = +80 Rocket = +30 Heavy Artillery = +140 Pom Pom = +100 Bow/Spears etc. = 0	
THEN add on the following: If cavalry +4 If mounted +1 If skirmish Order +1 If Native Troops +2 If Irregular Troops +1 If other melee weapons/none -1	0		
THEN What terrain are the troops in? Soft cover per 1" = +2 Hard cover per 1" = +4 NB for whole building 12 x 4 pts.	4	THEN BL weapons = points stay the same ML weapon/no fire weapon = Halved.	x1
THEN What fire class are the troops* 0 = +0 i = -1 ii = -2 iii = -3 iv = -4	0	<b>TOTAL PER FIGURE = 19 TOTAL FOR UNIT = 475.</b>	

\*ignore if troops are only armed with spears/bows.

# ARMY LISTS

Army lists have long been an established part of wargaming. Invariably players make their own choice of troops from a limited number of types at so many points each. We have never been totally satisfied with this system and so have adopted a different approach.

For each conflict we have produced two or more lists, one of each antagonist. Each list shows the official opponent, and any special rules that may apply, and ten army options. One player chooses an army from the ten options. This could be done by rolling a D10. Both players use armies with the same number, unless armies are specifically noted as being interchangeable.

(Though interesting situations might arise if anyone fancies their chances fighting with different options particularly where the smaller army is in the hands of the club champ).

eg. Zulu war Zulu army 8 must always fight Zulu war British Army 8.



To ensure that each army is as representative as possible we have based the majority of British forces on historical orders of battle. Some armies are reproduced on a one to one basis others have been scaled down. Their opponents have been designed to give a balanced game. There are also some fictional lists to give greater variation.

In each list option, A is an average list which should give a balanced game against any other option A. Each list also contains notes which supplement or even over ride the main rules.

## NOTES ON TROOP TYPES

There are three main troop types. The troop type is specified in each list by the letter in brackets shown below:-

1. (R) = Regulars eg. British infantry
2. (I) = Irregulars eg. Boers
3. (N) = Natives eg. Mahdists

Weapon types and abbreviations are at the front of the rules.

## GENERAL

All armies have one general figure in addition to the number of officers given in the lists.

## REGULAR UNITS

These units must be organised into battalions, regiments etc. They are under the command of an officer. Unit sizes are as follows:-

Foot	units of 20 to 40 figures (the minimum sub unit being 5 figures)
Mounted	units of 10 to 25 figures (the minimum sub unit being 5 figures)
Artillery/Others	units of 2 to 4 pieces (the minimum sub unit being 1 piece)

Sub units may operate independently. When over 2" away from the main body they count as a separate unit.

Units which are not large enough to fit into the above scheme can not have officers unless they are:-

1. Naval Brigade, in which case the officer may also command the artillery.
2. The troops are in a building or fort.

Note; Sub units do not count as 'friends within 8"' for morale purposes unless of a different unit to the testers.

## NOTES ON HIGHLANDERS AND NATIVE OFFICERS

1. Highlanders may ignore all penalties for moving on steep hills. Each Highland unit has 2 pipers



(who may be killed in the same way as officers). For each piper deduct 5% casualties when checking morale and pinning. Highland units with an initial strength of 10 figures or less have only one piper.

2. Officers of native regulars. For purposes of this rule a regular native unit is any non British non artillery unit appearing in any British army.

Such units may be given an extra 'Native officer' in addition to the British officer allowed in the lists. The native officer may not be given a modifier, or be used in any way until the British officer has been killed. When assessing the native officers modifier deduct one from the D10 die roll (see rule 7 Table 1).

The native officer may not assume command until the turn after the loss of the British officer, although he himself may be killed at any time but unless he has assumed command his loss will not force a morale test.

### IRREGULARS/NATIVES

These can not have sub units and must remain in base to base contact at all times. They may or may not have an officer attached (see appropriate lists). Unit sizes unless otherwise stated are 10 to 50 infantry figures 1 to 4 gun models.

## TERRAIN

Unless otherwise stated the native player sets up the terrain. The lists below show a number of set terrain pieces and a number of additional ones which are decided upon by throwing a D6 dice. The number of terrain pieces is for a 6ft. x 4ft. table these numbers should be halved for a 2ft. x 3ft. table. All pieces are approximately 6" x 12" preferably an irregular shape!! Note: One terrain type may be placed on top of another and their effects added together.

**South Africa** (ie. terrain for Boer/Zulu battles)

**Set Terrain;** 6 low hills and 3 areas of scrub or broken ground.

**Diced;** 1 = no additional terrain. 2 = 1 low hill. 3 = 2 low hills. 4 = 2 low hills and 1 area of scrub. 5 = 3 low hills, 2 areas of scrub, 1 steep hill, 1 dried up water course 2ft. long by 3" wide and counts as a trench. 6 = 2 dried up water courses (as in 5 above), 3 low hills and 3 areas of scrub.

**Egypt and Sudan** (ie. Mahdist/Egyptian/Nigerians)

**Set Terrain;** 4 Low hills and 3 areas of scrub/broken ground.

**Diced;** 1 = no additional terrain. 2 = 1 area of scrub. 3 = 1 area of scrub and 1 low hill. 4 = 2 areas of scrub, 2 low hills and 1 dried up water course (as above). 5 = 3 low hills, 3 areas of scrub and 1 dried up water course (as above). 6 = 2 low hills, 2 areas of scrub and 2 dried up water courses (as above).

**Northwest Frontier** (ie Afghans)

**Set Terrain;** 5 steep hills, 2 low hills and 2 areas of broken ground.

**Diced;** 1 = no additional terrain. 2 = 1 steep hill. 3 = 2 steep hills, 1 area of broken ground, 1 low hill and 1 wood. 4 = 3 low hills, 2 areas of broken ground. 5 = 2 steep hills, 2 areas of broken ground and 1 river (as watercourses above). 6 = 3 steep hills, 2 areas of broken ground, 1 village and 2 woods.

**Gold Coast** (ie. Ashanti)

Note; halve the areas of these terrain pieces as a smaller table is used, but keep the number the same

**Set Terrain;** The entire table is treated as jungle bar one road down the middle.

**Diced;** 1 = 2 clearings. 2 = 2 clearings and 1 marsh. 3 = 3 clearings and 1 marsh. 4 = 3 clearings, 2 marshes and 1 village in a clearing. 5 = 2 clearings, 1 village in a clearing, 2 marshes and 1 low hill. 6 = 2 clearings, 1 village in a clearing, 1 low hill, 1 steep hill, 1 marsh and 1 river across the table with a bridge. The river is fordable and counts as a linear obstacle.

**China** (Boxers)

**Set Terrain;** 3 x Rice paddies (broken ground) and 3 low hills.

**Diced;** 1 = no additional terrain. 2 = 1 rice paddy and 1 low hill. 3 = 1 low hill, 1 steep hill,

and 1 wood. 4 = 2 rice paddies, 1 low hill and 1 village. 5 = 1 wood, 1 low hill, and 1 steep hill. 6 = 2 rice paddies, 2 low hills, 1 village and 1 river as previous.

## Set Up Notes

For each option there is usually a set up note which explains which side sets up terrain etc. However, if there is no set up note then the natives set up the terrain and draw a set up map of their initial dispositions. The British who are defending then set down their troops on the table, any native troops which are in line of sight are also placed in position. Any other troops are revealed as they are spotted. The winning side should be obvious otherwise it is a draw!!

## Competitions

There are three ways of using these lists for competitions; (ignore this page if you are not a competition player!!).

1. Each competitor chooses a list (eg. Zulu War) and a particular option (ie Option 3) and supplies both the British and the Native forces. His opponent chooses a list (eg. Ashanti War 1873-1874 option4) To decide which option is played both competitors roll a dice, the player with the highest score chooses which of the player's armies is used. The other player then chooses which side he wishes to play. The players then follow the set up options in the lists.

**Example;** A informs the competition organisers he will enter with Zulu War List Option 3. (He brings both the British figures and the Zulu figures for this option).

Player B informs the competition organisers he will enter with Ashanti War 1873-1874 List Option 4. ( again bringing both forces).

On the day player A wins the dice throw and opts to use the Ashanti War list Option 4. Player B then chooses to use Ashantis and sets up the terrain. The game is then played according to the note in the list.

A draw scores 2 points and a win scores 3 with a defeat scoring 1. It is suggested a round robin system is played rather than a knock out. (The points values given later can be used but most games should give a decisive result after 2½ hours of play so these should not be essential).

2. A standard type competition using a points values of 1500 points per army. The maximum number of figures of any troop type being the highest number in any Option. Troops may use optional rules (ie. flank marches are allowed where specified but may not come on from the opponents base line). There are no compulsory troops, Generals and Officers are free and the number of officers is the same as in the A option.

Players must set up 6" in from opposing 6ft. edges of a 6ft. x 4ft. table.

It is suggested that objectives be used which must be captured at all costs, ie. The winner is the player capturing the most objectives. However, some competition organisers may prefer to use the traditional scoring system where both number of objectives captured and the values of the troops lost are added up.

Terrain is decided by the competition organisers.

3. Each competitor chooses one of the A Options, eg. Zulu British Option A. Each player rolls a dice and the one with the higher score sets up the terrain. He also specifies 5 objectives which must be held. The other player then chooses which side he wishes to play on. Both players are subject to the same set up restrictions in 2. above. The winner is the player who controls the most objectives at the end of the game. (Points can be used again if needed).



# THE LISTS

These lists have been laid out in a slightly different way from normal, the troops being listed down the side of each table. The numbers from 1 to 10 across the top of the table are the options, option A being at the end of the row.

Therefore cross reference the option against the troop type to give the number of figures, eg. in Option 4 in the 1st. Boer War list the Boers have 40 mounted infantry and 2 officers.

## LIST 1a. 1st. BOER WAR (1881 - 1882);

### BOERS

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
I/Mtd. inf BLR	35	20	50	40	60	50	55	70	65	60	75	14	0-B-7
I M7Gun 3 crew		1							1	1	1	44	ii-B-9
Wagon Laager 4"x4"		1				1						64	
Officers	2	1	3	2	2	2	3	3	3	2	4		

### Notes

- All units may operate in skirmish order and fire while mounted.
- All Boers count inconspicuous clothing.
- Boers have entrenching capacity and get one free roll before the game starts.
- Each army is allowed 1 average dice score of scouts (not 2nd. Boer War).
- Boer units in skirmish order and prone may crawl 1" per move.
- Each army is allowed 1 average dice score of marksmen.
- Boers can place 5 areas of long grass on table these count as broken ground for sighting only and have no other effect.
- Boer units should consist of 10 to 20 figures. An officer can command only one unit.

## LIST 1b. 1st. BOER WAR (1881 - 1882);

### BRITISH

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
R/Rifle Brg Inf B BLR	15		10		35	20		10	35	10	15	16	0-A-9
cR/Brit Inf B BLR		10	10	30		20	30	30		10	25	15	0-A-9
R/High Inf B BLR			10		30		30		20	20	20	15	0-A-9
cR/Naval Brig B BLR			5		5	15	15	10		10		15	0-A-9
cR/Eng Inf B BLR		5										13	i-B-9
cR/BL Ft Gun 4 crew	2							1	2	2	1	120	0-A-9
cR/BL Hrs Gun 4 crew					2	2						120	0-A-9
cR/Screw Gun 3 crew		1		2		1					1	90	0-A-9
cR/Gat Gun 3 crew				1	1	1		1		1	1	100	0-A-9
cR/Rocket 2 crew					1	1		1				40	i-A-9
R/Hussars swd/BLC					10		10		10	10	10	18	i-B-9
R/Mtd Inf B BLC						6		6	6	6	5	15	i-B-9
I/Mtd Inf BLR				8				8	8	8		13	i-B-7
I/Inf BLR				20				20				7	ii-C-6
I/Inf BLR		5		5								6	ii-C-5
Fort 4"x4"		1										64	
Officers	1	1	3	4	5	4	6	6	5	6	5		

### Notes

- All Rifle Brigade infantry, mounted troops and Irregular infantry may operate in skirmish order.
- In army 4 the gun crews are infantry and not gunners and are classed ii-B-9.
- British are allowed 1 average dice score of scouts.
- Irregular units must stay as the size in the lists they may not split down.

## NOTES ON SET UP FOR 1st. BOER WAR

- In options 4 to 10 the Boers choose and set up the terrain drawing a sketch map to show their initial positions. The British then deploy 6" from any table edge specified by the Boer commander. The British may keep troops off the table, and mounted troops may enter on any adjacent board edge; the point and turn of arrival must be noted.

The following show which options are based on actual battles:-

4 = Pretoria Sorte. 5 = India Brigade. 6 = Langs Nek. 7 to 10 are imaginary.

- The set up of option 1 (based on Ingogo) is in Note 1 previously but the British set up 24" from any table edge and win if they get the guns off the table.
- In option 2 (based on a typical siege) an umpire should set up the terrain (including the wagon laager and the fort) on a 2ft. x 4ft. table. Armies start in their respective bases, the player wins who captures his opponents base. Both sides are allowed 1 average dice score of scouts.
- In option 3 (based on Majuba hill) the set up is the same as for Note 1 but the roles are reversed ie. British choose and set up terrain etc. then the Boers deploy.

#### NOTES ON SET UP 2nd. BOER WAR

- In option 8 (Elandslaagte) the Boers may use 6" of barbed wire. The wire is impassable unless cleared away with engineering dice rolls. 1 roll should be made for each 2" of wire.
- In option 1 (Farm house) and 10 (Woodgate at Spion Kop) the terrain should be set up by an umpire who nominates up to two objectives. In option 1 one of these must be the farm house. Both sides show initial deployment on sketch maps. No figures may set up nearer than 12" to the objective, except that the farm house has a garrison of 5 Boer figures (provided from the list). The player who captures the objective wins. Neither side may use scouts. Players may wish to write game/move orders for option 10.
- In option 2 (railway patrol) terrain (including the railway) should be set up by an umpire. The British may position the block houses but must be at least 24" apart. The Boer must write down turn, point of entry and the exact point of line he is to rip up (5 figures required for each attempt per turn, and done in the same way as entrenching). The British position the mounted infantry who must act as a unit.  
Until the Boers appear the mounted infantry must move 6" or dismount. The Boers win if they rip up the railway line.
- For options 4 to 9 (see later for what's what) the Boers choose and set up the terrain. Drawing a sketch map to show initial dispositions. The British then deploy 6" away from any table edge specified by the Boer player. The British may keep troops off the table; their point and turn of arrival must be noted.  
Both British and Boers are allowed 1 average dice score of scouts.  
Note; in option 5 the Boers may start in the farm.

The following show which options are based on actual battles:-

4 = Paardeburg. 5 = Abrahams Kraal. 6 = Colenso. 7 = Relief of Kimberley.  
8 = Elandslaagte 9 = Talana hill.

- Option 3 follows the procedure for options 4 to 10 except that the British choose and set up the terrain etc. and the Boers deploy 12" from a specified table edge. Only Boers may use the scouting dice throw.

#### LIST 2a 2nd. BOER WAR

##### BOERS

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
I/Mtd. Inf. BLRR	15	45	140	45	35	40	60	35	50	150	60	15	0-B-7
I/BL QF Hse. Gun 4 crew			2		1	2		2	2	3	1	120	0-B-8
I/BL Hvy.Ft.Gun 5 crew			1							1		149	0-B-8
I/Pompom Ft. Gun 3 crew	1		1		1					1	1	109	0-B-8
I/Maxim Gun 3 crew						1					1	89	0-B-8
1 Gun emplacement								2				5	
8" of trenches				1			2	2	2			32	
1 Wall 6" long								1				24	
1 Farm house 3"x3"	1				1							48	
Officers	0	1	3	1	0	1	1	1	1	3	1		

Note

- See 1st. Boer War lists for notes.

**LIST 2b. 2nd. BOER WAR**

**BRITISH**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
R/British Inf B BLRR			40	25	40	50		35	75	100	20	17	0-A-9
R/High Inf. B BLRR				20				15			20	17	0-A-9
R/Eng Inf B BLRR				10		5		10		5		15	i-B-9
BL QF Hse.Gun 4 crew	1			2	2	2	3	1					121 0-A-9
R/BL QF Ft.Gun 4 crew			1			2		2	3	3	1		121 0-A-9
R/BL Hvy.Gun 4 crew						1		1		1			150 0-A-9
R/BL Ft.Gun 4 crew			2										116 ii-B-8
R/Pompom Ft.Gun 3crew			1	1		1					1		110 0-A-9
R/Maxim Gun 3 crew			3		1	1					1		100 0-A-9
R/Lancer L Swd BLRC					15	5	30	15			10		19 i-B-9
R/Hussars Swd. BLRC								30	15				19 i-B-9
R/Dragoons Swd BLRC								10	15				19 i-B-9
R/S.African Hse Swd BLRC						10	10						18 i-B-8
R/Mtd Inf B BLRR	20	20		15	35	20	40		15	15	15	16	0-B-9
8" of trenches				1					2				32
1 Blockhouse 3"x3" with													
5 R/Line Inf. B BLRR			4										133 0-A-9
1 Railway line			1										
Officers	2	0	3	4	6	5	8	8	6	7	4		

**Notes**

1. All units are in inconspicuous clothing.
  2. The heavy gun may increase medium range by 3" and long range by 6". Players may wish to provide a traction engine to pull the gun in which case it moves at foot artillery speed, provides soft cover to its drivers. If the engine is shot at it counts as hard cover; but will be damaged and stop after receiving 3 figure casualties.
  3. The Pompom fires like a maxim gun ie. as a machine gun but the target counts as being under shell fire.
  4. All units may deploy their full strength in skirmish order.
  5. For purposes of this list all Imperial troops are designated British.
  6. South African horse and mounted infantry move as irregulars but are regulars.
  7. The British may use balloons in this list. Crew of 2 x R/Inf. -A-9 see page 20.
- See previous page for set up notes.



**LIST 3a ZULU WAR****ZULUS**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Zulu Inf. SPR MLSB	60	75	105	175	210	210	105	140	165	175	120	6.5	iv-A-9
N/Zulu Inf. SPR MLSB	25	75	70	120	120	120	125	150	135	165	100	6	iv-B-9
N/Zulu Inf SPR BLR					10	10		10		10	10	12	iv-B-9
Officers	2	2	3	3	3	5	4	5	4	4	4		

**Notes**

- All units may move at native charge speed without becoming disorganised, unless failing to contact in a charge.
- All units are in inconspicuous clothing.
- Against Boer Trekkers delete all MLSB.
- Officers may command up to 3 units but only one at a time.
- Unit organisation; A9Zulus in 10, 25, 35 or 50 figures. B9 Zulus in 25, 35, 50, 60 or 75 figure units (except the units equipped with BLR which should be in units of 10 or mixed with other units of B9 Zulus.  
Provided the units are about this size and not less than 10 figures slightly different units may be fielded. (Hint; organise the A9's in 1 x 10 to 1 x 25 to 1 x 35 and the B9's in 1 x 35 to 2 x 25).
- Note; all natives throwing spears count as 0 for firing.

**LIST 3b. ZULU WAR****BRITISH**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
cR/British Inf. B BLR		25	30	55	50	60	50	70	80	80	50	15	0-A-9
cR/Naval Brig B BLR		10			10	10		10			10	15	0-A-9
cR/Eng. Inf. B BLR				5		5						13	i-B-9
cR/BL Ft. Gun 4 crew		1	1	3	2	3	2	1	1	2	2	120	0-A-9
cR/Gat. gun79 3 crew					1			1	1		1	100	0-A-9
cR/Rocket 2 crew	1		1	1	1			1	1	1	1	40	0-A-9
cR/Lancer L Swd BLC						10					10	18	i-B-9
cR/Dragoon Swd BLC					10							18	i-B-9
R/Mtd Police BLC		5	5	5		5			5	5		16	i-A-9
I/Mtd. Inf. BLC						10				10		13	i-B-7
I/Mtd. Inf.							10	10	5	5		11	i-C-6
I/NNH Mtd. Inf.	12		12		12	12					12	13	i-B-7
N/NNC Spear Inf.	75											4	ii-B-6
N/NNC Spear Inf.			12	50	50	12	12	50			25	2.5	iv-C-5
N/Zulu Spear MLSB										20		5.5	iv-B-8
Officers	1	2	2	4	7	6	5	7	5	6	4		

**Notes**

- Note that all natives throwing spears count as 0 for firing.
- NNC units each have 5 figures with BLR which fire with a factor shown.
- Dragoons may add one to their charge impetus bonus.
- The army may use 1 average dice score of scouts.
- The following show which options are based on actual battels:-  
1 = Durnfords. 2 = Rowlands. 3 = Pulliens col. 4 = Glyns col. 5 = Made up.  
6 = Ulundi col. 7 = Flying col. 8 = Perasons col. 9 = Costal col. 10 = Woods col.
- NNC units must be 25 figures strong. Only where lists specifies 12 figures may they be in less: Zulu units in option 10 are 2 x 10 figure units.

**Notes on Set Up**

- The Zulu player may choose and set up the terrain drawing a sketch map showing the locations of concealed units and also the table edge (up to 3) the balance of the force will arrive on. Troops off table can arrive at any point and any turn on the table edge.

Of the Zulus kept off table the central force (representing the lions and head) should be stronger than each of the other forces (representing the horns).

#### NOTES ON SET UP FOR ALL EGYPT AND SUDAN ARMIES

Unlike the other lists in these rules the following four lists may fight against each other. Options 8 and 10 may either attack or defend where as the options must act as specified in the lists.

#### **MAHDIST SET UP NOTES**

1. The Mahdist player always chooses and sets up the terrain.
2. The position of the hidden ditch (options 2, 3 and 6) should be marked on a sketch map, together with the units occupying it. It may be revealed at any time.
3. In option 9 the fort is positioned by the Egyptian/British player after note 1 has been performed.
4. When the Mahdists are attacking (options 6 to 10) initial dispositions are shown on a sketch map. Troops may be kept off the table and enter on a specified turn from up to two adjacent edges within 12" of the point indicated. When attacking the fort (option 9) the Mahdist may not deploy closer than 8" to it.
5. When Mahdists are defending (options 5 to 10) the Mahdist player should nominate two objectives. (In option 5 the zariba must be one of them). The attackers may deploy on the board edge or at least 18" from the objectives the Mahdists may now complete their deployment. If the hidden ditch is used it must back off at least 8" from the attackers. Other troops must be set up at least 12" from the attacking units, and concealed if desired. They may not be deployed directly to the flank or rear of the attackers.
6. Options 1 and 5, the Mahdist troops must be placed on the table after their opponents have deployed.
7. In option 3 the position of the trench must be shown on the deployment map.

#### **EGYPTIANS/ANGLO EGYPTIAN v 1882 BRITISH SET UP.**

1. The defender may choose and set up the terrain and show initial dispositions on a sketch map. He may specify the general direction the attacker comes from (except in option 9).
2. The defender must indicate his front line to his opponent (the fort counts as the front line in option 9). The attacker deploys 8" or more from this position. (the front line must have figures to hold it).
3. If the Egyptian troops are defending they must have two free entrenchment attempts per unit before play begins.

#### **Notes:-**

- a. We have included the British v British option as experience shows that players on occasion fail to provide a native army and so must go to civil war.
- b. The Egyptian army lists include armies from three periods; Arabi Pasha's rebellion; early expeditions to the Sudan and the army reorganised by the British. We are aware that this may create some historical mismatches, but the Egyptian player should find a wider range of armies and games open to him.



**LIST 4a EGYPT AND SUDAN: ANGLO/EGYPTIAN** (opponents; Mahdist, Egyptian British 1882)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC	
R/British Inf. B BLR	20	40	50	60	20	60	40	50		25	25	15	0-A-9	
R/British Inf. B BLR								15				11	ii-A-8	
R/High Inf. B BLR	20	20	20		20				20			15	0-A-9	
R/Indian Inf. B BLR							25					13	i-A-8	
R/Indian Inf. B BLR							25			25		11	i-B-7	
R/Eng. Inf. B BLR										10		13	i-B-9	
R/Eng. Inf. B BLR*							10					12	i-B-8	
R/Egyptian Inf. B BLR				10	25					10		30	11	i-B-7
Egyptian Mtd. Inf														
R/Mtd. Inf. B BLR	10			5									13	i-B-7
R/Sudanese Inf. B BLR					25						25		12	i-B-8
British/Egyptian Arty.														
R/BL Ft. Gun 4 crew			2			2	2						120	0-A-9
R/BL Hse Gun 4 crew		2		2									120	0-A-9
R/BL Screw gun 3crew								3					90	0-A-9
Egyptian Arty.														
R/BL Ft. Gun 4 crew	2			1	2						2	119	0-A-8	
R/Gat Gun 82 3 crew		2	1	1				1		2	1	100	0-A-9	
R/Maxim Gun 3 crew					2	1						100	0-A-9	
R/Brit Cav Swd BLC	5	5	10	15			5	5					18	i-B-9
British Lancers							15				5		18	i-B-9
R/Cav L. Swd BLC														
Bengal Lancers								5					17	i-B-8
R/Cav L. Swd. BLC														
Egyptian Lancers														
R/Cav L. Swd. BLC					10						10		17	i-B-9
Zariba 4"x4"						1							64	
Zariba 6"x6"													96	
Fort 4"x4"									1				64	
Officers	3	4	5	7	7	5	5	5	2	4				

**Notes**

- All units at the battle of Ginnis (option 4) are in conspicuous clothing (this was the last time the British troops fought in red).
- In options 5, 6 and A the British troops are equipped with repeating weapons and QF artillery.
- Egyptian mounted infantry are on camels.
- In option 8 the whole force is mounted on camels. It is recommended that a few kneeling camels be used to indicate their presence.  
Camels must be placed behind their unit and count as disorganising terrain to all troops passing through them. Movement through camels is at half speed. In option 8 the cavalry may not claim its charge bonus.
- In option 10 the 4"x4" Zariba is only half finished. The larger 6"x6" Zariba is full of camels. The camels may be stampeded by a Mahdist unit spending one full move with them and rolling a 1 or 2 on a D10 dice.
- One average dice score of scouts may be used with options 1, 4, 5 and 6.
- Options 1 to 5 are offensive. Options 6 to 10 are defensive. Options 8 and 10 are interchangeable.
- The following show which options are based on actual columns or battles;—  
1 = Jebel Kirbakan. 2 = Tami. 3 = El Teb. 4 = Ginnis. 5 = Atbara.  
6 = British brigade at Omdurman. 7 = Hashin. 8 = The Camel Corps. 9 = Fort Kosheh. 10 = Tofrek.
- The British may use a balloon. It has a crew of 2 R/Inf. -A-9, see page 20.



**LIST 4b. EGYPTIAN BRITISH 1882** (Opponents Mahdist and Anglo Egyptian)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
cR/British Inf. B BLR	15	20	40	45	20	80	25	25	30	20	50	15	0-A-9
cR/Naval Brig. B BLR	10	10			10							15	0-A-9
cR/High. Inf. B BLR					20	20	20	60			20	15	0-A-9
R/Indian Inf. B BLR							100		30			12	i-B-8
cR/BL Ft. Gun 4 crew	1		2	3	2				3		1	120	0-A-9
cR/BL Hse. Gun. 4 crew		2				3		3		2		120	0-A-9
R/BL Crew Gun 3 crew							3				1	90	0-A-9
cR/British Cav Swd.BLC	5		5		10	10	10			15		18	i-B-9
Life Guards													
cR/Cav Swd BLC				10				15		15	10	20	i-A-10
cR/Dragoons Swd BLC		5				15				15		18	i-B-9
Bengal Lancers													
R/Lancers L Swd. BLC							15			5		17	i-B-8
cR/Gat.Gun 82 3 crew	1	1	1			2		1			1	100	0-A-9
Officers	2	3	3	4	4	10	9	6	5	4	4		

**Notes**

1. Regular Highlanders in option 7 are in wearing conspicuous clothing.
2. The Life Guards and Dragoons may add 1 to their charge impetus bonus.
3. Each army may have 1 average dice score of scouts.
4. Options 1 to 5 are defensive, options 6 to 10 are offensive, options 8 and 10 are interchangeable.
5. The following show which options are based on actual battles:-

5 = Holding the locks on the Suez Canal. 7 = Indian Brigade at Tel-el-Kebir.

8 = Highland Brigade at Tel-el-Kebir.

**LIST 4c MAHDIST** (Opponents; Egyptian 1882-1898, Anglo Egyptian 1884-1898)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Hadendowah Inf. Spear		70	90			15	50	170				5.5	0-B-9
N/Taaishi Inf. Spear	25			30	20	30	25		20		110	5.5	0-B-9
Ja'alín/Dongolavi				100	65	150	200		75			5	0-B-8
N/Inf. Spear													
Hadendowan Riflemen		10	20			5		20			10	14	ii-B-9
N/Inf. Spear BLR													
Taaishi Riflemen					20	20					20	14	ii-B-9
N/Inf. Spear BLR													
Jihadiyya Riflemen	20	10	10	20	40	35	30		20			13	ii-B-8
N/Inf. Spear BLR													
Marksmen													
N/Inf. Spear BLR		2	2			3			1		2	15	0-B-8
N/BL Ox Gun 4 crew	1				2				2		1	116	ii-C-8
N/Taaishi Cav L.Swd.						15	20			20	10	7.5	--B-9
N/Baggara Cav Swd.				10	10	15	15			45		7.5	--B-9
N/Baggara Cav Swd				5						25	10	6.5	--C-9
N/Baggara Cav Swd.					10		5			15	10	7	--B-8
Hadendowah Cav		8						15				6.5	--C-9
Trench 10" long	1		1		1				1			40	
Hidden ditch 8" long		1	1			1						32	
Zariba 6"x6"					1							96	
Officers	2	3	3	5	5	7	7	6	3	5	4		

## NOTES

1. Hadendowah may move at native charge speed without becoming disorganised unless failing to make contact after declaring a charge.
2. Tassishi foot may move at native charge speed (like Hadendowah) only after going impetuous. They continue to move at charge speed until getting halt or worse result in a morale test.
3. All other troops (bar Ox Guns) may move at charge speed (like Hadendowah) only while impetuous.
4. All units not designated as equipped with firearms, have 50% of their number carrying BLRs and have a fire training of iv. (The BLR is in addition to other weapons carried).
5. Mahdist armies may have 1 average dice score of scouts with any force containing mounted troops.
6. Mahdist infantry should be organised into units of 20 to 40 figures strong (Hadendowah may be up to 50 figures strong) or fielded as large as shown in the lists if this is less.
7. Any figures described as cavalry in the above lists may be mounted on camels.
8. The following show which options are based on actual battles:-  
1 = Jebel Kirbekan. 2 = Tamai 3 = El Teb. 4 = Ginnis. 5 = Atbara. 6 = Omdurman.  
7 = Hashin. 8 = Abu Klea/Tofrek (note option 10 of the Anglo Egyptian lists may be fielded against this force). 9 = Storming Fort Kosheh. 10 = Cavalry army.
9. Options 1 to 5 are defensive, options 6 to 10 are offensive, options 8 and 10 are interchangeable.

### LIST 4d. EGYPTIAN ARMY 1882-1898 (Opponents; British 1882/Mahdist)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
cR/Egyptian Inf. B BLR	30				60		30	40	25	60	60	7	ii-C-6
cR/Egyptian Inf. B BLR								50			25	5	ii-C-4
cR/Egyptian Inf. B BLR	50		25	25		75						11	i-B-7
cR/Egyptian Inf. B BLR					50		75			50		9	ii-B-6
cR/Egyptian Inf. B BLR								60	25			6	ii-C-5
Egyptian Mtd. Inf. B BLR		15	15									13	i-B-7
cR/Sudanese Inf. B BLR		50	50	50		25					25	12	i-B-8
cR/Sudanese Inf. B BLR					75							10	ii-B-7
cR/BL Hse. Gun 4 crew		3	3									119	0-A-8
cR/BL Ft. Gun 4 crew				3		3						119	0-A-8
cR/BL Ft. Gun 4 crew								5	1			114	ii-B-6
cR/BL Ft. Gun 4 crew	2				4		4			3	4	114	iv-A-8
cR/Gat. Gun 82 3 crew			2								1	99	0-A-8
cR/Gat Gun 82 3 crew								3	1			94	ii-B-6
cR/Maxim Gun 3 crew		2				2						99	0-A-8
Egyptian Lancers													
cR/Cav L. Swd. BLC		10	5	15		15					10	15	i-C-8
Egyptian Lancers													
cR/Cav L. Swd BLC	10				15					15		13	ii-C-7
Egyptian Lancers													
cR/Cav L. Swd. BLC							15					12	ii-C-6
I/Cav Swd. BLC								15				14	ii-C-6
N/Inf. Spear BLR							15					8	iv-C-7
R/Britiah Inf. B BLR				20								15	0-A-9
R/British Cav Swd. BLC			5									18	i-B-9
12" Breast Works and 4 Gun Emplacements							1					72	
12" Trench						1						48	
Fort 4"x4" with gun platforms									1			64	
Officers	4	5	6	6	9	6	7	9	2	6	5		

## NOTES

- Units in options 2 and 6 are all wearing inconspicuous clothing.
- Against British armies the British units in options 3 and 4 should be replaced by Egyptians and designated Khedival Guard.
- Egyptian and Sudanese Infantry may entrench and have two free attempts before the game starts.
- One average dice score of scouts may be used in armies 1, 2, 3, 4, 5, 6, 7 and 10.
- Option 8 (Pasha Hicks army) may be converted to Baker Pasha's force by replacing the Bashi Baza cavalry (I/Cav Swd. BLC ii-C-6) with 15 figures of Egyptian lancers (cR/Cav L.Swd. BLC ii-C-6).
- Except in options 2, 3, 4 and 6 units in the open which are charged by cavalry must react before checking to see what range they fire at. They inflict casualties in proportion to the time spent firing. If charging troops could contact them before they finish reacting they may not fire (see Table 1 columns 1 and 2).
- Unit sizes are infantry 20 to 30, cavalry 5 to 15 and artillery 1 to 4 pieces.
- The following show which options are based on actual battles or columns:-  
1 = Pasha Rebbellion field army. 2 = 1898 Sudanese Brigade. 3 = Toski. 4 = Suakin.  
5 = Pasha Rebbellion field army. 6 = 1898 Egyptian Brigade. 7 = Tel-el-Kebir.  
8 = Pasha Hicks' army. 9 = Holding the frontier 1884. 10 = Pasha Rebbellion field army at Kasa
- Options 1 to 5 are offensive, options 6 to 10 are defensive, options 8 and 10 are interchangeable.

### LIST 5a. THE NORTH WEST FRONTIER

#### AFGHAN AND PATHAN ARMIES (Opponent; British Indian Army)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Tribesmen Swd. JZL	75	50	75	50	40	50	25	50		75	50	8	0-B-9
N/Tribesmen Swd. JZL						55	25	25	25	10		7.5	0-B-8
N/Tribesmen Swd.		100		100							50	5.5	--B-9
N/Tribesmen Swd. BLR					25	10		25		25	25	15	0-B-8
N/Tribal Cav. Swd JZL	5	25	25	30	10		10		10	25		12	0-B-9
N/Tribal Cav.Swd. BLR	5				5	10				5	10	19	0-B-9
N/ML Ox Gun 4 crew	1		1			1					2	59	i-B-8
Marksemn	2	3	2	3	4	5	2	6	2	6	5	18	0-A-9
Ghazi Fanatics Swd.	6	12	10	7					6		4	24	--C-15
Sangar(breastwork) 6"lg.				1		2	2	2		2		48	
Officers (N only)	1	2	2	1	1	1	1	1		1	1		
	or		8										
R/Afgan Inf. B BLR	30		35				30		25			11	i-B-7
R/Afgan Inf. B MLR	30		100				30		50			5.5	i-B-7
R/Afgan Cav. Swd. BLC	10		15				10		10			15	ii-B-7
R/BL Ft. Gun 4 crew						3			2			118	0-B-8
R/BL Hse. Gun 4 crew			2									118	0-B-8
R/BL Screw Gun 3 crew	3		2				2		3			86	ii-B-8
Trench 6" long							2		1			48	
Officers (R only)			6				6		5				

## NOTES

- Pathan tribesmen (tribesmen are infantry) and Ghazis ignore movement penalties on steep hills.
- Tribesmen on hills count soft cover following a move in which they remained stationary (or fired and moved  $\frac{1}{2}$ ").
- Tribesmen can be concealed on hills counting them as broken ground for spotting purposes.
- Tribesmen may go impetuous moving at charge speed without disordering unless declaring a charge which fails to make contact. Ghazis (Ghazis are infantry) act in the same way as above but may not be pinned.
- Tribesmen may operate in formations having 3" between groups of figures. These groups do not count as sub units. Nor are the tribesmen considered to be in skirmish order.
- Afghan Regular infantry and artillery have entrenching ability and get one free roll before the game starts.

7. Tribsemen may construct sangers (stone walls) in the same manner used by above troops to entrench.
8. Each army may use one average dice score of scouts.
9. The Screw guns are mountain guns and not the ones of Kiplings poem.
10. Unit sizes are; tribsemen infantry 20 to 30 figures, tribal cavalry 5 to 15 figures, Ghazis 3 to 5 figures, regular infantry 20 to 30 figures, regular cavalry 5 to 15 figures and artillery 1 to 4 pieces.  
Tribsmen should be organised into units which are a mix of weapon types but of the same morale and reaction class. eg. A unit could consist of 10 x N/Tribsemen Swd. JZL 0-B-9 and 20 x N/Tribsemen Swd. -B-9.
11. Options 1 to 5 are offensive, options 6 to 10 are defensive.

**LIST 5b. BRITISH INDIAN ARMY** (Opponents; Afghans and Pathans)

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
R/British Inf. B BLR		20	25				25	40		25		15	0-A-9
R/High. Inf. B BLR				20		20	20	20	40			15	0-A-9
R/Gurka Inf. B BLR		20					20	20	20	20	10	16	0-A-10
R/Gurka Inf. B BLR				20	15	15				5	10	16	0-A-9
R/Skik Inf. B BLR	25	25		25	50	25				25	30	13	i-B-9
R/Indian Inf. B BLR			50	25			75		25	25	30	12	i-B-8
Indian Engineers													
R/Inf. B BLR			10	5			10					11	ii-B-8
R/BL Hse. Gun 4 crew			3						3			120	0-A-9
R/BL Ft. Gun 4 crew		2		1	2		2					120	0-A-9
R/BL Screw Gun 3 crew				2		3	3	3		3	3	90	0-A-9
British Lancers									15			18	i-B-9
R/Cav. L. Swd. BLC													
Guides Cavalry				10	10	5				10		18	i-B-9
R/Cav. Swd. BLC													
Begal Lancers						10	15		15	15	10	17	i-B-8
R/Cav. L. Swd. BLC	5	10	10										
Bombay Lancers		10	15									15	i-C-8
R/Cav. L. Swd. BLC													
R/Gat Gun 79 3 crew									1			100	0-A-9
R/Maxim Gun 3 crew	2					1						100	0-A-9
N/Pathan Inf. Swd BLR						10				20		12	i-C-8
Pathan Cavalry													
N/Cav Swd. BLR						5				5		16	i-C-8
Redoubt 2"x2"				1	1							32	
Fort 4"x4" + Gun plat'm	1											64	
Officers	1	5	7	6	4	6	4	5	7	8	4		

**NOTES**

1. Gurkhas and Guides infantry may ignore all penalties for moving on steep hills.
2. All Guides and half of the Gukha infantry may operate in skirmish order.
3. Guides infantry on hills may claim soft cover following a move in which they remain stationary (or fired and moved  $\frac{1}{2}$ ").
4. Gukhas may move at tribal speed and count as tribsemen when in melee.
5. The Pathans have the same peculiarities as Pathan tribsemen (see Afghan and Pathan lists).
6. All troops are in inconspicuous clothing except the Highland infantry in option 4 (they wore red in the Ambala campaign).
7. In options 4 and 7 the screw guns are infact mountain guns with 3 crew ii-A-9 using screw gun range and movement.
8. In option 8 the British and Highland infantry have BLRR.

9. Each army may use 1 average dice score of scouts.
10. The following show which options are based on actual columns or battles;-  
 1 = Chakdara. 2 = Ahmerd Kel. 3 = Maiwand. 4 = Ambala. 5 = Malakand Pass.  
 6 = Tax collecting in the Tirah Maidan. 7 = Piewar Kotal. 8 = Darga. 9 = Chardeh.  
 10 = Black Mountain.

Note:- Options 3, 7, 9 and 2 are all 2nd. Afghan War battles. Others were fought solely against Pathan tribesmen. For variety we have included extra (fictional) Afghan orders of battle which may be used as an alternative to the tribal lists.

11. Highlanders may ignore all penalties for moving on steep hills. Each highland unit has 2 pipers (who may be killed in the same way as officers). For each piper deduct 5% casualties when checking morale and pinning. Highland units with initial strength of 10 figures or less only have one piper.
12. Officers of native regulars;- For the purpose of this rule a regular native unit is any non British non artillery unit appearing in the British or Indian army.  
 Such units may be given an extra officer (Native officer) in addition to the British officer allowed in the lists. The native officer may not be given a modifier nor be used in any way until the British officer is killed. When assessing the native officers modifier deduct one from the D10 die roll (see rule 7 Table 1).  
 Native officers may not assume command until the turn following that of the loss of the British officer. Although he may be killed at any time his unit will take no morale deduction for his death until he has assumed command of the unit.
13. Options 6 to 10 are offensive, options 1 to 5 are defensive.

#### SET UP NOTES

1. The Afghan/Pathan player may always choose and set up the terrain (the British may place the fort in option 1). He must show initial dispositions on a sketch map. If the defender is British he then sets up all his figures. If the defender is Afghan then he must only set up any troops in the open who are visible and indicate the rough position of any trenches.
2. The attacker may keep troops off the table these may enter on any one side on the turn and at the point indicated on the map.
3. When British attack Afghan held trenches they must set up at least 6" away from them.
4. In options 6 to 10 the British should set an objective, winning if they capture it or clear a way through it.
5. In options 6, 7 and 8 the Afghan/Pathan player may indicate the general direction the British will approach from.
6. Note we have drawn a distinction between Afghans who are considered regulars and Pathans who are tribesmen.



## LIST 6a. ASHANTI WARS (1873-1874)

### ASHANTI

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Inf. A Swd. MLSB	80	20	20	20	50	60	80	110	30		75	6	ii-B-6
N/Inf. A Swd. MLSB	90	10	10	20	50	80	80	110	10		75	6.5	ii-B-7
N/Inf. A Swd. BLR					20						20	13	ii-B-7

### NOTES

1. Unit sizes are 10 to 20 figures with 1 officer/chief per 30 figures.
2. If in two ranks the front rank may fire every move if the unit is stationary. (Some accounts state that the rear ranks of Ashanti passed loaded muskets forward. In addition to this their rate of fire was quite rapid as they often fired only pebbles).
3. Ashanti may use wooden stockades to their front. (Roll as per entrenching). Units are allowed two free attempts before the game starts. The stockades count as soft cover.
4. Ashanti may move at normal speed in jungle when not in sight of the enemy, this reflects the use of secret jungle paths.
5. Ashanti may enter on any point on a specified table edge.

### SET UP NOTES

1. These scenarios are designed for a 2ft. x 4ft. table. The table itself is assumed to be covered in jungle terrain; the track, clearings, villages and marshes etc. are placed on as terrain features. The Ashanti always set up all terrain unless stated and draw a set up map of their troop positions. The British then deploy.
2. Option 1; half the table is jungle and the other half, which has three villages on it, is open ground. Ashanti must attack from the jungle and burn the villages. The Ashanti player positions the terrain and one village; the British player positions the other two villages. The Ashanti player must start in the jungle and both sides draw a set up map. To win the Ashanti must burn at least two villages.
3. Options 2, 3, 7, and 8; The British set up 12" from any table edge and they win if they get all of the bearers off the table edge.
4. Option 4; The terrain and set up is as for option 1 above but the villages are Ashanti and in the jungle and not in the open. The British must burn at least two villages to win.
5. Option 6; Up to 20 British figures are in the fort the remaining troops form a relief column. Ashanti win if they capture the fort or stop the relief column.
6. Option 9; A series of 3 villages are set up along a river bank and the British player has to burn at least 2 and also rout/kill half the Ashanti figures.



**LIST 6b. ASHANTI WARS (1873-1874)**

**BRITISH**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
cR/West Indian Rgt B BLR	20			7		20		20	10		20	13	ii-B-9
cR/Naval Brg. B BLR	7			5		19	15	15	5		20	14	i-A-9
R/High. Inf. B BLR					25		20	25			20	14	i-A-9
R/British Inf. B BLR					25		30	30				14	i-A-9
R/BL Ft. Gun 4 crew	1			1		1			1			120	0-A-9
R/Rocket 2 crew				1								40	0-A-9
R/Eng. Inf. B BLR						5	5	5				13	ii-B-9
I/Inf. Reporters B BLR				1	1	1	1	1				12	ii-C-9
Hausas Arty													
I/BL Screw Gun 3 crew					1		1	1			2	89	i-B-9
I/Rocket 2 crew					2	3		1			2	39	i-B-9
I/Husas Inf. BLR A Swd.				6	10*	6*	10*	10*			10*	12	ii-B-7
N/Inf. A Swd. MLR			20									7	ii-B-7
N/Inf. A Swd. MLR		10			5*	5*	5*	5*			5*	6.5	ii-B-6
N/Inf. A Swd. MLR					5*		8*	5*			5*	6	ii-B-5
N/Inf. A Swd. MLR		15			5*	5*	5*	5*			5*	5.5	iii-B-5
Giffords Scouts													
N/Inf. A Swd. BLR					1	1	1	1				15	i-A-7
N/Inf. A Swd. MLSB	200											4	iii-C-5
Bearers													
N/Inf. unarmed		10		4	20	15	20	20				2.5	-C-4
Fort 6"x6"						1						96	
Steamer									2			24	
Officers	3	2	1	1	3	3	4	5	1		4		

**NOTES**

- In option 1 all BLR are MLR.
- Husas infantry count as natives as far as movement and disorder is concerned.
- The steamer can carry 1 artillery piece and 5 infantry or 10 infantry. Troops and artillery may fire from the steamer. The steamers perimeter is 12".
- Giffords Scouts may act as scouts as per the rules. Both Giffords Scouts and the reporters count as 3 skirmish order figures for firing but as 1 close order figure for melee.
- The reporters may man artillery or rocket pieces counting as 3 figures firing as iii-C-9.
- All troops may operate in skirmish order (as there were a high percentage of officers in this campaign and also the terrain necessitates skirmish order operations).
- Engineer infantry may;- 1. build bridges. 2. repair fort walls. All as per Engineering rules.
- All troops may cut paths through the jungle as per engineering actions dice. Each figure cuts a path 1" x 1" square per turn.
- Units marked '\*' count as sub units (of a unit made up of all units marked \*) for percentage casualties etc. in the same way as regulars.
- All BLR troops are fire training i as they have a Snider Rifle.
- Each list is allowed 1 average dice score of scouts.
- The following show which options are based on actual columns or battles;-  
 1 = 1864 Ashanti war. 2 = Butlers force 1874. 3 = Grove RN's force 1874. 4 = Essaman raid 1874.  
 5 = fiction. 6 = Abrakramph defence 1874. 7 = Odasuas attack 1874.  
 8 = Battle of Amoafu 1874. 9 = River expedition 1886.

**LIST 7a. ASHANTI WARS (1896-1900)****ASHANTI**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Inf. A Swd. BLR	40	20	30	50	45	40	35	25		25	60	12	ii-B-6
N/Inf. A Swd. BLR	40	20	20	50	45	40	30	25	40	25	60	13	ii-B-7
Stockades 18" Long		1	1			1	1	1	1	1		72	

**NOTES**

1. Ashantis had Snider rifles by 1890 and knew how to use them! But some MLR and MLSB's may still have been used hence the ii BLR code. Ashantis now only fire in one rank.
2. All notes from the 1874 lists apply bar Note 2.
3. Stockades in this list count as hard cover (The Ashantis had learnt better construction techniques from the British!).

**LIST 7b. ASHANTI WARS (1896-1900)****BRITISH**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
R/British Inf. B BLRR	34											16	0-A-9
R/BL Ft. Gun 4 crew	2											120	0-A-9
R/Eng. Inf. B BLRR	5											15	i-B-9
West Indian regt WAFF etc. R/Inf. B BLR	20		17		30	20	25	21		15	30	13	i-B-8
CA regt/Gold Coast Con- stabulary R/Inf. B BLR		30	15	38	50	15	25	21		15	30	12	i-B-7
R/BL Screw Gun 3 crew				3	1	2	2	1				1	88 i-B-9
R/BL Ft. QF Gun 4 crew			1		1	2	1	1		1	1	118	i-B-9
R/Maxim Gun 3 crew			2	1	1	2	3			2	2	98	i-B-9
R/Sikh Inf. B BLR						5						15	0-B-9
N/Inf. A Swd. BLR	25											13	ii-B-7
N/Inf. A Swd. MLR	5	10		10								6.5	ii-B-6
N/Inf. A Swd. MLR	5								45	5		5	ii-C-5
N/Inf. A Swd. MLR	5								30			4.5	iii-C-5
Local Bearers												2.5	--C-4
N/Inf. unarmed		10											
Imported Bearers					10		10					3	--C-5
N/Inf. unarmed													
Fort 6"x6"				1									96
Officers	4	2	2	3	4	2	3	2	2	3	2		

**NOTES**

1. In list 6 the number of Sikh infantry should be historically be only 3 figures.
2. All notes from Ashanti Wars 1864, 1873-1874 British list apply bar the Set Up Notes.
3. Note that the BLR 'i' is a Snider rifle BLR '0' is a Henri Martini rifle.
4. The following show which options are based on actual columns or battles:-
  - 1 = 1896 Kumasi occupation (no actual fighting took place). 2 = Kumasi break out 1900.
  - 3 = Kokofu first attack 1900. 4 = Kumasi garrison 1900. 5 = fictional.
  - 6 = Kokofu second attack 1900. 7 = Kumasi relief column, Col. Wilcocks 1900.
  - 8 = Col. Baker's force 1900. 9 = Cpt. Benson force. 10 = Browne/Mortaro's force 1900.
5. Each list is allowed 1 average dice score of scouts on foot.



### SET UP NOTES FOR 1896-1900

1. These scenarios are designed for a 2ft. x 4ft. table. The table itself is assumed to be jungle terrain; track, clearings, villages and marshes etc. are placed on as terrain features. The Ashantis always set up the terrain, unless stated otherwise, and draw a set up map of their troop positions. The British then deploy.
2. Options 1, 2, 3, 5, 6, 7, 8, 9, and 10; The British start 12" from one edge of the table, They win if they get some of their force off the table edge in good order (ie. not routing).
3. Option 4; The British set up in the fort (which the British player positions). The Ashanti win if they capture the fort.

### NIGERIAN CAMPAIGN 1897

#### LIST 8a.

##### NATIVES

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
N/Cav. L Swd.	25	20									25	7	--C-9
N/Inf. Spear BLR	200	50									75	8	iv-C-7
N/Inf Spear BLR	150	50									75	9	iv-C-8
Officers	6	3											

##### NOTES

1. Cavalry wear armour and get a +1 to their melee factor.
2. Unit sizes are; Cavalry 10 to 25 figures, Infantry 25 to 50 figures.
3. Not every unit will have an officer.
4. Infantry were armed with MLSB, MLR and Snider BLR but were not proficient hence their 'iv' classification.

#### LIST 8b.

##### BRITISH

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
R/Inf. WAFF B BLR	25	17									50	13	i-B-8
R/BL Screw Gun 3 crew	3	1									2	88	i-B-9
R/BL QF Ft.Gun 4 crew	1										1	119	i-B-9
R/Maxim Gun 3 crew	3	2									2	98	i-B-9
Bearers													
N/Inf. unarmed	8	5											2.5
Officers	3	2											

##### NOTES

1. In both options both sides set up for a pitched battle, Natives may only hide 50 infantry in concealing terrain and must come from the side of the table specified by the British player.
2. The following show which options are based on actual columns or battles:-  
1 = Battle against Bida. 2 = Battle against Ilorian.
3. Both sides are allowed 1 average dice score of scouts on foot.

**LIST 9a. BOXER REBELLION (1900-1901)**

**ALLIES (Opponent Chinese Imperial Troops/Boxers)**

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
<b>BRITISH</b>													
R/British Inf. B BLRR							15		15	15	15	17	0-A-9
cR/Naval Brg. B BLRR	8	75	60	20	10	15	10					17	0-A-9
R/BL QF Ft.Gun 4 crew				1		1	1		3	2	1	121	0-A-9
R/BL Ft.Gun 4 crew		2	2									120	0-A-9
R/Maxim Gun 3 crew	2	4	3	1			1		1		1	100	0-A-9
R/Eng Inf. B BLRR		5	5	5		5	5					15	i-B-9
Sikh Inf.													
R/Indian Inf. B BLRR									25	25		16	0-B-9
Punjabi Inf. etc.												15	0-B-8
R/Indian Inf. B BLRR									40				
HM Chinese Regt.													
R/Inf. B BLR						7			20	15	20	12	i-B-7
Hong Kong Arty.													
R/BL Ft. Gun 4 crew									3		1	117	i-B-8
R/Gurka Inf. B BLRR											20	18	0-A-10
Begal Lancers													
R/Cav. L Swd. BLCR									10		10	18	i-B-8
<b>FRENCH/ITALIANS/AUSTRIANS</b>													
c/R Inf. B BLRR	5	10	10		15	20						14	i-B-8
cR/BL QF Ft.Gun 4Crew	1	2	2			1						119	i-B-9
R/Maxim Gun 3 crew		1	1									98	i-B-9
Tonkinese French troops													
R/Inf. B BLRR										20		9	ii-C-6
R/BL QF Ft.Gun 4 crew										2		117	i-C-9
<b>JAPANESE</b>													
cR/Inf. B BLRR	1				10			90		70		19	0-A-11
cR/BL QF Ft.Gun 4 crew								4		3		123	0-A-11
cR/Cav. Swd BLCR								5				21	0-A-9
<b>AMERICANS</b>													
R/Inf. B BLRR							5		75	35		17	0-A-9
R/Maxim Gun 3 crew							1		1			100	0-A-9
R/BL QF Ft.Gun 4 crew							1		2	2		121	0-A-9
<b>RUSSIANS</b>													
cR/Inf. B BLRR	5	10	10		10	75	50	30		50		13	i-C-9
R/BL QF Ft.Gun 4 crew		1				2	1	3		2		120	0-B-9
Cossacks									5			18	ii-B-9
R/Cav. L Swd. BLCR		5											
<b>GERMANS</b>													
R/Inf. B. BLRR							13			8		17	0-A-9
I/Civilians B BLRR	5											12	ii-C-8
6" Barracade/defence	4					8							24
Armoured Train		5		1									48
Junks			4										24
Gun Boats(obselete)					4								99
Gun Boats					3								295
Officers	4	6	6	1	4	5	7	7	9	10	3		

**LIST 9a. BOXER LIST ALLIES Contd.**

Troops	11	12	13	14	15	16	17	18	19	20	A	P	FC
<b>BRITISH</b>													
R/British Inf. B BLRR				15	10							17	0-A-9
R/BL QF Ft.Gun 4 crew				3	2							121	0-A-9
R/BL Hvy.Gun 5 crew				1								150	0-A-9
R/Eng. Inf. B BLRR				5								15	i-B-9
Sikh Inf.													
R/Indian Inf. B BLRR				20								16	0-B-9
Punjabi Inf. etc.													
R/Indian Inf. B BLRR				20	20							15	0-B-8
HM Chinese regt.													
R/Inf. B BLR				20	15							12	i-B-7
Hong Kong Arty.													
R/BL Ft. Gun 4 crew				3								117	i-B-8
Bengal Lancers													
R/Cav. L Swd. BLCR				10	10							18	i-B-8
<b>JAPANESE</b>													
cR/Inf. B BLRR		100										19	0-A-11
cR/BLQF Ft.Gun 4 crew		8										123	0-A-11
<b>AMERICANS</b>													
R/Inf. B BLRR			60		40							17	0-A-9
R/Maxim Gun 3 crew			2		2							100	0-A-9
R/BLQF Ft.Gun 4 crew			4		2							121	0-A-9
<b>RUSSIANS</b>													
cR/Inf. B BLRR		120										13	i-C-9
R/BLQF Ft.Gun 4 crew		8										120	0-B-9
Officers		5	6	6	6	6							

**NOTES**

- Gurkas did not actually fight in any major engagements but are included in imaginary list.
- Maxim gun includes other types of machine guns of similar effectiveness.
- Japanese cavalry horses were of poor quality so they can not count charging cavalry bonus in a melee.
- Note that many of the nationalities have been joined together, ie. Germans/U.S.A/British as R/Naval brigade B BLR 0-A-9 to give playable sized units.
- The following show which options are based on actual columns or battles;-
  - 1 = Legation defence of Peking. (The 1 Japanese figure fights as 3 figures for firing and melee etc.)
  - 2 = Seymores relief expedition on Trains. 3 = Seymores retreat on junks.
  - 4 = Langfang. 5 = Taku forts. 6 = Defence of Teinsin. 7 = Teinsin relief force.
  - 8 = Battle of PeiTsang 9 = Battle of Yang Tsun. 10 = Storming of Native Teinsin.
  - 11 = Storming of Peking by Russian Brigade. 12 = Storming of Peking by Japanese Brigade
  - 13 = Storming of Peking by the U.S. Brigade. 14 = Storming of Peking by the British Brigade.
  - 15 = Patachow.
- All troops may operate in skirmish order although the Japanese and Russians rarely used it.
- The trains are standard type trains see rules for details.
- The junks perimeter counts as 12". Junks can carry 15 infantry or 3 Guns/Machine guns but the latter may not fire.
- The Gun boats perimeter counts as 24".
 

Gun boats armament is;- Obsolete Boats = 1 x R/ML Heavy Gun with crew of 5 0-A-9.  
 Other Boats = 1 x R/BLQF Ft. Gun with 4 crew 0-A-9 plus  
 1 x R/BL Heavy Gun with crew of 5 0-A-9
- The Japanese are able to become impetuous as per natives.

11. Russian troops always count +1 on their morale when defending.
12. Civilians are 5 figures per unit.
13. The allies may use a Balloon but only if the French have troops present. Its two crew are R/Inf. --B-8. (The French actually had a balloon but there is no record of its being used).

#### SET UP NOTES FOR THE BOXER REBELLION

1. The Chinese player always sets up the terrain; Allied player may then position any defences etc. The approximate position of any trenches used by either side must be shown to the opposition.
2. Option 1; The terrain is a large number of buildings on a 2ft. x 4ft. board. The Chinese will win if they capture all the allied held buildings. Chinese set up 12" away from buildings.
3. Option 2; The Chinese position the railway line which stretches from one table edge to the other. The allied player sets up 30" away from the edge specified by the Chinese player the allies win if they get 3 of the trains off the specified table edge.
4. Option 3; The Chinese position a river and the allies win if they get all their surviving troops off the table.
5. Option 5; Half of the 2ft. x 4ft. table is sea and the other half is land. The Chinese position the forts on the land side. The allies then position their infantry on the land. The allies win if they storm the forts. (Note the destroyers of both sides which took part in this action are ignored).
6. Option 6; The allies have to defend three 4" x 4" buildings in a 12" x 12" area. The Chinese win if they capture all the buildings.
7. Options 7, 8 and 9; The allies set up 18" away from the table edge specified by the Chinese player. The allies win if they get off the specified table edge.
8. Options 10, 11, 12, 13 and 14; The allies win if they storm the walls. If a wall with 4 gates in it is used then options 11 to 14 can be used together. In this case the first allied army to storm the wall is the winner. The Chinese win if they hold off all attacks (a good game for 5 players).
9. Option 15; The allied player wins if they rout half of the Boxer units and stay masters of the battle field.

#### LIST 9b. BOXER REBELLION

##### CHINESE

Troops	1	2	3	4	5	6	7	8	9	10	A	P	FC
Manchu Banner Men	20											13	ii-B-8
R/Inf. B BLRR													
R/BLQF Ft.Gun 4crew	1											118	ii-B-9
R/BL Ft.Gun 4 crew	.1											117	ii-B-9
Tenacious Army		100	90		40	110	75	100	125	175	50	9	i-C-6
R/Inf. B BLRR													
R/Eng Inf. B BLRR		10	5			10		10	10	10		8	ii-C-6
R/BL Ft.Gun 4 crew		3	3			3	2	4	4	4	2	119	i-B-9
R/BLQF Ft.Gun 4 crew		3	3		8	3	2	2	4	4	2	118	i-B-9
R/Maxim Gun 3 crew		1	1			2	1	2	2	2	1	98	i-B-9
R/Gingal Gun 2 crew		1	1			2	1	2	2	2	1	58	i-B-9
Kansu Braves													
R/Inf. B BLR	20											5	iii-C-5
R/Eng. Inf. B BLR	5											6	iii-C-6
Boxers													
N/Inf. Swd. MLSB	150	150	150	175		175	100				75	4	iv-C-7
Irregular Cavalry			10	10		10	10		10		10	14	ii-C-6
I/Cav. Swd. BLCR													
Trenches								4	5				40
3"x3" Fort					4								48
6ft. Wall section										1			288
with 2 Gates													
Officers	6	6	6	4	4	9	8	6	8	9	4		

**LIST 9b Contd.**

Troops	11	12	13	14	15	16	17	18	19	20	P	FC
Manchu Banner Men												
R/Inf. B BLRR	30	50		20							13	ii-B-8
R/BLQF Ft.Gun 4 crew	1	2									118	ii-B-9
R/BL ft. Gun 4 crew	1	2									117	ii-B-9
Kansu Braves												
R/Inf. B BLR	20		50	50							5	iii-C-5
R/BL Ft. Gun 4 crew	1		1	2							116	ii-B-8
R/BLQF Ft.Gun 4 crew	1		1								117	ii-B-8
R/Maxim Gun 3 crew			1	1							96	ii-B-8
R/Gingal Gun 2 crew	1	1	1	1							56	ii-B-8
Boxers												
N/Inf. Swd. MLSB	25	25		20	500						4	iv-C-7
18" Wall section with 1 gate.	1	1	1	1							72	
Officers	4	3	3	4	10							

**NOTES**

1. Only Chinese cavalry may operate in skirmish order, all other R troops as per minimum given in the rules.
2. The trenches include gun emplacements.
3. The forts in the Taku Fort list are garrisoned by the troops in that list.
4. Boxer unit sizes are 15 to 50 figures with irregular cavalry 10 figures strong.
5. Gingal guns are treated as a BL Gun with a two man crew.

**LIST 10 BOER TREK** (Opponents, Zulu Options 1 or 2)

There is only one option in this list. As it is unusual it is not in the main lists.

5 units each of one wagon containing 5 I/Inf. MLSB 0-B-8 and 1 ML Gun with 2 crew i-B-8

**NOTES**

1. The MLSB may fire every move. This reflects women and children loading muskets and passing them forward.
2. Each unit counts as 10 figures (hence the first 3 casualties will not be removed from the fighting figures), this reflects the presence of women and children taking the place of men killed.
3. The ML Gun fires every other move at medium and long range. At close range they may fire canister every move.
4. It is recommended that the women and children be represented by figures which are positioned in the middle of the wagon laager.
5. This list represents the force at the Battle of Blood river which was the largest battle of the great Trek!
6. For set up follow the British v Zulu notes.
7. The list is allowed one officer who may command one wagon.

## ABBREVIATIONS USED IN THE RULES AND LISTS

### TROOPS

c = Conspicuous clothing  
R = Regular troops  
I = Irregular troops  
N = Native troops

### DICE

D10 = Ten sided dice (0 to 9)  
D6 = Six sided dice (1 to 6)  
Ave = Average dice (2,3,3,4,4,5)

### LIST HEADINGS

P = Points value per figures  
A = Average army option  
FC = Fighting characteristics

Ft. Gun = Foot gun (Foot artillery piece)  
Hse. Gun = Horse Gun (Horse artillery piece)  
Screw Gun = Screw Gun (Light mule carried artillery piece)  
Hvy Gun = Heavy gun (Heavy artillery piece)  
Ox Gun = Ox gun (Artillery piece drawn by oxen)

All the above guns can be BL or ML (see below)

Gat Gun = 1879 Gatling gun.

Gat Gun 82 = 1882 Gatling gun

Bothe the above includes Nordenfeldts and Gardner guns etc.

QF = Quick fire gun

ML = Muzzle loading gun (artillery piece)

BL = Breach loading gun (artillery piece)

The above guns may be Foot, Horse, Ox, Heavy or crew types.

Mtd. = Mounted

Cav. = Cavalry

High. = Highlanders

Inf. = Infantry

Eng. = Engineers

Rifle Brig. = Rifle Brigade.

### WEAPONS

BLR = Breach loading rifle

BLRR = Breach loading repeating rifle

BLC = Breach loading carbine

BLCR = Breach loading carbine repeater

MLSB = Muzzle loading smooth bore (Musket)

B = Bayonet

SP = Spear

Swd. = Sword

A Swd.= Ashanti sword

L = Lance

JZL = Jazzail

MLR = Muzzle loading rifle.







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<p><b>Imran Khan Plays The Game</b></p> <p>Before playing for India he played for the Khyber 1st. XI and practiced bowling with 7lb. shells. He counts as a muzzle loading gun with 4 crew but uses the muzzle loading musket ranges. His target priority is English batsmen against which he uses bodyline tactics (all batsmen -1 morale).</p>	<p><b>Water Water Every Where</b></p> <p>Roll one average dice for every trench, ditch and donga on the table. If the score is 2 or less then water fills it and makes it unusable. Also do this for every trench dug from now one.</p>	<p><b>Udibi Boy Hero</b></p> <p>The Udibi boy is placed with any Zulu unit (once placed he may not leave that unit) and due to his heroism that unit may not be pinned whilst he is alive.</p>
<p><b>Ogilvy Rides Again</b></p> <p>Any one dead British officer may be resurrected as the spear/bullet bounced off his pocket watch. As this was once his great grandfathers he is annoyed and counts as a +2 officer.</p>	<p><b>Crawl, Walk .... Run</b></p> <p>One pinned Zulu unit may crawl towards the enemy at 2" per move until in contact (they must stand up to charge). The UmCijo did this at Isandlwana. If no Zulu unit is currently pinned this card applies to the next unit to be pinned.</p>	<p><b>Melton Prior Draws A Sketch</b></p> <p>One friendly and one enemy unit, in melee, cease fighting for one move whilst Melton Prior captures the action.</p> <p>These units will not suffer any casualties this move.</p>
<p><b>I See No Evil</b></p> <p>True to form Baden Powell has scouted the area well and all natives off table or still in cover are revealed immediately.</p>	<p><b>Five Rounds For A Bottle Of Whiskey</b></p> <p>At Isandlwana some soldiers gave away all they had in money for a bottle of whiskey during the dying moments of the battle. One British company is drunk and fires at -2 but gets +2 on morale for the rest of the game.</p>	<p><b>Dinner Time</b></p> <p>All Boer units eat their dinner (routing troops rally) and thus may not do anything this turn. However, since no man fights well on an empty stomach all other troops add -1 to all rolls for the rest of the game.</p>

**EVENT CARDS LIST 1**

<p><b>Lucky Joe</b></p> <p>Private Joseph Higgins is his companys best poker player and his cool stare automatically pins any one unit which is charging his unit this turn. Due to his luck this company cannot roll less than evens on its morale rolls (British player chooses the company)</p>	<p><b>Dr. Livingstone I Presume</b></p> <p>No its Mr H.M.Stanley who was actually present in the Ashanti campaign as a War correspondent. Stanley counts as a +1 officer B9 (after all he is American). He is placed in the thickest of the action and will advance towards any gunfire. He may crew any gun as a full B crew.</p>	<p><b>Biggles Saves The Day</b></p> <p>Biggles counts as a three man unit, is A class and counts as a +2 officer (may not apply this to himself). He may operate machine guns single handed (as if crewed normally). He may have two sniping chances per turn if doing nothing else. British player plays Biggles where ever he wants.</p>
<p><b>Afghans Break The Patent Laws</b></p> <p>If the 'sneaky Afghans' card has been played this card indicates that the Afghans have successfully built a machine gun around the stolen firing pin. This gun is placed, with crew, at the discretion of the Afghans, during the movement phase.</p>	<p><b>The Golden Stool</b></p> <p>This is an Ashanti sacred object. For so whomever holds the stool rules the Ashanti. It is placed in any of the villages on the table (Ashanti choice), if the British player captures it they win the game, but whilst the Ashanti hold it they get +1 firing and morale.</p>	<p><b>The Gentle Art Of Loading A Rifle</b></p> <p>Natives find it better to load their liberated Remingtons via the breach rather than the muzzle. All native muzzle loaders become breach loaders so long as the natives are unused to firearms.</p>
<p><b>Its Alright Lads 'Navies Here'</b></p> <p>A company of 5 blue jackets and a +1 officer succeed in fighting through to the British troops. Place these troops anywhere within 3" of British/Allied troops in the movement phase.</p>	<p><b>Your Home Is On Fire</b></p> <p>All Boer units must test morale at -2. Routs count as retire but units who get this result must ride home (leaving the board).</p>	<p><b>Quartermaster Loses His Screwdriver</b></p> <p>It is difficult to open the ammunition boxes without taking the screws out!</p> <p>Rifle fire slackens by -1 (starting next turn) for one average dice score number of moves.</p>
<p><b>Death To The Infidel</b></p> <p>One native unit goes impetuous immediately.</p>	<p><b>Bloggs' Private War</b></p> <p>Bloggs was a poacher in Yorkshire in his youth and upset at being sniped at disobeys his sergeant to avengs the death of Tommy Atkins, his best friend. Place one extra figure A9 BLR sniper on table.</p> <p>(Bloggs was courtmarshalled)</p>	<p><b>Harry Faversham Gives Back A Feather</b></p> <p>One British officer increases his modifier to +2 for this turn only.</p>



<p><b>A Change of Side</b></p> <p>One unit of NNC desert and move to the nearest Zulu leader and upon contact with him become A9 Zulu unit.</p>	<p><b>Billy Whiz</b></p> <p>The Beano's famous character may actually have been brought up in South Africa. All Boers in Wagon Laagers fire at +1 for the rest of the game due to Billy loading the rifles quickly.</p>	<p><b>Sneaky Afghans Creep About</b></p> <p>Last night Afghans crept into the British camp and stole the machine guns firing pin. They may succeed in building a new gun around the pin they nicked. One British machine gun ceases firing immediately.</p>
<p><b>Recruitment Drive</b></p> <p>Onward christian soldiers on to foreign lands, prayer books in your pockets rifles in your hands, take the glorious gospel where trade may be done, spread the peaceful tidings with a maxim gun. One extra crew Rev. Lottaguts for the Maxim gun.</p>	<p><b>'Bad Air Strikes!'</b></p> <p>Malaria or bad air was the bane of all white troops on the Gold Coast. It was not until 1854 that Quinine was used to help malaria extensively. Even so the disease could strike. Remove 5% of any British troops present.</p>	<p><b>Dingane Finds A Hill</b></p> <p>All Zulu units count general within 2" but only one of the units may use this modifier each turn. The Zulu general and any +1 officer are moved to any hill on the board.</p>
<p><b>Sgt. Bourne Gets Dust on His Tunic</b></p> <p>Sgt. Bourne counts as a +1 officer and as two figures. He may add his modifier to himself but may not use it if he is with a unit that already has an officer. Sgt. Bourne appears this move but spends this entire turn cleaning his tunic.</p>	<p><b>Enemy to Flank</b></p> <p>Rumour of an enemy out flanking march means that 10 figures (British players choice) of British or allies are removed the table to deal with it. A score of 10 on a D10 throw will make them return again.</p>	<p><b>Desert Nomads</b></p> <p>1882 Egyptians helped by Desert tribes. Place 30 C7 IV MLR &amp; Spear Camelry/ Cavalry are placed on any table edge, Egyptian players choice.</p>

**EVENT CARDS LIST 2**

<p><b>Gurkha Down</b></p> <p>The Gurkhas think they are losing to many men. If they become pinned or suffer adverse morale they ignore the result and draw their Kurris and charge the nearest enemy (without disorder for continuous charges). In melee they count as sword +2 for being dischuffed (counts for 1 melee only).</p>	<p><b>Corporal Scheisse Lends a Hand</b></p> <p>Due to an injured leg Scheiss moves at half speed and stands 8-10 (on a D10) per turn of falling over. If he falls he takes all next move to stand up (if in melee he may not stand and must deduct 2 from his melee factor). In melee he uses his crutch (other weapon). He also counts as 2 men in all respects and adds +1 to his firing.</p>	<p><b>Tea Time</b></p> <p>Lord Chelmsford and any +1 officer are placed in base to base contact while they spend two moves eating cucumber sandwiches.</p>
<p><b>'Just Timed That Nicely'</b></p> <p>Egyptian gunners in 1880's list count as II <u>NOT</u> IV as the shells they have have for once got the correct fuze length. (Historically Egyptian artillery was ineffective due to poor quality shells)</p>	<p><b>Buller Struck by Fetish</b></p> <p>In 1873 Buller was struck down by fever whilst gathering intelligence. Thinking his cot carriers were Ashantis he fired at them. Any one +1 or +2 officer (natives choice) shoots at the nearest allied native unit counting as 3 figs - A9 BLR for one move only.</p>	<p><b>Captain Legrett Walks Again</b></p> <p>In the 1900 Ashanti campaign Cpt. Legrett crawled into Kumaji having been wounded. He then helped in the Kumaji breakout being wounded again! only to succumb to disease a few days later? Place a +1 officer next to any British Native allied unit.</p>
<p><b>Misinformed</b></p> <p>Durin the Boer War Wosley spread incorrect information via the British Press, particularly the Times. Any hidden or off table Boers fail to appear during the game due to reading the Times and being misled.</p>	<p><b>Gunga Din Sees It Through</b></p> <p>After many adventures Gunga Din gets water to one British battalion who them add +1 to morale for the next two moves.</p>	<p><b>White Feathers</b></p> <p>Any +1 officer (British) loses his bottle (whisky probably) and becomes a 0 officer and deserts counting as dead. Natives choice.</p>
<p><b>Dust to Dust, Ashes to Ashes</b></p> <p>So reads the funeral service of the Boer gun crew whose home made gun has just exploded. British players choice.</p>	<p><b>The House That Jack Built</b></p> <p>Any building on the table (natives choice) falls down due to weak foundations. Any figures in the building must roll three or less on one average dice to survive the collapse.</p>	<p><b>Duck</b></p> <p>At Isandlwana the Zulus noticed that British gunners stood back from their pieces before firing and consequently laid down. Any one Zulu unit may count prone from artillery fire this move at the cost of 2" of movement.</p>



# SOLDIERS OF THE QUEEN

by D. Elks and J.G. Stanyon.

## TURN SEQUENCE

- Draw event card (optional)
- Units entering the playing area (and visible to enemy) are placed in position.
- Previously concealed units intending to charge are placed on the board.
- Charges declare their charge.
- Attempt to unjam machine guns
- Units being charged check firing range.
- Conduct firing
- Unpinning
- Check morale
- Movement
- Melees
- Sighting attempts.

TABLE 1 (see rules 7, 10, 15 and 18)

Officer Modifiers.: Roll 1 x D10

Score	Modifier
1-5	0
6-8	1
9-10	2

## REACTION TIMES

Reaction Class			Column 1	Column 2	Column 3	Column 4	Column 5
A	B	C	React to Charge	Fire range if Charged	Respond to enemy	Reform $\frac{1}{4}$ move +	Attempt to halt pursuit
1-2	1-3	1-5	$\frac{1}{2}$ move	Long	1 move	1 move	Pursue
3-5	4-6	6-8	$\frac{1}{2}$ move	Medium	$\frac{1}{2}$ move	$\frac{3}{4}$ move	Halt
6-10	7-10	9-10	No delay	Short	$\frac{1}{4}$ move	$\frac{1}{2}$ move	Halt

Column 5 only:- Unit impetuous -1 to dice score.

## MOVEMENT

TABLE 4

Troop Type	Normal	Charge
Regular horse/Horse artillery	8"	10"
Regular foot/Foot artillery	4"	6"
Tribal horse, mounted irregulars, mounted skirmishers.	9"	12"
Tribal foot, irregulars, Skirmishers	5"	7"
Oxen pulled equipment	3"	-
Unlimbered gun	2"	-
Unlimbered Screw Gun	4"	-

Note: Remember the movement dice.

## MOVEMENT PENALTIES

Obstacle or Action	Oxen	Skirmishers	Others
Linear Obstacle *	4 moves	1 move	1 move
On a steep hill **	$\frac{1}{2}$ speed	$\frac{3}{4}$ speed	$\frac{3}{4}$ speed
Broken ground*	$\frac{1}{2}$ speed	no penalty	$\frac{3}{4}$ speed
Jungle * and ***	may not move	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed
Formation Change	Roll on reaction table. Table 5 column 4.		
Face change	not applicable	$\frac{1}{4}$ move	$\frac{1}{2}$ move
Step back (foot only)	not applicable	no penalty	$\frac{1}{4}$ speed
Mount/Dismount	not applicable	$\frac{1}{2}$ move	$\frac{1}{2}$ move
Limber/Unlimber	$\frac{1}{2}$ move	not applicable	$\frac{1}{2}$ move
Lie down/Stand up	not applicable	no penalty	$\frac{1}{4}$ move
Climb in/out trench/ditch	2 moves	$\frac{1}{4}$ move	$\frac{1}{2}$ move

\* Disordering terrain: Not applicable to tribals or skirmishers on foot.

\*\* Horse  $\frac{1}{2}$  speed

\*\*\* No horses

Broken ground includes woods and bogs etc.

## FIRING

TABLE 2

Weapon	Range Factor			Fire at $\frac{1}{2}$ effect and move:-
	Short (7)	Medium (5)	Long (2)	
BLRs	0 - 4"	- 10"	- 24"	$\frac{1}{2}$ move, repeaters $\frac{3}{4}$ move
BLCs	0 - 4"	- 8"	- 18"	$\frac{1}{2}$ move, repeaters $\frac{3}{4}$ move
MLSB	0 - 2"	- 5"	- 12"	mounted $\frac{1}{2}$ move, rest 0
MLR	0 - 4"	- 8"	- 18"	mounted $\frac{1}{2}$ move, rest 0
Jezail	0 - 4"	- 9"	- 22"	may not move
Sniper	0 - 5"	- 14"	- 28"	$\frac{1}{2}$ move
Spear	-	-	0 - 3"	full move
M/Gun	0 - 6"	- 14"	- 30"	1" only
BL/Gun	0 - 12"	- 30"	- 80"	1" only
ML/Gun	0 - 6"	- 20"	- 60"	1" only

## TACTICAL FACTORS

Officer directing	+?
Target in 3+ close order ranks	+1
Target in hard cover *	-3
Target in soft cover*	-2
Target in open order**	-2
Target charging or moves over 5"	-1
MLRs or QF Guns firing	+1

\* Mutually exclusive.

\*\* Skirmishers and deployed gun crews.

Target prone	-2
Firer class I	-1
Firer class II	-2
Firer class IV	-4
Using repeating weapons	+1
Firer is mounted	-2

## MORALE

### TACTICAL FACTORS

- 2 Each friend routing within 8"
- 2 Cavalry charging
- 2 Skirmishers charged by close order
- 2 Unit charged in flank or rear
- 2 General killed within 8" \*
- 1 Under shell fire
- 1 Under fire
- 1 Unit pinned
- 1 No friends within 8"
- 1 Units officer killed \*
- +1 General within 8"
- +1 Unit impetuous
- +1 Uphill of nearest enemy
- +1 Unit in soft cover
- +2 Unit in hard cover
- +4 Unit in Square \*\*
- +? Officer modifier.

\* Counts for 2 moves only.

\*\* Square only used by dismounted bayonet armed regulars in close order.

### MORALE RESULTS

- 1 or less Rout
- 2 or 3 Retire, routers continue
- 4 or 5 Halt, routers rally.
- 6 or 7 Follow orders
- 8 or more Natives go impetuous

Note:- A unit can avoid going impetuous by a 'halt' result on Table 1 in movement phase.

### MACHINE GUN JAMS & OFFICER CASUALTIES

WEAPON	D10 SCORE
Gatling gun 1879-1885	8 - 10
Gatling gun 1886 -	9 - 10
Native operated Machine gun	8 - 10
Maxim gun	10
Clear jam	1 - 3
Officer Killed	1

### PINNING

Roll 1 x D10, double the score. This score must be equal to or more than units percentage loss this turn



# MELEE

**TABLE 5 MELEE rule 18**

To morale score from Table 3 add the following weapon and tactical factors

WEAPON FACTOR		
	Foot	Horse
Weapon		
Bayonet *	7	9
Sword or spear	7	9
Ashanti sword	5	-
Lance**	-	10
Other weapons	3	4

\* Bayonets may not be used by mounted troops

\*\* To use a lance, cavalry must count as charging.

Highest score wins the melee, take difference and consult the following table:-

Difference	Mounted v Mounted			Mounted v Others			Others v Mounted			Others v Others		
	Dur	Win	Lose	Dur	Win	Lose	Dur	Win	Lose	Dur	Win	Lose
0 - 1	1	F2	F2	1	C4	C4	1	A4	A4	4	A4	A4
2 - 3	1	F4	F2	1	C4	C2	1	B4	C3	3	B4	C3
4 - 5	1	G6	E1	1	G6	E1	1	B6	E2	2	D6	E2
6 - 7	1	G8	E-1	1	G8	E-1	1	D8	E-1	1	G8	E-1

TACTICAL FACTOR	
Defending and obstacle	+6
Opponent disordered	+4
Mounted against formed bayonet/spear armed foot	-2
Outnumbered or against tribals	-2
Opponent in open order	+4
Mounted with impetus	+4
Foot with impetus	+2
Advancing to contact	+1
Foot attacking a square	+2

# CASUALTIES

Notes:-

Double Melee Casualties

Guns firing shot/shell = crew x 2

Galtings firing = crew x 3

Muzzle loading(close range)= crew x 3

Muzzle loading(being charged) = crew x 3

Maxim firing = crew x 4

**TABLE 6 CASUALTIES rule 19 (see also rules 11 and 18)**

Casualty Factor	Number of figures firing or in melee																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
-3	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	2
-2	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	2	2	2	2
-1	0	0	0	0	0	0	1	1	1	1	1	1	2	2	2	2	2	2	3	3
0	0	0	0	0	0	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3
1	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
2	0	1	1	2	2	2	3	3	3	4	4	5	5	6	6	6	7	7	8	8
3	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
4	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16
5	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
6	1	2	4	5	6	7	8	10	11	12	13	14	16	17	18	19	20	22	23	24
7	1	3	4	6	7	8	10	11	13	14	15	17	18	20	21	22	24	25	27	28
8	2	3	5	6	8	10	11	12	14	16	18	19	21	22	24	26	27	29	30	32
9	2	4	5	7	9	11	13	14	16	18	20	22	23	25	27	29	31	32	34	36
10	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

**PERCENTAGE LOSS TABLE**

Original unit Strength	Number of Casualties (in figures)																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20			
1	100																						
2	50	100																					
3	33	66	100																				
4	25	50	75	100																			
5	20	40	60	80	100																		
6	16	33	50	66	83	100																	
7	14	28	42	57	71	85	100																
8	12	25	37	50	62	75	87	100															
9	11	22	33	44	55	66	77	88	100														
10	10	20	30	40	50	60	70	80	90	100													
11	9	18	27	36	45	54	63	72	81	90	100												
12	8	16	25	33	41	50	58	66	75	83	91	100											
13	7	15	23	30	38	46	53	61	69	76	84	92	100										
14	7	14	21	28	35	42	50	57	64	71	78	85	92	100									
15	6	13	20	26	33	40	46	53	60	66	73	80	86	93	100								
16	6	12	18	25	31	37	43	50	56	62	68	75	81	87	93	100							
17	5	11	17	23	29	35	41	47	52	58	64	70	76	82	88	94	100						
18	5	11	16	22	27	33	38	44	50	55	61	66	72	77	83	88	94	100					
19	5	10	15	21	26	31	36	42	47	52	57	63	68	73	78	84	89	94	100				
20	5	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	100			
21	4	9	14	19	23	28	33	38	42	47	52	57	61	66	71	76	80	85	90	95			
22	4	9	13	18	22	27	31	36	40	45	50	54	59	63	68	72	77	81	86	90			
23	4	8	13	17	21	26	30	34	39	43	47	52	56	60	65	69	73	78	82	86			
24	4	8	12	16	20	25	29	33	37	41	45	50	54	58	62	66	70	75	79	83			
25	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80			
26	3	7	11	15	19	23	26	30	34	38	42	46	50	53	57	61	65	69	73	76			
27	3	7	11	14	18	22	25	29	33	37	40	44	48	51	55	59	62	66	70	74			
28	3	7	10	14	17	21	25	28	32	35	39	42	46	50	53	57	60	64	67	71			
29	3	6	10	13	17	20	24	27	31	34	37	41	44	48	51	55	58	62	65	68			
30	3	6	10	13	16	20	23	26	30	33	36	40	43	46	50	53	56	60	63	66			

Distances figures may see into terrain.

Terrain Type	Woods	Jungle	Buildings	Scrub	Broken Ground	Along Trenches	Along ditches
Distance	6"	3"	3"	9"	15"	3"	6"

# VISIBILITY

**TABLE 7 CONCEALMENT AND SIGHTING Rule 20**

Terrain Type	Distance in inches									
	0-2"	2-4"	4-6"	6-9"	9-12"	12-18"	18-24"	24-36"	36-48"	48-96"
Scrub/Broken ground	A	A	A	A	A	5	2			
Woods	A	A	8	3	1	7				
Jungle/Buildings	A	A	8	4	1					
Ditches/Trenches	A	A	6	3	1					
Hedges/Walls	A	A	8	5	2	1				
Off table*	A	A	A	9	7					

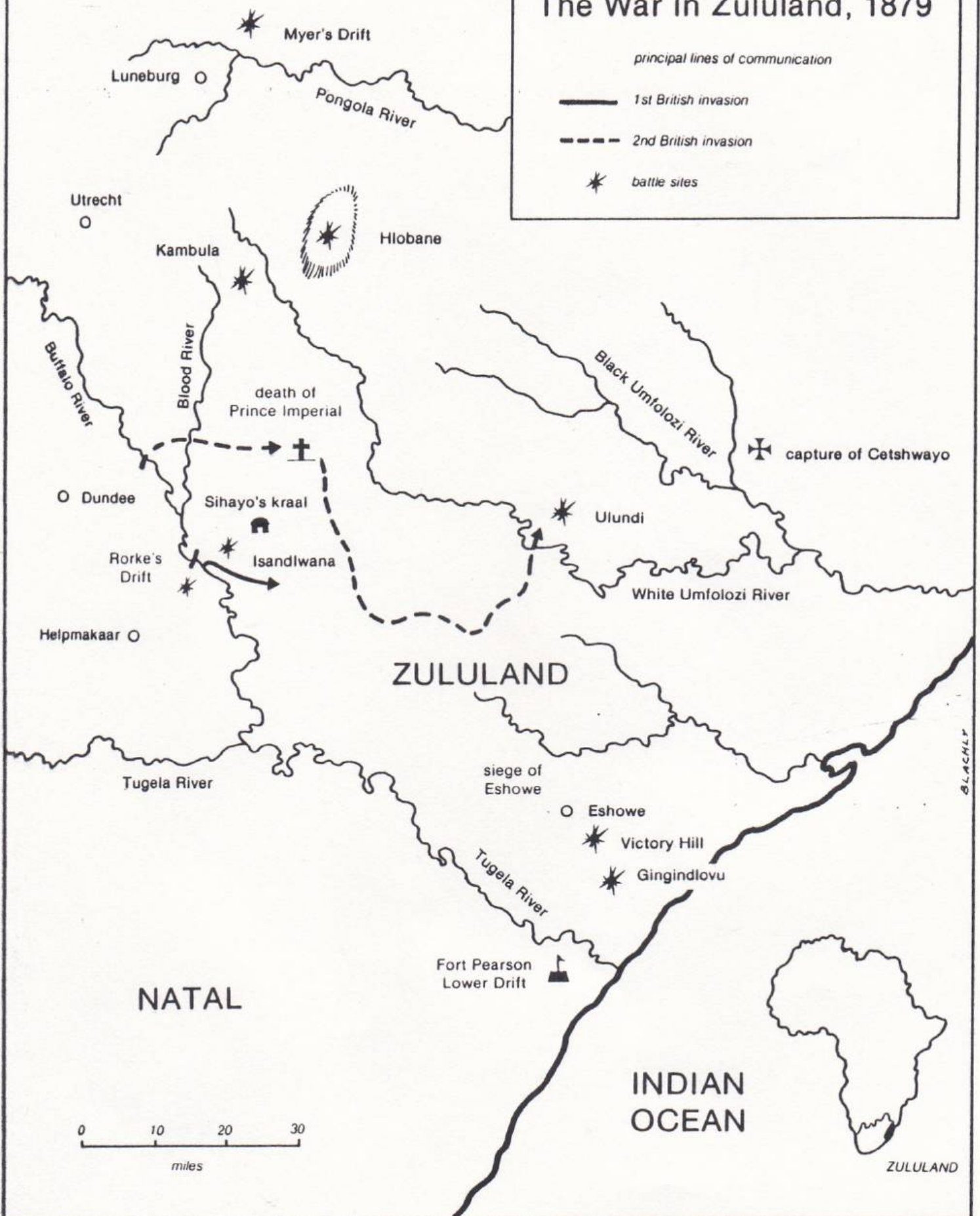
**COLUMN SHIFTS FOR TABLE 7**

- Unit in spotting zone
- Wagons, guns, Mtd. troops
- Moves of Fires
- In Skirmish Order
- Conspicuous Clothing
- Using smokeless powder
- Spotting Unit
- Moves or Fires
- Using smokeless powder

- 1 column left
- 3 columns left
- 1 column right
- 1 column left
- 1 column right
- 1 column right
- 1 column left

\* Distance measured to the table edge.  
A = Automatically spotted.

# The War in Zululand, 1879



principal lines of communication

— 1st British invasion

- - - 2nd British invasion

\* battle sites

Myer's Drift

Luneburg

Pongola River

Utrecht

Kambula

Hlobane

Buffalo River

Blood River

death of Prince Imperial

Black Umfolozi River

capture of Cetshwayo

Dundee

Sihayo's kraal

Ulundi

Rorke's Drift

Isandlwana

White Umfolozi River

Helpmakaar

ZULULAND

Tugela River

siege of Eshowe

Eshowe

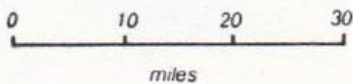
Victory Hill

Gingindlovu

Fort Pearson  
Lower Drift

NATAL

INDIAN OCEAN



ZULULAND



FENCE

GARDEN

ROAD TO RORKE'S DRIFT - 1/4 MILE →



MAGNETIC NORTH

STONE WALL

ROCK LEDGE

W.C.

INITIAL PERIMETER

DOG LEG

Hospital

MEALIE BAG WALL  
INITIAL PERIMETER

WAGONS

INITIAL PERIMETER

BISCUIT BOXES  
FINAL PERIMETER

Mealie Bag  
Heap

Kruaal

ROCK LEDGE

Rough Stone Kruaal

DITCH

Oven

Oven

Cook House

Store House

INITIAL PERIMETER

The Mission Station

0 Yards 50

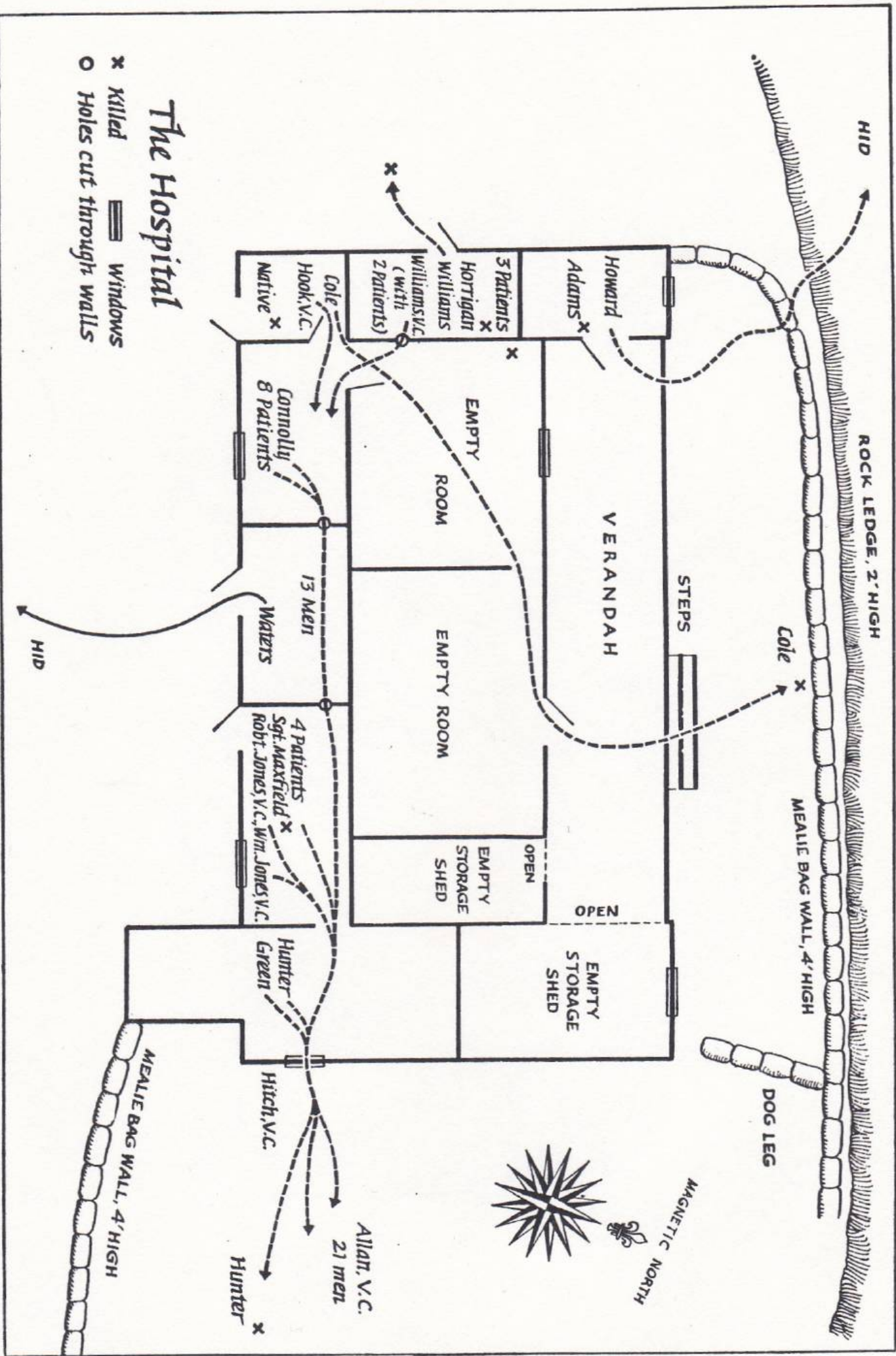
OSKARBERG TERRACES

palacios



- x Killed
- ◻ Windows
- o Holes cut through walls

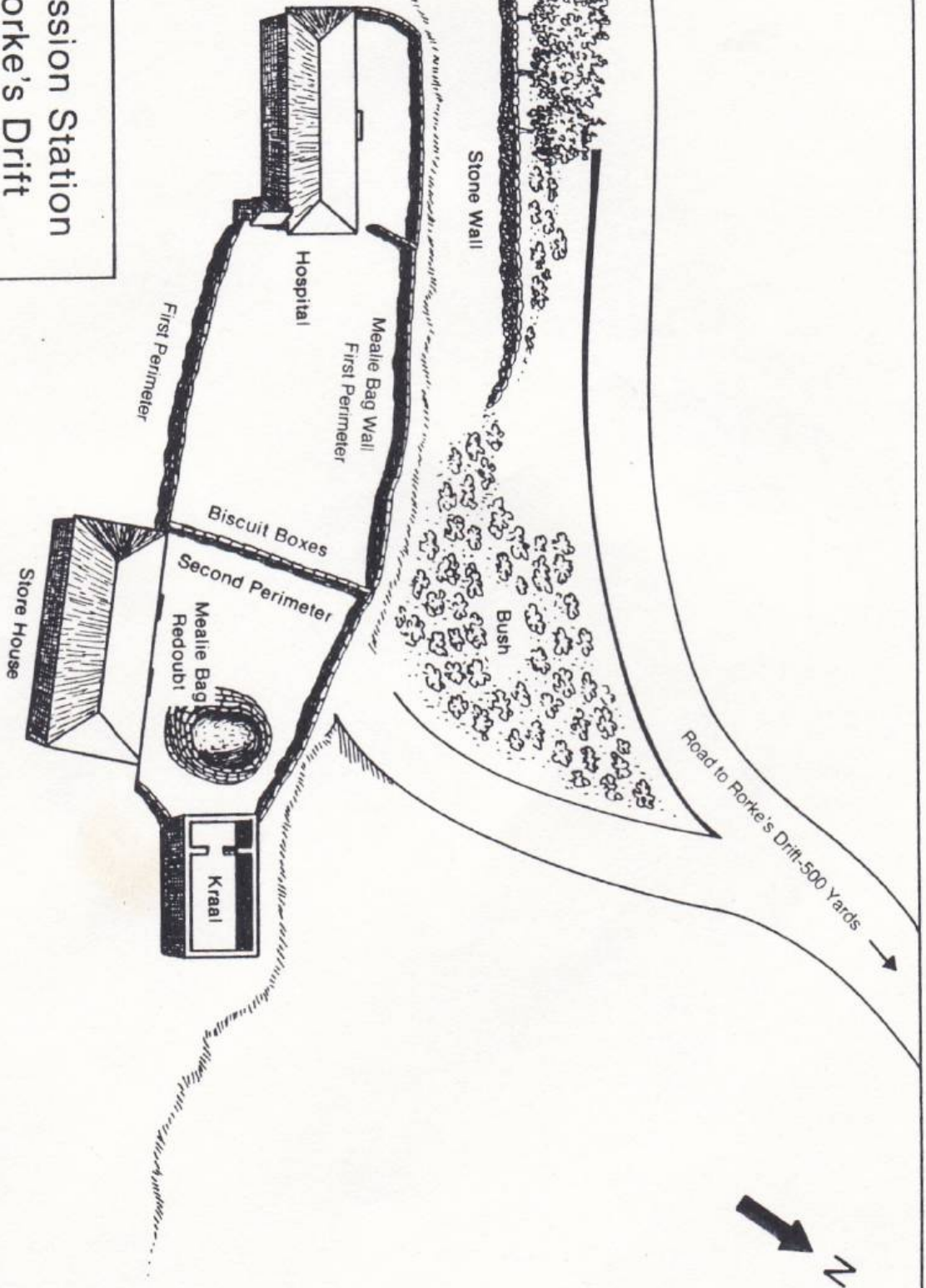
# The Hospital



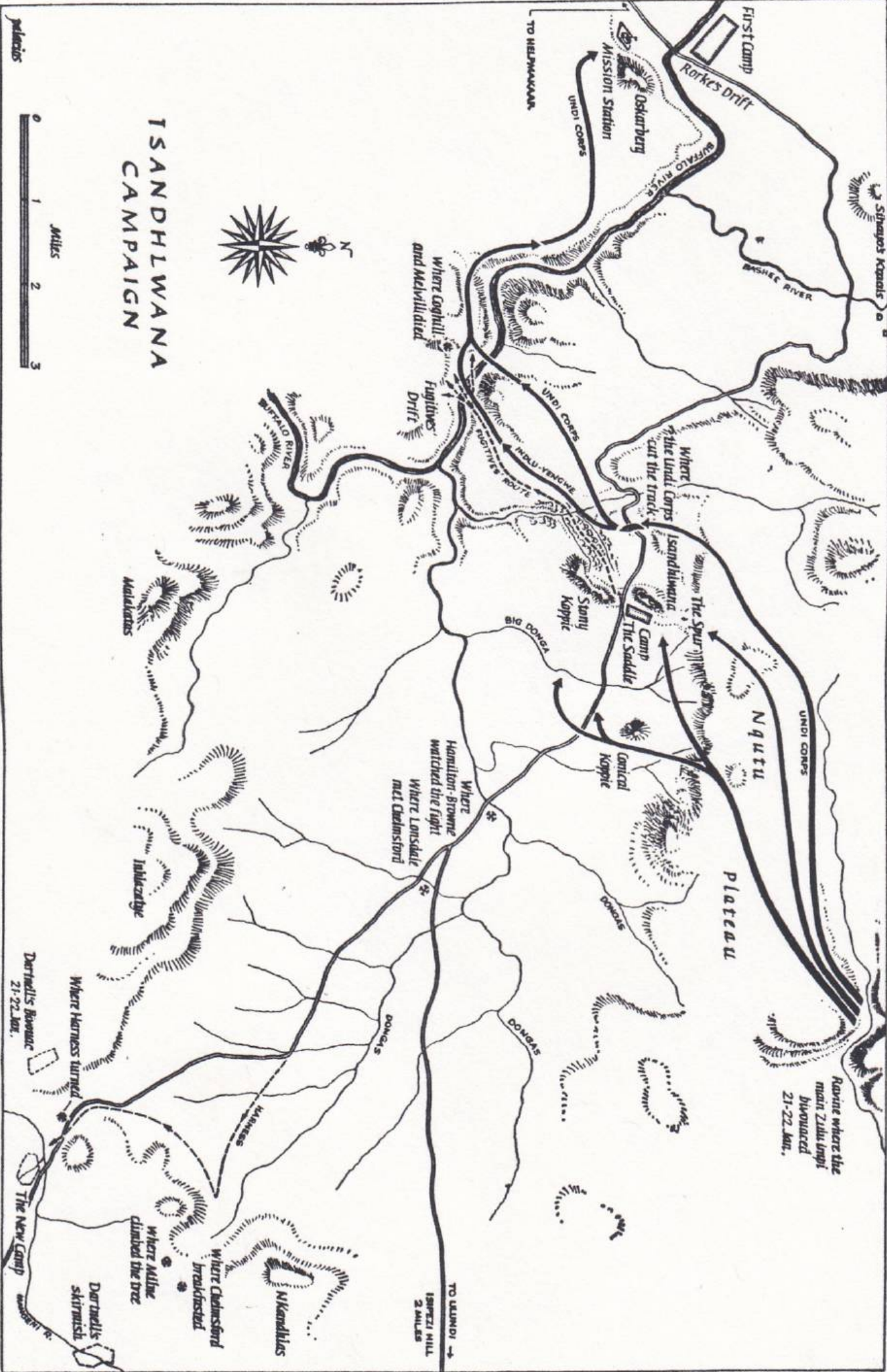
# The Mission Station At Rorke's Drift



Oskarberg



# ISANDHLWANA CAMPAIGN

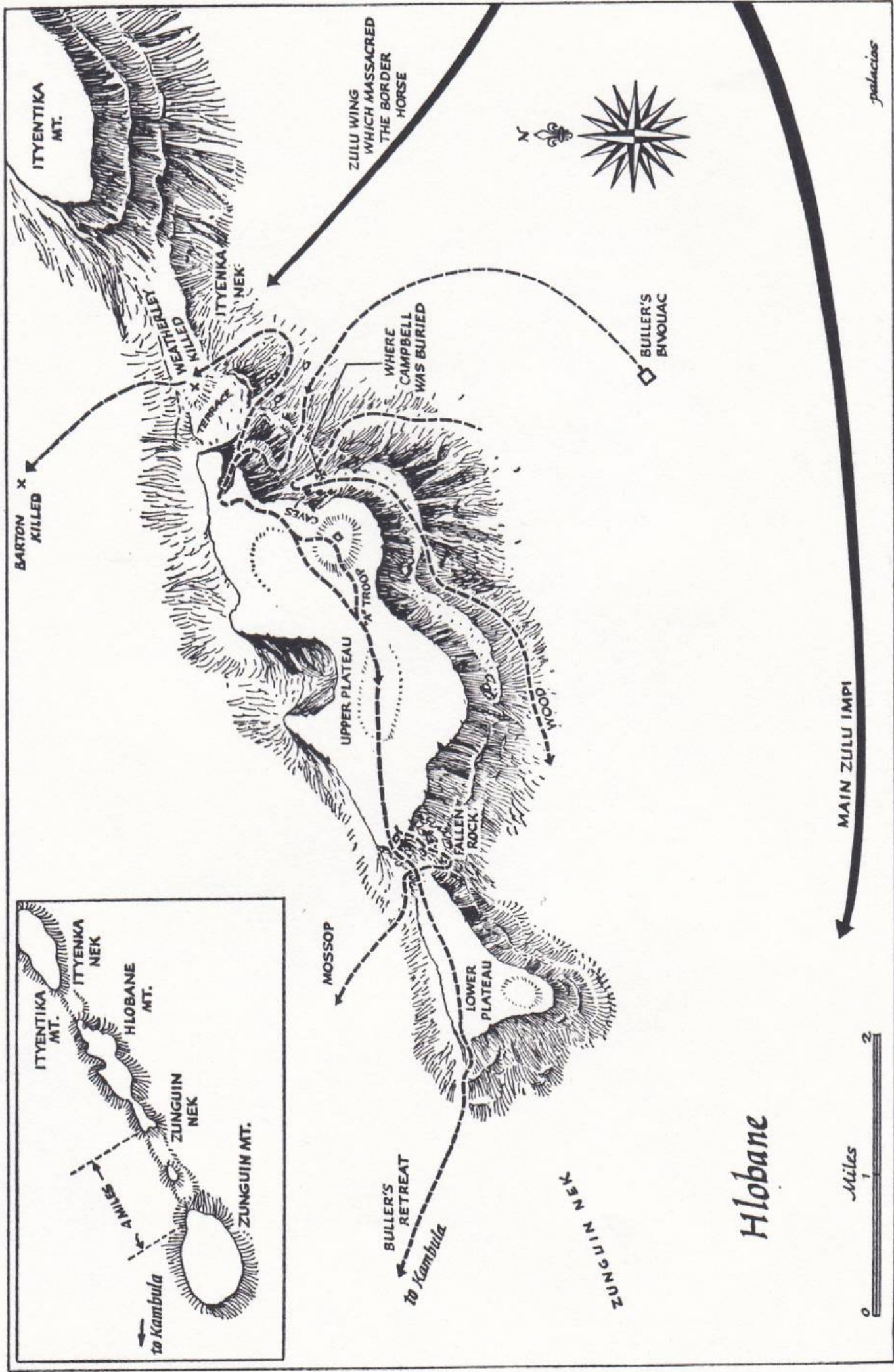


miles



miles

TO LUMDI →  
ISIPHEZI HILL  
2 MILES



palacios

MAIN ZULU IMPI

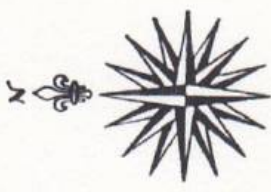
# Hlobane

Miles



ITYENTIKA MT.

ZULU WING WHICH MASSACRED THE BORDER HORSE



BARTON X KILLED

WEATHERLEY X

ITYENKA NEK

WHERE CAMPBELL WAS BURIED

BULLER'S BIVOUAC

UPPER PLATEAU

WOOD

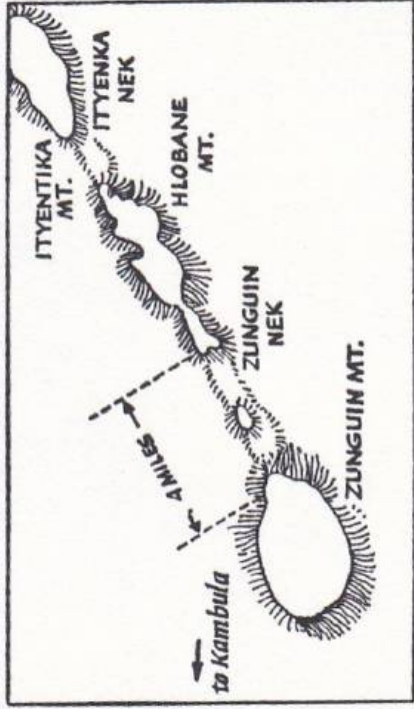
FALLEN ROCK

MOSSOP

LOWER PLATEAU

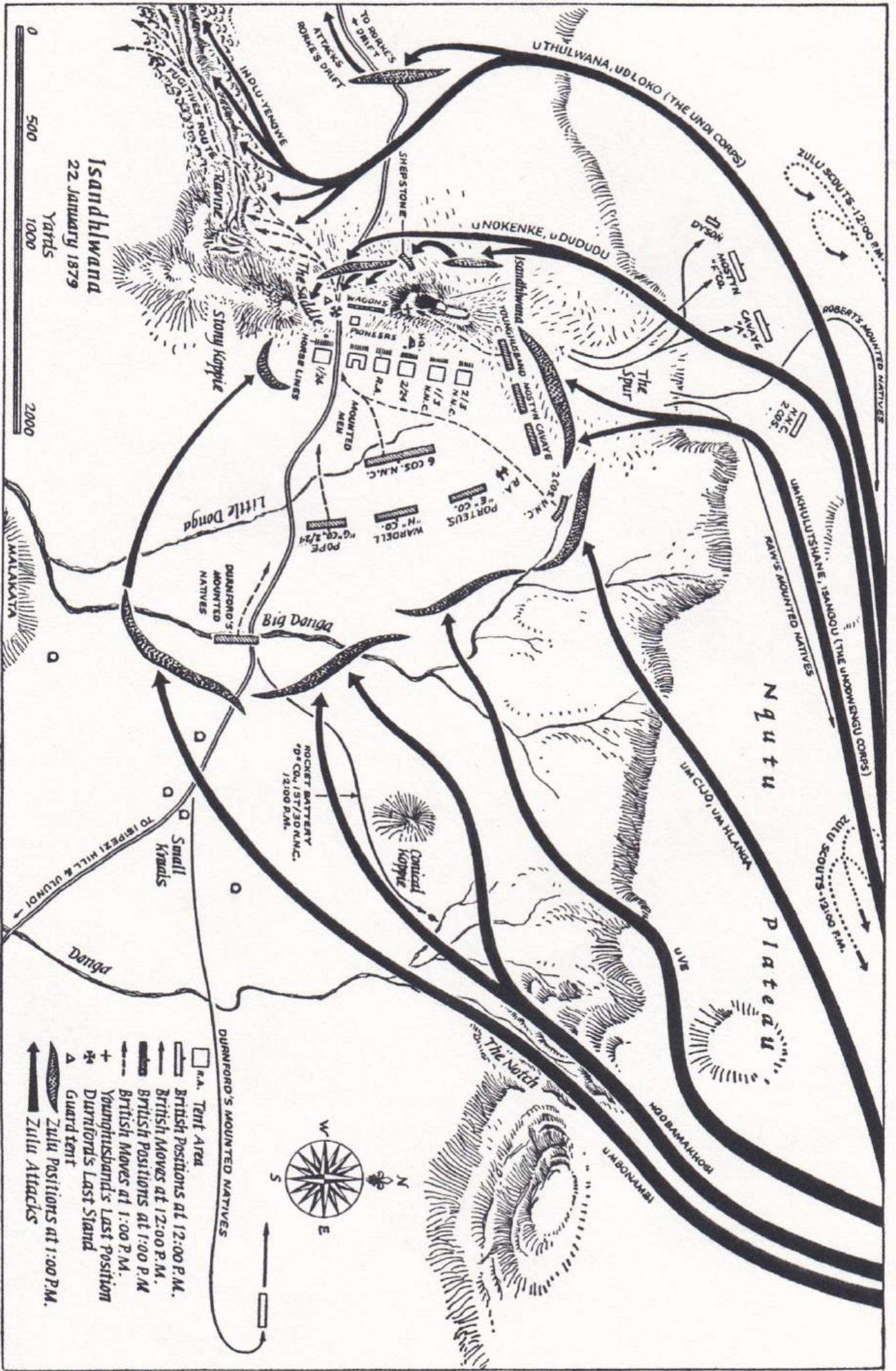
BULLER'S RETREAT to Kambula

ZUNGUIN NEK



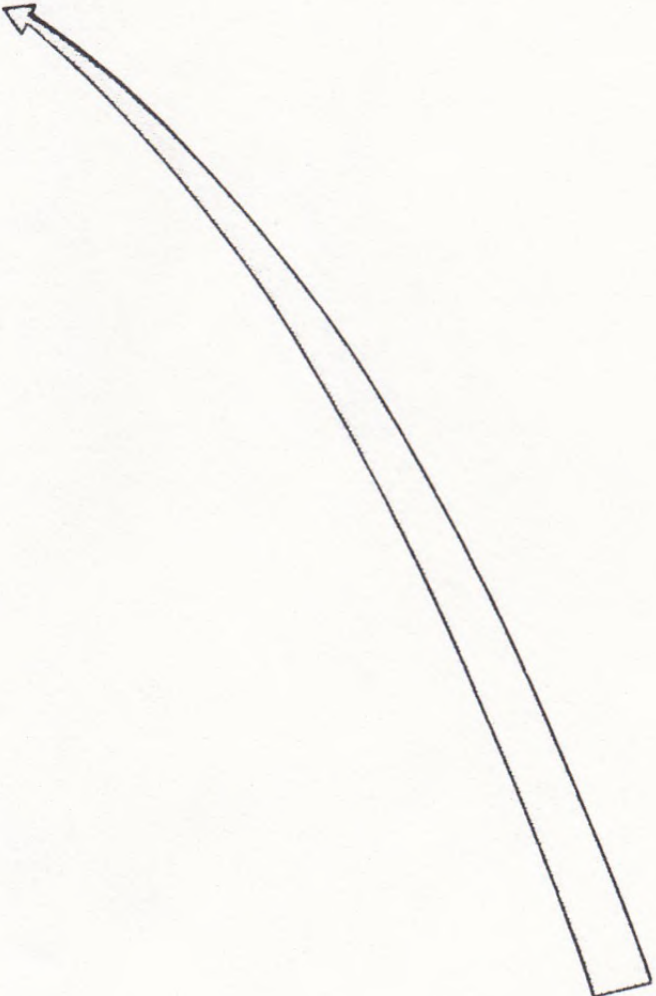
Isandhlwana  
22 January 1879  
Yards

0  
500  
1000  
2000



- N.A. Tent Area
- ▭ British Positions at 12:00 P.M.
- British Moves at 12:00 P.M.
- ▭ British Positions at 1:00 P.M.
- British Moves at 1:00 P.M.
- + Youngbushland's Last Position
- ⚔ Durnford's Last Stand
- ▲ Guard tent
- Zulu Positions at 1:00 P.M.
- Zulu Attacks

# The Battle at Kambula



Ngobamakosi



Main Laager



Artillery Battery



Secondary Laager



Cattle Kraal

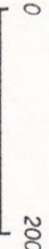


Thuliwana

Nokenke

Mbonambi

Umcityo



yards