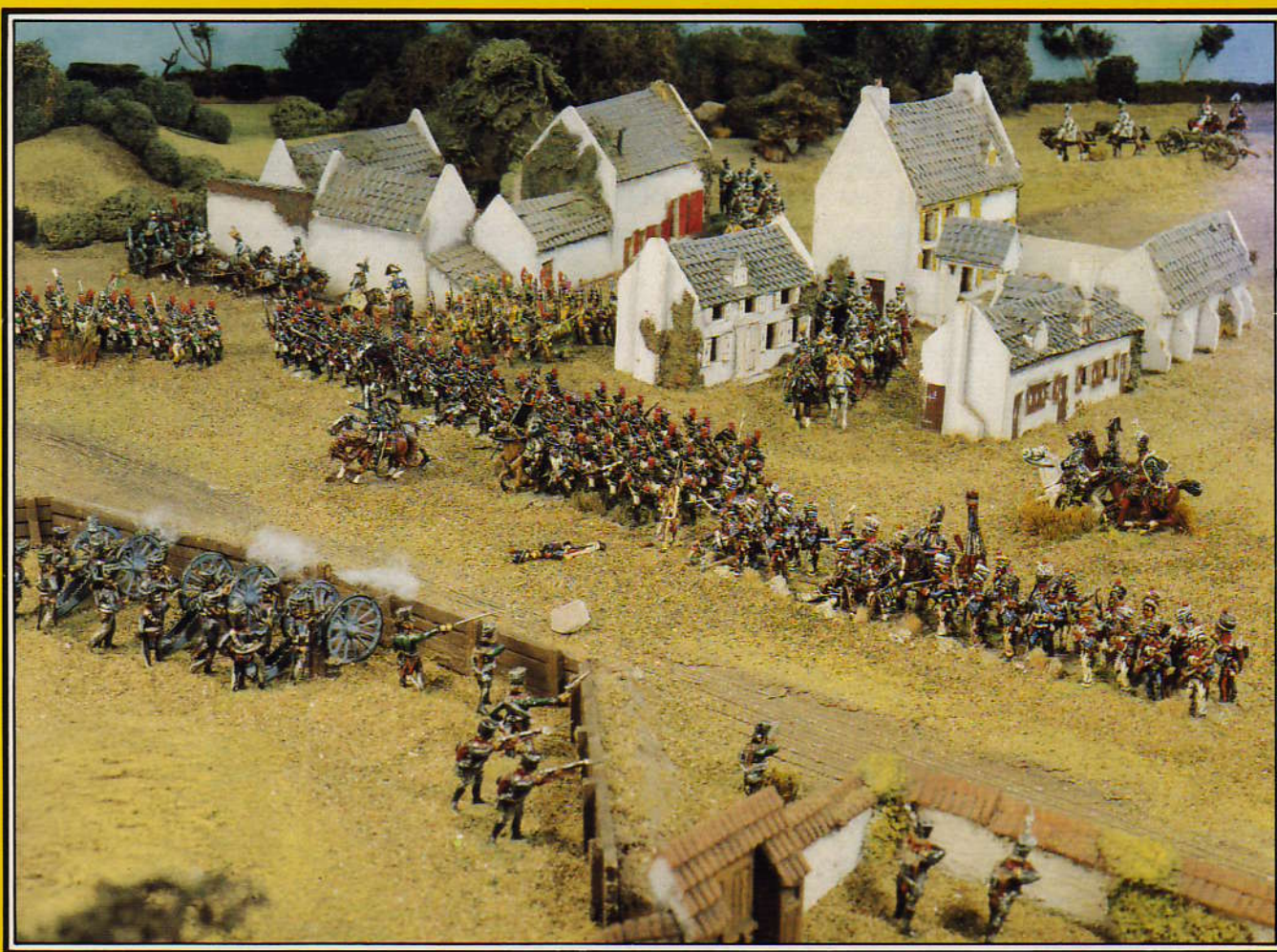


# Wargames World

Wargames Illustrated's  
First Birthday Special



## *IN THIS ISSUE*

Anarchy in the U.K. game  
Samurai skirmish rules  
& scenario  
Zulu War rules & scenario  
ACW scenario

Wargames in the Garden  
Indian Mutiny scenario  
Tiger hunt rules & scenario  
Palestine 1917-18  
scenario rules

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# INTRO

Welcome to *Wargames World*, the 'first birthday' special of *Wargames Illustrated*.

Having said that, the main reason for this publication is not a celebration of our first year, but a 'thank you' to the many contributors to W.I., who send in articles in greater numbers than we can put out each month. (One article presented here landed on the editorial desk two years ago.)

A further reason for the launching of *Wargames World* is our desire to explore some areas away from the mainstream of tabletop gaming with historical miniatures – though that comprises the major part of this *Wargames World*, and will do so in future *Wargames World*'s.

Herein the movement away from the mainstream is only slight: 'Tiger! Tiger!' is not the first time that wargamers have looked at martial sports (– a fox hunt in the Peninsular springs most readily to mind); 'Western Gunfight' has become an accepted section of the hobby – there is no reason to consider 'Anarchy in the U.K.' in another light, though its presentation as a boardgame is a bit different; and whilst 'Wargaming in the Garden' involves *toy soldiers* (as opposed to *wargames figures*), they are nonetheless using for wargaming, and not simply displayed in a static collection.

In future *Wargames World*'s the degree of any divergence from mainstream wargaming will depend upon reader reaction and suggestions. After all, we want to produce a magazine that *you* want to look at and to read. Whilst, as stated above, the major part of each issue will be concerned with historical wargaming with miniatures, we can also look at:

Re-enactment Societies and Events ★ Collecting Toy Soldiers  
Features on Military Sites such as Castles, Museums, Battlefields  
Fantasy Gaming ★ Science Fiction ★ Anything else you suggest!

Were Fantasy and S.F. to be included, then any articles submitted would have to be of a sensible nature, based upon mythology, legend and folklore, and stripped of all the 'black puddings' and 'gelatinous cubes' dreamed up by some extremists lurking in the dungeons of the castles of commercial enterprise. Also the role-play element would have to be integrated with the use of miniatures.

Much S.F. – stripped of 'space orcs', etc. – goes barely beyond modern warfare and is therefore probably more acceptable to hard-line historical gamers.

Your suggestions on all these points would be very welcome. [It should be stressed that the appearance of any of these subjects in future *Wargames World*'s would not be the harbinger of their subsequent appearance in *Wargames Illustrated*: that will always remain totally devoted to historical wargaming.]

Five of the articles here are total packages, i.e. scenarios with all the rules necessary to refight them included, all you have to do is pick up your figures and start playing. Intending authors should note that that is the kind of practicality we wish to stress in both our monthly magazine, *Wargames Illustrated*, and in future *Wargames World*'s.

Remember also that most scenarios can easily be adapted for other periods. 'The Road to Aleppo' could have Egyptians pursuing Hittites, Saracens pursuing Crusaders, or Israelis pursuing Syrians just as easily as the Bull loose upon the Turks!

Finally, watch out for a second *Wargames World* for Christmas!

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## Menu

- p8 Paul Carson looks at 'Antietam: An ACW wargame refight.'
- p12 Roy Gunson grasps his marlin spike (!) and prepares for 'Cutting out the Chevrette.' A Napoleonic naval small action.
- p14 Mike Harris considers the 'Politics of campaigning'
- p18 Paul Carson (again!) and the Staines Wargamers offer a Zulu War scenario: 'Death or Dishonour'
- p22 Veteran wargamer Peter Gilder (was he really at Waterloo?) starts life afresh with 'A Sudan campaign.'
- p26 Arthur Harman offers a multi-layered scenario and rules set in almost British India, (and quotes both Wells and Blake in the first two lines): 'Tiger! Tiger! Burning bright.'
- p32 Mike Bell has devised a game based on an exciting incident which grabbed the headlines in London's newspapers 79 years ago. The gunfight at the O.K. Corral will pale into insignificance beside 'Anarchy in the U.K.'
- p42 Pete Duckworth constructs a ring fort for a 'Dark Age skirmish in Ireland'
- p44 Roy Gunson escapes Escafeld and journeys to Jeddo, Japan to re-examine an outrage at 'The British Embassy.'
- p46 The Staff Photographer, not noted for his green fingers, samples some 'Wargaming in the Garden' in the really grand manner
- p51 Ian Weekley, the Harpo Marx of the vibro-saw, takes a fresh look at 'The Farm of La Haye Sainte.'
- p54 Ian Knight escapes the clutches of Cetchwayo and dallies in Delhi to 'Spike the Guns!' An Indian Mutiny scenario.
- p58 John Armatys exclaims 'Gekojuko!' – and offers an excellent Samurai skirmish scenario with rules for your amusement.
- p63 Last, but far from least, Richard Brooks is 'On the Road to Aleppo.' Dorothy Lamour isn't in this one, but it's a beautiful scenario all the same!

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PR5	Palmyran irregular volunteer cavalry with bow	B
PR6	Palmyran light cavalry officer	B
PR7	Palmyran light cavalry standard bearer	B
PR8	Palmyran irregular cavalry caravan guard	C
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PR11	Palmyran regular infantry archer loading or holding bow	A

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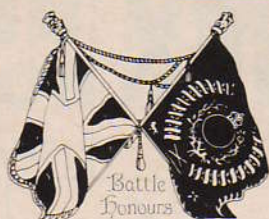
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GC06 Russian Firing	GC19 Revolutionary Austrians	NG10 Russian 10lb Licorne
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GC09 Revolutionary French	NG02 British 9lb	NG13 Austrian 3lb
GC10 Polish * French guns	NG03 French 4/6lb	
GC11 Confederation/Late French		
GC12 French Guard Horse		

### AND FINALLY ... BH GOES HI-TECH ....

Occasionally we come across something in the wargaming world that really makes us sit up and take interest. GEO-HEX was one, now we have found another. We recently came across Dave Watkins, computer programmer extraordinaire, who mentioned some Napoleonic rules he'd written for computer. With the promise of free beer we lured him to BH HQ and set up a game using them. We were impressed. We couldn't stop playing. They are easy to use, realistic, fast and FUN. No more tedious morale checks, no more casualty sheets, doesn't matter about base sizes or figure scales. Everything is done by the machine. All you have to do is move the figures. You just feed in the data and sit back and enjoy the game. You can use it for campaigns or one off battles. You get messages from commanders that call for decisions just like the real thing. So we have decided to put it on the market. The first versions should be available by Christmas and will be for the SPECTRUM and AMSTRAD range. After that we'll produce versions for ATARI ST, COMMODORE and IBM compatible PC's. The potential is enormous. We plan to produce in addition complete Napoleonic campaigns as orders of battle and you can select your forces straight from the memory. We are calling the rules EAGLEBEARER. Napoleonic Wargaming will never be quite the same. Prices will be around £12 for tape and £16 for disc versions.

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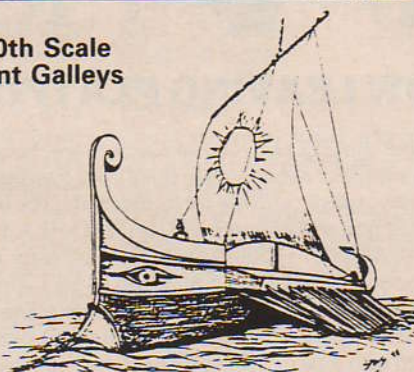
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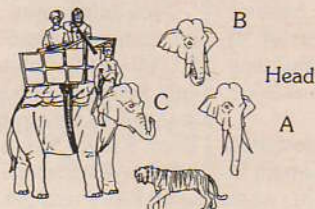
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# ANTIETAM

## An ACW Wargames Refight

by Paul Carson

Every now and then organisers of wargames devise a scenario that turns out to have just the right balance between both sides and results in a stimulating close fought game that hangs in the balance until the last few moves. Such games will usually elicit plenty of "If only I'd done this or that" remarks from the participants and they will undoubtedly be refought several times over with each occasion generating further food for thought.

This scenario fulfils many of these ideals and was designed originally as a straightforward refight of the Battle of Antietam in which guise it proved to be a successful game. Further refights were staged with additional rule variations and finally with a few simple role play elements introduced for those occasions when a large number of players wished to participate.

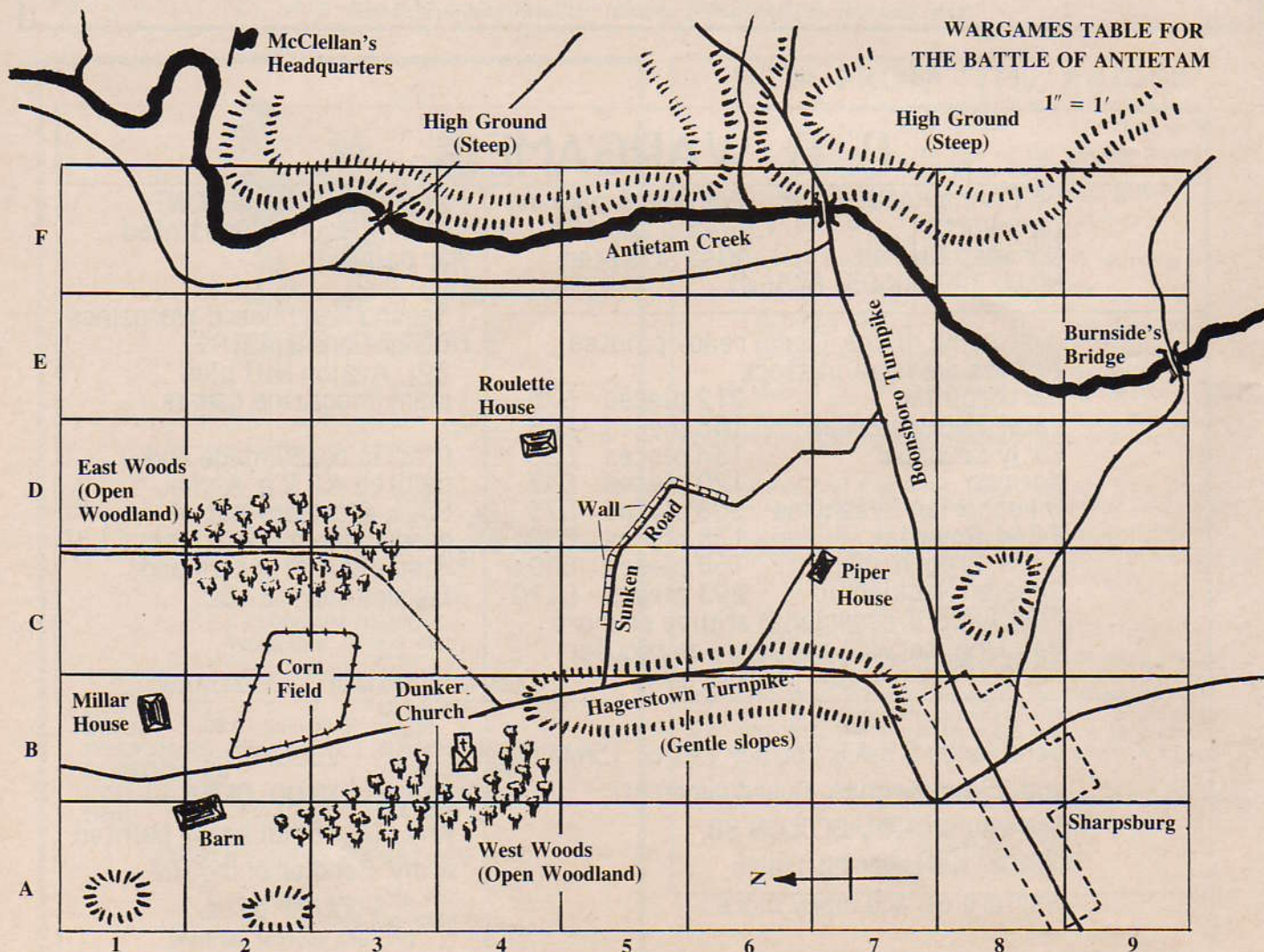
### The Battle

In August 1862 faced with the fact that McClellan was never going to make a go of seriously threatening Richmond from the Virginia Peninsula, Lincoln ordered this force to withdraw by sea to Washington to reorganise. Using this breathing space, Lee immediately moved North defeating the only other Union army in the area under the command of General Pope at Second Bull Run. Lee then moved further North into Maryland to gather supplies for the Confederacy. There was also the important political consideration of inflicting a major defeat on the Union army on their own soil

which would have greatly influenced the European powers to have intervened in some way on behalf of the Richmond government.

McClellan was hastily recalled and did a superb job of reorganising Pope's dispirited troops and his own men to form a 90,000 strong field army to challenge Lee, who in the meantime had split his army into several small forces to raid the Harper's Ferry arsenal, to forage for supplies and to guard the vital passes of the Blue Ridge Mountains from which direction McClellan would come. Aided by the capture of a copy of Lee's orders McClellan fell upon Lee's rearguard at South Mountain being delayed enough for Lee to start concentrating his forces at Sharpsburg. It was now September 15 and Lee had 18,000 to oppose the Union army with 'Stonewall' Jackson performing one of his celebrated forced marches to arrive with 9,000 men on the 16th. McClellan had arrived on the battlefield at midday on the 15th but advised by his 'ever reliable' Pinkerton agents that Lee could call upon 100,000 troops, decided to await a more complete concentration.

It was not until the 17th, after many delays, that the attack commenced by which time the divisions of McLaws and Anderson, arriving at daybreak, had augmented Lee's army to 37,000, with A.P. Hill's division moving up from Harper's Ferry. McClellan had planned to assault the Confederate left flank with 3 corps while Burnside's corps attacked on Lee's right. The two remaining corps were to be held in reserve to await a breakthrough in the centre. It





was not to be the most coordinated attack executed. Hooker attacked Jackson who was holding the confederate left at 6 am, driving the rebels back. Jackson counter-attacked and pushed Hooker's troops back to their start line just in time to deal with the next Union corps to appear, that of Mansfield. With their general wounded in the opening phase of this action the largely inexperienced troops of this corps were easily repulsed, although the cost to Jackson was half his command dead or wounded. At this point General Sumner, who had not received any orders, moved up on his own initiative to the sound of the guns. Marching in columns through what he thought was by now the secure Union rear his leading division was severely mauled by a reinforced Jackson and routed back to join the remnants of the other two corps. Meanwhile Sumner's remaining two divisions had strayed toward the confederate centre held by D.H. Hill along the sunken road that formed a natural fortified position.

The Confederates only just managed to hold the line, both sides suffering very heavy casualties. This would have been the moment for McClellan to have thrown in his reserve, but at that very moment a messenger arrived to report that all three corps on the battlefield were "cut up and demoralised". Conscious of the fact that he had left uncommitted the last reserve of the last Union Army available he hesitated while his left flank corps attacked.

It was now noon and Burnside was still trying to cross Antietam Creek. Since 10 am he had been trying to assault the opposite bank but had been thwarted in securing a foothold by a weak confederate brigade positioned on high ground beyond the bridge. There were two fords located either side of the bridge but Burnside had delayed searching for them. (Had they but known it the whole creek was only waist deep.) However by midday some of Burnside's brigades had crossed via the fords and thus relieving the pressure on the bridge allowed the rest of his corps to cross. This took some two hours to achieve and allowed Lee to transfer some artillery across to support D.R. Jones's division covering the approaches to Sharpsburg. With Burnside's leading brigades advancing across the fields toward the town a blue coated formation arrived on their left flank. Advancing to point blank range they opened fire on the leading formation. A.P. Hill's 3,000 strong division in looted garments had arrived from Harper's Ferry. They continued to roll up Burnside's forward line forcing him back to the creek. Although capable of clearing the by now weak and exhausted defenders with an immediate counter-attack, Burnside had had enough.

The battle was over, although both sides sat out the following day waiting for the other to attack. During the night of the 18th Lee slipped across the Potomac back to Virginia.

<b>Union</b>		
<b>I Corps (Hooker)</b>	6 regts (1 vet, 3 exp, 2 rec) 1 Gun	Move 1 Map ref B1/C1
<b>XII Corps (Mansfield)</b>	4 regts (2 exp, 2 rec) 1 Gun	Move 5 Map ref D1
<b>II Corps (Sumner)</b>	2 regts (2 exp) 3 regts (1 vet, 1 exp, 1 rec) 1 Gun	Move 9 Map ref E2 Move 12 Map ref E3
<b>IX Corps (Burnside)</b>	5 regts (2 exp, 3 rec)	See special rules below for entry
<b>V Corps (Porter)</b>	4 regts (2 exp, 2 rec)	See special rules below for entry
<b>VI Corps (Franklin)</b>	3 regts (2 exp, 1 rec)	See special rules below for entry
<b>Reserve Artillery</b>	3 guns	Deployed F3-F7
<b>Confederate</b>		
<b>Jackson's Corps</b>	2 regts (1 vet, 1 exp) 2 regts (1 vet, 1 exp) 1 regt (exp)  1 regt (vet)	Deployed B3/B4/C3 Deployed C5/D5 Deployed as wished in area A4-6/B4-6 See special rules below for entry
<b>Longstreet's Corps</b>	1 regt (exp) 1 regt (exp)  2 regts (exp)	Deployed C8 Deployed as wished in area A4-6/B4-6 Resting at A5-7/B5-7 Active on move 9
<b>Artillery</b>	4 guns	1 on hill at A2 1 at map ref C8 1 on ridge at B5-7 1 as desired

## The Wargame

To effect a reasonably realistic refight we must employ such devices that will ensure that the Union army acts in a suitably uncoordinated manner to give the outnumbered Confederates an even chance of success. As it is too much to expect the Union commander armed with hindsight to emulate McClellan's indecisiveness the simplest way to overcome the problem would be to construct a timetable for the various corps indicating both the move and entry point on the wargames table. This could also incorporate the earliest move that the Confederate commander could call upon his reserve forces as the troops that had arrived just before the battle would need some rest before being committed.

With reference to the gridded 9' x 6' map of the wargames table these are the battle orders and initial deployment positions of the two armies. The figure scale approximates to 160:1 or in other words a wargames regiment represents 8 of the regiments actually engaged. Union regiments are 20 figures strong, Confederates are 24 figures.

## The Rules

Terry Wise's rules as published in *Airfix Magazine Guide 24* and now available from *Athena Publications* provided the playing mechanisms. They seem to be as good as any rule sets available and have the great advantage of allowing a fairly quick move sequence. This is always an important point when refighting a large battle within a single evening. The troop classifications veteran/experienced/recruit were all derived from these rules although it should not be a great problem to relate them to another rule set if necessary.

A number of special rules were considered necessary for this battle in order to recreate the various significant events which a wargamer with hindsight would not normally entertain.

1. The Union Reserve artillery positioned across the creek are not allowed to move from their initial positions.
2. These guns may not all fire at the same target during a single move.
3. The Confederate units positioned in the sunken road are classified as being in hard cover and lying down, in other words they will enjoy the maximum advantages against artillery fire that your rules allow until they are required to move or fight.
4. Union troops faced with poor morale may only have one attempt at rallying. If this should fail or if that unit subsequently routs, it must go back to its own start point to reform and for the time being take no further part in the battle.

## Burnside's Special Role

When designing this scenario it occurred to me that some interesting possibilities might have resulted if Burnside's attack across the creek towards the Confederate right flank had been initiated with a little more vigour. To this effect and to provide a variable option on future replays a dice roll was incorporated to determine exactly when IX corps managed to cross the bridge. To maintain the game balance and regarding the progress of units on the day it was considered that Burnside could cross the creek between moves 12 and 17. A D6 roll of 1 denoting move 12, a 2 move 13 etc. up to a 6 signifying move 17. The units of IX corps may cross at the rate of one per move, the first advancing on the designated start move. It will create more tension if Burnside's dice roll is kept secret from all the other players.

This brings us to the last Confederate unit to make an appearance, the sixth regiment of Jackson's corps which has been moving up from Harper's Ferry. These men, doubtless led in person by A.P. Hill himself, arrive at the lower right hand edge of map ref C9, four moves after Burnside's lead unit crosses the bridge, i.e. if Burnside throws a 3, his first unit moves a column move distance from the bridge on move 14. Hill's unit then appears in C9 on move 18. It will be recalled that this final component of Lee's army were mistaken as friendly by the Union troops and as such we must enact that they should not be fired upon or reacted to until they fire first themselves or approach to within 100 yards of the enemy. This may require some very sporting gameplay by Burnside or it could easily be resolved by marking Hill's movement on a scale map until it has been deemed recognised.



### Deployment of the Union Reserve

A Union victory is governed largely by the progress of Burnside's corps. Unless the previous attacks have rolled up the Confederate flank on their own and forced the rebels off the table (which should be unlikely) then it will be up to the hitherto uncommitted Union reserve. McClellan may deploy his two reserve corps on the table between map ref F3 and F7 only if Burnside has reached the outskirts of Sharpsburg by move 20. Should Burnside only reach map ref C8 but is still advancing then a D6 roll of 4, 5, 6 will release the reserve plus the rallied units of I, II, XII corps. If Burnside has been fought to a standstill but is not in a state of imminent retreat a roll of 5 or 6 is needed. Where IX corps are judged to be mainly retreating or retiring then only a dice roll of 6 will persuade McClellan to risk his last troops. It may be that an unlucky dice roll at an earlier stage has resulted in Burnside arriving so late that he has no chance of reaching Sharpsburg or even C8 by move 20. In this event an appraisal is made of his situation whether he be advancing, pinned down or retiring and the dice roll made as above but deducting 1 from the throw.

### Victory Conditions

It will be appreciated that once the Union reserve is fed into the battle then the chances of a Confederate victory are slightly less than nil, unless some very strange things have occurred on the table. Therefore it will not normally be necessary to accommodate V and VI corps other than on paper, thus making the task of allocating figures easier. The Union forces therefore are considered to have won if they force the Confederates off the table or succeed in bringing on the reserve corps.

The Confederates, however, will win if they hold the Union to a stalemate as McClellan still thought Lee could call on many more troops.

### Role Play Options

The game can be played just as described above between two players or even as a solo affair, but if sufficient players are available then the game can be further enhanced by the adoption of some basic role playing features. Players would be required for the characters of Hooker, Mansfield, Sumner and Burnside on one team and for Jackson and Longstreet on the other. Any additional bodies could be assigned divisional commands on Hooker's or Sumner's corps or given a convenient command in the Confederate army which operates on a less formalised structure in this game.

The player briefs outlined below should only be read by the character concerned and they are largely fictional based in part on my own impression of the personalities, but mainly tailored to suit the scenario. The Confederates do not as yet have any character sketches and I leave the reader to devise his own if required.

#### Union: General Briefing. (To be read by all corps commanders.)

Our army has suffered a series of reverses in recent months. A victory is essential for us to maintain the confidence of our men and also of our President, Mr. Lincoln, who has personally advised me that a defeat on our own soil would leave the way open to the unwelcome attentions of certain European powers. You have your detailed tactical orders and nothing but a clear victory will suffice. Good luck.

G.B. McClellan.

Headquarters,

Army of the Potomac.

(Note that your personal objectives superseded the above whenever a conflict of interests arise)

**Hooker:** You are ambitious, hard drinking and hard fighting! You loathe your army C.O.'s overcautious nature, believing that many past opportunities have been lost. You see yourself as the rightful army commander and success in this battle will assist your influential associates in Washington to argue your case to discredit McClellan in favour of yourself. If you can break through the enemy flank without waiting for the other corps it will surely clinch your ambitions in this respect.

**Mansfield:** You like to act on your own initiative and have often acted independently in past campaigns covering any failures with carefully worded reports. You are jealous of the other corps commanders, feeling that they have unjustly earned favours with

the Washington Government. You particularly distrust Hooker, (on your right), whom you regard as a blustering, loudmouthed, drunken incompetent, and you would like to see him outsmarted by the enemy whilst you save the day for the Union.

**Sumner:** You are an experienced regular army officer, confident in your own ability and judgement. You believe that the army C.O. has the right general idea for this battle but you fear that the plan has been too hastily executed with the more aggressive corps commanders, Hooker and Mansfield, (on your far right and right respectively), influencing McClellan to commit the corps piecemeal instead of in a coordinated assault. You are therefore determined to avoid incurring devastating casualties unnecessarily and you plan to await events before closing to melee range. You will watch the progress of the other corps and will always support them offensively or defensively as you judge the situation.

**Burnside:** You are an ambitious, experienced officer. You are constantly complaining about McClellan's lackadaisical efforts to your contacts in Washington. You see yourself as the next army commander. You have a certain instinct for political matters and realising the importance of this battle you are actively trying to discredit the other senior officers. You well know that this is the only viable field army standing between the Confederates and Washington and whilst anxious to inflict a decisive defeat on Lee you are unwilling to take any wild risks. McClellan has this fixation about Lee's army being always much stronger than they really are and whilst the other corps commanders have voiced their doubts about this you strongly suspect that Lee does not have his entire strength on the field yet. You are currently looking for a suitable crossing point for your corps over the creek to your front and your dilemma is; once across whether to attack with all speed, or assemble the whole corps properly before advancing on Sharpsburg.

#### Confederate Briefing: (To be read by all Confederate commanders)

We have been forced into this battle under unfavourable circumstances due to one of our couriers being captured with the army orders. However we know our adversary of old and although faced by superior numbers I am sure McClellan will exercise his customary caution and allow us to dictate the pace of the battle. Our deployment has been rather hasty to meet the needs of the moment and units have been assigned as they have arrived rather than maintaining a precise corps boundary. If we are to achieve success then absolute cooperation between corps commanders is essential and units are to be redeployed as the situation develops, even if this means temporarily transferring command. The battle we are about to fight will be a defensive one although offensive action to achieve local success must be encouraged. We must damage the will of the Union army to continue this campaign and to allow us to withdraw the field at nightfall to seek a more favourable situation. It is imperative that we are not defeated here today as our Government are close to persuading the major European powers to intervene against the Union and defeat would almost certainly bring a halt to these promising negotiations.

R.E. Lee.

General Officer Commanding.  
Army of Northern Virginia.

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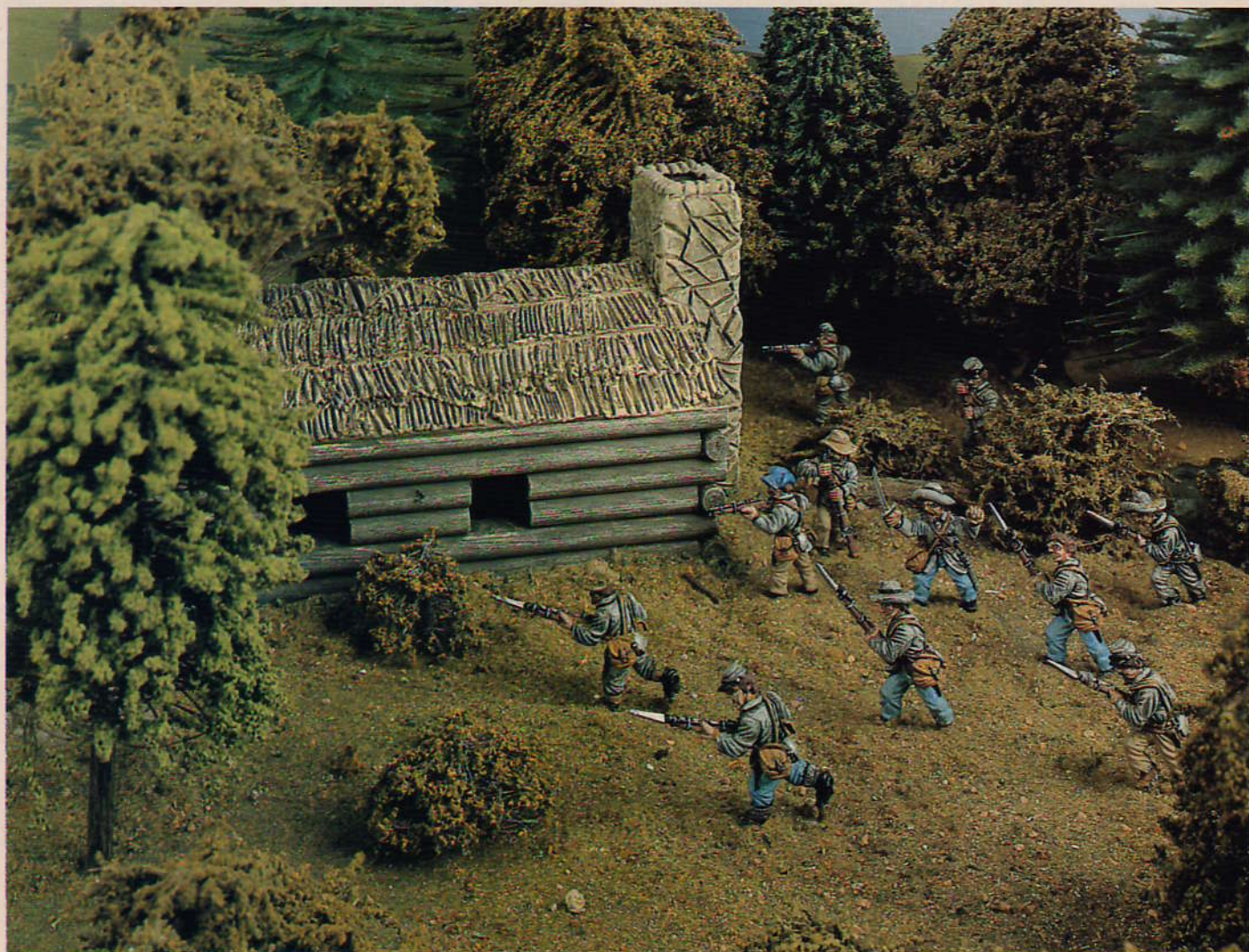
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*Battles of the A.C.W.* Simpson Low (U.K.) 1977. C. Johnson/M. McLaughlin.

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Opposite below: *These 25mm Dixon Miniatures ACW were painted by Ron Atkins – and won first prize at the Milton Keynes show back in June. Dixon Miniatures have now started to produce much larger scale figures – so welcome to the (wargames) world Master T. Dixon, about two months old by the time this is published!*







# SKIRMISH LINES

## Number 1: "Cutting out the Chevrette"

by Roy Gunson

### Introduction

Most historical battles that are re-fought by wargamers are normally the large famous ones involving several thousand men on each side. When the wargamer departs into a skirmish battle it is very seldom that a historical re-fight is chosen, but rather some improvised or made up scenario. So in order to correct that balance this occasional series of articles will describe a number of 'skirmish battles' that may provide interesting scenarios. An action that took place during the Napoleonic Wars provides the setting for the first in this series.

### The Scenario

Of all types of combat, those denominated by the navy as "cutting out" operations are by far the most desperate, but at the same time, if successful, none are more glorious. A cutting out action was to the navy of the time what a "forlorn hope" was to the army.

In the early part of July 1801, the British frigates, *Doris*, *Beaulieu*, and *Uranie* (under the command of Captains Charles Brisbane, Stephen Poyntery, and William Hall Gage respectively), were at anchor about three miles from point St. Mathew, watching Brest harbour. They observed the French twenty-gun corvette *Chevrette* at anchor under the batteries in Cameret Bay. The British captains determined that they would attempt to "cut her out".

The boats of the *Doris* and *Beaulieu* under the command of Lieutenant Woodley Losack and some 150 men left the British positions around 1am on the 21st July. Unfortunately the boats became separated and only a few of them succeeded in reaching the mouth of the bay, where they remained resting on their oars until daylight in the expectation of being rejoined by their missing comrades. The attempt was abandoned, and also had been observed by the French who were then aware of the British intentions.

The *Chevrette* was moved a mile nearer in, and moored close under the guns of some heavy batteries. In addition a detachment of soldiers was embarked which increased the number of crew to a total of three hundred and thirty-nine men. Temporary redoubts were thrown up on every eligible point of land, and a gunboat was stationed in the mouth of the bay. The French then hoisted a large tri-colour over the English ensign as a signal of challenge and defiance.

At 9.30pm of the same day, 21st July, boats of all three frigates, fifteen in total, containing two hundred and eighty men and officers, assembled under the command of Lieutenant Losack, and proceeded for a second time to attempt the capture of the French vessel.

Soon after they had started, a small boat was seen near the shore, and Losack seems to have become carried away with enthusiasm, and proceeded in chase with his own and five other boats. Lieutenant Keith Maxwell, of the *Beaulieu*, the next senior officer, determined to proceed with the remaining boats (in which there were some 180 men) to make an immediate attack. At this stage the British forces were still some six miles from their intended target.

As they came into sight of the *Chevrette* (it was a clear, moonless night), they were spotted by the French crew, and as they approached they came under fire from musketry and grape from the big guns, while the batteries on shore opened up on them at the same time.

When they reached the vessel, six boats boarded her on the starboard side, and three on the port side. During the boarding action at least half of the surviving British lost their firearms, the notable exceptions being the marines, who carried their muskets strapped across their shoulders. The boarding was effected mainly by the use of the sword.

The British managed to cut the *Chevrette*'s cables and the quarter-master of the *Beaulieu*, Henry Wallis (who seems to have been a hero type), reached the helm and succeeded in getting the corvette before the wind, whilst at the same time British sailors had managed to unfurl at least some of the sails. The French, now realising that the ship was under sail either ran below or jumped overboard. The British had gained control of the entire upper deck within ten minutes of the boarding. The shore batteries reopened

their fire. The narrative mentions that at this time although they were still under musket fire from the shore they quickly moved out of reach, but were in range of the artillery for some two hours afterwards. The total British losses were eighteen killed, and thirty-seven wounded, while the French lost ninety-two killed, and sixty-two wounded.

### Wargaming the Action

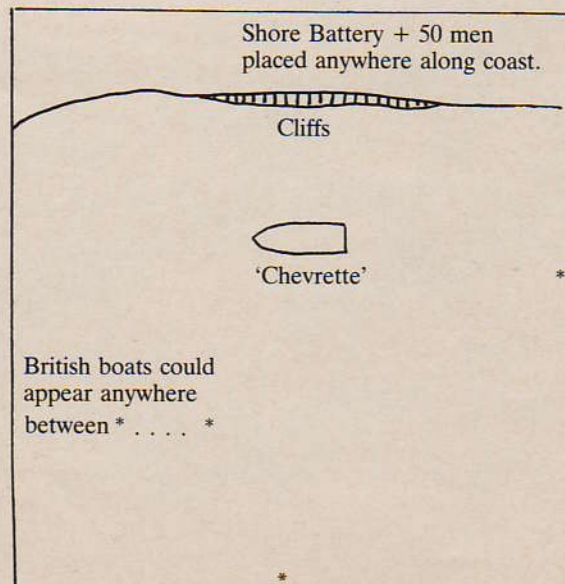
In an attempt to recreate the cutting-out action, the conditions under which the action took place must be examined. The fact that the skirmish took place entirely during a moonless night explains the ineffectiveness of the French artillery fire, and is the reason the British managed to get fairly close before being spotted, and so took only a small number of casualties. As the narrative was written from a British point of view, it is likely that the French strength has been exaggerated and for the purposes of a wargame it is suggested that these be reduced by  $\frac{1}{3}$ .

The best way to fight this skirmish is probably to improvise some rules (that's what we did at the Escafeld Kriegsspiellers) keeping them fairly simple and using an umpire to adjudicate points of order.

The game can be split into two halves, the first being the British attempts to reach the corvette with enough men. Remember in their first attempt most of the British forces seemed to have got lost, while on the second attempt a good third of the boats went impetuously after some poor French fisherman. So rules are required for boats arriving 'on table', their detection by the French, and then for any French fire. The second half of the game is the hand-to-hand combat on board the corvette (if it gets that far!). We used 15mm figures with cardboard templates for the boats and corvette. The melee on board ship was transferred to a larger scale representation of the corvette, approximately 15 inches long by 6 inches wide, while the first part was conducted on a table approximately 4 feet square.

The scenario is ideal for those games where it isn't important for a winner to emerge. In the two attempts made at our club, the British failed miserably twice, the first time failing even to reach the corvette. The second time they did have some success, but this was due mainly to one of the players deciding to attack the shore battery instead, which was captured. Unfortunately the few British who actually managed to reach the corvette were quickly dispatched.

**Reference:** "Famous British Ships" by Lieutenant Dalzell; in *Cassell's Magazine*, Vol 1 New Series 1870, p477-479.







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15/SE04	Greek Pelast Merc
15/SE19	Ilyrians
15/SE09	Kyrians Pamphylians
15/SE05	Lt Merc Troops
15/SE02	Phalangites
15/SC02	Sub General
15/SE13	Thracian Slingers
15/SE14	Thracians Archers
15/SE15	Thracians Javelinmen
15/SE16	Thracian Noble Cav
15/RC03	Thracian Lt Horse

## SKYTHIAN

15/SC03	Horse Archer LC
15/SE14	Foot Archer LI
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15/SE23	Foot Spear LMI
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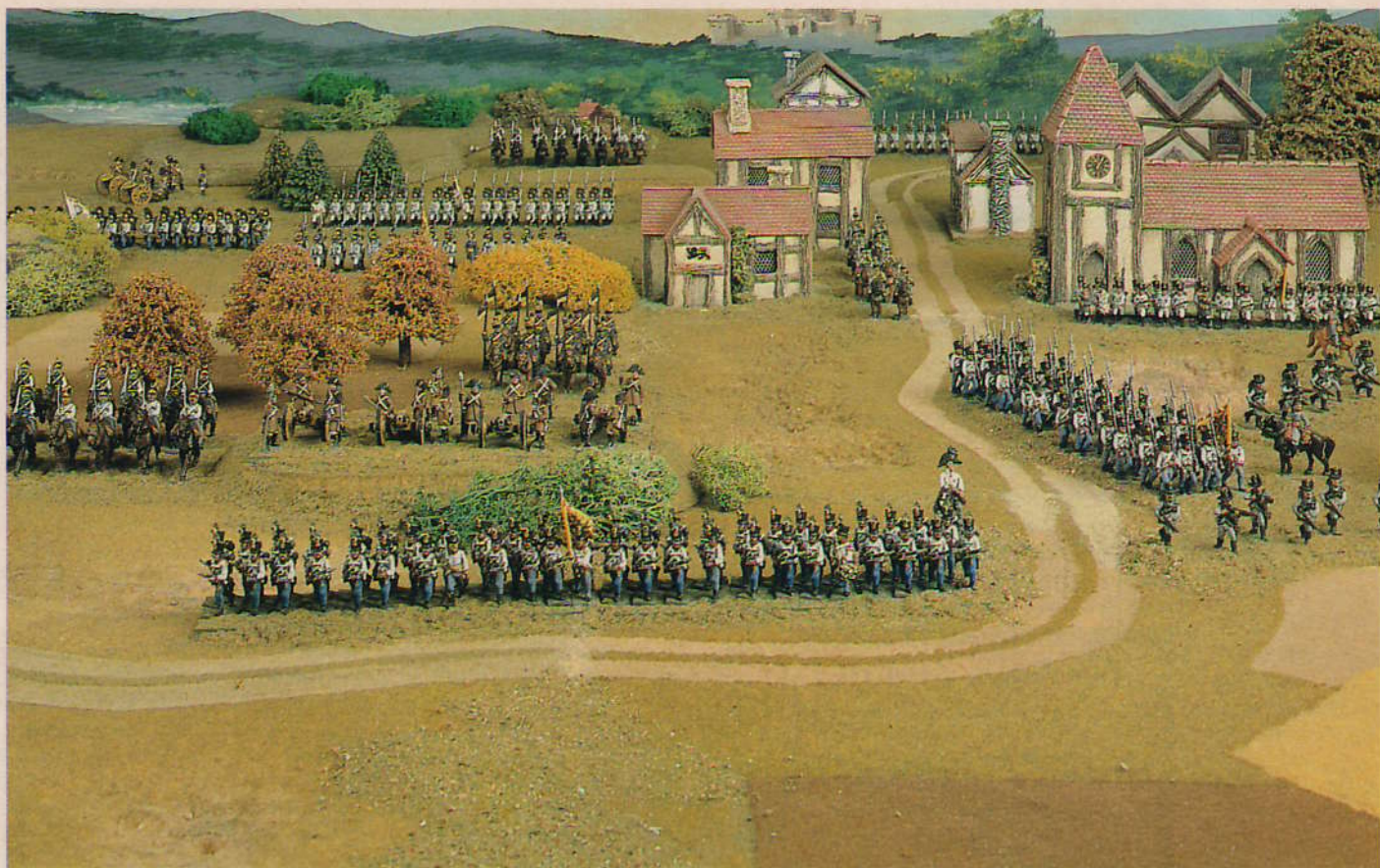
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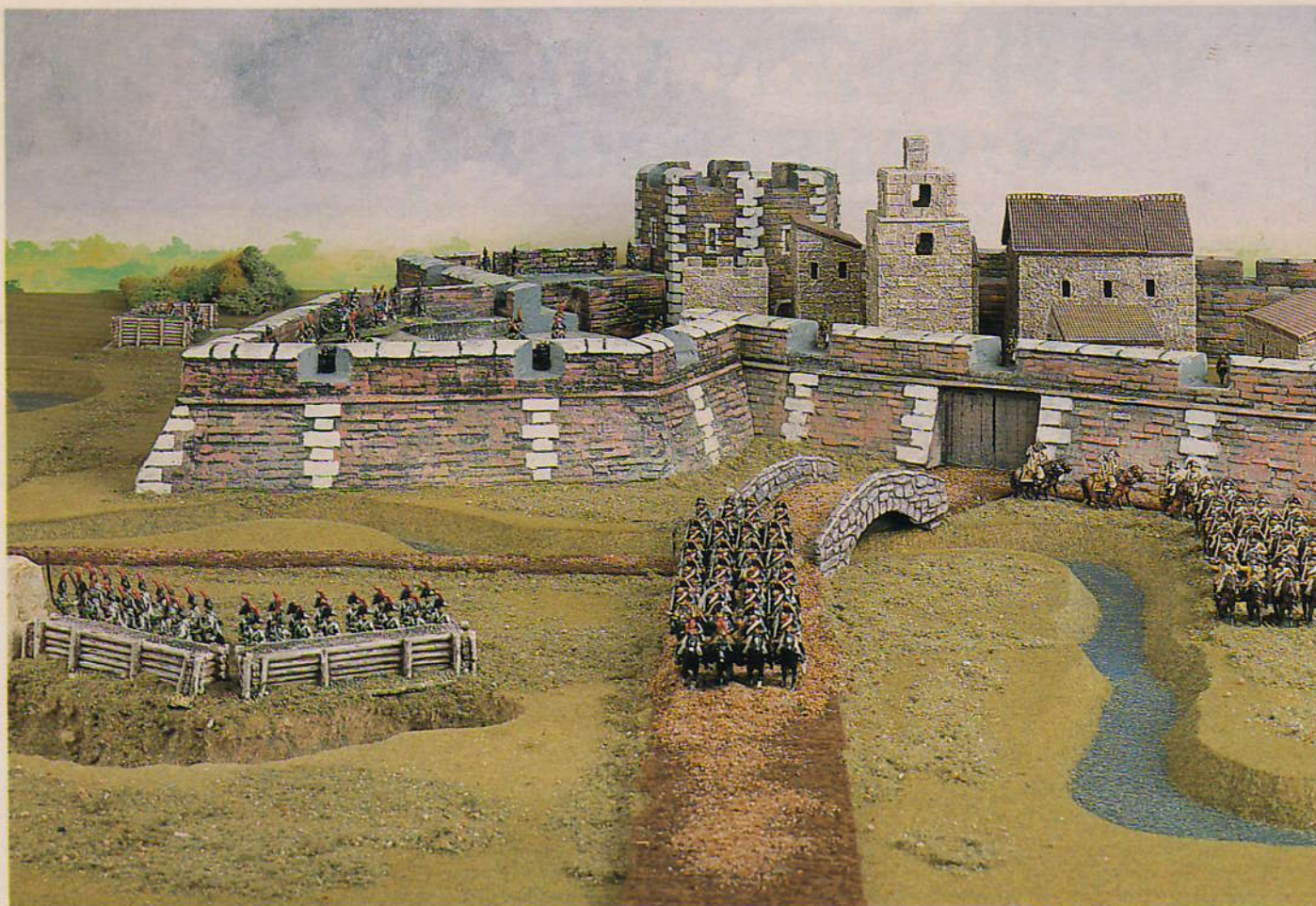
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*Minifigs 15mm Napoleonic Spanish cavalry debouch from a **Battleground** fortification, over a **Hales Models** stonecast bridge, whilst the infantry take cover behind an **Ahketon** earthwork, all on a **Total System Scenic** terrain. Mac Warren painted the figures, Ian Weekley designed and painted the **Battleground** fortifications, Chris Leeson painted the earthwork, & Ian Hales painted the bridge, and made the scratch-built buildings behind the walls.*

# THE POLITICS OF CAMPAIGNING

by Mike Harris

The aim of this article is to formalise, in wargame terms, politics and their relationship to the art of war. Having read the article by Bob Black - 'The Spanish Civil War' MW39, who discussed briefly the causes of war, I felt this could be generalised to add further realism and enjoyment to a campaign.

## Objectives Of Campaigns

Developing the *realpolitik* of any campaign will, hopefully, enhance the whole nature of that campaign. I'm sure most wargamers (forgive me if I'm wrong) choose their period, paint and assemble the relevant armies, sort out umpire(s) and players and then tack on a political scenario within which they wish to fight. It is seen as an excuse to fight, not as an integral part of the campaign. For example, we could have a mechanical adaption of a Napoleonic setting of pre-Leipzig 1813. Five players and one umpire organise a campaign around the objective of holding or capturing three strategic towns for victory.

Considering this in the light of the real Leipzig, I think many wargamers miss out on using politics as the parameter for deciding the start and finish of a campaign. Also, the element of politics (as I hope to show later) can provide an important variable to your campaign, which would throw up changes to test your ability as a military commander.

Many of you may well be saying that this does not concern us and is irrelevant, 'we're here to fight battles not politics'. However, I hope you can bear with me and realise that fighting battles is fighting the politics of your chosen period. Armies and wars do not come out of thin air, a King, Tribe, or Government organise armies for political reasons. To defend a country, to attack and take over another

country, to fight a crusade against another political/religious ideology or whatever. No army is ever raised purely for two Generals to fight each other. Finally political decisions start and end all wars. A war ends when the military and economic struggle involved forces a decision. Campaigning is therefore about forcing this decision, either to see if the historical result can be reversed, or your own objectives are achieved.

## RULES FOR CAMPAIGNING

### 1. Political Weight of Generals

Following the recent trend in role-playing techniques being used for leader figures, a political dimension can add another characteristic to the General's morale, order and strategic abilities.

At the outset of a campaign all Generals are given a political weight score ranging from 0 to 4. The score will depend on your own reading and research into their position within the ruling hierarchy of your chosen period. It should be higher for those closest to political power and should **not** relate to their military ability. The score is then modified by a +1 for battle victory and -1 for battle defeat. When a General drops to -3 he should be removed from the campaign representing political withdrawal. Historically there are numerous examples, but being a Napoleonic enthusiast I'll refer to this period to illustrate the rule.

Wellington was removed from Spain in 1808 after Sir H. Burrard allowed a defeated French army to return to France in British ships. Barclay de Tolly was removed from command in the middle of the 1812 campaign after the demand from the Generalissimo and public



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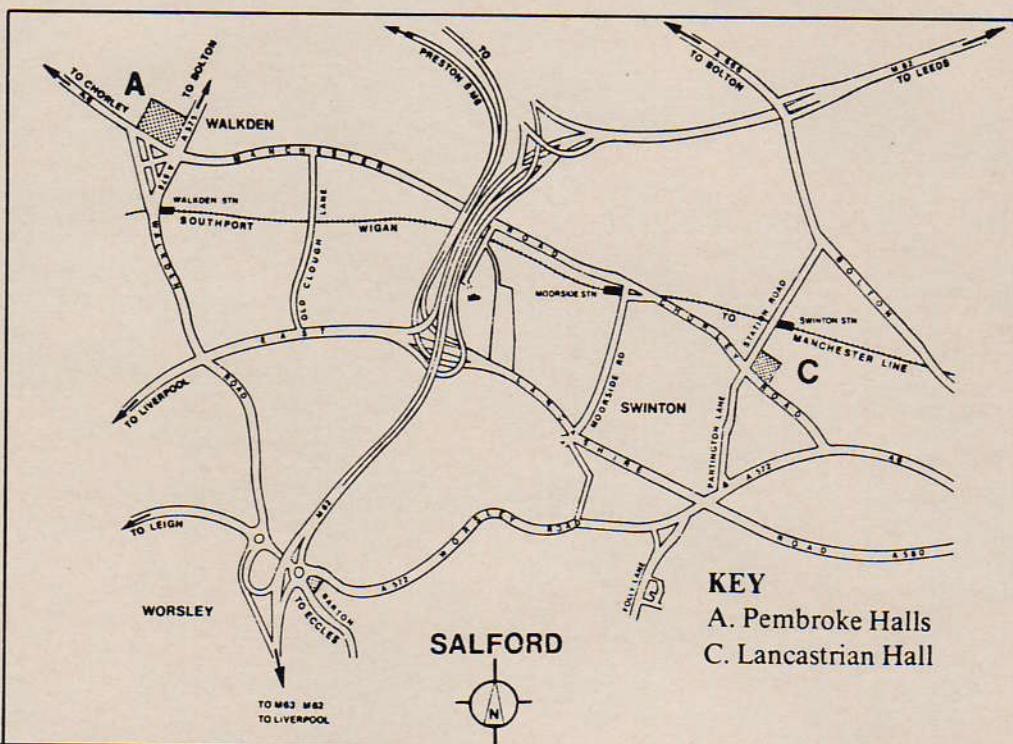
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opinion for change. Yet other leaders stayed in their position regardless of military ability, eg The Russian Duke Constantine who commanded the Guards throughout the wars. (He was the czar's brother. He was inept and hated by all the men under him and succeeded in getting the Guard destroyed at Austerlitz 1805. Yet he was never removed from command.)

I'm sure you can adapt this idea to any period, using the system to fit your own tastes.

### 2. Political Decision to Wage War

I have a simple system for the Napoleonic era. Each state, except France, has a council of 3-12 ministers depending on whether it is a large state such as Austria or a small one like Denmark. When a war is likely involving their particular country the ministers vote on the decision to wage a war, or conversely when in a war they may vote to end it. Each minister is allowed one vote as follows:

Roll a 1-6 for each vote.

#### Score Decision

1-2 Agree to wage/end war.

3-4 Disagree to wage/end war.

5-6 Abstain from vote.

When a majority decision is made then the country may act upon it. Now most political systems involved an autocratic ruler who decided what the country or tribe did. However, all of them had advisers and I suggest that the above ministers are used in this context. The ruler would thus hold the final decision and this would rest with the player of that ruler.

From this nevertheless, we can organise a realistic element of delay to the decision to start or finish hostilities. Any difference of opinion between the ruler and advisors would hold up war mobilisation for 1-6 days, this represents political manoeuvring. Depending on the final decision, the umpire of the campaign can stop or continue supplies (in the event of a ruler wanting to end war and the ministers wanting to continue) for 1-4 weeks.

The consequences of the above are vital to any campaign with more than two opponent countries, tribes, ideologies etc. Returning to our Leipzig example, any delay of Austria joining the war will influence the outcome. Also, I think it can be readily adapted to all periods, for example the Roman Senate-Caesar relationship. Players could thus develop with the umpire a bargaining process to influence decisions of countries to wage war. Witness the British Government's constant payment of cash to the anti-French forces of the Napoleonic era, or the bribery and corruption of the feudal wars in medieval Europe.

### 3. Political Chance Cards

In most campaign rules wargamers develop a chance system to try and account for unexpected changes to events that happen in all warfare. Most have a weather and supply system where players either roll dice or choose cards to determine the week's events. All I do is add a few political cards to the system whereby each General draws one card per campaign week, eg:

'A military spy returns with accurate information on the enemy's forces and movement for the next two weeks'.

or 'Your military despatch has not reached your home Government, the morale of arriving replacements is at -1 as a result. A divisional commander must be sent back to allay fears'.

Obviously there is an infinite amount of information you can add and adapt to your campaign circumstances. But, I would like to point out to any Ancient or Feudal campaigners that they should have a slave or peasant revolt card. This would represent the continuous rebellion by people against the slave and peasant systems. The umpire can thus demand that the commander who drew the revolt card must detach a reasonable amount of troops from the battle zone to deal with the rebellion. This theme could be placed in many permutations, mutinies at sea, revolts by mercenaries (see MW23 and D Hutchby's description of how Carthaginian mercenaries revolted after not being paid.)

Hopefully this short article will have opened up some new avenues for adding realism and enjoyment to future campaigns.



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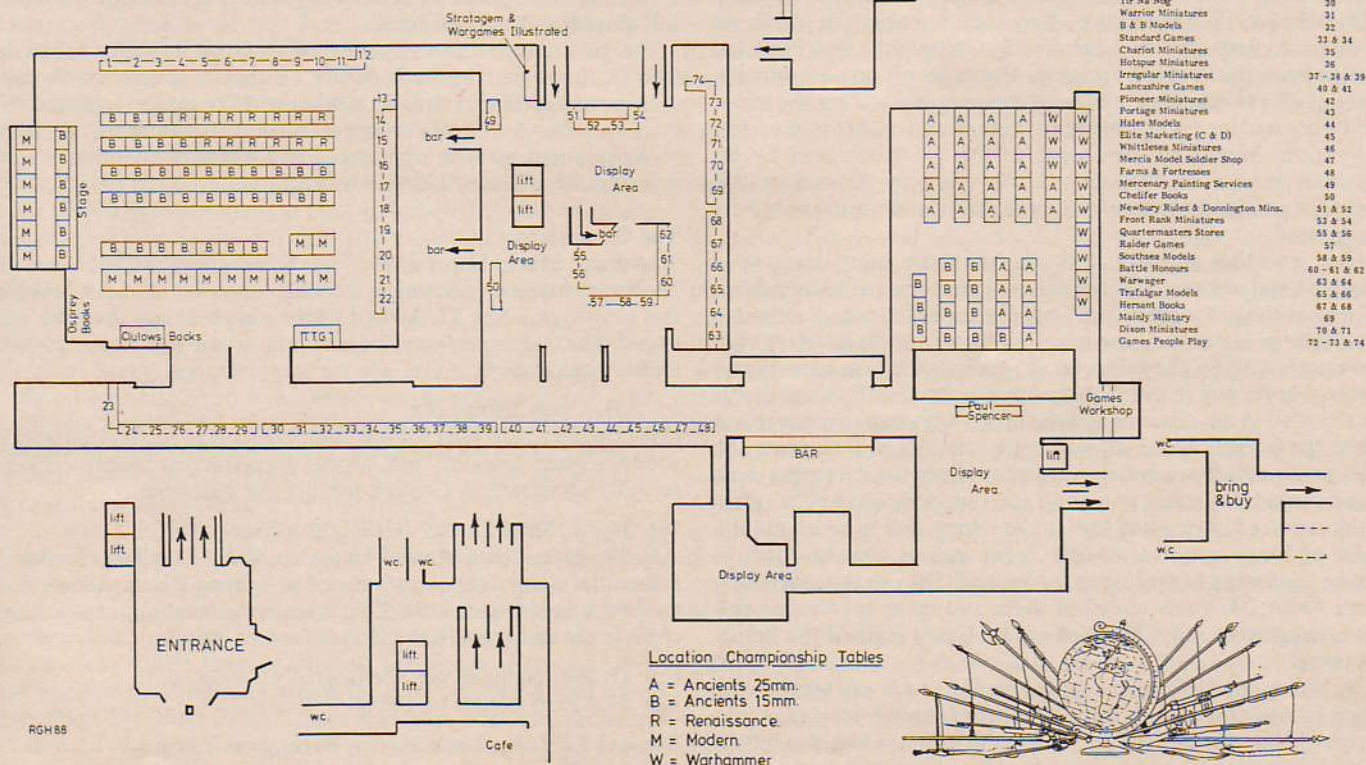
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'Pot that chap, somebody!' or, 'Nearly good enough at sneaking up' or 'Don't linger longer in the donga!'

# DEATH OR DISHONOUR (OR ASSEGAI THAT DID IT!)

*A multi-player skirmish game by Paul Carson and the Staines Wargamers*

## Historical Background

During the second invasion of Zululand in May 1879 there occurred an incident which created a greater uproar back in England than the massacre at Isandhlwana some months previously. The Prince Imperial of France, son of the exiled Napoleon III, had been killed in action. He had apparently been abandoned by a British officer when their scouting party had been ambushed by Zulus. There were enquiries, courts martial and a great deal of speculation in the press as to how such a thing could have been allowed to happen.

On June 1st, 1879 the Prince, then a serving officer in the Royal Artillery, accompanied by Captain J.B. Carey of the 98th Foot and six men from Bettington's Irregular Horse set off on a reconnaissance mission to select an advanced camping ground for the army. The Prince had for a long time been requesting a chance to see some real action, hoping to gain some of the glory achieved by his illustrious great-uncle Napoleon I. He was only allowed on this particular mission because it was thought to be covering relatively safe ground.

After mapping and sketching the area the party came to a deserted kraal where the Prince ordered the horses to be unsaddled and a meal cooked for the men. Carey, it should be noted, although technically in command, had been instructed not to interfere with the Prince's wishes. The Prince by all accounts seems to have had no doubts that he was in command. After a short while some Zulus were spotted in the distance and the order was given to recover and saddle the horses. When all was ready the Prince was giving the order to mount when a volley crashed out from the long grass close by and caused the horses to rear up and stampede away. The riders in a situation of having one foot in the stirrup had to vault into the saddle and now, with about fifty Zulus rushing towards them, it became a question of every man for himself. The riders headed for a donga about 200 yards ahead of them and upon negotiating this they attempted to rally. It was then that Carey realised the Prince had fallen.

His horse, startled by the initial volley, took off leaving the Prince hanging on to his holster strap which broke, leaving him to be overwhelmed by the Zulus. Two of the troopers had also fallen, one being shot as he rode away, the other being left in the kraal when he was unable to grasp the reins of his bolting horse.

This incident can be used as the basis of a fast moving fun wargame for up to eight players. The nub of the game is for each player to control a figure and go through the motions of collecting his horse, saddling up and trying to escape from a band of Zulus intent on doing them harm. There are various mishaps to overcome and the donga to negotiate before they can be considered safe.

## Wargame Terrain:

A glance at the terrain map will give the necessary features to be set up. These are principally the kraal and the donga. Because it is anticipated that a lot of action could take place within the donga itself it would be best to sculpture the dry river bed out of polystyrene. If 2" thick insulation polystyrene is used then this could be used with any Integral Terrain squares the reader might have to make up the rest of the battlefield. Alternatively the entire battle area could be custom made from the same material which is generally available in 8' x 4' sizes. Failing this the donga could be cut from cardboard with built up plasticine banks to create a suitable effect. The map also shows that there are a limited number of routes down and up the other side of the donga. Each of the three downward paths and the two upward routes should have a step cut out halfway down as the rules stipulate that two moves are normally required to negotiate this feature.

The huts in the kraal could be purchased from various sources for 15mm scale players or for 25mm scales they can be fairly easily

made by inflating a sausage shaped balloon such that the domed end measures about 3-4 inches diameter. String is then wound around the last 3 inches or so and PVA glued together. When dry, the balloon is then deflated and the resultant dome enhanced by glueing thin strips of plasticine or milliput around to give the appearance of a framework. Rocks and small stones can be liberally sprinkled around and the odd tree added. The six foot high tambookie grass surrounding the kraal can be assumed to be off table or if desired can be made by chopping up a bristle doormat and glueing onto a card base.

The game also requires the use of a marker to represent each figure's unsaddled horse furniture. Either a simple cardboard counter will suffice or a more aesthetic effect can be achieved by shaping milliput around a wooden dowel. Characters will need to be represented by both a mounted and a dismounted figure and some riderless horses will also be required.

## The Characters

Napoleon, Prince Imperial.

Lt. Royal Artillery. (Acting as a civilian observer in a staff post for this campaign.) Age 23. Armed with 5 round service revolver and sword. Lacking experience, under great personal pressure to gain military credibility.

Lt. J.B. Carey. 98th Foot.

(Working in a staff post for this campaign.) Age 31. Armed with 5 round service revolver and sword. Experienced steady officer, recently promoted to Captain but not yet gazetted.

Sgt. Willis. Natal Horse. Bettington's Troop.

Age 40. Armed with Martini-Henry carbine. (Carried unloaded.) Farmer for many years, experienced in fighting Zulus. Aware that the best weapon against the Zulu is his horse, realising that a close combat can only end in the Zulu's favour.

Cpl. Grubb. Natal Horse. Bettington's Troop.

Age 35. Other details as above.

Trooper Le Tocq. Natal Horse. Bettington Troop.

Age 50. Other details as above.





Above: The jammed gatling seems to have cleared in the nick of time, but will that officer outrun his pursuers?



British cavalry, with artillery support, on a reconnaissance in force. Figures by John Ray, from Sean O'Hanrahan's collection.



Trooper Abel. Natal Horse. Bettington's Troop.  
Age 50. Other details as above.

Trooper Cochrane. Natal Horse. Bettington's Troop.  
Age 25. Other details as above.

Trooper Rogers. Natal Horse. Bettington's Troop.  
Age 30. Other details as above.

### Pre-Game Set Up

Each player positions his figure with a saddle marker anywhere within the confines of the kraal. A normal 52 card pack is used to determine the position of his grazing mount. The number on the card denotes the distance in inches from the kraal perimeter with picture cards counting as 10. A spade indicates that the horse is behind the kraal near the long grass, the other suits denoting the donga side.

### Game Rules

The game is run entirely from playing cards drawn from a movement pack, (52 cards plus 3 jokers), and a combat pack, (52 cards, no jokers). The movement pack draws the top card each time until the deck is exhausted, then it is reshuffled and used again. The combat pack is used to cut high/low and is shuffled every two or three cuts.

The game turn consists of the following phases:

- MOVEMENT** a) Players' figures  
b) Zulus
- FIRING** a) Players' figures  
b) Zulus
- MELEES**

#### (A) MOVEMENT:

1. All actions take one complete turn, i.e. Move, mount, dismount, load weapon, saddle up etc.
2. Standard move distance: Foot 4" Rider 8" Zulu 6"
3. Each figure has a card drawn from the movement pack  
Red suit +2" Black suit -2" Picture card = standard move  
Zulus always move 6" and will split into small groups to attack the nearest figures first.

4. If a joker card is drawn the figure concerned falls from his horse or trips over if on foot. A card from the combat pack is then cut by the player. If any club suit is drawn then the figure is stunned for a move and may make no action. It takes one move to stand up. (See also rule 7 - figure stunned.)

5. To perform an action such as saddling up etc. the player cuts the combat pack. The umpire or another player cuts also. The player must cut higher than the umpire to perform the action. Aces count high and an equal cut goes to the umpire. The player may attempt a repeat the next move. (Dismounting may take place without the card cut.)

6. Upon arriving at the donga only 3 routes down and 2 routes up may be used. (See map.) Only single file traffic is allowed and it takes two moves to reach the bottom, or to go up. Each move requires a higher card cut against the umpire to proceed and a movement card must also be drawn purely to see if a joker card appears. (Rider falls off see 4. above.)

Alternatively a rider may elect to dismount and lead his horse on foot. This does not require a card cut each move, but a movement card is drawn to check if a joker is present. The journey down still takes 2 moves.

A further variation may occur if a foot figure wishes to move down into the donga. As long as he has no horse to lead down he may elect to slide down at any point on his backside and this does not require any card cut to perform the action but it is necessary to cut the combat pack, a club indicating that the figure is stunned for a move.

7. If a figure is either leading or riding his horse and is judged to be stunned or hit by Zulu rifle fire a higher card cut is required to retain a grip on the reins. Should this be unsuccessful then a card is drawn from the movement pack to see how far away in inches the horse wanders.

8. A mounted figure may wish to stop and pick up a dismounted figure. The two must be in base contact and a high cut is required from the combat pack to achieve this double mount. Furthermore

the cut must be made every move to see if the second rider falls off. Movement under a 2-up situation is restricted to standard and minus moves only.

9. Zulus do not need to cut cards to perform actions.

10. Any disputes regarding actions which may or may not be allowed are settled by card cut, higher wins. End of argument!

### (B) FIRING

11. Moving and firing is permitted during a game turn if the figure is carrying a loaded weapon. Loading a weapon must be carried out whilst stationary and it should be noted that the Martini-Henry carbines are initially unloaded. (They were not fitted with safety catches.)

12. Loading a carbine takes 1 move, loading a revolver takes 3 moves for the five chambers.

13. To score a hit the firing figure cuts from the combat pack, the following results are required for a hit:

<b>Carbine:</b> Range greater than 10"	Figure static	Any Ace hits
	Figure moving	Ace of Spades hits
	Figure static	Any Ace or King hits
Range less than 10"	Figure moving	Any Black Ace hits
<b>Revolver:</b> Any range	Figure moving	Ace of Spades hits
	Figure static	Any Black Ace hits

14. To determine the effect of Zulu fire the combat pack is cut during the Zulu fire phase and if a Black Jack shows then a hit has been achieved. Each figure is dealt a card from the movement pack and the lowest score (aces high) is the victim.

15. A figure wounded by small arms fire or in a melee cuts from the combat pack with the following result:

Any Spade - No effect (light wound)	Any Heart - Body wound
Any Diamond - Leg wound	Any Club - Arm wound

16. A leg wound allows a figure to move at standard or minus speeds only. A plus draw from the movement pack means a standard move in this instance.

An arm wound means that a figure may only fire whilst stationary. It is always assumed that the least important arm is impaired! An arm or leg wound counts as 1 point, a body wound counts 2 points. A figure receiving his fourth wound point is considered dead.

17. Zulus hit by small arms fire or sword thrust are always considered to be dead. If a Zulu loses a melee combat when a trooper is using his carbine as a club then the Zulu is moved to the edge of the table or 2ft back at the edge whichever is the furthest. That figure is then active on the next move.

### (C) MELEE

18. A figure may only attack one opponent during a melee phase, but if simultaneously attacked by more than one Zulu may defend against the others. Figures must be in base contact for melees and a maximum of four Zulus can be counted against one of the figures.

19. The basic melee system is for the defending figure to cut the combat pack. The attacker then predicts his own cut (higher or lower) and wins that combat if he is right. There is no result if the call is incorrect (attacking move assumed to be parried) or if the cards are equal. (Nothing for a pair in this game!)

Thus a Natal Trooper, for example, in combat with 3 Zulus will attack one of them and defend against the others. In attacking he will observe the umpire's (or one of the other players) card cut for the defending Zulu and predict his own cut as higher or lower. If he is correct he will have despatched the Zulu he was attacking. Acting on the defensive he cuts first and the Zulu player predicts their cut. If the Zulus predict correctly then the Trooper must determine wound location as per the firing section rules 15, 16. This process is repeated for each Zulu the figure is defending against. Note that if the Zulu's prediction is wrong the Trooper has successfully parried the attack, but the Zulu is not removed from play as the Trooper was only defending at that point.

20. A mounted figure may adjust his card cut on his attacking phase by + or - 2. i.e. If a 7 was drawn then the mounted figure may call it a 5 or a 9 whichever is more convenient to him. He does not enjoy this advantage on his defending phases however.



21. When a figure is killed in melee as a result of accumulated wounds the Zulus in combat with him must remain there for the next move and disengage from their multiple stabbing rituals at the rate of one a move thereafter. This is to avoid having too many warriors all chasing the last few survivors.

22. A figure may attempt to disengage from melee at his next movement phase by simply moving his allotted distance. If he is lucky the pursuing Zulus may not be able to reach him that move, although a foot figure will obviously get caught.

23. A rider caught in melee whilst negotiating a route down the donga does not get his + or - 2 advantage if he is on the intermediate level or on the bed and his assailants are a level higher. i.e. At roughly the same height as the mounted man.

#### (D) FINAL POINTS

That concludes the rules section and it will be apparent that with all the card cuts to perform saddling, mounting, negotiating obstacles etc. the soldiers are in for a fairly hard time of it. To ease their difficulties a little and to add an element of decision making to the game, each figure is issued with a "Get Out Of Trouble Quick" card. This is a piece of paper or token that is played at the start of a move (before that figure draws his movement card) and enables the figure to automatically perform his chosen action without making a card cut. He may for example play it to guarantee a successful mounting or saddling action or to take one of the moves down or up the donga. Alternatively it may be used to make a double standard move to evade a bunch of pursuing Zulus or to beat another figure to one of the routes down the donga for instance. Because no movement card is drawn, using the G.O.O.T.Q. card eliminates the possibility of getting a joker that move. The G.O.O.T.Q. card cannot be used in melees and being a once only play it must be surrendered on use.

So far the main discussion has centred around the activities of the Prince Imperial and his party, but what of the Zulus I hear you ask? (You are asking aren't you?) The mechanics by which the Zulus come into the game are as follows.

Move 10. After the Prince and Co have completed their moves and actions the umpire or Zulu player announces that a volley of small arms fire has crashed out from the tambookie grass surrounding the kraal. The Zulus draw a card from the combat pack, a Black Jack indicating one of the figures has been hit. Any casualties plus, for this move only, any figure leading his horse or not actually mounted

must cut to establish whether they retain control of their startled horses. (See rule 7.) Horses that bolt are placed the appropriate distance away in the direction they are facing and the figure may use his next turn to move toward the horse if he wishes to attempt to mount.

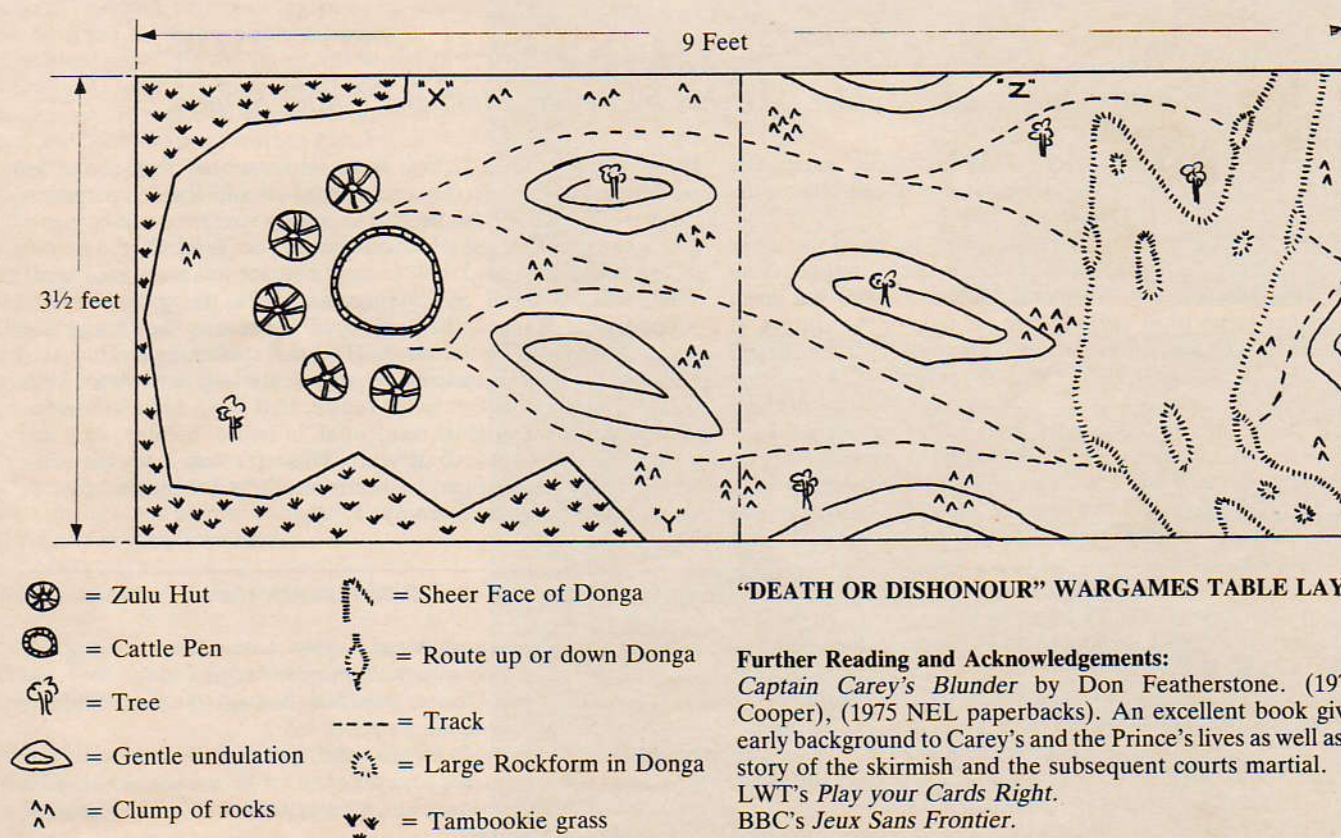
Move 11. In the Zulu move phase 15 warriors come onto the table at the point marked 'X' on the map. They will start to break up into smaller groups attacking the nearest figures first.

Move 14/15 approx. As the second in line crosses the halfway point on the table a second group of 10 Zulus appears at the point marked 'Y'. They will split into groups to pursue the leading riders and to intercept those following up.

Options worth considering for the Zulus are to vary the numbers involved by up to + or - 1 figures in each group, and to vary the point of entry slightly. This could be achieved by card cut or a dice roll. (Remember dice?) A further variation could be to introduce an extra party of about 5 Zulus to come in at point 'Z' on the map, but unless 6 or more riders have succeeded in breaking clear, this might prove to be a little too imbalanced.

The final point concerns the troopers mounting up. The order to fetch the horses and saddle up has been given to set the game rolling and all the figures move out to their respective mounts and lead them back to the spot where the players have placed their saddles. They saddle up, subject to the dreaded card cut, but the troopers should really wait for an officer to give the command before attempting to mount. The Prince and Carey may mount at their own discretion and Carey, if he considers the Prince to be failing in his duty, may give the order. There is nothing to stop a trooper mounting and riding off on his own volition of course, but such a thing would be tantamount to desertion in the face of the enemy and a bleak future would await the survivor of such a misdeed. Similarly the officers should give the necessary orders when they have established that all the others are ready, not only after they themselves are happily mounted! It will inevitably happen that chaos exists before the mount up order can be given so it will be up to the officers to give the order whether they are mounted themselves or not.

So, the chase is on. Whether to turn around and assist one's comrades, or to lay down a life to save the Prince? The chance for glory exists, but will anyone survive to tell of the heroics? For Carey it would seem that, whatever the result, he is only likely to achieve DEATH OR DISHONOUR.



#### "DEATH OR DISHONOUR" WARGAMES TABLE LAYOUT

##### Further Reading and Acknowledgements:

*Captain Carey's Blunder* by Don Featherstone. (1973 Leo Cooper), (1975 NEL paperbacks). An excellent book giving the early background to Carey's and the Prince's lives as well as the full story of the skirmish and the subsequent courts martial. *LWT's Play your Cards Right*. BBC's *Jeux Sans Frontier*.





# A S U D A N C A M P A I G N

## and 'the ramblings of an ancient wargamer'

*from the still sprightly Peter Gilder. Sketches by Bethan Matthews (—after Simkin.)*

It's up the Nile for you Wolsey, said Gladstone, reluctantly committing the British army to a campaign in the far reaches of the Sudan.

I suppose I have, over the years, been involved in more wargames than most people will ever play in their lifetime. Nine years of playing host at the 'Wargames Holiday Centre' has given me the chance to try most periods with the help of the visitors. It was during this time that I first started to organise scenarios for the Sudan. Based on the rules for the 'Pony Wars' published by Table Top Games, the game was intended as light relief from the somewhat more serious conflicts of the week's stay. From these humble beginnings came a game that was to exceed its first intentions and became one that was eagerly looked forward to. After four years I decided it was time for a rest, the collection was disposed of and a new fun game based on 'Custer at the Little Big

Horn' was introduced. You have to remember that about 300 people passed through the centre each year and some 50 percent of those were regulars – so we had to change scenarios and battles to give a change for those who came back every year. On the passing of the Sudan I decided that it would be back in about three years. Well, time changes most things and with the growth of the 'Connoisseur Range', the work load of running the Centre and designing the soldiers became so great that something had to give. I intended it wasn't going to be me, so, to cut a long story short, Mike Ingham, a regular visitor to the centre, took over. Mike's intention is to revert to its original residential 'in house' holiday, as it was during the Thornton-le-Dale years. This left a void in my life as the whole collection of figures, terrain etc. was left behind for the visitors to the Centre to enjoy.

*Three photos of the PG Sudan renaissance collection. Above: A rare moment of glory for some British cavalry, charging sabre in hand rather than dismounting with carbine. Well, it could pay off!*

*Opposite top: As a British column nears the oasis it is forced to stand in square by the sudden appearance of the Ansar. Drivers struggle to control their mules as Highlanders and Blue-jackets prepare to repulse the onslaught. Mahdists are usually mounted 10 figures to a base, but a few bases have only 6 figures with clumps of tall grass instead of the other 4. Similarly those 3 figures crouching amongst the small boulders at the foot of the hill are all on one base for wargames purposes. (Quite good for photographic purposes too.)*

*Opposite below: (Almost put this on the front cover, but thought it might be too unmilitary for the staid, conservative section of our readership! – That doesn't mean you, I know.) A lot of gossip in an Arab market place – a sort of souky, yakky? A British column shuffles through, with a Sudanese company in the street beyond the market, a few members of the diplomatic corps take in the local colour, and, of course, one of the Arabs might be a disguised Englishman, seeking to return a white feather!*







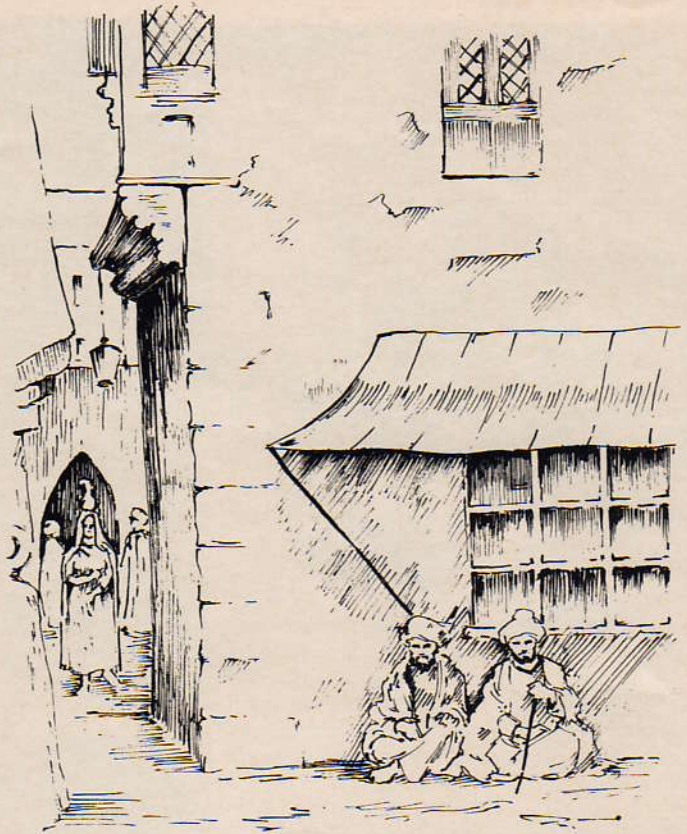
First things first: the move to the new house, the construction of the factory, the new home of Connoisseur Figures! This all completed and the figure business back in full swing, what next? I thought long and hard; to raise new armies to the size I would want for the Napoleonic period, my first love, looked on the face of it, an impossible task; at least a project to be started on a long term basis. The Sudan memories flooded back of some of the great games we had enjoyed over the last four years. One game probably will go down in Centre history. Lord and Lady Ponsonby-Smythe escaped down the Nile in a picnic punt. The Commander of the Egyptian troops in a small walled town, where the Ponsonby-Smythe's had a residence, decided that his secure position behind the city wall, whilst in keeping with his orders, was deadly boring. He therefore sallied forth with half his garrison to annoy the Dervish troops who had laid siege to it. The idea of this particular scenario was for a British column starting at one end of a 27 foot table, to march sedately up the said table and relieve the town at the far end, the force was quite adequate for this task, as was the Egyptian garrison. What it didn't cater for was the Marshal Ney-like qualities of the aforementioned Egyptian commander.

Out he marched. The Dervish, as is their wont, immediately charged hell for leather at the force sallying forth. Within the rules when one shadowing force attacks, all attack! The commander, now getting more than the excitement he required, quickly turned about and headed back for the town gates. Miscalculation on the part of the player saw the largest part of the Ansar hit the walls at the far side of the town to find a much depleted defence, the other half of course was still scuttling along the stoney road, hotly pursued by the rest of the besieging force.

The defenders on the wall held out for the first two moves of combat, but numbers told and the dervish hordes poured into the town. At this time the arab population was hastily cutting up their best linen and sewing patches onto their oldest and dirtiest clothes, and rushing out into the market place crying 'death to the Egyptian dogs'. (Another mechanism within the rules that allows a town's population to rise up to support the 'Mahdi', especially if things look a little black!)

As the force outside the walls rushed back to the town's main gate, they were met by the now battle-mad dervish attackers plus the population rushing out to meet them, behind them the original pursuers – the commander laid down his life with his three companies of freshly painted troops. (Do you find that every time you put a newly painted unit onto the table it gets cut to ribbons, whilst that tattered old unit, with its broken bayonets and figures that have seen better days, does exactly as it should?)

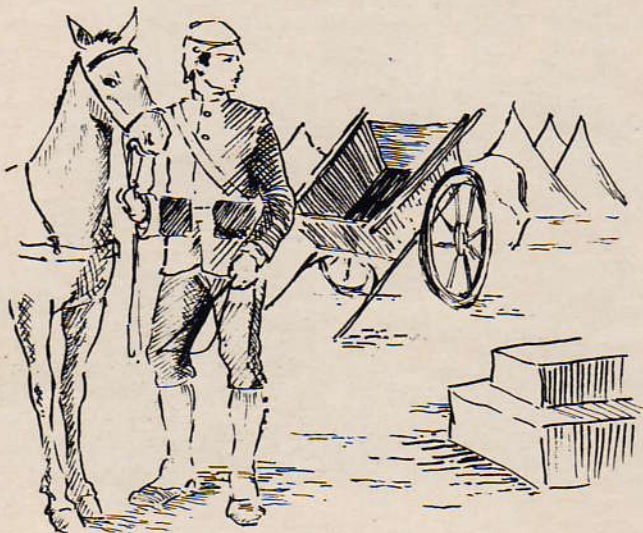
Whilst all this was going on Lord and Lady Ponsonby-Smythe escaped out of a gate to the river, where their picnic punt was tied up. Not stopping to see if the cucumber sandwiches were fresh, they pushed off from the quay and started down the river to meet the British relief force!



Meanwhile in the north the British column had beaten off a couple of Mahdist attacks and continued its steady progress towards a town that had already fallen (shades of Khartoum), with a battle-mad Dervish horde now moving from the town to intercept them. The Ansar who had already been at the wrong end of the British rifles were continuing to shadow the column. The victors of the town, seeing the British column for the first time thought all their birthdays had come at once and thundered across the barren waste towards the square. To cut a long story short, the British square, caught on three sides at once held out for some while until a Gardner gun failed and the natives broke in – sheer weight of numbers told and the square was cut down to a man. The only player to survive this desert disaster was the commander of the first squadron of the Tenth Hussars who watched the whole proceedings from a nearby hill. He could of course have earned a posthumous VC by making a glorious charge, but decided that someone had better get back and report the disaster to the high command.

On his way back he followed the river, came across the Ponsonby-Smythe's and escorted them back to safety. As Lady Cynthia was a cousin of the Queen he probably got his VC anyway!

This was only one of the great days we had spent up the Nile. Before I move on I feel I should briefly mention one more incident, this involves the commander of the gunboat. The Reigate club have been regular visitors to the Centre for many years, and always offered original and refreshing ideas and approaches to games. This time one of the members decided to command the gunboat. I promised Paul I would never let people know who was responsible for the set of photos in my album of this great feat. For this game the Nile had in its course a small cataract. It was possible to pass it under steam, but with a 50% chance of running aground or onto the rocks. A safer, but slower, way was to have the gunboat dragged through manually. In true cavalier fashion he got up a head of steam and charged! Dice 43% – aground! A lucky throw got him off next move. Charge! Dice 32% – into the rocks! Now halfway through, he was stuck for two moves, then he could have dragged it the remainder of the way in two more moves. Working on the principle that lightning certainly won't strike in the same place a third time, full steam ahead he went, and hit the biggest rock in the cataract and sank! We have a set of pictures of this event, I got so carried away with it that I broke off the funnel of the gunboat and stuck it in the middle of the cataract, just the funnel above the water to mark the spot where the gallant boat met its fate. We now have a permanent record of the only time a British gunboat was sunk in all the four years of play.





Enough of the past, what of the present? First, this was to be the big project. As I mentioned before I had no figures, no terrain, we are literally starting from scratch. First I have a wargames room to build. This will house two 6 foot wide tables with a three foot gap between them, the Nile. Each table will be 24 foot long, so we have to make enough terrain to cover these, as well as figures, buildings, boats and all the other paraphernalia required for this campaign. This is a project that I can savour. As you can see from some of the photos, we are already on the way. It may be that the modelling side of this project could be discussed at a later date, if the Editor should so wish. [Do the readers so wish? Ed.] The armies themselves are not as difficult to paint and assemble as are those of many other periods. It does help to have a really nice range of figures to help achieve these ends. (Modesty forbids me from mentioning the 'Connoisseur range'!) The part that I am really looking forward to is the scenic side of the project. Over the years this is the side I have put most effort into, to create settings for our games that compare favourably with the figures themselves. Now, without the pressures that the Centre imposed, which in lots of cases made me cut corners and produce terrain and buildings that could be used for more than one situation, I can make terrain specifically for the Sudan. The Market places, Gordon's Palace, the oasis, the mud brick or thatched hut villages, the forts, the gunboats and dhows are all there waiting to be made. I hope that the campaign will be underway within three months. As I write this I already have more Imperial troops than I had in my last collection and they are all much better painted. All of this is done with loving care for a collection that once again will be mine, though I hope to be able to give any visiting fireman a chance to die for Queen and Country in a decent setting.

The ramblings of an ancient wargamer (no pun intended) I hope will whet your appetite for a continuance. If so, the next article could lay out the campaign scenario and orders of battle, with maps.



If you'd like to learn more about the Sudan and other Colonial campaigns you should join the

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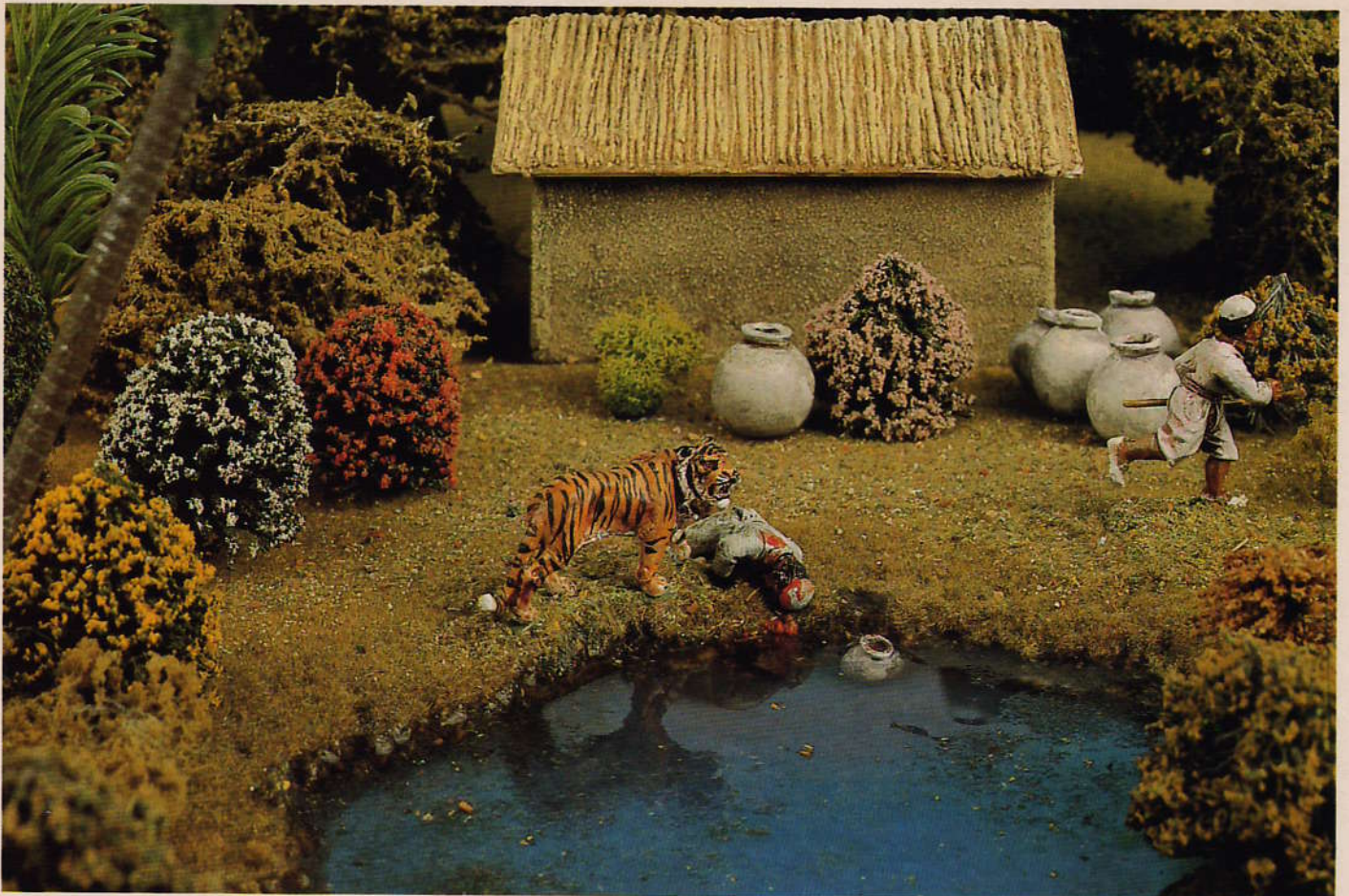
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Having had Arthur's excellent article on the stocks for some time I asked the Perry twins if they could convert one of their Wargames Foundry Indian Mutiny range elephants for a tiger shoot photo. They went a bit O.T.T. and designed a tiger too, and both shooter and shootee are now available in the Foundry range. Top photo: "Tony the Tiger says, 'They're grrreat!' (Beaters that is!) Below: Nemesis.  
[N.B. 'shootee' is **not** the practise of burning (inebriated) Indian widows!]





# TIGER! TIGER! BURNING BRIGHT

*Arthur Harman dons pith-helmet and picks up his .410*

Wargaming, according to H.G. Wells in *Little Wars*, is "the game of kings – for players in an inferior social position"; this recreation in miniature of a tiger hunt might thus be said to be "the sport of rajahs, for players of a lower caste"! However, it is a tiger hunt in more than one sense, for the background is that of Harris's expedition against Seringapatam, lair of 'The Tiger of Mysore', Tippoo Sahib, in 1799, and the participants are playing for higher stakes than trophies for the gunroom walls or tigerskin rugs . . .

## **The Malabar Coast and Environs** (to be given to allplayers)

Cannanore and the Malabar Coast have been effectively under British control since the Third Mysore War; the Bibi of Cannanore, claiming to be impressed by the loyalty of the British to the Rajah of Travancore, despite the betrothal of her daughter to Tippoo's second son, Abdul Khaliq, entered into a secret alliance against 'The Tiger' in August 1790. Major-General Richard Abercrombie experienced little difficulty in driving out a Mysorean army in the autumn, and by the end of the year had cleared the whole Malabar region. Now, as Major-General Arthur Harris prepares to march against Seringapatam, to rid South India of Tippoo, who is known to be in communication with Jacobin France, Cannanore is to be used by an army from Bombay, 6,000 troops under the command of Lieutenant-General James Stuart, as a base whence it will operate in the Western Ghats. But in order to approach the fortress of Seringapatam by the most practicable route for its heavy artillery and cumbersome baggage train, Stuart's army must pass through the minor, and hitherto neutral, state of Shalimar, which territory thus becomes of incalculable strategic importance.

Shalimar is ruled by the 'Nabob' (as he is styled by the British) Najaf Kuli Khan Bahadur, one of many Moghul princes who owe nominal allegiance to the Emperor in Delhi, but in practice behave as independent rulers of their territories. He is a young man, apparently indolent and caring for the pleasures of his *zenana*, kite-flying and the hunt, but his power lies in three battalions or *Compoos* of regular sepoys, trained after the invincible Cheria Fauj Brigades created by the mercenary Benoit de Boigne for Mahadji Scindia the Maratha warlord, under the command of the French adventurer 'Colonel' Henri Bienfaisant. In addition, his army boasts the usual hordes of irregular light cavalry and feudal levies.

Najaf leaves the administration of Shalimar in the capable, if devious, hands of his Chief Minister, the Brahmin Baloba Tantia. Another important figure at court is the Bibi Faiz Baksh, mother of Najaf's younger brother, the imbecile Zafar Yub Khan (the Nabob's own mother predeceased his father; the cause of her death was never conclusively determined). She is still an attractive woman, and is presumed to seek consolation for the loss of her husband amongst the principal nobles who accompany Najaf on his frequent hunting expeditions.

In an attempt to persuade the Nabob to permit the passage of Stuart's Bombay army, the Governor-General, Richard Wellesley, Earl of Mornington, has despatched a special envoy, Mr Tobias Lushington, accompanied by Captain the Honourable John Hencastle, Grenadier Company 1/2nd Bombay Native Infantry, to his court. In honour of their arrival the Nabob has decreed that the political discussions be preceded by a day long tiger hunt, attended by the commander of his irregular troops, Mir Nadim, Colonel Bienfaisant, and the noblemen Burham Ud Din, Basalat Jung, Fath Muhammad, Mobit Khan, Ghulam Kadir and Muiz Ud Din. The arrangements will be supervised by Baloba Tantia, who will not himself participate, but will remain at court to prepare the banquet and *nautch* that will follow the return of the hunters.

## **PERSONAL BRIEFINGS AND OBJECTIVES**

(to be kept secret by each player until the end of the game)

### **Najaf Kuli Khan Bahadur, Nabob of Shalimar**

Although you apparently take little interest in the day to day administration of your territory, you are well aware that there are hostile factions within Shalimar intent on your overthrow, and suspect, though you have as yet no proof, that your step-mother the Bibi Faiz Baksh is plotting to replace you by her own son, the drooling idiot Zafar, whom she will manipulate whilst pretending merely to act as a Regent. The situation regarding Mysore complicates the position considerably; you can only rely on Colonel Bienfaisant and his regular Compoos so long as you do not declare for the British, since the Frenchman clearly favours the anti-British, pro-Jacobin politics of Tippoo, yet the relative ease with which Cornwallis took Seringapatam in the last war, and the fact that your regulars, whilst impressive on parade, are as yet untried in battle, suggest that an alliance with the Sultan of Mysore would be unwise. Lushington's visit creates the opportunity to discover the possibility of a subsidiary treaty with the British, whereby you would be kept in power by the bayonets of East India Company sepoys and could dispense with Bienfaisant's dubious and expensive services altogether – a gesture that would be appreciated by the Governor-General, and might well be rewarded when Mysorean territory is redistributed after the successful conclusion of Harris's expedition! This tiger hunt represents the last chance your enemies may have to act before it is too late, so you have taken the sensible precaution of wearing a fine mail tunic beneath your caftan and robes, and will be accompanied by your personal mahout, Kisnapah, and gun-bearer, Haider, who are completely trustworthy. The subtle hints you have let fall during the past few days concerning your intentions should provoke your enemies into precipitate action, in which event your confidant and companion in many a debauch, Basalat Jung, who is an expert shot will take appropriate action – he has been instructed to ensure that his elephant is never out of musket-shot. The head beater, Amrat Rao (whose sister, a nautch girl at court, will not live to regret his failure!), will control a picked body of bazaar thugs and badmashes with which to overpower any attempt on your life. Your aim is to identify your enemies, in particular your step-mother's lover and fellow conspirator, and either contrive an unfortunate 'hunting accident' or provoke them into open rebellion which will justify summary elimination . . .

### **Basalat Jung, Nobleman and Companion of the Nabob**

You have been Najaf's close friend for years, and it is to his influence that you owe your rapid preferment at court; should he be overthrown by those he believes to be intriguing against him, your own future would be in jeopardy. You have been so closely identified with the Nabob that any attempt now to join one of the rival factions would be suspected as a trick, so you must ensure his survival during the tiger hunt, by keeping close watch on any elephant approaching with musket-shot of the Nabob, and, if necessary, killing any assailants (no doubt a grateful Najaf could arrange for such deaths to be passed off as tragic accidents!). Fortunately, you and your gun-bearer, Sivaj, are both expert shots with musket or pistol. You should in any event strive to enhance your prestige with the Nabob by being the foremost in the hunt, killing more tigers than those who would wish to take your place in his esteem, such as Bienfaisant, Mir Nadim, and Fath Muhammad. The haughty Englishman, Hencastle, is boasting already of his prowess in the hunting field – you hope to make him eat his words today!



### Mr Tobias Lushington, the Governor-General's Special Envoy

Your mission is to persuade the Nabob of Shalimar to permit the passage of Lieutenant-General Stuart's Bombay army through his territory to march on Tippoo's capital, Seringapatam. The Nabob is a young, vain, debauched Moghul princeling whose regular sepoy battalions are the only reason that the Governor-General does not annex Shalimar by force. However, since it appears he presently feels none too secure on his throne, the prospect of British military and financial support in return for this concession and his future loyalty should appeal. A subsidiary treaty will be a small price to pay to rid South India of Tippoo Sahib for good. Remember that it is the treaty, not the person of the Nabob, that is important. You should, therefore, be prepared to negotiate with any faction that appears able to control Shalimar and will permit Stuart's march. The prospect of the approaching tiger hunt you find somewhat daunting, as you are more familiar with a counting house desk than a howdah, and being shortsighted, doubtful of your ability to hit anything with a musket. Courtesy to the Nabob, and your political objectives, compel your attendance despite your own inclinations.

Your aide and military adviser, Captain the Honourable John Hencastle, makes no secret of his contempt for you and natives in general. He is an egotistical, arrogant and quarrelsome officer, completely unsuited to a mission requiring some considerable diplomacy for its success. He is believed to have resigned a commission in the Guards after some scandal, the details of which you do not know. At least his attitude towards the Indians means that you can rely on him to protect you against any agent of Tippoo Sahib who may be operating at the Shalimar court. To achieve a victory in the game you must prevent any attack on the Nabob before the treaty is signed – if you, or Hencastle, were personally to save the Nabob or kill or capture an assailant this would be a diplomatic coup that would ensure the loyalty and co-operation of the Nabob, and enhance your own career prospects considerably! – or, should the tiger hunt pass off peacefully, shoot at least one tiger to prevent the whites losing 'face' before the natives (it would, however, be tactful not to kill more than the Nabob). Any intriguing you can do before the hunt to attempt to identify Tippoo's agents, or other enemies of the Nabob, without compromising your position might be to your advantage.

### Captain the Honourable John Hencastle, Grenadier Company, 1/2nd Bombay N.I.

Your early military career in the Guards was abruptly terminated by a scandal involving regimental funds; in disgrace, you came to India in search of adventure and to shake the Pagoda Tree. The forthcoming expedition to Seringapatam has fired your enthusiasm, as, your avarice aroused by tales of the immense wealth contained in Tippoo Sahib's treasury, you are determined to restore your fortunes with the plunder that must fall into the hands of the storming party. Therefore, although you find the task of acting as escort and military adviser to Lushington, a glorified clerk forever fretting about his spectacles and papers, a damned bore, you do want his mission to succeed. Besides, there are compensations – a good day's sport shooting tiger, and some of those nautch girls are as handsome as any fillies you used to see on Rotten Row . . . A pity that you will have to endure the company of that fawning creature the Nabob – God! the fellow reeks of scent! Pah! – but you'll be deuced if a crowd of blackamoors make the most kills today. Let them learn how a British officer and gentleman can shoot, that'll make the blackguards think twice before they tangle with the Company's troops! Your upbringing has conditioned you to regard bravery to the point of foolhardiness as a point of honour, and to despise foreigners; you are a fine swordsman and excellent shot – particularly with a hair-trigger Manton at twenty paces when satisfaction is called for – but bedevilled by a quick and savage temper when you consider yourself crossed or insulted.

### Colonel Henri Bienfaisant

You arrived in India seven years ago, a penniless adventurer, and on the strength of service as a corporal in the National Guard managed to convince the Nabob's Chief Minister, Baloba Tania, and hence the Nabob himself that you are an ex officer of the Revolutionary Army, whose victories were at that time the sensation of the news-sheets. You were appointed, with the 'rank' of 'Colonel', to raise a force of regular sepoy battalions, trained and disciplined after the pattern of those of the East India Company, and Scindia's

Brigades in Hindoostan. By diligent study of reports in the British papers, judicious bribery of former sepoys and deserters, and tavern conversation with British officers and 'free lances', you acquired sufficient knowledge to create a convincing imitation of regular infantry, but are too well aware that your parade-ground skills are insufficient to mould the Nabob's Compoos into a force able to contend with EIC troops. So long as the Nabob remains neutral in the struggle for supremacy between the British and Tippoo, your position, and the considerable income you derive from it (supplemented by illicit transactions in 'condemned' weapons and stores), is secure.

It is clear that the Nabob is seriously considering an alliance with the British; although your own ardent Jacobin principles would make a treaty with the Sultan of Mysore preferable (especially as you have been led to believe that Tippoo's French officered battalions are no more efficient than your own!), you do not feel sufficiently confident in the loyalty of your sepoys to attempt to overthrow the Nabob yourself. However, if you could find some way to provoke a duel with the English aristo Hencastle and survive, whilst humiliating both him and the quill-pusher Lushington, the Nabob might be turned against such an alliance, or even, if the British react in their usual unsubtle and overbearing way, driven into joining Tippoo . . . On the other hand, it might be better to compromise your principles and impress the Nabob with your own loyalty and enthusiasm for a treaty with the British, thereby avoiding giving him an excuse to dismiss you once the alliance is concluded – for in that event you would have few prospects of further employment as a mercenary officer in India: your mediocre talents are unlikely to gain you a commission in the regular forces of the Nizam of Hyderabad or Mahadji Scindia.

You are well aware that the Nabob has enemies at court; ever since the announcement of the visit of the British envoy, there has been an atmosphere of suppressed tension and an under-current of intrigue at court. Muiz Ud Din is known to have favoured Tippoo, but has few followers and but little influence in Shalimar. It might be worth sounding him out about his intentions, persuade him to make some compromising statements or make some overt action that will enable you to denounce him to the Nabob – or to Lushington, in exchange for a guaranteed contract in the subsidiary forces after the treaty? – thus demonstrating your loyalty and putting him under an obligation. The other possibility is that that scheming bitch, the Bibi Faiz Baksh, may be plotting with one of her lovers to replace Najaf by his idiot brother, on whose behalf she would rule as regent. How long would the poor imbecile survive his accession, you wonder? Then there is the commander of the irregular troops, Mir Nadim, who has every reason to resent the manner in which you have supplanted him as the leading Shalimar general. He will surely be trying to achieve your downfall in some way. To guard against him you have selected one of your most loyal sepoys, Naik Shama Rao, an ex-Pindarry who would sell his sister for a rupee, to act as your gun-bearer.

Endeavour to find out as much as you can about the other players' aims before the hunt, and then make a decision as to what line you will take. Your objective is to ensure that you will enjoy continued employment in the Shalimar army whatever may occur. You should also make sure that you shoot more tigers than the Englishmen for the honour of La France.

### Mir Nadim, Commander of the Nabob's Irregular Troops

You are the lover of the Bibi Faiz Baksh, who is determined to overthrow Najaf and place her own son on the throne. She has made clear to you that she does not intend to remain merely his regent for long; once the boy's malady has resulted in his premature death you will marry and rule Shalimar together. This has awakened you, belatedly, to her evil and devious nature – mindful of the mysterious unexplained death of the Nabob's mother in the zenana, you wonder whether you might suffer a similar fate when she tires of you, as she has quickly tired of her other lovers. Therefore, you have no intention of using the phial of quick-acting, yet undetectable, poison to destroy the Nabob in the guise of proffering him a stimulant during the hunt or at the nautch afterwards; instead, you will employ it against the Bibi herself when you return to her chamber tonight! The Nabob will not concern himself in the sudden death of his step-mother.

What does concern you is your own future in the Shalimar army. It seems inevitable that the Nabob will ally with the British against Tippoo, despite the urgings of the minor nobleman Muiz Ud Din that he should join the Sultan of Mysore in driving the *feringhees* from



Southern India, and the views of that upstart Frenchman (he is no warrior, despite his talk of strategy and military science – you've experience of battle, and recognise the idle boasting of one who hasn't!). Should either of them move against the Nabob, you will act instantly to thwart them, thus winning his favour, and removing a hated rival. At the least you intend to humiliate the imposter by killing twice the number of tigers he may accidentally hit!

#### Muiz Ud Din

One of the minor Shalimar nobles, you have close connections with Mysore, and are a friend of Tippoo Sultan. On being informed of British approaches to the Nabob, Tippoo asked you to endeavour to prevent Shalimar entering any alliance with the British, either by persuading the Nabob against such an alliance, or by other means, such as staging a coup d'etat (impossible, given your lack of influence at court and the absence of a strong pro-Mysore faction in Shalimar), assassinating Najaf, or eliminating the British envoy, which might drive Shalimar into his camp. The tiger hunt seems to offer the only opportunity you are likely to have to effect either of these latter alternatives. The problem occupying your mind is which to choose, since killing the Nabob, apart from the inherent risk to yourself (and you don't value Tippoo's friendship to the extent of risking your life!), may not result in a change of policy towards the British; whilst the murder of the British envoy would have to be contrived so as to throw suspicion on the Nabob, or his officials, in order to create a rift between the Nabob and his British friends. The Frenchman, Bienfaisant, might be sympathetic – his Jacobin politics certainly mean he is anti-British . . .

It may be, of course, that others are conspiring against the Nabob; you have heard bazaar rumours from your servants that suggest the Bibi Faiz Baksh may be behind some plot or other. But such things have been whispered about her for years since Najaf's accession, so they may be of little account. However, should the Nabob fall to another's blow, this might be turned to your advantage, if only by convincing Tippoo that it was your doing! Alternatively, if you could produce some 'evidence' that the British were involved in an intrigue against the Nabob, this would compel him to join the Sultan, whilst your loyalty in thwarting any attempt on his life, from whatever quarter, would place Najaf under an obligation that might be used to persuade him to accept your hitherto rejected advice.

Your success will be the prevention, by any means, of the proposed alliance with the British, provided that you can reasonably claim some credit. You have managed to infiltrate a couple of hired assassins amongst the beaters, who have orders to attack and kill the Nabob on his return from the hunt, but since they were engaged by an intermediary (now conveniently deceased) to conceal your identity, you have no means of communicating with them – indeed, you cannot even recognise them – so it may be necessary to denounce and kill them before they can carry out their task if you have already secured your own objective.

#### Ghulam Kadir

You are Baloba Tantia's agent; aware of the political crisis precipitated by the Nabob's imminent negotiations with the British, and Najaf's deliberate attempt to force his enemies into the open, his sole concern is to maintain his present position as virtual ruler in all but name of Shalimar, and to end the day smelling of lotus petals whatever happens during the hunt! Your task is to protect his interests, either by ensuring the Nabob's survival (Basalat Jung, who owes all his present wealth and power to Najaf, will share this aim), or, should some mischance befall the Nabob, eliminating any one who appears thereby to be about to seize power, so that Baloba Tantia has no rival for the inevitable regency created by Zafar Yub Khan's incapacity to rule. You will, he presumes, be able to achieve this in the guise of protecting/avenging the Nabob, and to this end you have secreted about your person various pistols, daggers and subtle poisons.

Before the hunt begins you must endeavour to discover the intentions and loyalties of the other participants, and then act accordingly. You will be judged to have succeeded if, after the hunt, the Nabob is still unharmed and any assailants have been killed or captured; or, if the Nabob has been killed, his murderer(s) has been summarily executed and any person likely to supplant the Nabob has also been eliminated, thus leaving a power vacuum into which your master may step unopposed.

#### Fath Muhammad

A minor courtier, your ambition is to replace Basalat Jung as the Nabob's closest companion, which may be achieved by impressing Najaf by your prowess in the hunting field, at the same time humiliating your enemy by killing at least twice the number of tigers that he does. The prevailing controversy at court over the Nabob's relations with the British and Mysore is of slight concern to you, so long as you can continue your life of idle pleasure and dissipation.

#### Burhan Ud Din

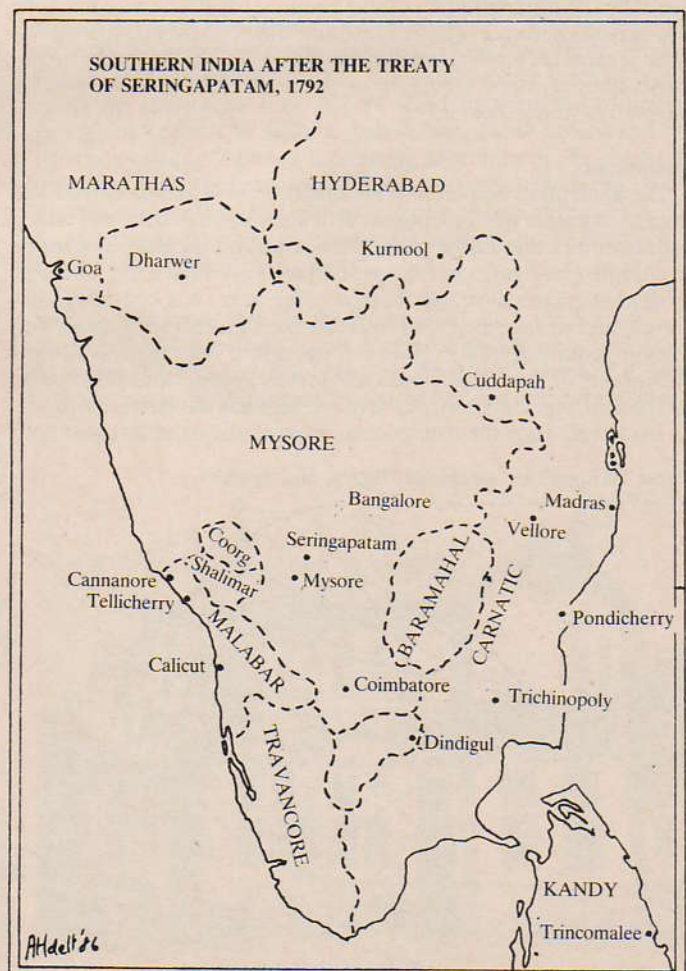
A dissolute young nobleman, former lover of the Bibi Baiz Baksh, you would dearly like some misfortune to befall your rival, Mir Nadim, who supplanted you in her affections. As a result, you see your opportunities for obtaining wealth and power slipping away, and seek solace in opium-induced dreams. Yet, if you could but find some way of removing Mir Nadim, and the Nabob too, would that not restore you to her favour? But how? You were never outstanding in martial pursuits, and addiction to opium has had a debilitating effect on your mental and physical faculties which will be difficult to overcome. Languidly you reach for your hookah . . .

#### Mobit Khan

An energetic young officer in the Nabob's irregular cavalry, you have been looking forward to this hunt, not only for the sport, but as an opportunity to impress the general, Mir Nadim, with your prowess in the belief that your chances of promotion will be enhanced. The Nabob, too, is reputed to give rapid advancement to those excelling in his favourite pastime. Your aim, therefore, is to achieve the highest number of kills today, and bring yourself to the notice of the Nabob and your commander by your skill and daring. Making a present of the finest tigerskin to the Nabob might not go amiss, either!

#### Amrat Rao

You are the Nabob's head beater, in charge of a motley crew of the sweepings of the bazaar hired for the occasion. The Nabob has made it abundantly clear to you that he suspects some attempt on his life





during the forthcoming hunt, and that you and a group of picked men amongst the beaters are to overpower anyone, irrespective of rank, who should take any overt action against him. Failure to do so will result in the most dire consequences to your sister Moti, a nautch girl at court, and any other members of your family on whom the Nabob's assassins are able to lay their hands! In addition, the Nabob expects an excellent day's sport to impress his important guest, the British envoy. You should endeavour to keep those men you can trust – for who knows the loyalties of the rest of the beaters? – within your sight and close to the Nabob's elephant.

Your aims are to preserve the Nabob's life at all costs, kill or capture any assailant, and ensure that the Nabob and his important guests kill at least one tiger each before the day is over. Fail at your peril!

#### Balobia Tantia, Chief Minister of Shalimar

This enigmatic, devious character watching the hunters play out his political game is none other than . . . The Umpire! His role as a player is limited to the initial placing of the players in their various elephants, in which he must obey certain rules of court protocol, viz.:-

(i) The Nabob may only be accompanied by Mr Lushington, his guest, or his general, Mir Nadim.

(ii) Alternatively, Mr Lushington might accompany Mir Nadim. Herncastle must go with one of the minor noblemen.

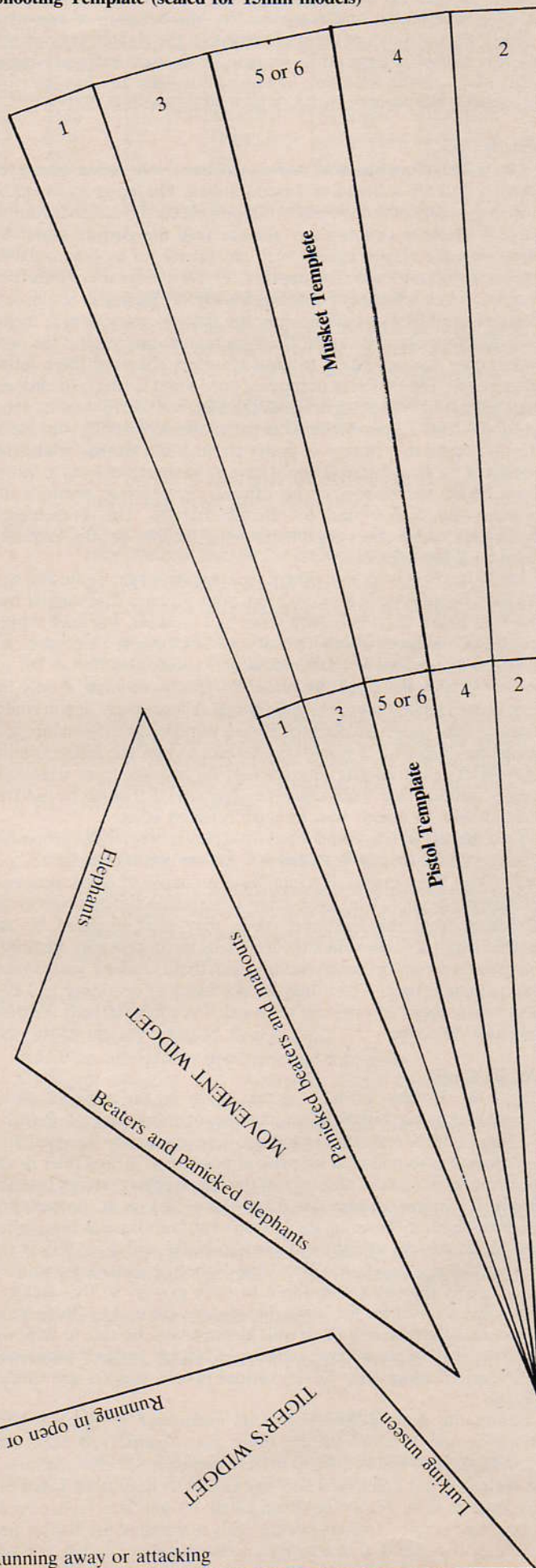
(iii) The following are providing their own elephants: the Nabob, Mir Nadim, Basalat Jung, Ghulam Khadir, Muiz Ud Din and Fath Muhammad. They cannot be compelled to accept any companion they do not like. Baloba Tantia will need to discover the players' views secretly before the game.

Relying on his knowledge of the intentions and tensions between the various characters, the Umpire should try to place players in elephants so that everyone has some chance of achieving his personal aim. The mahout will obey his own master – unless he has been bribed! Players may be asked before the hunt begins whether they wish to place any bribes; assume that each player has a thousand rupees at his disposal, and that two hundred rupees is a minimum, thereafter rising in multiples of one hundred rupees. Where the same non-played character is bribed by more than one player, the highest bribe secures his loyalty, but players should not be informed whether their bribe has been successful or not – they will discover this for themselves in due course!

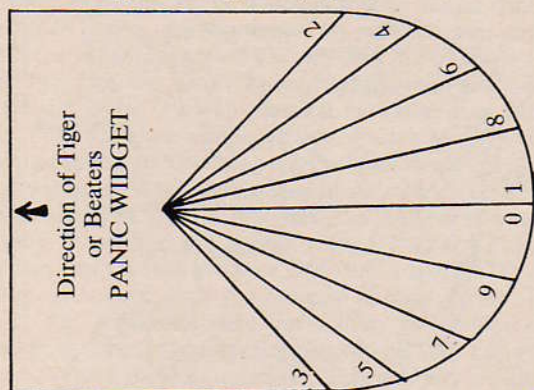
#### Equipment

The game may be played with 25mm or 15mm models; you will need to assemble 6 or 7 elephants with mahouts, howdahs and crews, but remember that Lushington, Herncastle and Bienfaisant must be represented by figures in European dress. If you have not sufficient Moghul elephants available, borrow some from 'Ancient' wargames armies, and replace the crews with suitable 18th century figures. You will also require at least 25 beaters (once again, you can press all sorts of 'Ancient' or 'Colonial' figures into service), some trees and bushes, and several tigers. Photocopy the movement and musketry templates, or, better still, copy them onto transparent plastic sheet, and give both

Shooting Template (scaled for 15mm models)



#### Panic 'Widget' for elephants, tigers, and beaters





to the player(s) in charge of each elephant. Each player should also be given a record card on which he may keep track of the reloading of his muskets by the gun-bearer, which might otherwise be forgotten – alternatively the umpire might keep a record of this himself, and simply inform players that their muskets were not yet reloaded. Name badges for all players will assist easy identification and roleplay during the game, and the umpire should reward those who make some attempt to portray their characters and keep in period. The game may be played on a long table, on the floor, or even in the garden, where tigers may lurk realistically on the lawn!

## RULES FOR THE CONDUCT OF THE TIGER HUNT

(Umpire Only)

### Sequence of Play

1. Beaters move in accordance with Head Beater's shouted instructions.
2. Elephants move, their mahouts obeying the owner of the elephant (unless bribed).
3. Any tiger driven from cover by the beaters moves or attacks.
4. Hunters shoot at tiger if possible.
5. Beaters or elephants still under attack by tiger, evade or panic and rout.
6. Elephants which have panicked stampede, trampling any beaters left in their path.

### Timescale and Movement

Each turn represents approximately 20 seconds.

Each elephant crew and the Head Beater should be given a Movement 'Widget', which is used to determine the movement of elephants and beaters (see accompanying diagram) when behaving normally, or when panicked. When panicked, beaters and elephants move in random directions determined by a die roll, using the Panic 'Widget', until they are rallied. Panicked elephants and beaters cannot resist a tiger's attack by fighting.

Climbing to or from the mahout's position takes 2 turns.

Climbing to or from the howdah takes 3 turns.

Loading a musket or pistol takes 2 turns for the Nawab's, Bienfaisant's and Basalat Jung's gun-bearers; the rest take 3 turns.

Changing a musket between hunter and gun-bearer takes 1 turn.

An elephant takes 1 turn to turn more than 60 degrees or turn about.

### Panic

Mahouts panic and leap off their elephants if the elephant is attacked by a tiger which survives any shots fired at it and springs upon the elephant for a 'nugget' (D10) roll of less than 7.

Elephants panic when abandoned by their mahouts, when hit by stray musket shots, or when they have been in combat with a tiger for 2 turns without defeating it. Once panicked, an elephant will move randomly in accordance with die rolls and the Panic 'Widget' until rallied, meanwhile trampling any beaters in its path who fail to evade by rolling 1 or 2 on a 'nugget'. An elephant with a mahout will rally after 8 or 9 is thrown; one without a mahout for 9 only, thrown each turn. Beaters personally attacked by a tiger, and those within a normal move of a fellow beater or elephant under attack, will panic and determine the direction of their movement in the same manner as elephants, rallying for 7, 8 or 9, or after spending a turn within one move of the Head Beater.

### Musketry

Use the musketry template (the inner band represents pistol range), placing the centre against/over the target, and roll 1d6, adding the firer's personal skill to find the result. If any part of the target falls within the appropriate arc, it is hit. Remember that shots which miss their target may hit elephants, beaters, mahouts – or even other players! Obviously the Umpire will need to exercise some discretion when adjudicating shots fired deliberately at other players – he will need to announce these as aimed at the tiger (if the firer is shooting under the pretence of so doing), and successful hits as 'unfortunate accidents'. When firing from a panicked elephant, deduct 1 from the die roll.

### Skill Ratings

Basalat Jung, Herculane and Mobit Khan: 2  
Bienfaisant, the Nawab, the Naik and Sivaj: 1  
Lushington and Burhan Ud Din: -1

### Combat

In addition to hits scored by musketry, hits may be scored in close combat between men or elephants and tigers if a 'nugget' roll exceeds the numbers shown below. Deduct 2 from the result if the tiger is attacking that particular man.

Sword or Spear on foot: 5

Sword or Spear from howdah: 6

Elephant attacked by tiger in front: 7

Elephant attacked by tiger to side: 9

Tiger attacking elephant in front: 6

Tiger springing on man or elephant from tree: 2

Tiger springing from ground: 3

Tiger already wounded: 4

### Wounds

For each hit sustained, throw a 'nugget' for the nature of the wound:

**On Tiger:** 0 dies instantly; 1-5 serious wound; 6-9 a scratch (serious wounds do not reduce the tiger's move, but cause it to panic – after 2 serious wounds it will die in 1d6 turns)

**On Elephant:** As for tiger, but 4 serious wounds are needed to kill it

**On Men:** 0-5 dies instantly; 6-8 a serious wound forcing the sufferer to leave the hunt immediately; 9 a scratch with no effect

### The Tiger

Tigers are controlled by the Umpire, who should endeavour to make them behave in a realistic manner, yet provide the players with an interesting and entertaining game. Generally speaking, tigers will tend to retreat before beaters (which is the function of beaters, after all), unless cornered, or enraged by wounds, in which case they may attack. A tiger already up a tree may hide there until the beaters have passed, and then attack; however, tigers will not climb trees whilst they are being pursued. The tiger's camouflaged coat enables him to hide in long grass or the edges of forest until men on elephants are within one move; beaters may stumble onto hidden tigers in tall grass by surprise. The Umpire should not place tigers on the table until they are sighted, or reveal themselves by their actions. Once sighted, a tiger may run into tall grass or jungle and be lost to view once more. Enterprising umpires may care to alarm the players with blood-curdling growls from unseen tigers!

### Acknowledgements

I must acknowledge the inspiration for this game: 'Tiger's Breakfast' by Paddy Griffith, developed from an idea by Wallace Morsemann, in which a rajah attempted to shoot a tiger bent upon eating him or one of his attendants. The tiger was controlled by one of the players, and plotted his hidden movement on a gridded map, whilst the rajah's elephant and beaters moved on a terrain divided into squares. I have made the tiger into a 'non-played character' controlled by the umpire, and restructured the game into a multi-player contest involving personal jealousy and political intrigue. There is, of course, no reason why players who so wish may not omit the various personal objectives in favour of a simple competition to kill the most tigers. Good hunting!

### Sources

*Tiger of Mysore: The Life and Death of Tipu Sultan* Denys Forrest  
*Wellington in India* Jac Weller

The further adventures of John Herculane may be found in *The Moonstone*, by Wilkie Collins.

### Editor's Tailpiece

Jim Corbett's *Man-eaters of Kumaon* is recommended for umpires unsure of just how cunning and devious tigers can be – definitely the smartest and most dangerous of the big cats.





# ANARCHY IN THE U.K.

## The Tottenham Outrage of Saturday, 23rd January 1909

### A Game for one, two or three players

by Mike Bell

"Not in the present generation has such a series of amazing incidents as occurred on Saturday in Tottenham been witnessed by any English town. The whole story reminds us of the backwoods of America or Australia half a century ago, in the days of the 'border ruffians', and the Kelly gang . . ."

Thus did the Daily Mail describe the astounding gunbattle that took place in Tottenham on the morning of Saturday 23rd January 1909, the gunbattle that forms the basis of this game.

#### EXPLANATION

A little explanation appears to be in order at this point, particularly if you are as ignorant of the events of that fateful day in 1909 as I was a couple of years ago. Back in 1970 I read an article in the now sadly defunct magazine *Miniature Warfare* called *Hosts of Enemies*. The gist of the article was that with a little ingenuity it was possible to create a wide variety of enemies to take on a turn of the century British force. The closing paragraph suggested that by adding paper overcoats and cotton wool mustaches to cowboy figures one could model Anarchists, and the author referred to a fight in 1909 in which Anarchists captured a tram and manouevred it across London in the so-called battle of Tottenham. That brief reference intrigued me but I never really bothered to investigate the matter any further until two years ago when I came across a book on the siege of Sidney Street in a publishers' surplus shop. The book contained a brief appendix outlining the events of the Tottenham 'battle' and rekindled my interest.

A few weeks later the editor of this journal and I were engaged in one of the usual conversations we have when our paths cross at conventions – he was trying to sell me something and I was keeping my hand on my wallet. It emerged that he too had come across the volume on the Sidney Street affair, together with its fascinating appendix. As we discussed the Tottenham incident it became apparent that there might be the basis of a game in it if only I could find some more details.

I went away to do some more research. A chapter in another book on Anarchists provided a few more details and the back issues of the major daily and weekly newspapers provided a wealth of information. A couple of trips to the Public Records Office in Kew located the surviving police records of the incident and filled in the remaining gaps in the story. In August 1987, having put together a detailed chronology of the fight, I decided that all that was needed to complete the picture was to actually retrace the steps of the Anarchists, policemen and civilians who took part in the gunbattle. By coincidence a friend of mine lives fairly close to the route of the chase and he was volunteered to accompany me on my hike across the East End.

After spending several hours tramping the streets Paul became more than a little tired of my boundless enthusiasm and his aching feet and retreated to his flat to watch the football on television. (Philistine!) I kept going, making notes and sketches and taking photographs, much to the amusement of the locals who clearly thought I was touched. When I finally staggered back to Paul's flat I was footsore and weary but I had all that I needed for the game.

#### BACKGROUND

In the early years of the twentieth century the east end of London provided a haven for refugees from the turbulence of eastern Europe, many of whom came to settle and find employment in the capital and its outskirts. In 1909 Tottenham, Higham Hill, Chapel End and Hale End lay on the edge of the expanding metropolis, still separated by fields, woods and farmland, but on the brink of being engulfed. Within a few years they would be swamped by a tide of new housing. Simply looking at the dates on many of the buildings in the area tells even the casual observer that in the late nineteenth and early

twentieth centuries London swallowed up outlying towns and villages at an alarming rate. In the first decade of this century the area was a strange mixture of new and old, new streets of villas and terraces were rapidly surrounding and isolating little islands of cottages and farm buildings.

Some of the eastern Europeans who came to London had no intention of remaining there permanently. A few were members of various revolutionary groups, all labelled as Anarchists by the press and the police, who used the city as a base from which to carry out their covert operations, such as smuggling arms and literature back into their homelands. Such operations cost money of course and some Anarchists were not above supplementing the funds raised through genuine fund-raising activities with the proceeds of criminal ventures.

Two such men were Paul Hefeld and Jacob Lepidus. Both were in their early twenties and said to belong to the Lettish Revolutionary Society. Lepidus, tall and fair-haired, had taken part in several bank robberies in Riga and his brother had been killed in Paris in May 1907 when the bomb he was carrying went off prematurely. Hefeld, shorter and darker than Lepidus, was suspected of being involved in an armed raid on a bank in Glasgow. Early in 1909 Hefeld found temporary employment at Schnurmann's India Rubber factory in Chesnut Road, just off Tottenham High Road. During his brief employment at the factory Hefeld learned that on Saturday mornings the company sent a car to the London and South Western Bank in Hackney to collect the week's wages. The car usually returned from the bank at about 10.30 with roughly £80 in cash.

Hefeld and Lepidus decided that £80 would make a useful contribution to the coffers of the revolution, or to their own personal funds, and made plans to relieve the company of its payroll on the morning of 23rd January. The pair cannot have been the brightest of Anarchists for Schnurmann's factory was directly opposite the Tottenham High Road Police Station, an accident of geography which was to have fatal results.

On the morning of 23rd January the company car set out for the bank as usual. It was driven by Joseph Wilson and in the back was the company wages clerk, seventeen year old Albert Keyworth. Shortly before 10.30 Hefeld and Lepidus took up their positions. They strolled down Chesnut Road with their collars turned up and their caps pulled down and spent a few minutes looking into the window of a photographer's shop beside the Police Station. Hefeld carried a .32 Browning automatic while Lepidus was armed with a 6.5mm 1894 Bergmann automatic.



(1) Tottenham High Road Police Station, starting point of the chase for many of the pursuers. (All photos by Mike Bell.)



In the Police Station a shift was just changing. Some officers were shaving in preparation for going on duty. One of these was P.C. 406 'N' Bond who was standing by an upstairs window overlooking the street. He saw the company car turn into the street at about 10.30. As it did so Hefeld and Lepidus crossed the road to stand on either side of the factory gates. For a moment young Keyworth was alarmed at the sight of the two men flanking the entrance, but then he recognised Hefeld who nodded to him in greeting. Reassured, the youth got out of the car. Clutching the heavy money bag, he crossed the pavement and stepped into the factory yard. As he did so the Anarchists pounced. Hefeld jumped on Keyworth, locking his arm round the clerk's throat and grabbing the wages bag. Lepidus pulled out his gun and covered the street. At this point the game begins.

## THE GAME

As they say in all the best magazines, all you need to play the game are pencil, paper and a 1-6 die. The board and pieces are provided. You could cut out the pieces from this issue and mount them on card, or even photocopy them, although I'm sure the editor wouldn't mind if you bought another copy so that you don't spoil this one!

The game is basically a chase. The Anarchists fled from the scene of the robbery and headed for Epping Forest. All the Anarchist player has to do is get there in one piece with the money. The player commanding the police and civilians, collectively referred to as the Pursuers, has to stop him. The game works best with two players, one commanding the Anarchists, the other the Pursuers, but it can be played as a solo game with the lone player taking the role of the Anarchists and any major decisions for the Pursuers being decided by a random die roll. At a push you could even split up the Pursuers' forces, one player taking all the police characters, another all the civilians.

At first glance the game may appear to be no more than an exercise in die rolling; how long before the Anarchists' luck runs out and they are caught? There is an element of luck in the game of course, but if you play it through a couple of times you will find that there is more to it than that. The Anarchist player will find himself having to make a series of crucial decisions throughout the game. Does he move the two Anarchists together or separately? Hefeld is the better shot of the two so does he keep him one square behind Lepidus to protect him? Do the Anarchists deliberately forfeit some of their movement points in certain turns to avoid activating pursuers until they get a sufficiently high die roll to take them well past them? Should they sacrifice movement points to ensure that they start certain turns on potential short cuts? Do they dump the money if they are wounded or running out of time and attempt to win by simply causing casualties?

The Pursuing player is faced with a similar series of problems. Does he attempt to overwhelm the Anarchists with Pursuers as quickly as possible and risk having all his forces Driven Back or Hit? (These terms will be explained in detail later on.) Once his forces acquire firearms does he push as many of them forward as possible in the hope of getting in several shots at the Anarchists but at the risk of taking heavy casualties, or does he keep a reserve of armed officers close behind the Anarchists, but just out of range, so that one or two are always available to be pushed up front? I hope you will find that you cannot play this game only once, you will want to play it at least two or three times just to see what might happen.

## RULES

### i) Sequence of action within each turn.

- Dice for Recovery of Driven Back Pursuing Pieces – see No. vi)
- Dice for and carry out Anarchist movement, placing activated Pursuers on the board as and when Anarchist pieces pass through or end their movement in squares marked E. See Nos. ii) and vii)
- Dice for and carry out the movement of each square containing Pursuers see No. ii)
- Anarchists not engaged in fighting may fire – see No. iii)
- Pursuers not engaged in fighting may fire – see No. iii)
- Anarchists may fight Pursuers in the same square if they wish – see No. v)
- Pursuers may fight Anarchists in the same square if they wish – see No. v)
- Test to activate Police Officers in Tottenham Police Station.

### ii) Movement

Movement rates in each turn are determined by rolling a die. The Anarchist player may either roll a single die for both his pieces, if they are in the same square, or he may roll a die for each. The Anarchist carrying the money bag reduces his movement rate by one. Each wound reduces an Anarchist's movement rate by one.

The Pursuing player rolls one die for each square occupied by pursuing pieces to determine the movement rate for all pieces in that square. To reflect the increased Police co-ordination of the chase as time went by, the maximum number of movement die rolls the Pursuing player may make in each turn increases as time goes by;

Turns 1 to 5:	5 movement rolls.
Turns 6 to 10:	6 movement rolls.
Turns 11 to 15:	7 movement rolls.
Turns 16 to 20:	8 movement rolls.
Turns 21 to 25:	9 movement rolls.
Turns 26 to 30:	10 movement rolls.
Turns 31 to 35:	11 movement rolls.
Turns 36 to 40:	12 movement rolls.

Note that the maximum number of movement rolls can never exceed the total number of squares occupied by Pursuing pieces.

Anarchists or Pursuers who start their turn in the same square as a vehicle (a car, cart or tram) may use that vehicle to aid their movement. Usually a vehicle adds two to the movement die roll for any individuals occupying it, but the notes on each square give full details. No deductions are made for wounds or the money bag for individuals using transport.

Some of the pursuers pieces are noted G indicating that they represent a group of pursuers rather than an individual. Groups may not use transport.

A maximum of six individuals may use a vehicle at any time.

Pieces may move some, all or none of their movement allowance at the direction of the owning player.

Pieces may not move through squares occupied by enemy pieces, except where specifically permitted by the notes on certain squares. Pieces may move into squares containing enemy pieces.

### iii) Firing

Those pieces noted 'A' either begin the game armed or acquire arms during the course of the chase. The notes for each square make it clear which pieces start the game armed. All police officers in Tottenham Police Station begin the game unarmed.

Armed pieces may fire at other pieces in the same or adjacent squares during segments 'd', 'e' and sometimes 'g' of a turn. To calculate the effect of firing roll a die and consult the Firing Table. The results of a shot are calculated immediately, before any other firing takes place. If it is necessary to determine which of a number of potential targets is hit do so by a random die roll.

### iv) Ammunition

Each Anarchist has twenty shots. Each time an Anarchist fires cross off a shot. Armed pursuers have unlimited ammunition. Anarchists may take ammunition from each other by forfeiting their movement for that turn, unless they are in transport in which case their movement is unaffected. Anarchists may still fire in turns in which they exchange ammunition.

### v) Fighting





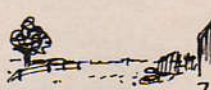


If Anarchists and Pursuers are in the same square at the start of segments 'f' or 'g' of a turn they may fight. If the pursuing player has more than one piece in a square he may not deliberately split his forces to attack both Anarchists. He must dice for each pursuing piece to determine which Anarchist it attacks. The number of pursuing pieces in an attack has no effect on the outcome. Only one die roll is made for each attack regardless of the number of attacking pieces.

The results of the fighting tables make it possible for a fight to continue from segment 'f' into segment 'g' and even into the next turn. Anarchists or Pursuers who start segments 'b' or 'c' in a fight forfeit their movement die roll.

### vi) Recovery

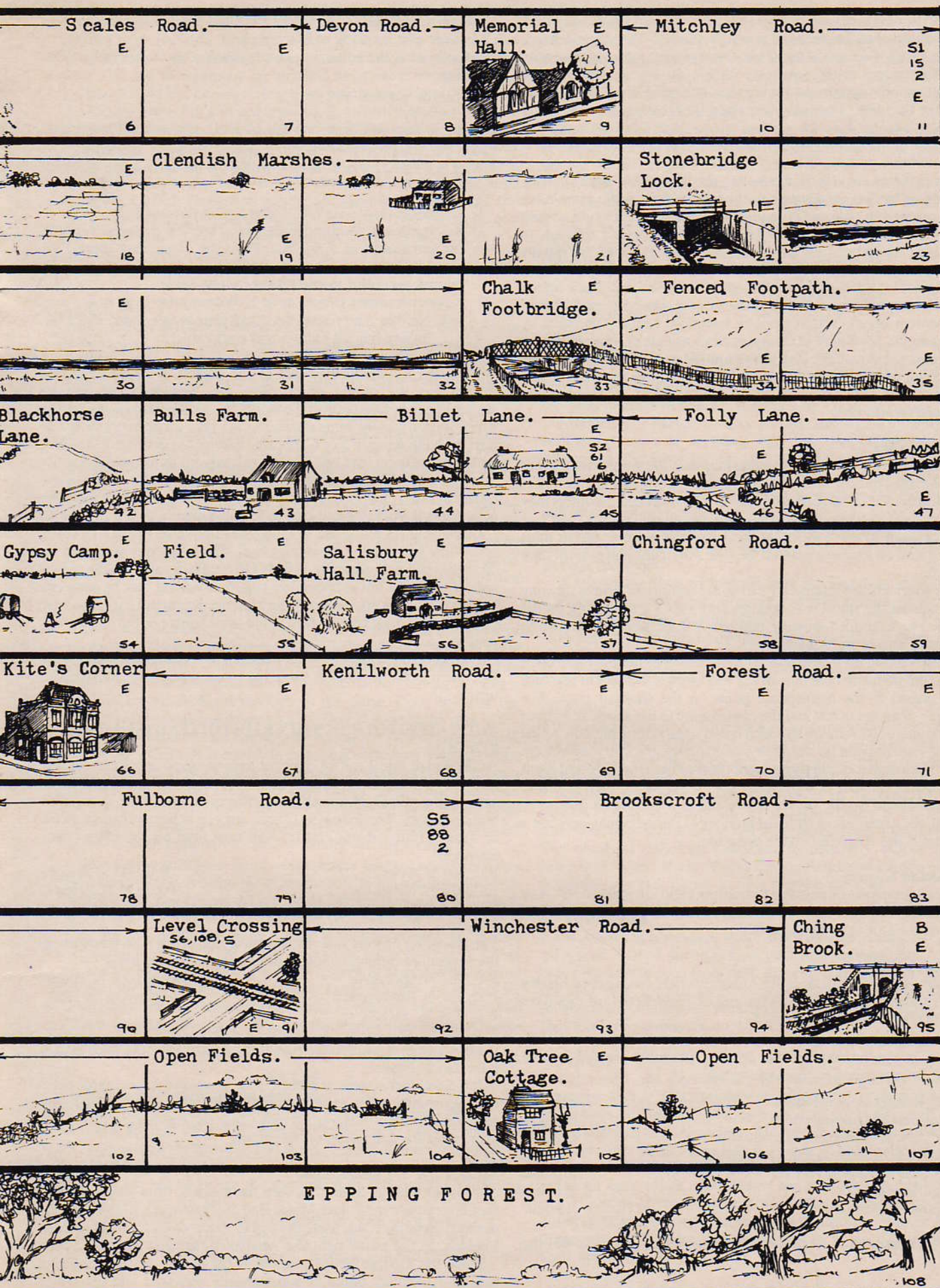
Pursuing pieces Driven Back by Anarchist fire are immediately moved two squares away from the firer and turned face down. At the



Tottenham High Street Police Station. 		Schnurmann's Factory. 		Chestnut Road. E E E 2 3 4			Chestnut Grove. E S		
Down Lane. E 12		E 13	E 14	Refuse Destructor. E 	Railway Footbridge. B E 	E 17			
Canal Tow Path. E E E E E 24 25 26 27 28 29									
Banbury Reservoir. E E E E E 36 37 38 39 40 41									
Folly Lane. E 48 49 50			Open Fields. E 51 52 53						
Chingford Road. 53 86 1 E 60 61 62 63 64 65									
Forest Road. E 72		73	74	Kingsley Road. E 54 108 5 75	Waste Ground. E 76 			77	
Beresford Road. 84 85 86				Wadham Road. 87 88 89					
Railway Embankment. 	Beech Hall Road. E 97		Hale End Road. E 98		99			Royal Oak Public House. 	E 101
SHORTCUT TRACK 1 2 3 4 5 6									

# THE TOTTENHAM OUTRAGE GAME





# WARGAMES WORLD



start of the next turn each piece is tested for recovery. A die score of 5 or 6 indicates that the piece will rejoin the pursuit. Turn the piece face up and proceed to roll as usual for its movement rate, together with any other pieces in the square as in rule ii). Pieces which do not recover cannot move in the turn, unless they are Driven Back again, nor may they fire. They may test again for recovery on subsequent turns.

#### vii) Activation

Pursuing pieces are activated either by the Anarchists' pieces passing through or landing on squares marked 'E' or by specific game turns being reached. At the end of segments 'b' and 'g' in each turn consult the notes for the square the Anarchists have passed through to determine which pursuers have been activated. Pursuers are usually activated by one or both Anarchists passing through a square, therefore it is possible for one Anarchist to activate a pursuer before his colleague has passed through the same square. Because of this, and because certain squares can be beneficial to the Anarchists by providing the possibility of transport or short cuts to other points on the board, the Anarchist player is permitted to read the notes on any squares he wishes before deciding whether to move his pieces singly or together and how many of the movement points available to him that turn he will use.

#### viii) Short Cuts

It is obvious from the accompanying map that the Anarchists did not take the most direct route towards Epping Forest. In some instances they simply overlooked opportunities to take short cuts, in others they were prevented from doing so by their pursuers.

To attempt to use a short cut the Anarchist piece or pieces must begin a turn on a square marked 'S'. The Anarchist player must then roll a 6.

The shortcuts are numbered 1 to 6, the additional figures showing the length of the shortcut in squares and where it comes out on the board. For example, shortcut number 3 leads from Square 61 to Square 88 and is one square long.

If when dicing for movement an Anarchist does not have sufficient movement points to take him all the way along a shortcut in one turn he is placed at the appropriate point on the shortcut track. For example, if an Anarchist had the opportunity to use shortcut number 5 from square 80 to square 88 which is two squares long but only rolled one movement point he would be placed on square 1 on the Shortcut track. He would move in subsequent turns as usual until he had spent the required number of movement points and would then return to the main board on the square where the shortcut comes out.

With the exception of shortcut number 1, Pursuers may only use a shortcut if the Anarchists have done so.

#### ix) Blocked Squares

Certain squares are impassable to transport and are marked 'B'. Any piece using transport must end his move in the previous square and proceed on foot in subsequent turns.

#### x) Game Length

The game lasts forty turns. If the Anarchists have not reached Epping Forest and got off the board by the end of the fortieth turn they have been overwhelmed and captured.

#### xi) Winning the Game

Victory is determined by the number of points scored by the Anarchists according to the table below:

Hefeld, reaches Epping Forest	: 10 points
Lepidus, reaches Epping Forest	: 10 points
Hefeld, reaches Epping Forest wounded	: 5 points
Lepidus, reaches Epping Forest wounded	: 5 points
Money reaches Epping Forest	: 8 points
Each pursuer killed	: 2 points
Each pursuer wounded	: 1 point

The Anarchists must score at least twenty eight points to win the game.

#### xii) Common Sense

The rules are relatively simple and should cover most eventualities. If they don't you have two options:

- Write to me care of the Editor for a full analysis of the problem. (What are you laughing at Macfarlane?)
- Decide what the possibilities are and roll a die to determine what happens.

[The Editor recommends (b)]

#### START

Place the counters for Hefeld, Lepidus, Wilson, Keyworth, the money bag and a car in Square 1. Roll a 1-6 die and consult the table below.

- Keyworth resists Hefeld – refer to the Pursuer Fight Table.
- Keyworth lets go of the money bag, but Wilson leaps from the car and attacks an Anarchist. Place the money bag counter on Hefeld. Determine which Anarchist Wilson attacks by a random die roll and refer to the Pursuer Fight Table.
- Keyworth resists Hefeld as in 1, Wilson joins in as in 2.  
4-6: Neither man resists the Anarchists at this stage. Place the money bag on Hefeld and start turn 1.

Wilson and Keyworth may join in the pursuit if they are unhurt. Wilson has the option of pursuing the Anarchists on foot or attempting to pursue them in the works' car. At the start of any turn in which Wilson is in the same square as the works car he may attempt to start it. A die score of 5 or 6 indicates that he has done so. Place him on the car counter and add 2 to his subsequent movement die rolls. The car may pick up passengers by beginning a turn in the same square as other individual counters. In a turn in which the car picks up passengers it does not add two to its movement.

Circumstances may arise in which the Anarchists fire at Keyworth while he is still holding the money bag. If he is killed or wounded he drops the bag automatically, if he is Driven Back roll a 1-6 die; 1 to 5 indicates that he has dropped the bag, 6 indicating that he has kept hold of it. To gain possession of the bag once Keyworth has released it the Anarchist must begin a turn in the same square as the money bag counter.

Having resolved the exchange between the Anarchists, Wilson and Keyworth as far as possible using the procedure above, move on to turn 1.

#### ACTIVATING POLICE OFFICERS IN TOTTENHAM POLICE STATION

At the end of turn 1 roll a 1-6 die for each of the police officers on the list below in Tottenham High Road Police Station. A score of 1-3 will activate the officer. Place activated officers on the Tottenham Police Station square. The following officers may be activated from the end of Turn 1 (Dice at the end of each turn until all the officers are activated).

P.C. 403 'N' Tyler.  
P.C. 510 'N' Newman.  
P.C. 406 'N' Bond.

P.C. 313 'N' Nicod.  
P.C. 637 'N' Fraiser.

The following officers may be activated from Turn 4 onwards using the procedure outlined above but requiring a score of 1-4.

P.C. 267 'N' Spedding.  
P.C. 531 'N' Rushbrook.  
P.C. 774 'N' Field.

Sergeant 7 'N' Hales.  
Sergeant 76 'N' Hart.

Deduct 1 from activation die rolls if the Anarchists have fired at any point beforehand.

It is possible for circumstances to arise in which the Anarchists have the opportunity to fire at officers still in the Police Station square. In such cases Driven Back results only cause the counters to be turned over, they are not driven off the board.

#### Squares 2 & 3: Chesnut Road

Gas stoker George Smith has seen the robbery from where he was standing outside the Palace Music Hall on Tottenham High Road. He dashed across the road, using the works' car as cover, and jumped on Lepidus. In the actual fight the Anarchist managed to break free.

Place the George Smith counter in the square occupied by the nearest Anarchist. Smith is automatically activated and placed in square 3 once an Anarchist has passed through the square, even if he does not end a turn in it.

Once an Anarchist has passed through square 3 the counters for



Mr. Schnurmann, owner of the factory, and Mr Paul, an employee, are activated and placed in square 1.

#### Squares 4 & 5: Chesnut Road

As the Anarchists fled down Chesnut Road housewife Mary Ann Cowley threw a potato at them. Roll a 1-6 die if an Anarchist starts a turn in this square; a score of 6 indicates that the potato has hit him squarely between the eyes. Stunned, he drops to his knees and must forfeit his move while he recovers his senses.

#### Squares 6 & 7: Scales Road

By the time the two Anarchists fled down Scales Road they were being pursued by a crowd of tradesmen. Place the crowd counter in Square 6.

#### Square 11: Mitchley Road

Any piece on foot starting a turn in square 11 has a chance of taking a short cut across waste ground to square 14. (See rule viii). Pursuing pieces starting a turn in this square may use this shortcut if they roll a 6. Pursuers in cars may not use this shortcut.

#### Squares 12 - 15: Down Lane

From this point on all police officers with 'A' on their counters are armed. Station Sergeant Joels broke open the firearms cabinet and passed our service revolvers to some officers, others already in pursuit grabbed guns and revolvers from civilians. Officers are regarded as armed as soon as they enter these numbered squares.

#### Squares 15 & 16: Down Lane Refuse Destructor

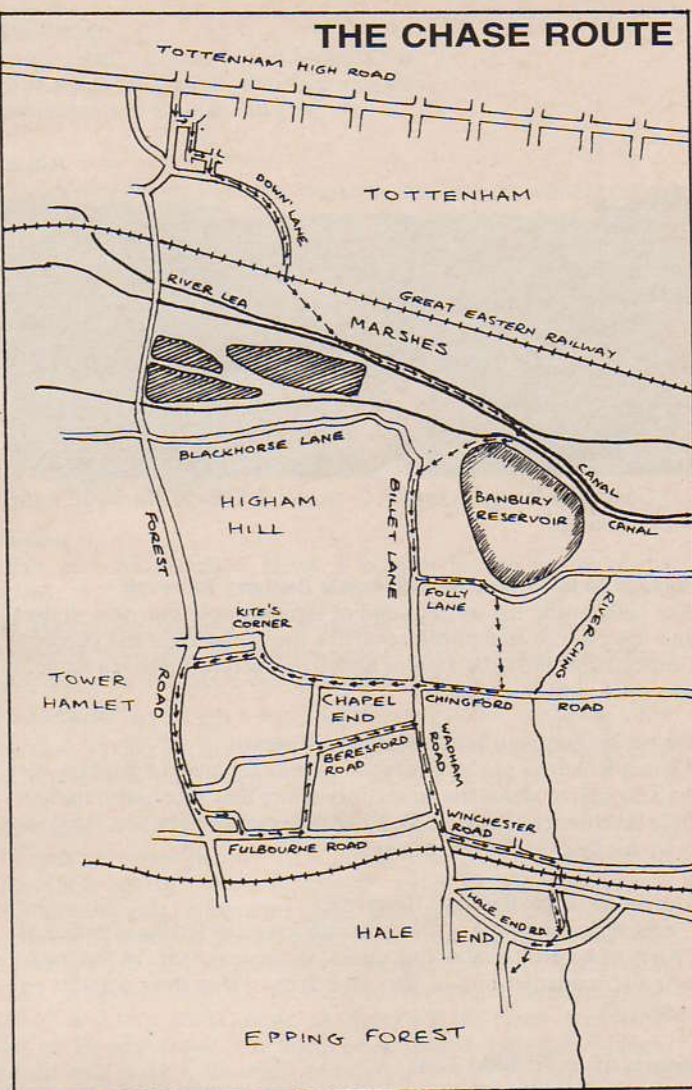
As the Anarchists reached the Refuse Destructor P.C. 403 'N' Tyler caught up with them, having cut across some waste ground. As Tyler approached the two Anarchists fired deliberately, mortally wounding the officer. Move the nearest police officer forward to Square 15. This officer is regarded as unarmed regardless of the rules set out under Squares 12-15.

#### Squares 17, 18 and 19: Clendish Marsh

A party of footballers joined in the pursuit as the bandits went by. Place their counter on the square in which they are activated. If one of the Anarchists activates the footballers before his comrade has passed by, the latter may have to fight his way through them.

#### Square 20: Clendish Marsh

In the course of their flight one of the two Anarchists dropped his cap. As he ran past the cottage of Lizzie Green, who was standing in her garden, he reached out and made a grab for her green hat. Roll a die; a score of 1, 2 or 3 indicates that the Anarchist has missed the hat, a score of 4 or 5 indicates that he has grabbed the hat, a score of 6 indicates that Lizzie has grabbed him. The Anarchist forfeits his movement for the following turn while he breaks free.



#### Squares 25 to 30: Tottenham Marsh

The Anarchists crossed Stonebridge Lock and fled along the tow path between the canal and the river Lea. As they did so they were seen by a

party of labourers who were demolishing a rifle butt on the opposite bank of the canal. The workmen ran towards the Chalk footbridge in an attempt to cut off the Anarchists but were unsuccessful. Several of their number were shot.

Place the labourers' counter on the square in which they are activated. They move as any other group, but may not attack the Anarchists until they have crossed the Chalk footbridge. Because they are on the far bank of the canal they may bypass the Anarchists at any point before the footbridge. If they reach the footbridge they will halt there and attempt to stop them. The Anarchists will have to fight their way through. If they reach the bridge after the Anarchists, or the Anarchists get past them, they will join in the pursuit. The labourers may still be fired at by the Anarchists while they are on the far bank of the canal if they are in range.

#### Squares 33 and 34: Chalk Footbridge

As the two Anarchists paused for breath on the footbridge, P.C. 313 'N' Nicod ran towards them, knelt down and opened fire. Unfortunately his civilian revolver missed fire and as he tried to clear the weapon he was shot and wounded by the Anarchists. Move the nearest policeman into square 33.

#### Square 33: Chalk Footbridge

Workman George Harwood got close enough to the two gunmen to hurl a brick at them before he was shot in the wrist. Place Harwood in Square 33. He can only hurl a brick at an Anarchist in the same square. Use the firing table, but a hit only stuns the Anarchist, causing him to forfeit a turn.



(2) Clendish Marsh, looking back from Stonebridge Lock. Between the two groups of trees on the skyline is the railway crossing near which P.C. Tyler was mortally wounded. This is where the footballers joined the chase.





(3) Chalk Footbridge where P.C. Nicod & George Harwood were both wounded.

#### Squares 34 to 36: Fenced path beside Banbury Reservoir

The path beside the western end of Banbury reservoir was straight and fenced, providing little cover for the pursuers or the pursued. Consequently the Anarchists or armed pursuers may fire at a range of two squares in this section.

#### Square 35: Footpath beside Banbury Reservoir

William Roker, a plasterer's labourer and an amateur pugilist, got close enough to attack the Anarchists before they shot him in the leg. Place his counter on Square 35. Roker later said that he was "anxious to try his skill on the murderers".

#### Squares 36 to 38: Banbury Reservoir

The firing and shouting of the police officers attracted the attention of a party of sportsmen shooting ducks on the reservoir. In the event their fire wounded one of the Anarchists. Place their counter on square 37.

#### Squares 45 to 47: Billet Lane

As the two fugitives ran through the cottages around Billet Lane and Bulls Farm they were attacked by Frederick Easter, a brick layer. In the event he was shot and wounded. Place his counter on square 46.

#### Square 49: Folly Lane

Horse dealer Sidney Slater ran ahead of the main body of the pursuers to get to grips with the outlaws. He, too, was shot and wounded. Place his counter in square 49.

#### Squares 53 to 55: Gypsy Camp

The Anarchists left Folly Lane and fled across the fields towards Salisbury Hall Farm and the Chingford Road. In the course of their flight they passed through a gypsy camp, firing wildly as they did so. Place the gypsies on square 54.



(4) Banbury Reservoir and the fenced path, looking back along the chase route, with Blackhorse Lane behind the camera.



P.C. 313 N Nicod in action, 23rd January 1909. He is using a Webley .45 gateload Bulldog revolver, first issued to the Metropolitan Police in 1882.

#### Square 56: Salisbury Hall Farm

If an Anarchist starts a turn here he may choose to forfeit his movement and flag down a tram. If he attempts to do so roll a die, a score of 1, 2 or 3 indicating that they have flagged down car no.9 driven by Joseph Slow. Slow flees to the upper deck but the Anarchist forces conductor Charles Wyatt to drive. Anarchists on a tram add 2 to their movement die roll, regardless of wounds or the money bag. The Anarchists may make as many attempts as they like to flag down a tram, but only one in each turn.

At the beginning of any turn in which the Anarchists are aboard a tram there is a chance that passenger Edward Loveday, a glass merchant from Chingford, will attack them. Roll a die at the start of each turn in which the Anarchists are in the tram. If 5 or 6 is rolled place Loveday in the tram. If he is driven back by gunfire he is simply inverted but remains in the tram.

#### Square 61: The Crooked Billet Public House

As the Anarchists passed by the Crooked Billet Public House the landlord, Mr. Greenhills, jumped into an advertising cart standing nearby. He was joined by P.C. 50 'N' Hawkins. Greenhills handed a shotgun to Hawkins and the two set off in pursuit of the bandits. Place Greenhills and Hawkins in a cart in Square 61 once an Anarchist has passed through the square.

In the actual chase the horse pulling the cart was shot down by the Anarchists causing the cart to turn over, spilling Greenhills and Hawkins into the road.

#### Square 66: Kite's Corner

If the Anarchists are in a tram they must abandon it when they enter this square and forfeit any remaining movement points for the turn. As the tram approached Kite's Corner, Wyatt convinced the two gunmen that there was a police station just around the corner. The pair abandoned the tram and continued on foot.



### Square 67: Kenilworth Road

As the two gunmen reached the top of Kenilworth Road they saw a milkcart belonging to George Conyard. Although the milkman tried to resist the Anarchists they wounded him and took his cart. If the Anarchists end their movement in this square immediately place Conyard on the board in the same location. If the Anarchists start a turn in this square, and there are no pursuers in the same square, they may take Conyard's milkcart. Place either or both on a cart counter as applicable. Anarchists in the milkcart add two to their movement die roll regardless of wounds or the money bag. Anarchists who start their turn in the milkcart must roll a die, a score of 6 indicating that the cart has turned over throwing out the occupants. Refer to the Thrown Table. The Anarchists forfeit a movement die roll in any turn in which they are thrown.

### Squares 70 and 71: Forest Road

As the Anarchists passed by the Bell Public House P.C. 236 'N' Adams joined in the pursuit. He commandeered a private car driven by chauffeur Frederick Williams and was quickly joined by P.C.s 747 'N' William Shakespeare and 558 'N' George Gibbs. Two civilians with shotguns also joined the party and the whole group careered off down Forest Road in pursuit of the outlaws. Place the whole group and a car counter in the square once an Anarchist has landed on it or passed through it.

### Square 69: Kenilworth Road

Reaching the end of Kenilworth Road the Anarchists turned into Forest Road. Here they were pursued by a small party of Constables on bicycles, one brandishing a cutlass! Place the cyclists on Square 69 as soon as an Anarchist has landed on or passed through it.

### Square 72: Forest Road

A grocer's cart, driven by Thomas North, overtook the Anarchists in Forest Road. They ordered Thomas from the vehicle and set off in it. If the Anarchists end their movement in this square immediately place Thomas North and his cart in the same location. If an Anarchist passes through the square place North and the cart in the square at the end of the Anarchists' movement.

If the Anarchists start a turn in the square and there are no pursuers in the same location they may take the cart. It only adds one to their movement roll however, because North left the chain brake on. Test for the cart turning over at the start of each move as for the milkcart in square 67.

### Square 75: Junction of Forest Road and Kingsley Road

The two Anarchists fled down Forest Road towards Epping Forest. Their escape route was blocked, however, by P.C. 616 'N' Francis and Sergeant 67 Jowitt who ran towards them from their traffic station at Hagger Bridge. The Anarchists fired at the two officers and turned into Kingsley Road. Place Jowitt and Francis in the square as soon as an Anarchist lands on it or passes through it.

### Square 76: Kingsley Road

The gunmen drove up Kingsley Road, firing as they went. The commotion attracted the attention of Thomas Brown who grabbed his shotgun and set off in pursuit. Place Brown in square 76 as soon as an Anarchist has landed on or passed through it.

### Square 91: Level Crossing

There is some doubt as to exactly what happened here. Some accounts say that the two bandits parted company here, one going up Winchester Road the other crossing the Great Eastern Railway and making directly for Epping Forest.

### Square 95: Path beside the Ching Brook

STOP! The Anarchists must start a turn in this square and no vehicles may enter the square.

The two tired fugitives fled down Winchester Road, a recently built street of villas. To their right was the embankment of the Great Eastern Railway. Beyond that lay the route to Epping Forest. They came upon a footpath leading towards the embankment and ran down it. Too late they realised their mistake. The path was a dead end, culminating in a high fence at the base of the embankment. Lepidus scrambled over the fence, but Hefeld was at the end of his tether. He turned to face his pursuers but was knocked off his feet by



(5) Path by the Ching Brook. This is where Hefeld's run ended. The old high wooden fence has been replaced by the iron railings in the photo.

shotgun blasts. As he fell he shot himself and moments later he was overwhelmed by irate policemen and civilians.

Any Anarchist or Pursuer must start a turn in this square and test to see whether they can climb the fence. All Pursuers and Hefeld require a score of 3 to 6 to scale the fence. This takes a complete turn and causes the counter to be moved into square 96. Lepidus requires a score of 2 to 6 to scale the fence.

### Square 97: Beech Hall Road

By now only Lepidus was still free. He scrambled down the embankment of the Great Eastern Railway and into the fields and gardens of Beech Hall Road. Here he was fired at by two householders armed with shotguns. Place the householders in Square 97 as soon as an Anarchist has landed on or passed through it.

### Square 99: Hale End Road

As Lepidus staggered into Hale End Road plasterer Frederick Mortimer left a nearby building site and hurled a brick at him. At about the same time P.C. 789 'N' Zeithing managed to get close enough to Lepidus to make a grab at him. Jacob turned and fired, narrowly missing Zeithing but hitting Mortimer in the chest. If an Anarchist ends his movement in this square calculate the effect of Mortimer's brick in the same way as the potato in Square 4. Place Mortimer and Zeithing in Square 99 as soon as an Anarchist has landed in or passed through it.

### Square 101: Royal Oak Public House

Passing the Royal Oak Public House, Lepidus was fired at by a Volunteer who had grabbed his rifle. Place the Volunteer in Square 102 as soon as an Anarchist has landed in or passed through it.



(6) The Royal Oak public house, where Lepidus, now alone, was fired on by the Volunteer.



### Square 105: Oak Tree Cottage

Tired out, Lepidus sought refuge in the tiny two-up, two-down, cottage of coal porter George Rolstone. For a few minutes it seemed that the outlaw had disappeared as his pursuers searched in vain for him. Mrs Rolstone was in her front garden and had not seen Lepidus enter her cottage by the rear door. She was ordered back into the house by a policeman who told her that there was a killer loose in the area. As she went back to the building she saw Lepidus' blood-smeared face peering through a window and gave the alarm.

Lepidus first tried to hide himself up the kitchen chimney, but then ran upstairs. He looked out of the bedroom window but ducked back quickly as the glass was shattered by shotgun pellets. Downstairs, P.C. 336 'N' Dewhurst and Charles Schaffer, a baker, kicked in the rear door of the cottage and cautiously entered the kitchen. Here they found Mrs. Rolstone's two terrified young children whom they quickly evacuated from the cottage.

Meanwhile Constable 636 'J' Eagles propped a ladder against the bedroom window and took a shotgun from a bystander. Scaling the ladder, Eagles peered into the bedroom only to see Lepidus standing on the landing pointing a gun at him. The brave constable tried to fire his shotgun, but it misfired. Retreating down the ladder as fast as he could go, he entered the ground floor of the cottage where he found Detectives Cater and Dixon who had broken a window to get in. Both men were carrying service revolvers and Cater was also carrying a shotgun. Cautiously the trio crept upstairs to the landing. Cater fired the shotgun into the bedroom door, shattering the flimsy panelling, then he and Dixon fired their revolvers into the room. Eagles, anxious to be in at the finish, took Dixon's service revolver. Shouldering open the battered door, he fired two rounds and then charged into the room. He and Lepidus fired simultaneously. Eagles was unhurt but Lepidus fell back on the bed with a mortal wound to the head. For some time Eagles was convinced that he had killed the Anarchist. Only at the inquest did it become clear that Lepidus had shot himself as Eagles burst into the room.

Place Schaffer, Dewhurst, Cater, Dixon and Eagles in square 105 as soon as an Anarchist has landed in or passed through it.

### Square 108: Epping Forest

The Anarchists never got as far as the forest, but to reflect the difficulty they would have faced in evading their pursuers they must stop as soon as they enter this square and then roll 5 or 6 at the start of subsequent turns to leave and escape from the board.

### AFTERMATH

Constables Eagles, Nicod, Cater, Dewhurst and Dixon were recommended for automatic promotion to sergeant for their part in the affair, while Constables Newman and Zeithing were recommended for advancement to the highest rate of pay for a constable. Inspector Gould, Sergeant Hart, Sergeant Hale, and constables Spedding, Bond, Field, Rushbrook and Fraiser were all rewarded from the fund raised by public subscription after the shooting, as were George Smith, William Roker, Joseph Wilson, Charles Schaffer and Harry North.

Station Sergeant Joels, in charge of Tottenham Police Station, was commended for his devotion to duty. A report stated that "so many were the enquiries that he was kept talking almost continuously for the whole period, causing temporary inflammation and swelling of the throat which continued for two days but he did not go sick".

In July 1909 the King's Police Medal was instituted and Eagles, Cater and Dixon were all awarded the decoration retrospectively. P.C. Tyler was given a public funeral on 29th January 1909 but there does not appear to have been any posthumous award of a decoration for his courage. Paul Hefeld died of his wounds on 12th February.

Schnurmann's factory has been demolished now and much of Chesnut Road changed beyond recognition. The Police Station is much as it was in 1909 however, and there are still many places on the chase route where little has changed in eighty years. The marshes where the Anarchists were pursued by the motley collection of footballers, labourers and policemen are still wild. You can still follow the chase past Banbury reservoir, although new building will soon eliminate all traces of the old farm tracks. The cottage where Lepidus was finally brought to bay has long since gone, but the Royal Oak pub is still there, almost directly opposite. In 1909 it was only three years old, now it is probably the oldest building in the area.

## TABLES

### 1: Firing Table

FIRER			TARGET		
Lepidus	Hefeld	Pursuers	Individuals/ Groups	Automobiles	Carts
1,2, 3,4,5, 6.	1,2, 3,4, 5,6.	1,2,3,4, 5, 6.	No Effect Driven Back Hit.	No Effect Car stopped Hit.	No Effect Horse hit Hit.

Anarchists firing deduct one from the die roll per wound.

### Results:

**Driven Back:** All enemy pieces in the square move away from the firer two squares and are turned over.

**Recovery:** At the start of each turn dice for each piece which has been turned over. A score of 5 or 6 means that it is turned face up and may rejoin the chase.

**Driven Back results against Anarchists** cause them to move one square away from the firer. They are not turned over.

The results of each shot are carried out immediately, before any more firing takes place.

**Car Stopped:** Remove the car counter from play. Any occupants may continue the pursuit on foot in subsequent turns.

**Horse Hit:** Remove the cart counter from play. Any occupants may continue the pursuit on foot in subsequent turns.

In the case of Car Stopped and Horse Hit roll a die immediately. A 6 indicates that the car has crashed or the cart turned over, refer to the Thrown table.

**Hit:** A hit injures only one enemy individual or group. If necessary dice to determine which piece. All other enemy occupants of the square are Driven Back. Pursuing individuals or groups who are hit drop out of the chase altogether.

Roll a die to determine the severity of the hit; 1-5 indicates a wound, 6 indicates dead.

A hit on an automobile or a cart combines the effects of Hit, injuring an individual or group, and Driven Back, causing all occupants of the square and their vehicles to be Driven Back.

### 2: FIGHTING TABLES.

**ANARCHIST FIGHT TABLE.** Roll one die.

- 1: Anarchist subdued by opponent and captured.
- 2-3: Opponent wrestles with Anarchist. Fight continues into Pursuer Fight phase of move.
- 4-6: Anarchist subdues opponent, if an individual, who drops out of the chase. A Group is Driven Back.

**PURSUER FIGHT TABLE.** Roll one die.

- 1,2: Anarchist breaks away and moves immediately into the next square.
- 3,4: Anarchist gets another chance to fire, consult the firing table.
- 5: Pursuer wrestles with Anarchist. Fight continues into the next turn.
- 6: Anarchist overpowered and captured.

**3: THROWN TABLE.** Roll one die for each individual.

Score	Pursuers	Anarchists
1-4	No effect	No effect.
5	Stunned, forfeit next turn	Stunned, forfeit next turn
6	Injured, drop out of chase	Wounded



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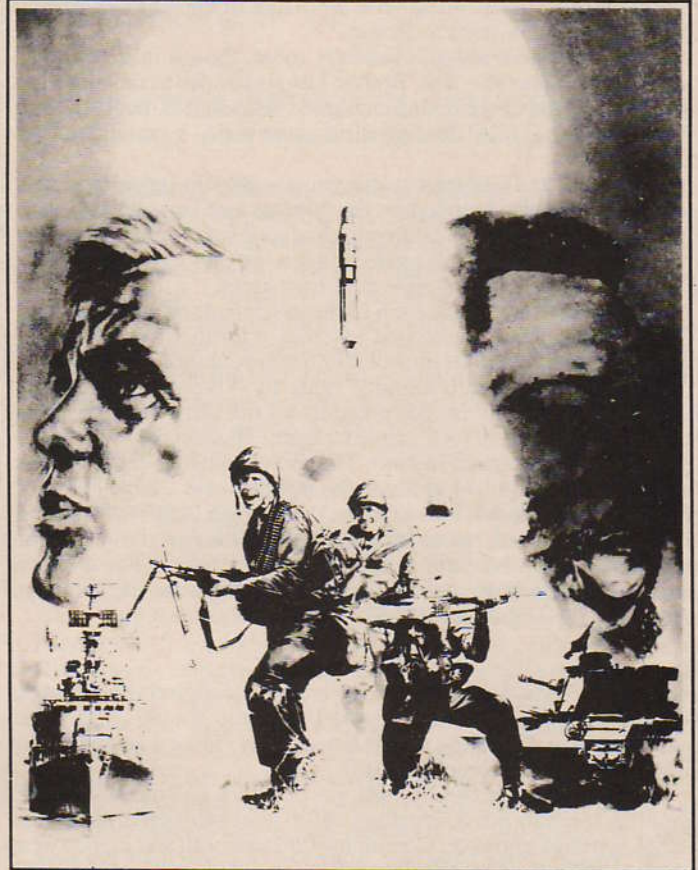
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Paul Hefeld A	Jacob Lepidus A	Albert Keyworth A	Joseph Wilson A	P.C. 403 N Tyler A	P.C. 510 N Newman A
P.C. 406 N Bond A	P.C. 313 N Nicod A	P.C. 637 N Fraiser A	P.C. 267 N Spedding A	P.C. 531 N Rushbrook A	P.C. 774 N Field A
Sergeant 7 N Hales A	Sergeant 76 N Hart A	Inspector Gould A	Crowd G	George Smith A	Mr. Paul A
Mr. Schnurmann A	George Harwood A	Labourers G	Footballers G	William Roker A	Frederick Easter A
Sidney Slater A	Duck Shooters G	Gypsies G	P.C. 50 N Hawkins A	Mr. Greenhills A	George Conyard A
P.C. 236 N Adams A	P.C. 558 N Gibbs A	P.C. 747 N Shakespear A	Bicyclists G	P.C. 616 N Francis A	Sergeant 67 N Jowitt A
Thomas Brown A	House Holders G	Fred Mortimer A	P.C. 789 N Zeithing A	Volunteer A	P.C. 336 N Dewhurst A
Charles Schaffer A	P.C. 636 J Eagles A	Detective Dixon A	Detective Cater A	Fred Williams A	Thomas North A
MILKCART A	ADVERTISING CART A	GROCER'S CART A	CAR A	CAR A	TRAM A
Edward Loveday A	MONEY BAG A	Counters for "Anarchy in the U.K." Game. Photocopy and cut out.			

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### The 'Golden Age'

The term 'Dark Age' should not really be applied to Ireland. Not having had the dubious privilege of Roman occupation did nothing to stop a flourishing culture in Ireland. Indeed the period of the sixth to eleventh centuries is often called the Golden Age of Celtic Irish art. This produced the Book of Kells, the Tara Brooch and many other masterpieces.

### Ireland in the 10th and 11th centuries

Ireland was Christianised in the fifth century. However, the Church remained highly independent until the arrival of the Anglo-Normans forced it into submission to Rome.

The social system was still basically tribal, though in many areas surprisingly democratic. The 'Brehon Laws' provided a common legal system across the entire Irish community. Although in theory an *Ard Ri* (or High King) ruled the entire Irish community, he rarely had any real authority.

Viking raids and settlement were commonplace in Ireland over this period. Dublin was founded by the Vikings and large groups were resident in many areas. Warfare on a low scale was permanent. From the mid tenth century raids were common not only between the two rival cultures but also amongst rival Irish kings.

Such raids often took the form of sheep stealing and cattle rustling. The Irish had already developed a system of fortified homesteads to protect against such raids long before the appearance of the Danes.

Early in the eleventh century raids by Vikings from around Limerick and Scattery Island spread into a full campaign. The local Irish King, Brian Boru took up the struggle. This campaign escalated into a general war across Ireland. The war culminated in the famous battle of Clontarf (1014) at which the invaders and a large group of rebels were defeated. However in the battle Brian Boru was slain and Irish unity collapsed, never to be restored. This paved the way for 'Strongbow' and the later Anglo-Norman invaders. For a fuller account of Brian Boru and the Clontarf campaign see the excellent article by Guy Halsall in MW 32.

### Ring Forts

Stone ring forts (cathairs) were built as fortified homesteads throughout Ireland between c.400 A.D. and c.1100 A.D. The remains of over 40,000 can still be found today. Some were inhabited right up to the seventeenth century.

The usual structure of such forts was of a thick (2-3 metres) wall of trimmed, carefully fitted, dry stone wall at least two metres high, with a single gateway entrance. Commonly the stone wall was topped by a wooden palisade. The circular wall surrounded an area about 70 metres in diameter. This contained two or three large huts used as living quarters and a few smaller structures for storing food and providing shelter for livestock.

Many variants of this basic design may be found. These range from multiple outer walls and ditches (as at *Beal Boru* - Brian Boru's fort), to simple circular earth ramparts. One or two variants are of particular interest. A common feature is the 'souterranean'. This was an underground tunnel which could have a number of uses. It provided a cool area for food storage, a place to hide in times of danger or even a concealed exit from which to sally out on to an unwary attacker.

One fort in Clare even has an early form of *chevaux de frise*. Outside the fort wall sharp rocks have been embedded in the ground. These extend to roughly ten metres out from the wall. A small windy path remains clear for access to the gateway. This would have made it virtually impossible to rush the wall. Even after nearly a millenium this barrier can only be traversed with extreme care (believe me I've tried it!). Thus a slow approach inside the defenders' javelin range would have been necessary to avoid self inflicted injuries. Another method of limiting attack was to build forts on the edge of inland cliffs.

### The Model

This model is based on the reconstruction at the 'Craggaunowen project' Quin, Co. Clare. It shows a typical stone and earth embankment surmounted by a wooden palisade.

The construction of a model ring fort for wargaming purposes presents something of a problem since it is not at all the usual square shape that we are used to making. Indeed I nearly abandoned the project since the large circular shape looked as if it could only be done with extreme tedium. I must here acknowledge my debt to Peter 'the old maestro' Gilder. His simple solution was to cut out two layers of fibre board with a jig saw to use as a basis for the walls. The

advantages of a Wargames Centre holiday are legion! Pete was kind enough to supply the fibre board and cut them out once I'd marked them up. I then glued these together and cut out a channel to provide the entrance. The resulting 'polo mint with a gap' was then glued to a baseboard.

The next problem was to reproduce the stonework. At first I considered using the, by now, traditional method of gluing on a semi random pattern of small oblong pieces of card. This is fine for brickwork or major stonemasonry, however it does not really reproduce the effect of finely fitted dry stone walling. To solve this I adopted the older technique of spreading the wall with Tetron and (while it is still fairly wet) scouring the pattern with the end of a cocktail stick. This is a rather tedious job. It must be done in small sections at a time since otherwise the Tetron will become dry, crumbly and unworkable.

A groove was then cut into the top of the wall. Into this cut-up cocktail sticks and matches were fixed with wood glue. By pushing these sticks firmly into the fibreboard a sturdy palisade, usable in frequent skirmish games, was produced.

The stonework was then painted a dark grey. It was highlighted by using a small sponge dabbed into a lighter shade to 'dry brush' the surface. Washes of green and brown were applied in some areas to give a weathered effect. A mix of sand, Tetron, wood glue and brown paint was applied in a stipple effect to the inner ground area and the top of the walls. This was highlighted in light brown and green. Scatter material was then glued to the least used areas on the model and into crevices in the rampart to simulate grass and weeds. The gates and gateway were built from plywood and balsa and then painted.

The hut walls were made from model railway stonework. (It can be curved by taping it to a tin and immersing it in hot water.) These were individually based and roofed with plumbers' felt soaked in Tetron. A number of usable commercial huts are available, however it is very useful to have detachable roofs for skirmish games!

### Games

Sheep stealing and cattle raids provide an excellent scenario for the skirmish wargamer. This can easily be combined with the fort by having the Vikings surprise the Irish who must attempt to herd livestock into the protective circle of the fort. The aim of the Vikings is to carry off as much livestock as possible. Numbers on the two sides should be roughly equal, with the ring of stone offsetting the superior equipment of the invaders.

Straightforward attempts to assault the fort provide great amusement. This can be given added variety by employing the variants of the fort noted above. The 'souterranean' offers the excellent spectacle of a Viking commander who, with all his troops committed to assault the rampart, suddenly finds the defenders appearing in their rear.

### Rules

Despite Guy Halsall's lovely set of articles and Andy Callan's 'Dark Age Infantry Slog' system it must be acknowledged that our understanding of warfare at a tactical level in the British Isles over the Dark Age period is extremely limited. It is not even clear to what extent missile troops formed up separately from the melee troops. Even the term 'shieldwall' is unclear. It implies a line rather than a column, but beyond that it just seems to imply that lots of troops were present. The literature of the period concentrates very much on the individual combat even when describing large battles. We know little about organisation, but have a fair knowledge of the equipment used. This then makes an ideal period for skirmish games.

### Figures

A vast choice of 25mm Viking figures is available. However you will still have trouble finding much variety of Bondi (lower class warriors). There is less choice when it comes to the Irish. Minifigs produce a few usable items in their Dark Age range and one or two of the 'Enemies of Rome' can be used. Irregular Miniatures produce a complete range of suitable Irish figures. The style of Irregulars figures is not to everyone's taste, but so many variants of each figure are provided that it is easy to avoid the one or two rather ungainly poses that they do make.

I can't finish without mentioning the Citadel Vikings. The detail on these figures is stunning. The costumes are pretty accurate. Best of all is the posing of the figures. The berserk standing with head back is full of tensed power. The Jarl with helmet in hand is the essence of military dignity. These figures are inch high sculptures and a joy to paint. Sadly they do have plastic shields and 'slotta bases' (yeuch!).





# **DARK AGE SKIRMISH IN IRELAND**

*by Pete Duckworth*





# SKIRMISH LINES – NUMBER 2:

## "The British Embassy"

by Roy Gunson

Sometimes the best accounts of battles are those written by the newspaper correspondents who are there at the time. In the example given here the correspondent was personally involved in the action and his account is quite vivid, and would probably be diminished if it was paraphrased in any way. The scene is the British Embassy at Jeddo, in Japan, and the date is July 5th, 1861. The report was carried in *The Illustrated London News* of October 12th of the same year.

"Full details of the murderous and evidently premeditated attack on the members of the British Legation at Jeddo, on the 5th July last, have been received. The details of the assault are dramatic and interesting. The party in the Legation had dined, Mr Alcock had retired to rest, but some of the young gentlemen walked into the garden to look at that comet which paid us a visit in the summer. Hence they went to bed a little later than usual, and some of them did not fall asleep at once. Their home was a temple, having a great door under a portico, but easily entered from the garden in almost any part, full of intricate passages partially lighted, and rooms divided by paper screens sliding in grooves. Suddenly a furious noise was heard at the great door. A servant of Mr Consul Morrison saw a man clad in armour enter, and stealthily warned his master, handing him a revolver. Then a loud cry was heard. It came from Mr Oliphant, who, carrying a heavy hunting-whip, had issued forth to chastise the midnight disturbers of the peace, and had encountered a man who cut him over the shoulder with a sword, and who was seconded by another scoundrel. While Mr Oliphant kept them at bay with his whip, Mr Morrison came up and shot one of the assassins dead: but his second ball glanced from the cuirass of the other, and the ruffians, plying their swords, wounded Mr Morrison in the head and Mr Oliphant in the wrist. At this crisis Mr

Russell and Mr Wirgman (the Special Artist of this Journal) arrived, and the Japanese fell back into the darkness, cutting and slashing at posts and screens as they retired. In the meantime Mr Alcock's room had been sought out by the assassins, but, though these entered every other room in the place, they missed their way to his apartment. Mr Alcock joined the other gentlemen in the verandah. They were six in all, one disabled, and they mustered among them two revolvers and three swords. Not far away they heard the crash of glass – it was the work of the band seeking Mr Alcock – and every moment they expected to see the assassins rushing on. Not so; the assassins had mistaken their way; time was gained; the *yacunins*, or Japanese guard, arrived, and, falling upon the assassins, killed five and drove the others away. There was a brief combat in the garden, and then all was still; but the inmates of the house did not retire again to rest. They watched all night with the Japanese soldiers, and only discovered in the grey of the morning how many of their assailants had been destroyed. Measures were taken to prevent a second surprise by calling up the Ringdove, and placing on the premises a guard of Frenchmen and marines. Mr Alcock summoned the members of the other legations to meet him and take measures for their common security; and the Japanese Governor sent a guard to the house of Consul Vyse, at Kanagawa, the assault upon this unprotected abode of the representatives of the Queen in Jeddo seems to have been well planned, and the whole of the occupants had a narrow escape.

Our Special Artist and Correspondent, several of whose sketches of the attack upon the household of the British Consul-General at Jeddo appear in this week's Impression, gives his version of the outrage as follows:



*The Outrage on the British Embassy at Jeddo, Japan: Attack on Messrs. Oliphant and Morrison.*





*Midnight scene in Mr. Alcock's room at To-Sen-Ji, Jeddo.*

We had only been in Jeddo two days, fatigued with our month's trip, when, having retired to rest about half-past ten p.m., we were awoken by loud and repeated knockings at the front door. Thinking there was a fire, or some slight disturbance, we at first took no notice of the noise, but in a short time, the knocking became so loud as to resemble discharges of musketry, and the shuffling of feet and rushing about aroused us thoroughly. Presently two pistol shots were heard, and Messrs. Oliphant and Morrison appeared deluged with blood. The assassins were in the house, and, with the exception of Mr Morrison, not one of us had firearms ready. After a brief pause there was a renewal of the uproar, accompanied by smashing of glass and breaking of wood. The assassins were in the next apartment, we being in Mr Alcock's room. By this time our guns were loaded. The yacunins now fell upon the marauders, and a great fight took place in the extensive gardens and avenue leading to the river, the watchmen striking their two bits of wood in rapid time."

The account goes on to deal with the aftermath of the skirmish. Of the intruders five were killed and seven severely wounded. The yacunins had one killed and eight injured. The account deals with the possible reasons for the attack, which seemed to stem from one Prince Mito, who wished to involve the Japanese Government in a war with England.

#### **Wargaming the Action**

The action needs to be fought both indoors and outside. A large plan of a building should be laid at one end of the table. This should, from the account of the battle, have a large number of rooms. Around the building is a garden which from the sketches appears to be mainly grassy with a few scattered trees. At one end of the garden is a small lake crossed by a bridge which leads into a wood.

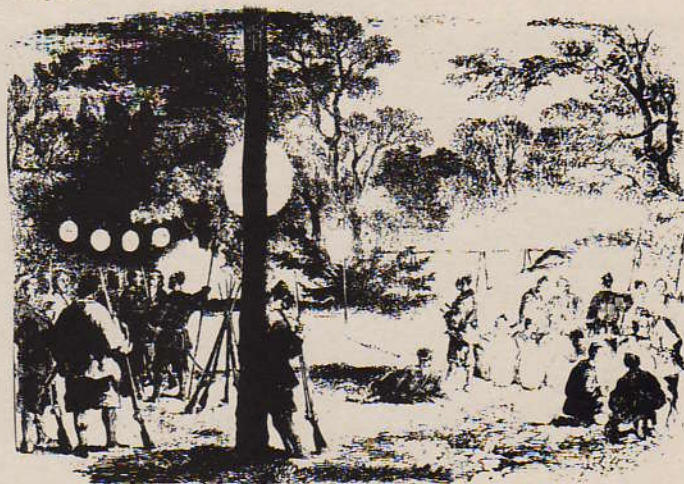
There were six British present, who seemed to be the subject of the attack, five of these are named, Mr Alcock, Mr Morrison, Mr Oliphant, Mr Russell and Mr Wirgman.

There were at least 12 intruders (5 killed, 7 injured), so it would be safe to assume that there may have been up to 20 in the original attack.

No numbers for the Japanese guard are given but it would probably be safe to assume equal numbers to the intruders.

In wargaming this scenario, it would be prudent to not allow the Japanese guard to appear until some disturbance has occurred (i.e. detection by the British). In our efforts in Sheffield to play this, the intruders and Japanese guard were played by one participant each, whilst the British were more or less 'role-played' (the whip wielding Mr Oliphant ended up as an early version of Harrison Ford/Indiana Jones). Bonuses could be given to the players for acts of extreme bravery (foolhardiness?). The intruders should be awarded points for wounding or even killing the British.

The intruders should not be told in which room or rooms the British are actually located and must search the building for them. Most of the British should be considered to be sleeping at the start of the game. About 3 Japanese servants should be present and moved around the building, probably in a random fashion, in order that the intruders may be detected; this could be a job for the umpire.



*Night bivouac of the yacunins in The Garden of the Legation, Jeddo.*





## WARGAMING IN THE GARDEN

The photo at left shows the sight that met my eyes when I first walked into the west London back garden of Mr John Ruddle a few weeks ago and discovered wargaming in the truly grand manner. John's garden is 130 feet long – four times the length of the tables at the Wargames Holiday Centre – and quite wide to boot – and wholly geared to perpetual wargames.

The lawn is the sea, the paths are rivers and coastal waters, the huge flower beds are countries, as England, Germany, France and Austria scheme and battle for control of India, Africa, Arabia and Northern Italy in an approximately 1900AD setting.

The plentiful and attractive plant life shows John to be a keen gardener, but the horticulture is second to the model architecture, the shrubs and flowers planted between the buildings and the 500 feet of 'O' gauge railway track that carries troop trains from barracks and fortresses to the battlefronts.

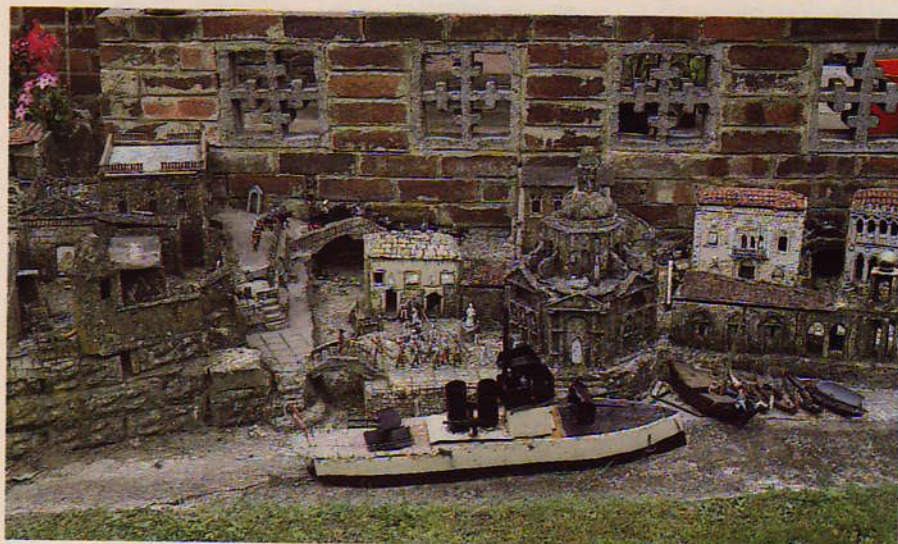
Buildings are made from concrete (with washing soda crystals mixed in to minimise frost damage) and 8000 54mm figures are permanently deployed throughout the year, in all weathers. In times of full-scale war or Military pageantry they can be reinforced from indoors; John's total collection numbers 24,000, though this includes large numbers of Britain's figures too valuable to be wargamed with.

In case you're thinking all this has sprung up in a short time, I'd better point out that it's the product of 32 years work preceded by a few years planning. In fact the idea was virtually fully-fledged in John's mind when he bought his house back in the mid-Fifties and the size of the garden was a determining factor in his choice of property.

As a youngster his model military activities were hampered by the unavailability of figures caused by World War II, and only when figures came back on the market in 1947 did his grandiose scheme begin to take real shape. A great impetus was provided by the work of Russell Gammage of Rose Miniatures, who made commercially available separate heads and headgear, greatly facilitating conversions of models to other regiments and nationalities. John joined the B.M.S.S. in 1954. (He is still a keen member.) In 1956, upon completion of his National Service, he bought his own home and began work on his magnum opus.

John faces problems that have probably not troubled other wargamers. Some of you may have had your figures knocked over by cats, but you're unlikely to have had frogs and hedgehogs disrupt troop formations! Apples falling from their tree probably represent a power that 'Bomber' Harris would have envied! 'Accidents' caused by Nature become 'rules', thus if a train is derailed, if a wheel falls off a limber, if a regiment becomes bogged down after heavy rain, if a ship's turret traverse becomes jammed by frost, that's tough luck, they're out of action.

In fact, these are about the only hard and fast rules. John has not had much contact with the





wargames mainstream – a few games against his son, an avid wargamer, some years ago, when he found the rules rather irritating – and has always described the mechanisms of his wars as being ‘mostly in the mind’. I explained that in current wargames jargon he was a *solo free-kriegsspieler*, quite avant-garde, a wargames yuppy in fact!

A wargame in which one man plays both opposing commanders and umpire would probably be ludicrous within the tight time limits of most club meetings but in John’s operations the temporal scale matches the spatial and a war can last 9 months, realtime. So, for example, John can plan an English attack over a weekend and make the necessary troop movements on Monday, after some thought, both conscious and sub-conscious, he can make the German counter moves on Wednesday, and after further thought, this time with the umpire’s ‘cap’ on, can resolve the situation on Friday.

The physical movement of the troops between each thinking process ensures this isn’t quite the academic exercise it might at first seem. (Wargamers who are also *go* players and have read *The treasure chest enigma*, that intriguing *go* problem which baffled veteran professionals who tried to solve it in their heads, but was solved comparatively easily by young children who actually played it out with the pieces on the board, should appreciate John’s method fairly easily and accurately.)

The photographs here feature the buildings, rather than the troops, and their settings within the garden. All the buildings have specific functions, and all have lift-off concrete roofs – quite a heavy lift-off in the case of larger buildings! We arrived at a time of relative peace, so many battalions are actually in their barrack buildings and not deployed where the camera can see them. Admirals and Generals warrant their own houses. They win promotion through the ranks, but after two years realtime are “retired” indoors and their property is taken over by some newly promoted successor.

On these pages the top right shot shows part of England, with her main naval base in the foreground. The garden begins to taper down here, and Scotland is right at the apex beside the greenhouse. The fort at right is in India, separated from England only by a river.

Centre right is another English port and railway junction, with some merchant shipping and a column of artillery in evidence alongside the R.N. The architecture is magnificently eclectic: Lincoln cathedral, partly obscured by plants, stands behind that famous Regency terrace from Bath!

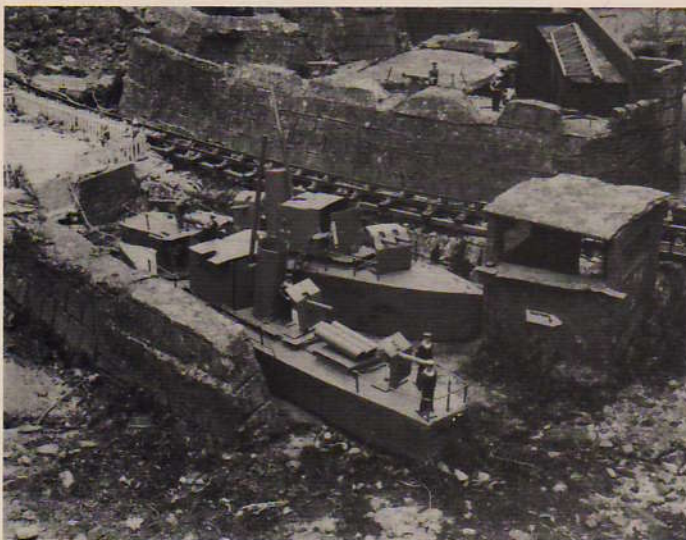
Top left shows a military colony which the Germans have planted on the coast of Arabia, thus causing some alarm in English and French diplomatic and military circles.

Centre left takes us to the German heartland on the opposite side of the garden. A regiment of Uhlans leads a column of cavalry toward the camera. In the parade square beyond a regiment of Kürassiere is going through its paces.

The bottom two shots show Austrian-controlled Northern Italy, nestling under the “cliffs” of the patio wall. Gondolas and papal guardsmen in evidence.







Two shots of the outer harbour of England's main naval base. With a fleet of 2 battleships, 2 cruisers, 8 destroyers and 6 torpedo gunboats Britannia rules the waves. The German fleet of 1 battleship, 4 cruisers + 6 L Line destroyers (plus 4 old destroyers used for coastal defence) always poses a threat however. Shown here are English gunboats and destroyers guarding the entrance to the port.



There is much regional character in JR's England and most readers will probably recognise a Cornish fishing village here, with buildings stacked up one behind another, all linked by steep winding paths and flights of steps.



The house of the English Admiral Perriman. (Note the name plate!) Since this photo was taken I've heard that the Admiral has in fact died peacefully and the house is to be taken over by another (younger!) high ranking officer.



A cavalry barracks in English India. The railway line runs toward the frontier. I almost wrote the North West Frontier, but since the lands beyond are occupied by Arabs, Zulus and Turks it might be best not to compare the geographies of two worlds too closely.

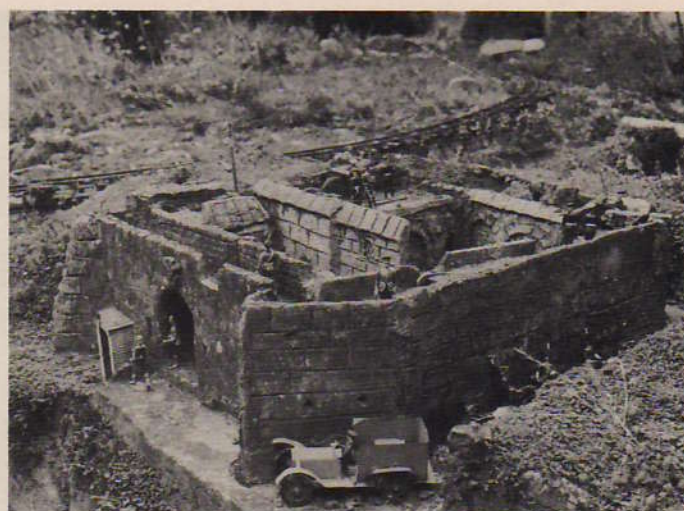


A fort on a rocky outcrop, garrisoned by a Sikh battalion, guards English India's frontier with the lands beyond. Definitely captures the "feel" of Khyber country! The apple tree beyond poses a real "bombing" threat to delicate 54mm metal figures! Wire netting is deployed to catch windfalls as the crop ripens.





Germany's last fortress before the international boundary with England. Between here and the frontier to the right of the picture is a scrub country with trench lines facing each other in a perpetual Cold War. When the war hots up the artillery shown can be rapidly deployed forwards.



England's last outpost before the German frontier. The garrison includes Highlanders and some R.H.A. Vehicles are built by John from sheet metal. Barely discernible in the middle distance a patrol checks out the railway line.

#### Colour Photos on following page

Two views of the ocean coast of France, with a few light coastal craft in the foreground. Lower shot highlights the naval base in the distance in the top shot. The French Navy is unique in having the only pocket battleship in existence: the *Richelieu*, a design product of France's limited dockyard space. A long column of troops is marching along the road behind the port, in the van (middle right of shot) part of a Spahi regiment. Crossing the bridge (centre) a military band, trombones in the lead to avoid headaches to other bandmen! Further back, mostly hidden by the houses at left is an infantry regiment. Note the menacing gun barrel protruding from the casemate at left. Obviously several of the buildings here are very new. An English winter and next Spring's growth should see them nicely weathered in. Beyond France (separated by a river) lies Germany.

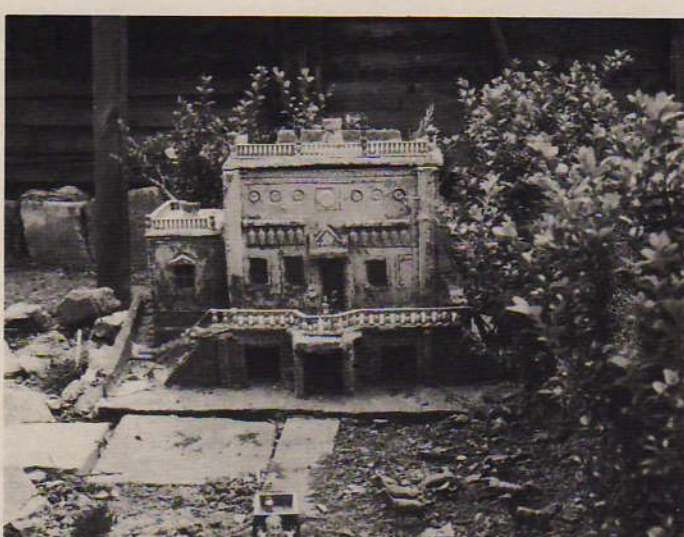


A major English barracks and railway. Back behind the camera the railway leads towards Germany; away from the camera it heads off to Scotland, beside the greenhouse at the bottom of the garden.

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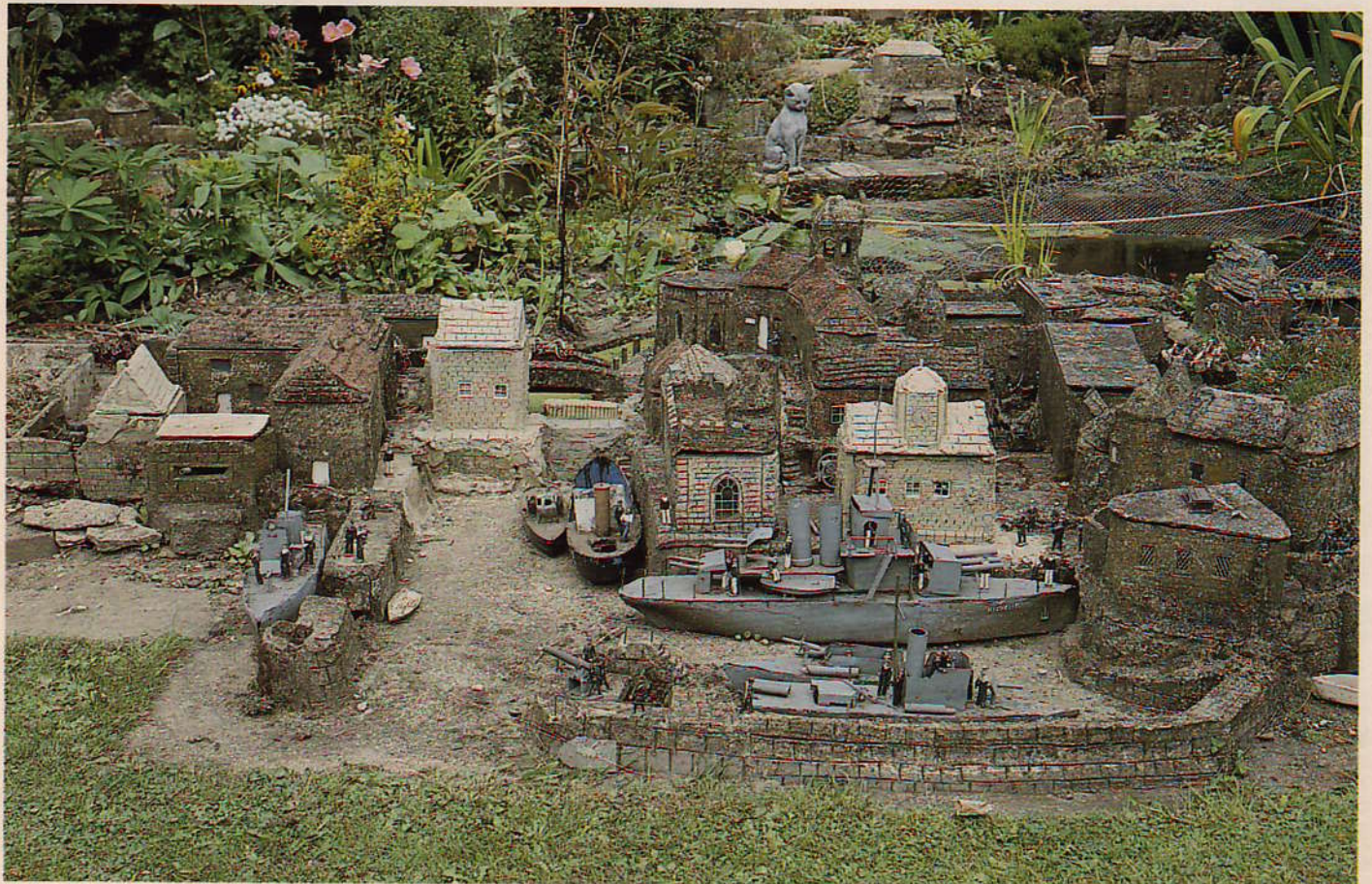


A town in Germany, dominated by its castle. The bridge crosses a canal (fed by the black drainpipe) which runs towards and slightly left of the camera, between the foliage. Off to the left of this photo lies the German heartland, off to the right the frontier with England.



An English stately home, possibly in need of a slight "face lift" – adds to the realism doesn't it!? The Lord and Lady are on the terrace, obviously giving this some thought. Let's hope they don't open a fun fair and safari park!









# THE FARM OF LA HAYE SAINTE

by Ian Weekley of Battlements

Waterloo wargamers will hardly need reminding here that some of the fiercest fighting on the 18th June 1815 took place in and around the Duke of Wellington's two strong points, the Château Hougomont and the farm of La Haye Sainte.

The latter complex of typical Belgian farm buildings survives today, about two hundred yards south of the famous crossroads where Wellington had his command post. A long wall and the gateway to the old farm borders directly the Brussels to Charleroi road. I visited the battlefield in 1980 and photographed and made notes at La Haye Sainte for my first model which featured in *Military Modelling* magazine in October 1982. That model contained some minor errors which I put right in later ones in the many different scales we are asked to produce.

In fact I support it is true to say that all models of this farm vary somewhat. Many customers ask for the group of buildings to fit exactly on a certain sized base (whatever the scale may be). This necessitates some skilful adaptation and shrinkage or compression of some wall length of stable, cattle-sheds and barns. This was the case with the model illustrated here, when at 25mm all buildings had to fit on a base size of 18 x 16 inches.

The farm was held against the French by Light Company riflemen of the King's German Legion under Major Baring. These tough and loyal Hanoverian allies of Britain beat off continued attacks by massed infantry under the command of Marshal Ney. Napoleon had ordered the capture of this important forward position of the Allied Army at all costs. Late in the afternoon, after fierce hand-to-hand fighting within the farm courtyard, and when ammunition for their Baker rifles had run out, the survivors retreated to the ridge behind them. Out of some 380 mixed riflemen, only 41 KGL men made it back to relative safety. The French occupation of the farm opened up a serious gap in

Wellington's centre. Ney ordered up an artillery battery to the north side of the farm but their gunners were picked off by British riflemen in the sandpit a little to the north, across the Brussels road. Fresh Allied battalions were moved across from the right wing and the position was eventually stabilised, no doubt to Wellington's considerable relief!

## Construction

I cut out all walls from 1/8 inch plywood. Having drawn out the positions of door and windows on the walls, allowing for some 'juggling' here and there because of compression to the farm buildings, these too were cut out. Some doors were hinged to open, using modelmakers' thin brass hinges. The roofing was not required to lift off this model, and so when the walls were assembled and glued, I cut each roof section from mounting card and glued them all into position. I cut the dormer windows from balsa wood, and likewise the chimneys for the farmhouse.

Then began the lengthy, boring business of tiling all the building with thin card. There is little doubt in my view that the best effect is to cut and lay each tile by hand in the way that a tiler works. When given a light wash over with plaster, later, the effect is excellent. Some etched brass mesh from "Scalelink" was used for the farmhouse windows, and shutters added from card, shown as closed or open.

When construction work was completed the buildings were painted grey/white and doors a soft brown, with pale green shutters for the farmhouse. The traditional 2 or 3 foot band of tar was also painted along the bottom of each barn or house with Humbrol matt black. The customer had only opted for the farm buildings, but others have required the addition of the formal garden to the north of the farm, and the orchard to the south. Whether one settles for



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the 'whole works', or just the farm itself, there is no doubt that the result is one of the wargamer's best known terrain features, and a moving and evocative feature for a scene of incredible bravery.

### Sources

*Wellington at Waterloo* by Jac Weller (Longmans, 1967)

*Waterloo* by Commandant Henri Lachouque, 1975

*The Official Guide of the Waterloo Committee* by David Howarth  
Information gathered upon the author's visit to La Haye Sainte in 1980.

Model, photo and sketch by the author.

"The Farm of La Haye Sainte" by the author in *Military Modelling* magazine, October 1981. This article carries nine supporting photographs of the model and is therefore still of value to wargamers prepared to make their own 'scenario'!

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#### Catholic/Imperialists

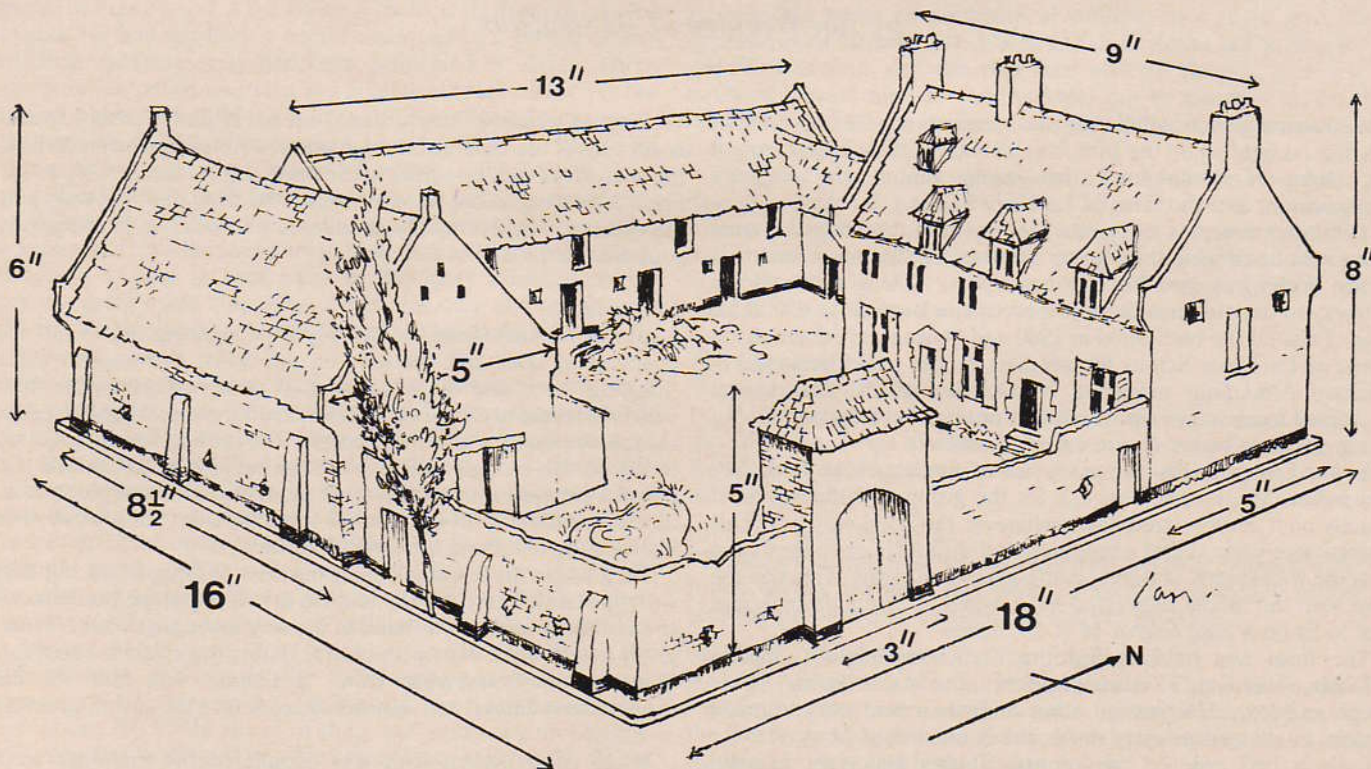
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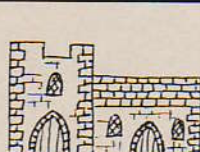
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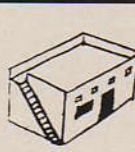
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HM17



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Two shots of Ian Knight's scenario as refought by Alan & Michael Perry. Above, the start of the action; below, the covering party moves forward as things begin to get sticky. A. & M. did a little better than I.J.K. – but not a lot.  
 Figures: 25mm. Wargames Foundry.







Foundry Goorkhas, Highlanders, and Blue-jackets repel a Mutineer sortie. Figures from Aly Morrison's collection. Before you rush to order the Highlanders I'll just point out that they're the ordinary infantry figures with tartan trews painted on. (Sorry to spoil the fun of a couple of guys who were hoping to see the Foundry mail-order packers perplexed by orders for non-existent figures!)

# SPIKE THE GUNS!

## A trench raid – Indian Mutiny style

wargamed by Ian Knight

The Indian Mutiny, one of the most vicious and dramatic of the Victorian Colonial Wars has not, so far, won much of a following in wargaming circles. This is a pity, since this brutal war was of crucial importance to the history of the British Empire and boasted dozens of battles, ranging from clashes of thousands to street-skirmishing, which offer intriguing table-top potential. Hopefully, the recent articles in wargaming mags, including *Wargames Illustrated* ("including"? Nay, "led by!") and the very comprehensive new range of figures from Wargames Foundry will go some way to setting this to rights.

For me, recreating small-scale actions as skirmishes has always seemed to be the best way to get the feel of a particular campaign, and the Mutiny, which, in its early stages, was characterised by such incidents, is ideal for such an approach – especially given the exotic array of uniforms of the period. The following is an account of a fictional skirmish, set during the early days of the siege of Delhi.

Delhi was one of the great centres of British rule in India, but it was garrisoned largely by Indian troops in the East India Company's army, many of whom rose, when the Mutiny broke out, and massacred their European officers. Those whites who survived the initial uprising retreated to a rocky spit, known as Delhi Ridge, which overlooked part of Delhi's impressive city walls. Greatly outnumbered by the rebel sepoys and the mob from the City, they were very nearly driven off, but they were re-inforced by British troops coming up to recapture Delhi. This proved impractical, since

the British had less than 3000 troops, and the rebels many times that, entrenched behind the ramparts and embrasures of the city defences. The British took up a position on the ridge, and for many months a type of trench warfare prevailed, with neither side able to dislodge the other, but with frequent sorties across the few hundred yards of scrub and ruins between the opposing lines. Delhi did fall, of course, but only after substantial British reinforcements, and as a result of a bloody assault and murderous street-fighting. The uprising had begun in early May 1857, and it was late September before Delhi was once more in British hands.

Our fictional skirmish was set in the early days of the siege, when the British had not long established themselves on the Ridge, and the mutineers were making strong efforts to oust them. The idea was to capture something of the feel of mid-Victorian India, with just a touch of the 'Harry Flashmans'. Our scenario was thus: The mutineers have pushed forward a trench to within a dangerous range of the British lines, and, under cover of darkness, brought up a light field-piece. Protected by a secure emplacement, this has created havoc in the British camp, on one occasion killing a file of loyal sepoys, who, thinking themselves secure and out of range, had been caught in line and bowled over by a single roundshot. On another a shell exploded above the tent of an elderly Colonel, a fragment smashing his supply of porter. Aged and over-cautious, the general in command seems inclined to evacuate the portion of line under threat. A group of junior officers, frustrated by the



indecisiveness of the high command, have resolved to try a night raid to spike the gun, and blow up the entrenchment. Volunteers have been called for, and the raiding party consists of nine European regulars, under the command of a keen and manly Ensign, and an Engineer with the practical knowledge to spike the gun and destroy the emplacement. The whole party is under the command of a dashing young Lieutenant of Irregular Horse, Horace Harrington-Smythe, who was so loved by the men under his command that they had saved him from the bayonets of the mutineers when the butchery began in Delhi, and ridden with him to fight for the British. Two others had been granted permission to join the party; Colonel Uffington, a retired Bengal Army officer who had survived the horrors of the Retreat from Kabul years before, and an eccentric civilian, Mr Clifford, whose daily practise with a shot-gun at enemy pickets had earned him a fearsome reputation. Uffington was known for his iron nerve and clear head under fire, and his belief that the Mutiny was evidence of declining standards within the public school system had made him an agent of terrible retribution. Clifford merely enjoyed "a good scrap".

The plan was for this formidable party to slip out from the British lines on a dark, moonless night, and assemble in the ruins of a house half-way towards the rebel lines. From here they would dash across no-man's land, hoping to surprise the enemy sentries, and destroy the gun before the mutineers could assemble to stop them. For four nights they waited behind the British ramparts, nerves taut with anticipation, and each time the moon betrayed them, flooding the lines with bright, white light. Then, on the fifth night, there was heavy cloud . . . .

Before we fire the first shot in anger, however, some words for those who need to know practical details. The action was fought before the days of the Wargames Foundry figures, with Minifigs 25mm reinforced by Ral Partha NWF conversions. The rules were *The Colonial Skirmish Rules*, though any set which allows for detailed individual action would do. Cork tiles were used to represent the parched landscape, and the only terrain features were the rebel emplacement at one end, and the ruined house at the other. The rebel commander began with only one sentry on the board; each round he took an observation test, until he at last spotted the British, and was able to fire a warning shot. Once alerted, the rebel commander threw a dice each bound, to determine whether he was able to bring on his troops – in groups of ten – and where they were to be placed. The idea was to simulate sepoy's rushing up at different speeds from other points of the line. Objectives were simple: the British had to destroy the gun, and escape, and the rebels had to drive off the attack. Obviously much depended on the element of surprise, since the small British party could not hope to fight off the full weight of the rebel force.

It was shortly after midnight that Harrington-Smythe gave the order, and his men scrambled over their own ramparts and ran silently towards the ruined house. There were fourteen in all, but at the last minute four of the Lieutenant's wild and fierce horsemen had begged to be allowed to join the party. Since the task was best accomplished by men on foot, Harrington-Smythe posted them in a hollow behind the ruins, and ordered them to wait and cover the retreat. Four men were posted in the house, to act as a covering party, and the rest set off in a column across no-man's land.



*The storming party sets off from the shelter of the ruined house.*

Luck was with them in the beginning. Crouched low, gripping their firearms and swords so as to prevent them clattering together and arousing the enemy, they ran towards the sepoy embrasure. They had almost reached the forward slope of it when the lone sentry caught sight of them. He let out a wild cry of alarm, and discharged his rifle, so close that the powder blackened Harrington-Smythe's face. For a few precious moments, the British were held up as they struggled to clamber over the rampart and gabions. There was a brief tussle at the top, as Harrington-Smythe, in the lead, grappled with the sepoy, who swung his rifle trying to club the attackers back. He was shouting and yelling, calling on his comrades to come quick in the name of the Prophet. There was no longer any need for secrecy; Harrington-Smythe shot the man in the chest at point blank range. There had been many incidents when Officers' service revolvers had proved to have had inadequate fire-power, failing to stop charging fanatics in their tracks, but the Lieutenant had purchased his own heavy-calibre model; the man dropped like a log.

Within a moment or two, the leaders of the British column had scrambled into the embrasure. Already, however, small parties of sepoy's were rushing up to evict them. They had obviously been caught napping – literally – and were in some disarray, but all had weapons of some sort – rifles, tulwars, and a fearsome array of knives. The small British group formed a semi-circle around the gun, whilst the Engineer fumbled in his haversack for his hammer and gun-spike.

The first mutineers, a group of three, rushed up with a shout from along the line of the rampart on the right. The young army Ensign had just taken up position there, covering his men still coming over behind him, and he fired a shot with his revolver, but, in the heat of the moment, missed. A rebel cut at him with a tulwar, which he parried with his own sword, and a fierce duel ensued. Another rebel about to join in was bayoneted in the nick of time by a soldier climbing the wall.



*The officers and gentlemen are the first into the enemy redoubt, but already the mutineers are massing.*

In the meantime, a group of men charged at Mr Clifford and Lieutenant Harrington-Smythe, on the left. Clifford let loose with both barrels, chopping two men down, whilst Harrington-Smythe took careful shots with his revolver. In the dark, however, it was a confused fight, and the rebels were not in the least daunted. As they pressed in it was difficult to tell friend from foe as the shouts of rage and alarm were drowned in the crash of close-range rifle-fire. With the muzzle flashes providing the only light, however, most of the bullets went astray.

Colonel Uffington was in a raging fury. He was armed with nothing but a sword, but he stepped out from the ring, laying about left and right, cursing in fluent Urdu, and shouting "don't spare the rod, boy! Flog the little beggars!" A bullet passed through the skirt of his thick sheepskin poshteen coat, and a glancing blow from a tulwar carried off his hat, but he fought on like a tiger drunk with blood, until at last he was surrounded by a group of furious sepoy's. One thrust a long dagger into his side, and he sank to one knee. "Floreat Etona!", he cried, as two bayonets ran him through.





Shoulder to shoulder the intrepid heroes try to keep the enemy at bay whilst the gun is spiked.

Behind the line, pressed by the crush, the Engineer strove to spike the gun. A rifle went off in front of his face, blinding him for a second, and he dropped the spike. On his hands and knees he scrambled about trying to find it. He snatched it up, and with trembling fingers frantically began to hammer it into the touch-hole.

Back at the ruin, it was clear to the covering party that the plan had miscarried. The rebels were coming up faster than had been anticipated. What to do? The assault party was relying on them to cover the retreat, and if they had to retire in a hurry, they would need the covering party. If, however, they were as hard-pressed as the din suggested, they might not get out at all without help. For several agonising minutes, the Sergeant in charge waited, his men looking at him anxiously. At last he gave the order, and they leapt over the wall and ran towards the sound of the guns.

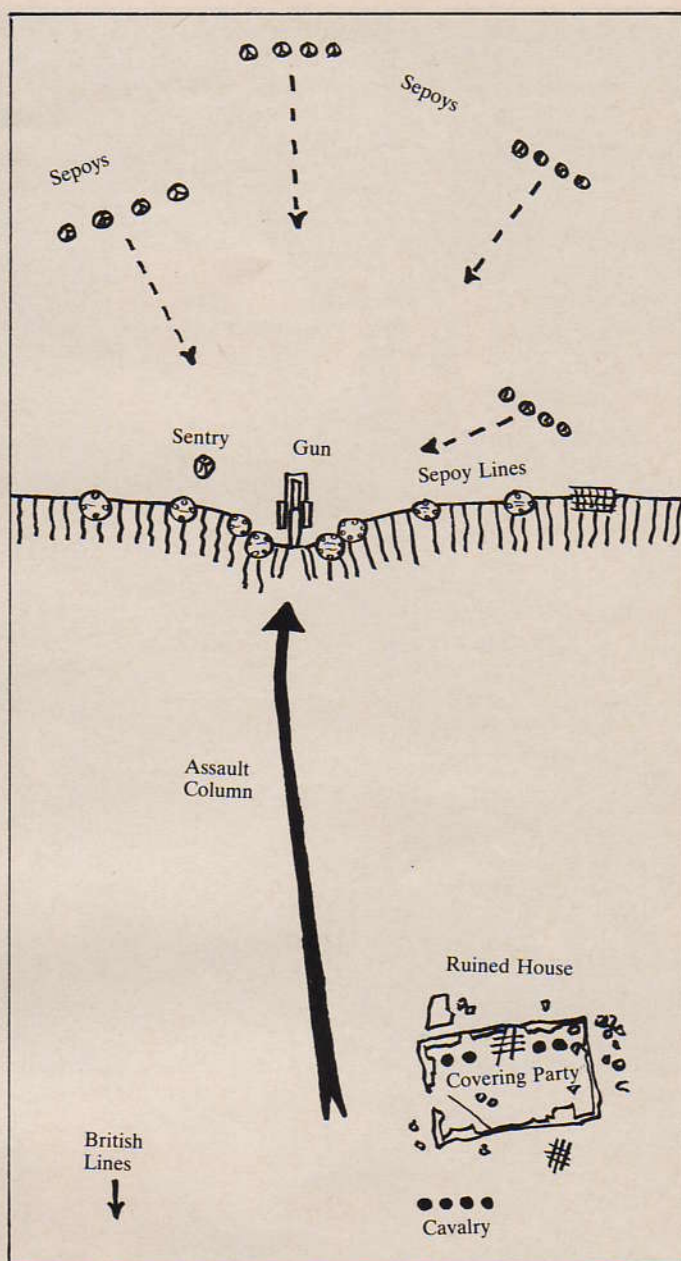
By now, there was little more than a frantic struggle around the gun. The mutineers were outnumbering the British two or three to one, and several rebel officers were shouting orders, urging their men on, taking control of the situation. Rebel horsemen were coming up, jabbing and slashing over the heads of their own men to get at the British. First one private, then another, went down. The ensign was decapitated. Clifford had no time to reload, but kept his attackers at bay brandishing his rifle over his head, until a musket ball caught him between the eyes.

Harrington-Smythe and the Engineer were amongst the last to fall. The Sapper gave up trying to spike the gun, lashing out with his hammer, flooring one rebel after another, streaming blood from several sword-cuts. At last he staggered back against the gun, and said "Fire away, Sir! I'm done, I'm done". A sepoy bayonet pinned him to the wheel.

The young Lieutenant died a noble soldier's death, fighting boldly, surrounded by a crowd of savage faces. All his wounds were in front; some say his mother's name was on his dying lips. Who can say?

Only one man survived the raid from the assault party; a Private who had stayed outside the embrasure, firing into the crowd over the rampart. He waited till all was lost, then ran back across no-man's land, where he met the covering party advancing – too late! – to their aid. The exultant rebels stood on the barricade and fired after them, but though shots were exchanged for over an hour, there were no more casualties. The next day several British heads were paraded through the Delhi bazaar. The British survivors crept back to their lines in misery.

It had been a disastrous foray. Thirteen lives were lost which could ill-afford to be squandered. Curiously enough, three achieved immortality of a sort: Mr Clifford's book *Through India With Boxing Gloves and Twelve Bore*, was published posthumously, and achieved good sales, chiefly as a result of his death, whilst Victorian England was scandalised when details of Colonel Uffington's diaries were disclosed – his hobby, it transpired, was translating Persian love poetry, with the help of his three Indian mistresses. Harrington-Smythe's mother Ethne was officially informed that her son would have won the Victoria Cross "had he



lived". It was her chief consolation in later years. The survivors from the lower ranks were granted an extra ration of rum.

The rebel losses in the incident were never determined, though British reports placed it as high as fifty dead. Indian spies brought back remarkably consistent stories that seventeen had been killed, and fifteen more wounded. The gun was disabled for a number of hours, but was firing again by noon the next day. Ironically, the failure of the raid led to its destruction; on hearing of the disaster, the British general grew faint, and pronounced himself "too sick to command". He handed over to his subordinate, a man twenty years his junior, and bolder by far. He ordered a field gun up from the far end of the line, and within two days the rebel gun had been smashed and the lines flattened.

By the end of the week, the mutineers had retired to the original position, and nothing remained to tell the story of "Harrington-Smythe's unfortunate occurrence" except a few bones bleaching in the sun.

If you'd like to learn more about the Indian Mutiny and other Colonial campaigns you should join the

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*Samurai circa 1575 from the collection of Scimitar Group wargamer Rich Madder (Don't Humbrol do a Rich Madder?) Figures are all 25mm Dixon, Hinchliffe, Q.T. The stockade is Gallia, the gateway Irregular, the tower scratch-built. Quite a mon-tage of banners here: Three roundels, Mori; Swastika, Tsgaru; lozenge, Takeda; and foliage, Honda clans.*

# GEKOKUJO

## *Those below overthrow those above* **Samurai Skirmish Wargames Rules**

by John Armatys

### Introduction

Feudal Japan, in the violent years from the thirteenth to the seventeenth centuries, offers enormous scope for a wide variety of wargames. This, coupled with the excellent 25mm figures currently available, and the inspiration of Stephen Turnbull's books, James Clavell's "Shogun" and Kurosawa's films led to the development of the simple set of skirmish rules set out below.

The rules were designed for use in occasional multi-player games lasting about three hours at the Sheffield Wargames Society, and had to be understood by players who saw them for the first time immediately before the game began. In their original form the rules fitted onto one side of A4 paper, there will therefore inevitably be occasions where they do not cover a situation which arises in a game. Players and umpires are welcome to add rules on anything which they feel is necessary to allow them to enjoy the game.

Anyone using the rules should be bound by one overriding general principle – "Nothing may be done contrary to what could or would be done in actual war" (from *Jane's Revised Rules for the Naval Wargame 1905-6*).

### Setting Up The Game

As well as a surface to play on, some terrain, a ruler marked in inches and at least two six sided and a pair of percentage dice you will need a collection of toy soldiers for each player.

Figures should be individually based. I use one inch square bases for men on foot, and bases measuring one inch by two inches for mounted troops. These base sizes are not of any importance to the game, although the shape is – a figure can fire and fight only to its front and sides.

Each player should be able to deal easily with at least five figures, each of which represents a man equipped in the same way as the model.

Each figure has a level of 0, I, II, III or IV to reflect its skill, training and efficiency, and can suffer four times its skill level in wounds before dying. Players will need a piece of paper and a pencil to record any damage done to their troops.

The following table gives a rough guide to the skill levels which can be allocated to different types of figure:



Samurai II to IV  
 Ronin (masterless samurai) I to IV  
 Ashigaru (ordinary soldiers) I to III  
 Ninja (specialist assassins and spies) III or IV  
 Monks 0 to IV  
 Peasants, Artisans, Merchants and other civilians 0 or I  
 Yakuza (literally Gamblers, but including a wide range of criminal classes) I to III

When designing a scenario bear in mind that level IV figures are very powerful, and will tend to dominate the game. A figure with a skill of zero is of little practical use in a fight and will die quickly. Game organisers may wish to populate the table with a number of "non-player characters" to control the players to some extent and to force a degree of role play.

## THE RULES

### Game Sequence

The game is played in alternate moves. If there are more than two players the game is serial, that is each player has a distinct turn, (for example, clockwise around the table).

Each player's turn has three phases, which must be done in strict order:

### Phase 1 – Shooting

In addition to the traditional bow, and ninja weapons like the blowpipe and shuriken (throwing stars), the Japanese made wide use of the arquebus (matchlock musket) from the mid sixteenth century onwards. Pistols did not come into use until the very end of our period.

Any of the player's figures may shoot at targets which they could see at some point since the last move. Location is by line of sight, with no limitation on range. If the scenario is set at night, or in less than perfect visibility, a simple range limitation may be used, for example limiting visibility to 12".

Read across the line for the weapon type until you find a range greater than or equal to the range to the target, then look down the column to find the shooting factor.

Weapon	Range			Damage
Bow	12"	24"	36"	+2
Blowpipe	3"	6"	9"	+1
Shuriken	2"	4"	6"	+1
Arquebus	12"	24"	36"	+4
Pistol	4"	6"	12"	+3
Firing factor	9	6	2	

Add any of the following modifications to the shooting factor that are appropriate:

	Firearms	Others
Shooter skill level I	0	+1
II	+1	+2
III	+1	+3
IV	+2	+4
Shooter moving	-1	-1
Shooter mounted	-2	-2
Shooter trotting	-4	-3
Shooter galloping	-7	-5
Target moved up to 3"	-2	-1
Target moved over 3" and up to 6"	-3	-2
Target moved over 6"	-4	-3
Target mounted	+2	+2

The shooter's movement in the modification table is the movement this turn, whilst the target's movement is the movement in its last turn.

Roll two six-sided dice. If the total is less than or equal to the firing factor plus any modification the target is hit. Snake eyes (a roll of double one) always hits. Roll percentage dice to find where the target is hit on the location of hits chart, then roll a six-sided dice and add the damage adjustment from the firing factor table above to find how badly the target is wounded.

To reload a firearm the figure must remain stationary for two consecutive movement phases.

### Phase 2 – Movement

Any of the player's figures may move up to the distance shown in the movement table below, subject to the following limitations:

1. Foot figures which fire may not make a rush move.
2. Figures making a panic move (i.e. rolling six-sided dice to find how far they can move) must not have fired, and fight in melee with an additional minus 4 for the whole of the next round.

	Foot	Mounted
Normal Move	3"	3"
Rush/trot	6"	6"
Gallop	-	12"
Panic	3D6"	5D6"
Climb/swim	1"	

### Phase 3 – Melee

Figures may only fight if in base to base contact with the front or side of their base on any part of the opponent's base. Figures may not be attacked in the rear unless they are already engaged to the front (not sides), or the attacker's entire move is spent moving in the target's rear arc.

Figures fight in a melee in the following sequence:

IVa, IVd, IIIa, IIId, IVa, IIa, Ia, IVd, IIIa, IIIc, IId, IIa, IVa, Id, IId, IVd, IIIa, IIIc, IVa, IVd.

(a) is player whose turn it is; (d) is the other player.

A figure may use one of his turns to hit to face an opponent to his rear instead of fighting.

Thus if a level I figure attempts to stab a level IV figure in the back the level IV figure can use his first melee turn to face his opponent, the level I figure then has a chance to strike. If he misses the level IV figure has three chances to kill his attacker.

### Weapon Types

The following table gives the categories of melee weapons permitted together with their "to hit" and "damage" adjustments.

Weapon	to hit	damage
Unarmed	0	-1
All Swords including no-dachi, tachi, katana and wakizashi	+1	+2
Dagger/short sword including hamidashi, sikuchi and tanto	0	+2
Naginata (halberd)	+1 (+2 if target mounted)	+2
Yari (spear)	+1 (+2 if target mounted)	+3
Bo (staff)	+1	0
Bokken (wooden sword)	+1	0
Jo (short stick)	0	0
Sai (trident)	0*	+3
Kama (sickle)	0	+1
Kusarigama (sickle and chain)	0*	+1
Tonfa (chain bar)	0	0
Nunchaku (cereal beater)	0	0

\* These weapons may be used to disarm an opponent, when the melee target adjustment is -2. Other weapons disarm subject to a melee adjuste of -4. A successful hit leaves the target unarmed, but otherwise does no damage.

Choose a target area on the opponent, roll two six sided dice and apply the following adjustments:

- +1 for each skill point
- 1 for each skill point the opponent has, unless attacking from his rear or he is knocked out.
- +4 if opponent is knocked out.
- +2 if attacking from opponent's rear.
- 1 if on foot against mounted opponent.
- 3 if using two weapons (roll once for each weapon).
- add the melee target adjustment from the location of hits table.
- add the "to hit" factor from the weapons table.

If the adjusted dice rill is 7 or more the target is hit. A roll of snake eyes is a miss so dramatic as to hit the opponent anyway - roll percentage dice and consult location of hits chart to find where!



If the opponent is hit roll a six sided dice, add the damage adjustment from the weapons table and add the attacker's level to find the damage done.

### En Passant Melee

En passant melee allows a mounted figure which starts the move not in melee, passes in base to base contact with an opponent, and ends the move not in base to base contact with an opponent, to fight the figure he contacted. Each figure involved is only allowed one chance to hit. To find which figure strikes first roll one six sided dice for each of them, add the skill factor, and add 1 if armed with pole arm. The figure with the highest total strikes first using the normal melee rules.

LOCATION	HIT LOCATION % DICE	MELEE TARGET	ADJUSTED DICE ROLL											
			1	2	3	4	5	6	7	8	9	10	11	12
head	1 - 9	- 1	T	T	T	W	W	W	S	S	S	K	K	K
face *	10 + 11	- 2	T	T	W	W	S	S	S	K	K	K	K	K
neck	12	- 3	T	W	W	S	S	K	K	K	K	K	K	K
chest	13 - 34	0	T	T	T	T	T	W	W	W	S	S	K	K
abdomen	35 - 57	0	T	T	T	W	W	S	S	S	K	K	K	K
upper right arm	58 - 62	0	T	T	W	W	W	S	S	S	S	K	K	K
lower right arm	63 - 67	- 1	T	T	W	W	W	S	S	S	S	K	K	K
right hand	68 + 69	- 2	T	T	W	W	W	S	S	S	S	K	K	K
upper left arm	70 - 74	0	T	T	W	W	W	S	S	S	S	K	K	K
lower left arm	75 - 79	- 1	T	T	W	W	W	S	S	S	S	K	K	K
left hand	80 + 81	- 2	T	T	W	W	W	S	S	S	S	K	K	K
groin	82	- 3	T	W	S	S	S	S	S	S	K	K	K	K
right thigh	83 - 88	0	T	T	W	W	W	S	S	S	S	K	K	K
right lower leg	89 + 90	- 1	T	T	T	W	W	W	W	S	S	S	K	K
right foot	91	- 2	T	T	T	T	W	W	W	W	S	S	S	K
left thigh	92 - 97	0	T	T	W	W	W	S	S	S	S	K	K	K
left lower leg	98 + 99	- 1	T	T	T	W	W	W	W	S	S	S	K	K
left foot	100	- 2	T	T	T	T	W	W	W	W	S	S	S	K
disarm		- 4/- 2												
horse		+ 1	T	T	T	T	H	H	H	H	H	K	K	K

\* a hit in the "face" from the rear counts as a "head" hit.

### Cover

If a figure is hit in a location protected by hard cover the hit has no effect.

### Mounted Targets

If a mounted target is hit by shooting or by a random melee hit roll a six sided dice; 1 to 4 the horse is hit, 5 or 6 the rider is hit.

### Armour

If the site of the wound is protected by armour reduce the damage dice roll by the following:

Hit by		
Armour Quality	firearm	other weapons
Poor	-1	-2
Good	-3	-4

### Effect of hits

K = KILLED

S = SERIOUS WOUND - the figure is knocked out for the roll of a six-sided dice minus his level bounds. -2 on all shooting and fighting dice in addition to any special penalties. A serious wound counts as three ordinary wounds.

W = WOUND -1 on all shooting and fighting in addition to any special penalties, four times the figure's level wounds kill the figure.

T = TRIVIAL WOUND - PHEW! - no effect other than special penalties. A horse given a trivial wound has a 10% chance of throwing its rider.

H = WOUND ON HORSE - 20% chance of throwing rider. Horses with four wounds are dead, and the rider falls off.

### SPECIAL PENALTIES

**Arm and Hand Wounds** - Serious wounds prevent the use of the arm, and, with ordinary wounds, give an additional -1 on melee and shooting. Trivial wounds give -1 on melee and shooting.

**Thigh, Leg and Foot Wounds** - Serious wounds restrict movement to a rush move of one inch, ordinary wounds halve all movement, trivial wounds deduct 1" from all movement.

**Rider thrown by or falling off horse** - roll on location of hits chart, then roll a six-sided dice to find the effect, adding one to the dice roll.

### SAMPLE SCENARIO

The scenario, based on the game played at the Conference of Wargamers 1988, is set in the troubled years of the late seventeenth century in the area around the village of Saka no Shita and the nearby Seirinji (Temple of the Green Wood). The map shows the layout of the table.

Up to seven players plus an umpire can indulge in the game. If there are fewer players the following roles can be merged - Ronin 1 and Ronin 2, Martial Arts Monks and Warrior Monks, Lord's Party and Ashigaru.

### THE ROLES

#### Martial Arts Monks

Once a powerful temple, your sect is now poor, and has lost much of its prowess. Fortunately not many people know how poor your group is, both financially and at fighting.

A substantial gift is being carried to the temple by a party of porters escorted by some warrior monks.

Figures - Five monks, one level II, the rest level I, mostly unarmed and all unarmoured.

Start point - the temple.

Objectives:

1. Get the treasure into the temple and keep it safe there.
2. Survive, preferably upholding the honour of the temple (i.e. without making fools of yourselves).

#### Warrior Monks

You are escorting a party of porters to the temple in the village. The porters are carrying a fortune which is a gift to the powerful martial arts monks from a benefactor.

Figures - five monks, one level III, two level II, and two level I, all armoured, well armed including one bow.

Start point - at the edge of the table on the road by the flowering cherry.

Objective:

Get the treasure to the temple.



### Ronin 1 and 2

An enormous treasure is due to arrive at the temple. You have met another party of ronin with similar objectives.

Figures – five figures each, two level II, and three level I. All armed with swords but largely unarmoured and without missile weapons.

Start point – at the edge of the table in the forest.

Objectives:

1. Steal the treasure
2. Get a larger share than the other group of ronin.

Note – treasure counts as yours if one of your men carries it, or escorts porters carrying it, off the table.

### Lord's Party

You are Taro Yusakuni, a samurai lord. You have with you your banner bearer, a party of friends and a group of ashigaru (soldiers).

Figures – the lord (level III), his banner bearer (level I) and three samurai (level II). All are armoured, the samurai and the lord each have two swords, two of the samurai carry bows.

Start point – at the edge of the table on either road at the temple end of the table.

Objective:

View the cherry blossom.

### Ashigaru

You are a party of soldiers in the pay of Taro Yusakuni, a samurai lord, who wishes to view the cherry blossom.

Figures – five, three level II, two level I. All are armoured, weapons include two muskets, a bow, a naginata and swords.

Start point – chosen by Taro Yusakuni.

Objective:

Survive.

### Yakuza

Yakuza are professional gamblers. Your party has taken over a house in the village to run a gambling den.

You are not, however, a Yakuza. You are a ninja.

Figures – three, the Yakuza (level II armed with a sword) and two henchmen (level I, one armed with a sai the other with a naginata).

Start point – Yakuza's House.

Objective:

1. Kill Taro Yusakuni, a samurai lord.
2. Do not get captured alive.

Special Rules:

1. Any of your figures could be the ninja, you decide which whenever you want.
2. When you have decided swap the figure for a ninja figure armed with a sword and any one of the following: blowpipe, a bomb, naginata, or shuriken.

### Bombs

Bombs can be thrown up to 6". The thrower may then make up to a rush move. Throw a six-sided dice at the end of the turn, anything but a six and the bomb explodes, affecting all figures within 5" – roll on the location of hits chart and then roll a six-sided dice and add 1 to find how badly the figure is wounded. Bombs set fire to buildings on a roll of 2 or more on a six-sided dice.

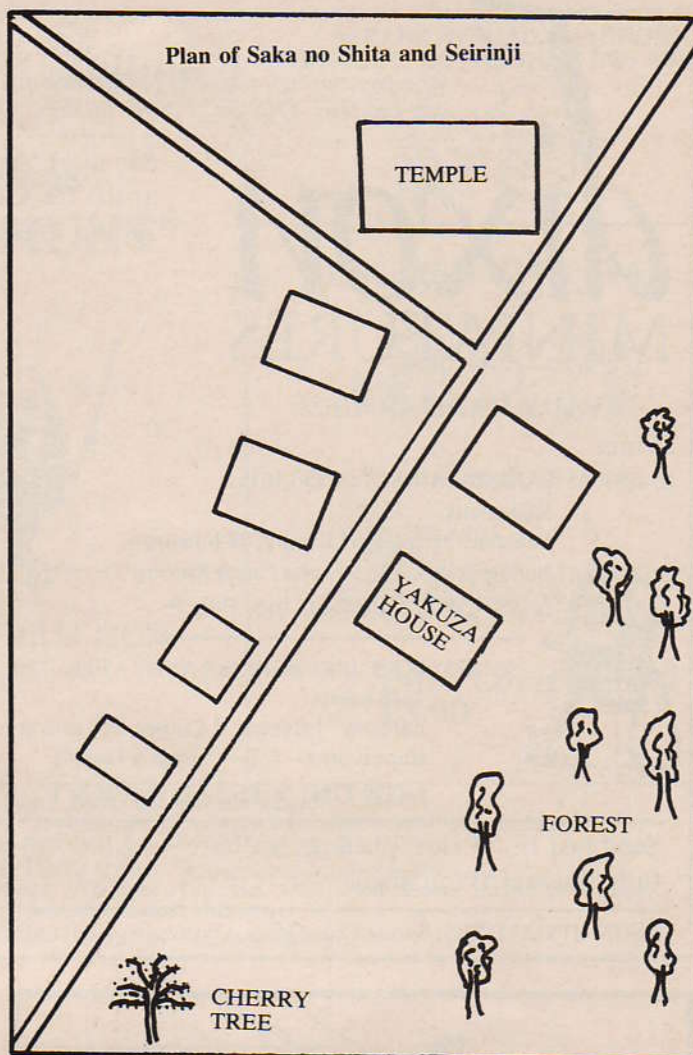
4. The ninja is level IV, and has a 1" movement bonus.

5. If the ninja cannot be seen by any figures he may change back into his disguise. Once disguised any of your figures could be the ninja!

### Umpires Figures

Porters – Four level 0 figures carrying heavy loads whose objective is to survive.

Miscellaneous figures living in houses, including the swordsmith (level IV) and his granddaughter (level 0). These figures take no part in the game unless a player starts abusing private property.



### Source of Figures

Dixon's Miniatures, Wargames Foundry, Tin Soldier and Hovels all produce samurai figures. The Hovels range has some particularly useful civilian figures plus a number of resin cast buildings.

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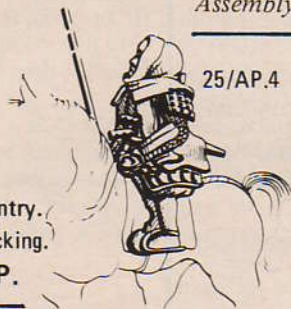


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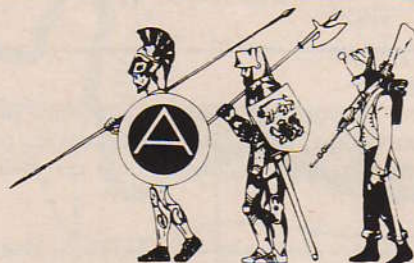
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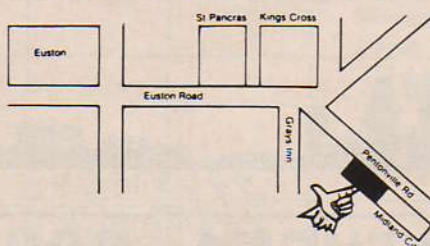
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# ON THE ROAD TO ALEPPO

## or On the Heels of the Turk

by Richard Brooks

### Background

By 1918 Turkish forces were retreating all over the Near East harried by British/Imperial forces and a merciless population. Breakthroughs in Palestine and Mesopotamia provided two of the most mobile phases of the Great War. Allenby's troopers in particular were to exceed the movement rates achieved by Panzer divisions twenty years later. For the last time, horsed cavalry played a decisive role. Anzac, Yeomanry and Indian troops combined with armoured cars, aircraft and Lawrence of Arabia to roll up the Turkish carpet, fulfilling hopes never realised on the Western Front. The wargamer's problem is how to make an interesting game out of a period where one side (ours) had so overwhelming a superiority in numbers, quality and material resources. The answer is to play the game from the Turkish point of view, transforming it from a potential exercise in sadism to one in masochism.

### Tactical Situation

A column of retreating Turks is trying to escape across the table with their associated transport, refugees, collections of dirty postcards, etc. If you survive to meet the victory conditions you will find it inexpedient to simply abandon the latter. (The dirty postcards have incriminating pictures on them, ahem, ahem). The column commander's other responsibilities include:

- 1) Three battalions, each of a Commanding Officer (CO) and 12 rifles
- 2) Two Machine gun (MG) sections each of 2 men, 1 mule and an MG08 machine gun
- 3) A field battery of 4 men, some horses, a limber containing 2 Average Die (AD) rolls worth of ammunition (ie 2AD turns of fire) and a 7.7cm field gun
- 4) A cavalry regiment of varying strength, ie a CO and 3AD sabres. Two out of three may dismount to fire rifles.
- 5) At least six vehicles, mostly horsedrawn and as ramshackle as possible, with the occasional motor or ox-cart. One must be identified as the ammunition wagon and another as the Field Ambulance (flying the Red Crescent of course).
- 6) Two or three suitably defiant British POWs with a mounted escort.
- 7) A rag, tag and bobtail assortment of camels, pimps, bookmakers, Armenians, Jewish sutlers, pack mules, zither players and so on to pad out the convoy and add a suitably raffish tone to the proceedings.

### Ground

(Terrain as it is known by 1st World War historians): This should be roughly as shown in the map. I use a 5-by-4 foot table which seems big enough. Any larger and the Turks are unlikely to get away.

- 1) The river is crossed as follows:
  - a) Vehicles and guns only at the ford
  - b) Infantry or cavalry take a turn to recce it (roll an AD for the depth) and another turn to try to cross by rolling a D6 less than or equal to the depth. Cavalry and Arabs take 1 off their D6 rolls, ie they cross more quickly.
- 2) Villages have an AD buildings each. Roll a D6 equal to 1,2 or 3 to extricate any troops in a village (minus 1 per officer present). Turks automatically torch any buildings they leave. Roll a D6 for every building burnt for the number of enraged inhabitants who subsequently emerge carrying rifles.
- 3) Scrub and broken ground is found on the tops of hills and along the river banks. It is impassable to vehicles and guns and forces cavalry to move at infantry speed.

### Deployment

See the map for starting positions however NB:

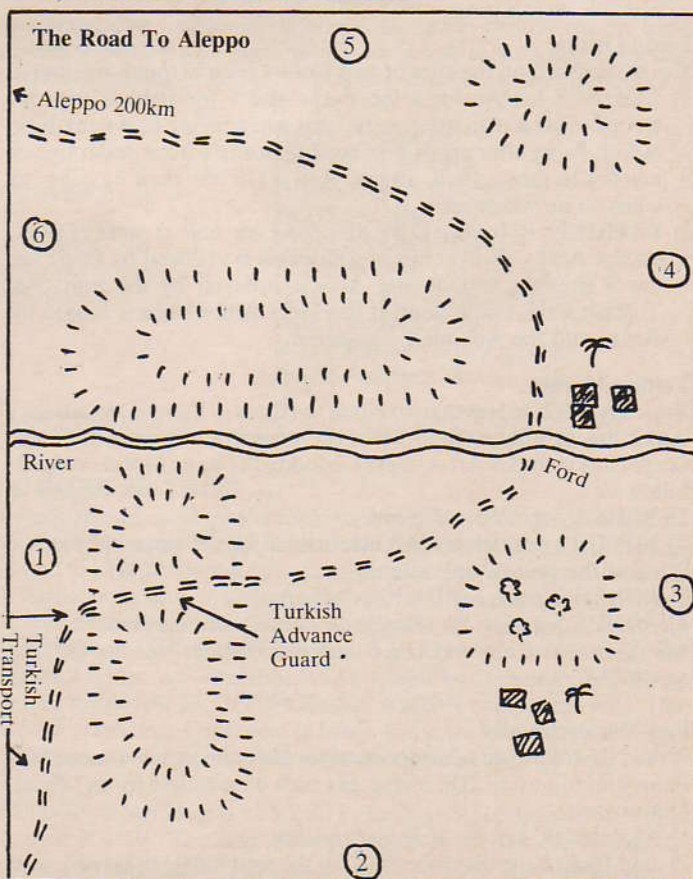
- 1) The lead battalion is deployed, picketing the heights either side of the road where it crosses the pass.

- 2) Some cavalry (1 or 2 AD) and another battalion are on the road ready to move towards the ford.
- 3) The transport is at the foot of the pass. Dice for the positions of the ammunition, Field Ambulance and the POWs.
- 4) The remaining battalion and cavalry are following the convoy, but off-table. They will arrive in AD turns, the cavalry a turn behind the infantry.
- 5) The column commander, battery and MG sections can be placed at the player's discretion (don't ask where that is).

### Enemy Action

This is driven by playing cards. Draw one each turn after moving all the Turks and their baggage:

- 1) **SPADES:** a *Haarka* of 2 AD Arabs arrive (Picture cards are cavalry, others, infantry):
  - a) Roll again next turn for more if you get a pair
  - b) Roll D6 and consult the map for their point of arrival. However they should not arrive on table within rifle range of the Turks, so take ground right or left if necessary.
  - c) Arabs should use available cover to move into blocking or sniping positions. The Morale and Fire rules should deter them from rushing Turkish combat units head on, but they will obviously try to get among the wagons. Six Arabs need a full turn undisturbed to loot a wagon.
- 2) **ACES:** The newly formed RAF arrives (the Ace of Spades is of course doubly unlucky): All vehicles stop until the menace is gone. Each turn:
  - a) Number any moving combat units and surviving vehicles and guns, starting at the head of the column. Obviously the airmen would pick vehicles at the front for maximum disruption and to stop the others running away.
  - b) Roll a D6 for which is attacked



N = Enemy Arrival Points



c) Roll a D6: 1, 2 or 3 the attack stops (minus 1 per MG deployed within 6 inches of the target). If this fails go to (d);  
 d) Roll another D6: 1, 2 or 3 the target vehicle is destroyed or that number of casualties inflicted.

- 3) **JOKERS:** One of the following happens, depending on where it arrives. Roll D6: 1, 2 or 3: Light Armoured Motor Battery (LAMB) of one Rolls Royce Armoured car and an unarmoured tender with Lewis gun (count as 3 rifles) appears in pursuit of the convoy, trying to rescue the POWs. Turks within rifle range may try to interfere, but any with a Bad morale result (see below for Morale) immediately try to surrender, becoming ineffective until the LAMB moves on out of range. Ineffective means: may not fire or move; any Arabs within rifle range overrun them, stealing their rifles and cutting their throats. Once the POWs have been rescued the LAMB leaves the table at the point where it came on.

4, 5 or 6: Two AD Anzac cavalry turn up to cut off the convoy. Roll a D6 equal to 1, 2 or 3 and they get a mounted MG section as well. They would either take up a flanking position to fire on the convoy or spread out and charge if this would be more inconvenient to the Turkish player. Nowadays we all know that swords are obsolete, but this was not generally accepted in 1918!

### Sequence of Play

Each turn to do the following:

- 1) Move and/or fire all Turkish units, vehicles, refugees etc, starting at the head of the column. Resolve morale as you go.
- 2) Take a chance card for new outbreaks of enemy activity.
- 3) Move and/or fire any enemy units and conduct Air Attacks.

### Movement

Normally 2D6 inches per turn modified as follows:

- 1) Moving in scrub, broken ground or buildings: x 1/2
- 2) Regular infantry in column (2 figures wide), MG sections and Arabs not under fire: x 1 1/2
- 3) Cavalry, mounted officers or LAMBs not firing: x2

NB: The convoy may not leave the road, no overtaking is allowed. Three figures take a full turn to clear a bombed vehicle off the road. Vehicles may not move into rifle range of enemy troops or move under rifle fire.

### Troop Quality

Morale is based on the sum of two factors (ie add them together):

- 1) **CLASS:** 3 for Arabs; 4 for Turks and 5 for British/Imperial troops. This is also used on its own when trying to do anything clever, firing after moving or extending one's front under fire or turning to face a flank attack. Roll a D6 less than or equal to Class to do whatever it is.
- 2) **FATIGUE:** Roll an AD for this for each unit at start of play, except Arabs always start at four. This is reduced by ONE for every firefight lost or Air Attack suffered by the unit. All Turkish units lose a point if the Field Ambulance is looted by Arabs and the wounded massacred.

### Testing Morale

Basically roll 2D6 less than or equal to (Class + Fatigue) to advance under fire or hold ground when the enemy advances within rifle range (this includes Air Attacks). Modify the basic Morale value as follows:

- 1) PLUS 1 per officer present
  - 2) MINUS 1 per battery, MG section or rifle company (3 figures) firing at the unit testing morale.
  - 3) MINUS 2 per LAMB within rifle range
  - 4) MINUS 3 under Air Attack or without ammunition
- EG: Some tired Turks (Class 4; Fatigue 3) under MG fire (-1) are worth SIX

### Bad Morale Results

If the 2D6 rolled are twice the modified Morale value or more then Panic and run away 2D6 inches per turn until rallied by an officer. Otherwise:

- 1) Morale OK last turn: Stand and fire
- 2) 2nd Bad result: In cover, HALF the unit hides; otherwise they retire out of range

3) 3rd Bad result: Remainder do as above. Unit loses a Fatigue point

EG: The tired Turks above (Fatigue 3) have three bad morale results and retire becoming exhausted (Fatigue 2). Invent your own expletive-laden descriptions for Fatigue 1,0 etc.

### Ranges of Weapons

Rifles and moving LAMBs: 12 inches

MGs: 18 inches

Guns: 60 inches

### Fire Effect

Count the rifles firing and modify as follows:

- 1) **DOUBLE** against moving targets or dense targets (ie 1/2" per figure frontage)
- 2) **HALVE** against concealed targets (eg in scrub, rocks or buildings) or scattered targets (ie 1 1/2" per figure). Arab fire is also halved.
- 3) Divide by **THREE** for the number of possible hits. Roll a D6 less than or equal to the firing troops' Class to confirm the hit and kill one enemy figure.

NB: Guns and MG sections count as three figures. They are not halved against concealed targets.

EG: 9 Turks and a MG section fire at some Arabs dispersed in the open: They count as 12 rifles, halved is six, ie 2 possible hits so roll 2 D6 trying to score 4 or less to kill one or two figures.

### Fire against Vehicles

- 1) I assume that horsed vehicles have two lives to lose before all the teams are dead.
- 2) Field guns or MG sections can engage LAMBs within rifle range, rolling 2 D6:  
 12 is a direct hit: 1st time immobilises; 2nd time ceases fire  
 11 is a near miss: retires under cover for repairs, rolling D6 = 1,2 or 3 to carry them out.

NB: Add 1 to the score for artillery or fire against the unarmoured tender.

### Fire and Movement

Is only allowed for rifles or slowly moving armoured cars. It is not allowed for artillery, MG sections or LAMBs doubling their movement score.

### Ammunition

- 1) Record each turn the field battery fires. When half the ammunition in the limber is used send the limber to the ammunition wagon for a further 2 AD turns of fire.
- 2) Rifles and MG sections only run out of ammunition if they are unable to get to the ammunition wagon either because it is lost by enemy action or because it is too far away, say over 20 inches. Such units roll a D6 each turn they fire: 1 or 2 they run out of cartridges.

### Overruns

These should happen infrequently, so melee rules can be very crude:

- 1) The attacker, ie the moving player, rolls a D6, adding the defenders Morale and deducting his own Morale from the score.
- 2) Add 1 if the defender stood still last time or outnumbers the attackers by 3 to 2 (2 to 1 for Arabs defending).
- 3) The attacker wins on an overall score of 1, 2 or 3:
  - a) The defender retires 8 inches, firing at half effect
  - b) The attacker occupies the vacant enemy position, firing at the retiring enemy
- 4) Otherwise the defender wins, firing on the attackers at full effect. Surviving attackers return to their position at the start of the turn.

### Command and control

Obviously, units should only change what they are doing if they are told to or if their morale stops them. If you want anyone to do anything different move your personal figure or a messenger to the appropriate place to tell them to do it. A runner may be ignored, so roll a D6 less than or equal to FOUR for his instructions to be obeyed.



### Scouting

(No, not for boys, it isn't that sort of game): I don't in fact deploy enemy troops until they become visible or open fire. Single Turkish figures should be pushed out at point or as flankers (say 2 AD inches out) to prevent formed bodies of troops coming under close range fire. To give these scouts a chance, roll 2D6 when within rifle range of the concealed enemy: if they exceed the range in inches the ambush is sprung and the scout can escape. Otherwise he may be shot at as a dispersed target taking a maximum of ONE possible hit.

### Victory (the smell of amatol in the morning)

You should have about 12 vehicles and combat units in all. Include the POWs, but exclude the MG sections. Count 1 point for each one left when the tail of the column exits the defile beyond the ford: 6 or less: You will never make it to Aleppo. Find some Brits to surrender to.

7 or 8: A reasonable attempt

9 or 10: A good attempt

11 or 12: You are probably cheating

Two points to bear in mind are:

1) Keep the column moving forward. The fewer turns you take, the fewer Air Attacks and other nasty things can happen.

2) Vehicles can be lost after they cross the finishing line so they still need an escort after leaving the defile. The game only ends when the last Turkish unit or vehicle still moving crosses the finishing line.

The second time I played this I managed 8 out of 12, but I was lucky.

(I prefer not to discuss the first attempt):

1) I did about 24 turns in three hours playing solo.

2) There was only one Air Attack, which was lucky. It blew up the ammunition wagon, which was less so. Another wagon had to be left behind as the blazing ammunition was in the middle of the ford.

3) In the confusion the POWs escaped. Luckily for them they were picked up by some Anzac cavalry before any marauding Bedouin turned up.

4) The rearguard infantry had to cross the river downstream from the ford. Luckily this went without a hitch. They came up just in time to drive off a lot of Arab cavalry who were about to massacre the wounded in the Field Ambulance after driving off the Turkish cavalry.

### Variations on the Theme

The scenario lends itself to modification such as:

1) If the Turks have too easy a time, then give some of the Arabs heavy weapons. TE Lawrence had Ghurkha MG sections, French Algerian pack guns (honest), and even some armoured cars.

2) If the Turks can't cope then give them some German infantry and an Austrian MG unit. They should fight as British/Imperial troops. However the Turks hated them, so suitably deployed Turkish units should have a chance of shooting at them. You could even have a German armoured car.

3) Although I play the game solo, it might suit several players to take parts with conflicting aims, eg the column commander scores points for all units saved while subordinates only score for their own units.

4) It would also pay to invent your own rules for such things as: exploding ammunition wagons, switching teams between wagons, 'does the advanced guard heed pleas to stop when safety beckons?' and so on.

### Stuff

**Peter Laing** does all the figures needed in his Great War and colonial ranges: Turkish infantry and cavalry and various Anzac, British or Indian types with the appropriate Machine guns and artillery. He also makes all the vehicles: four-wheeled GS wagons, ambulances, 2-wheeled carts, a Staff car and a Rolls Royce armoured car. I scratch built a lorry and an ox-cart. I have yet to tackle an Ehrhardt armoured car for the Turks. If you don't want to do specific figures for the game, Turks can be improvised from British colonial troops in khaki or Russo-Turkish War Turks in homespun brown. Anzacs can be derived from Boer War types in slouch hats. Any Arab figure with a rifle could be used. If you prefer 5mm figures, again using British colonials for Turks, **Scotia Micro-models** make a Rolls Royce in that scale.

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### Sources

The usual list of unobtainable, expensive and out-of-print items follows:

WT Massey: **Allenby's Final Triumph** (1920); written by a journalist who accompanied the break-through in Palestine. Plenty of detail of the preparations that made the victory so complete. Useful photos of both sides troops and vehicles.

E Candler: **The Long Road to Baghdad** (1919): Also by a journalist but on the Mesopotamian front. Volume II has details of the final Turkish collapse and their pursuit

TE Lawrence: **Revolt in the Desert**: by the man himself, recently reissued in paperback

AP Wavell: **The Palestine Campaign** (1930-ish): the Staff Officer's point of view with enough detail to refight some of the actions that led up to the Turkish debacle.

Two more recent books on the campaign in general:

D Bullock: **Allenby's Campaign 1916-18**

C Falls: **Armageddon 1918** (available in Public Libraries)



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