BATTLES for EMPIRE
1870 - 1914
SCENARIOS for Colonial Warfare in Miniature

By Chris Leach
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By

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Battles for Empire II Scenarios

The following scenarios correspond to the different types of scenarios described in general terms in the rule book. They are designed for BFE II but can be used with any colonial rule set with minimal changes. Three of the scenarios were first published in the first edition of the rules, but the other six have been more recently developed with contributions from other players as noted below.

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IMPERIAL ATTACK: THE BATTLE OF TAMAI, SUDAN, 1884

Egyptian forces under the command of British officers Hicks Pasha and Baker Pasha were defeated by the Mahdi -- the religious nationalist leader of the Sudan. The Mahdi now threatened to expel all foreign control over the Sudan and was poised to attack the Imperialist administrative centre of Khartoum. After a public outcry, Queen Victoria and her Prime Minister Gladstone reluctantly approved direct involvement in the Sudan in 1885. General Gerald Graham arrived at Suakim on the Red Sea with a substantial force to defeat the local Dervish commander, Mahsud Musa, and then to press on to relieve Khartoum and save “Chinese Gordon”, the British General appointed to oversee first the evacuation of Khartoum and then its defence. Scouts revealed that Dervish forces were camped near the village of Tamai, 16 miles from Suakim. Graham marched out to do battle and destroy this Dervish base of operations.

BRITISH ORDER OF BATTLE

**Army Commander:** Gen. Graham  
**Leaders:** Buller, Davis and Stewart  

**Deployment:** Graham, Buller and Davis are deployed on-table. Stewart arrives with his brigade.

**Units deployed on-table:**

- **Buller -- 1st Brigade**  
  - Gordon Highlanders: 3 infantry units, 1st Rate, modern rifle  
  - Royal Irish Fusiliers: 1 infantry unit, 1st Rate, modern rifle  
  - King’s Royal Rifle Corps: 2 infantry units, 1st Rate, modern rifle  
  - Royal Artillery: 2 artillery units, modern field, 1st rate  
  - Ammunition Mules: 1

- **Davis -- 2nd Brigade**  
  - Blackwatch: 2 infantry units, 1st Rate, modern rifle  
  - Yorks and Lancs: 2 infantry units, 1st Rate, modern rifle  
  - Royal Marines: 2 infantry units, 1st Rate, modern rifle  
  - Machine Guns: 2 units, Nordenfelds  
  - Royal Artillery: 1 artillery unit, modern field, 1st rate  
  - Ammunition Mules: 1

**Reinforcements deployed off-table:**

- **Stewart -- Cavalry Brigade**  
  - 10th Hussars: 1 cavalry unit, 1st Rate, modern rifle  
  - 19th Hussars: 1 cavalry unit, 1st Rate, modern rifle  
  
All British infantry, cavalry, and artillery are Regulars.

**SCENARIO NOTES**

The British were confronted by an opponent that did not conveniently present himself to be shot down in the open. In order to force a battle, the British were compelled to attack.

The British must deploy their forces in the areas designated on the map. Each Brigade has a specific deployment zone and the Cavalry Brigade must enter within the area designated for its arrival. The Cavalry may arrive starting on turn 2. Use the normal Reinforcement Arrival rules (Sec. 5.0).

All British are designated as “fixed bayonets” when the game begins.

DERVISH ORDER OF BATTLE

**Army Commander:** Mahsud Musa  
**Leaders:** Four Leaders  

**Deployment:** The Dervish player may elect to have all his leaders on-table at the start of play. Alternatively, one of the Dervish field commanders can be kept off-table to randomly arrive with Dervish units assigned as off-table reinforcements.

**Units deployed on-table:**

- **Dervish warriors:** 20 sword and spear foot units  
- **Dervish warriors:** 1 rifle armed foot unit (3rd Rate, modern rifle)

**Reinforcements deployed off-table:**

- **Dervish Warriors:** 8 sword and spear foot units  
  
All Dervishes are Regulars.

**SCENARIO NOTES**

The Dervishes deployed in the depression of the Kwor Gwob; use the Hidden Deployment rules, Sec. 20.4. Note that hidden units at the edge of the depression might reveal themselves to the advancing British.

Dervish units deployed off-table are available starting on turn 3. The Dervish player must write down the turn on which arrival rolls will commence after turn 2. On that turn arrival rolls for the reinforcements are performed normally until all available Dervish off-table reinforcements have arrived or the game has ended. Note that these rolls are not for “Random Reinforcements”. The table edges on the flanks are considered neutral (0 modifier on the D6 roll; 4-6 they arrive).

Dervish reinforcements arrive from one of the two arrival zones noted on the map. The one zone is secretly selected by the Dervish player prior to the start of play. A Dervish commander assigned to the off-table reinforcements arrives when the first two unit reinforcement arrives or when the last unit arrives.
IMPERIAL ATTACK: THE BATTLE OF TAMAI, SUDAN, 1884

Terrain:
The Kwor Gwob -- a dry river bed -- is a normal depression with one edge represented on the table. All the other terrain is open except for the patches of Rough Ground.

Victory Conditions:
The British win if they exit three infantry units off the south edge of the table without losing three or more infantry units. The Dervish win if they prevent the British from achieving their victory conditions prior to the end of play.

Game Length:
The game ends at the end of turn 15.

NOTE: Each grid square is 12 x 12 inches
NATIVE ASSAULT: THE BATTLE OF KHAMBULA, ZULU WAR, 1879

The opening phases of the British invasion of Cetshwayo’s Zululand in January, 1879, had been disastrous for the British. Although the southern Right Flank Column under Col. Charles Knight Pearson had fought a successful action at Esibwa on the 22nd, Lord Chelmsford’s Centre Column had been effectively destroyed at Isandlwana. Indeed, Isandlwana was the single biggest defeat of British forces in Imperial history; only the heroic defence of Rorke’s Drift stood out as a positive result for the Centre Column. Brevet Col. Henry Wood’s Left Flank Column to the north was initially unengaged, but after the defeat suffered by the Centre Column, Wood was compelled to initiate offensive action against the Zulus in March. At Ntombe, a supply column was ambushed and destroyed. Later, a reconnaissance mission was defeated at the debacle of Holbane. With his force repulsed, Wood prepared for the inevitable Zulu attack on his fortified camp at Khambula. On March 29, the Zulu impi appeared.

This is a tough scenario for the Zulus. If the random arrivals of reinforcements are favourable the Zulus can overwhelm a portion of the British line. If unfavourable due to the number and location of the reinforcements, it will be a hard day for the Zulus.

BRITISH ORDER OF BATTLE

Army General: Colonel Wood
Leaders: Major Hackett and Lt-Colonel Buller

Units deployed on-table:

- 13th Light Infantry: 3 Infantry Units, 1st Rate, modern rifle
- 90th Foot: 4 Infantry Units, 1st Rate, modern rifle
- Cavalry: 1 Cavalry Unit (1st Rate, modern); 1 Irregular Mounted Unit, 1st Rate, modern rifle
- Royal Artillery Battery: 2 Artillery Units, 1st Rate, modern field gun (9 pdr)
- Ammunition Mules: 2
- All British units are regulars
- The irregular cavalry unit is treated as Boer regular in all respects (Boer Unit Conduct Charts, 1st rate, modern rifle, for firing etc., no bonus for mounted charges in melee)

SCENARIO NOTES

The British position was strong being uphill and reinforced with a laager, a redoubt, and the kraal. Nevertheless, the British force was small enough that a coordinated attack by thousands of Zulus would stretch the firepower of the defenders.

All British forces must be deployed in the area designated for their deployment on the map. Note the occupancy limitations of the laager, kraal, and redoubt; these models should be scaled to reflect the occupancy limitations based on the unit organizations being used. Once play begins British units may move outside of their deployment zone.

All British infantry are ready for action and considered “fixed bayonets.” British units forced to Recoil while defending the redoubt or the laager stop their Recoil when they contact other defenders if those defenders are manning the linear defences.

ZULU ORDER OF BATTLE

Army General: Ntshingwayo kaMahole Khoza
Leaders: Four Leaders. The right horn Leader is on-table at the start of play. The other three Leaders arrive randomly attached to reinforcements. One Leader arrives with the left horn and two arrive with the loins of the traditional Zulu attack. The chest is combined with the loins in this scenario. One Leader arrives when two or more units arrive from the particular portion of the Zulu attack up to the maximum number of Leaders available from that arrival zone

Units deployed on-table:

- 6 Foot units (units of the Right Horn): massed foot

Re-inforcements off-table:

Zulu units arrive randomly from off-table on turns 2-14. Use Random Arrivals procedures but re-roll a “no arrivals” result; Zulu units arrive every turn. Zulu Attack Arrival Chart I is not used; start with Chart II and use Chart III only after a unit(s) of the Left Horn has arrived and a Loins result subsequently occurs. If a Loins result has not occurred by turn 7, on turn 8 automatically begin using Zulu Attack Arrival Chart III.

Zulu Rifles: The Zulu commander may nominate up to three units as rifle armed during the game. The nomination of the rifle units must be done during the Reinforcement Arrival phase of any turn and applies only to those units just arriving. One of the 6 Zulu units on-table at the start of play may be nominated as a rifle unit armed with modern rifles (3rd rate).

SCENARIO NOTES

The Zulus had difficulty in coordinating their attacks and therefore rely on the timely arrival of randomly available reinforcements in the scenario.

The Zulu units available at the start of play must be deployed within the deployment area designated for them on the map. Once play begins the Zulus may move beyond their deployment zone. All Zulu units arriving as reinforcements use the normal Reinforcement Arrival rules, Sec. 5.0, and Zulu Unit Arrival, Sec. 18.3. A collection of 20 Zulu units is adequate for this scenario assuming Destroyed units are regenerated as reinforcements.

Those Zulu units that are on-table at the start of play or arrive as reinforcements add +1 to their Steady Unit Conduct Chart tests for movement during the first 4 turns of play. The +1 modifier is not used if the testing unit is Shaken.
NATIVE ASSAULT: THE BATTLE OF KHAMBULA, ZULU WAR, 1879

Terrain:
The British position is on a plateau. It is considered flat open ground except for the Hill on which the redoubt is located. The slopes onto the plateau and the Hill incur normal movement penalties for Hills. The plateau is edged by a 3” zone of dead ground on the south and west slopes. Units that are in the dead ground cannot be seen – or targeted – by units on the plateau or Hill unless those units are within 3’ of the edge of the plateau. The north and east edges of the plateau are very gentle slopes that provide no dead ground to units on the plateau. Note the presence of Steep Slopes on the plateau.

The redoubt, laager, and kraal are treated as linear obstacles for movement and provide melee and cover benefits to the defenders. The redoubt and kraal can hold one infantry unit and one gun. The laager should be large enough to accommodate five companies defending its perimeter in Line formation.

The palisade connecting the redoubt and the kraal is a linear obstacle.

Victory Conditions:
The British win if they destroy 12 Zulu units (the Zulu break point). The Zulus win if they destroy 3 or more British infantry companies (units); destroying British cavalry or artillery units does not contribute to Zulu victory conditions.

Use the Floating Army Break Point rules (Sec. 21.6) for the Zulus. The Zulu break point increases by one for each British infantry company that is Destroyed. The British break point remains at 3 units regardless of the casualties they inflict on the Zulus. If both sides fail to achieve their victory conditions, the game is a draw.

Game Length:
The game ends at the end of turn 18 or at the end of a turn during which the British or Zulus achieve their victory conditions.

NOTE: Each grid square is 12 x 12 inches
BRITISH ORDER OF BATTLE

Army General: Stewart
Leaders: Two Leaders, one attached to the Advance Guard and one attached to the Main Column

Units deployed on-table:

Advance Guard
• 19th Punjab Infantry: 2 units, Trained Colonial Recruits, 2nd Rate, regulars, modern rifle
• 19th Bengal Lancers: 1 unit, Trained Colonial Recruits, 2nd Rate, elite, modern rifle
• Artillery: 1 gun, modern field, 1st Rate
• Ammunition Mules: 1

Units deployed off-table:

Main Column
• 59th Foot: 2 units, British Regulars, 1st Rate, Brittle, modern rifle
• 2nd Sikhs: 2 units, Trained Colonial Recruits, 1st Rate, one elite and one regular, modern rifle
• 3rd Ghurkhas: 1 unit, Trained Colonial Recruits, 1st Rate, elite, modern rifle
• 2nd Punjab Cavalry: 1 unit, Trained Colonial Recruits, 2nd Rate, regulars, modern rifle
• Artillery: 2 guns, modern field, 1st Rate
• Ammunition Mules: 1

AFGHANS ORDER OF BATTLE

Army General: None
Leaders: Four Leaders deployed as desired by the Afghan player. Up to two commanders may be assigned to the off-table mounted units

Units deployed on-table:

• Riflemen: 12 units, “Pathans,” 5 x 2nd Rate (2 modern rifle and 3 muzzle-loader rifles) and 7 x 3rd Rate (3 modern and 3 muzzle-loader rifles and 1 smoothbore (Jezzails)), regulars
• Swordsmen (Ghazi): 6 units, “Pathans,” elite
• Mounted: 4 units, “Pathans”, regulars

SCENARIO NOTES
The Afghans are treated as Pathans in every respect. All Afghan foot units must be deployed in the areas designated as Rough Ground and/or in the town of Ahmed Kheyl. Note the randomized maximum number of units that may be deployed in three of the Rough Ground areas; the D6 rolls must be performed prior to deployment. Afghan mounted units must be deployed off-table adjacent to points A, B, and/or C. The mounted units automatically arrive on any pre-designated turn after turn 1; the turn(s) of arrival must be noted prior to the start of play.

SCENARIO NOTES
All Imperial units must be deployed on the road, one unit after the other, in column formation and the artillery must be limbered. Units may be separated by no more than 2”. The order of march for the off-table Main Column must be noted before play. All Imperial units are not “fixed bayonets.”

The Advance Guard must move along the road, unfixed, at a movement rate of 9” a turn until the enemy is in sight or until the end of turn 5, which ever is sooner. On turn 6, or as soon as the enemy is sighted, the Advance Guard may be moved freely according to the normal movement rules. If, on turn 6 or after, the enemy is still not visible, the Imperial units may fix bayonets.

The Main Column arrives on turn 5 in the order defined by their deployment. Measure the movement allowance of arriving units from their table edge entry point on the road. Main Column units may move as desired from the moment they enter the table and may stop to fix bayonets even if enemy are not in sight.

NATIVE AMBUSH: THE BATTLE OF AHMED KHEYL, AFGHANISTAN, 1880
During the second half of the nineteenth century, Britain and Russia vied for control of Afghanistan, the gateway to the Middle East and India, Britain’s jewel. The great game, as this somewhat contrived conflict was called, compelled both Imperial powers to engage in frontier wars with the mountain peoples of the North-West Frontier and Afghanistan while diplomatic efforts were made to win favour in Kabul. The British were more determined to win Afghanistan and in 1879, having militarily occupied the country, Britain established a mission in Kabul; Russia withdrew without opposition. Britain’s intimidation won her little favour in Afghanistan and after 5 months Afghan patience broke and the mission personnel and guards were massacred.

British retribution was swift but available forces for the beginning of this Second Afghan War were limited. Having defeated the Afghan regular army, the British seized Kabul and awaited reserves from India. A column under General Stewart was dispatched to relieve the British forces wintering in Kabul. Arrogantly, Stewart ignored reconnaissance reports that thousands of Afghan irregulars were poised to attack his column near the town of Ahmed Kheyl. Disdainful of the threat, the British failed to employ the security measure of crowning the heights – a measure employed as a matter of course in later campaigns – and blithely marched up the Kabul road. On April 19, 1880, thousands of Afghan tribesmen attacked Stewart’s column.
NATIVE AMBUSH: THE BATTLE OF AHMED KHEYL, AFGHANISTAN, 1880

Terrain:
Terrain is as marked on the map. Note that Ahmed Kheyl is designated as a “town” area, not individual buildings. Players may decide to amend this to use various sizes (unit capacities) of individual buildings.

Victory Conditions:
Stewart had to defeat the Afghans to secure his line of march to Kabul. The British win if they destroy 6 Afghan units. This number of Destroyed units goes up using the Floating Army Break Point rules, Sec. 21.6. For each Imperial foot or mounted unit Destroyed add one Afghan unit to the number required for the British to destroy. The Afghans win if the British fail to achieve their victory conditions.

Game Length:
The game lasts until the end of turn 25 or until the end of the turn that the British achieve their victory conditions.
NATIVE AMBUSH: THE BATTLE OF INTOMBE, ZULU WAR, 1879

Supply columns sent from the Transvaal to the British forces in the Natal travelled a road that crossed the Intombe River and subsequently passed through the British garrisoned town of Luneburg. Being close to Zululand, supply columns were frequently threatened by Zulu raids. One such column found itself stranded at Myer’s Drift on the north side of the rain-swollen Intombe. The British Commander at Luneburg, Major Charles Tucker, ordered a company of the 80th Regiment of foot to help the supply column across the river and to escort it to Luneburg. On March 7th, Captain David Moriarty arrived with his company, and, with no chance of bringing the wagons of the supply column across the Drift, was forced to wait until the waters of the Intombe fell. While securing the south side of the drift with part of his small force, Moriarty accompanied the rest of the company to the north bank and established a camp. Moriarty made few defensive preparations for his camp. The wagons were arranged in an inverted “V” laager anchored on the river. However, no effort was made to entrench the position, the wagons had large gaps between them, and, when the waters of the river began to subside, the laager became separated from the river. The soldier’s tents were erected in the gap. Moriarty was so confident that the Zulus would not attack his position, being so close to Luneburg, that he placed his own tent outside the laager at the apex of the inverted “V”.

The local Zulu commander, Prince Mbilini kaMswati, saw the opportunity that Moriarty offered him. Mbilini was a bold commander and audaciously even reconnoitred the British position himself, disguised as a friendly commoner. Early in the morning on March 12, Mbilini ordered his force of 6-800 warriors forward. The discipline of the Zulus was evident as the impi crept to within 150 metres of the British and the local Zulu commander, Prince Mbilini kaMswati, saw the opportunity that Moriarty offered him. Mbilini was a bold commander and audaciously even reconnoitred the British position himself, disguised as a friendly commoner. Early in the morning on March 12, Mbilini ordered his force of 6-800 warriors forward. The discipline of the Zulus was evident as the impi crept to within 150 metres of the British. However, Moriarty made several mistakes that rendered his garrison completely unprepared. Furthermore, the Zulus did not comply with the expected script of attacking when it suited the British. All British units and commanders are in their tents at the start of the game. The tents are positioned as per the map - some historical liberties were taken in regards to the tent locations. Players should consider changing the placement of tents when replaying the scenario. Prior to every turn roll a D6 for each British unit and commander still in their tents to determine their reaction to the events unfolding rapidly around them. Compare the D6 result with the following chart for effects:

### Die Result and Effects:

1-2 Unit/Commander still in tents.

3-4 Unit mustering. Replace tent models with the unit. The unit may be deployed in any formation but may not subsequently move during that turn. The Unit is Shaken and Disordered. The unit may fire but is not “fixed bayonets.” Commander awake and ready.

5-6 Fully mustered. The unit may be deployed in any formation but may not subsequently move during that turn. Replace the tent models with the unit. The unit may fire and is “fixed bayonets.” Commander awake and ready.

### British Scenario Notes Continued -

D6 roll modifier: +1 for each turn starting on turn 2 (+2 on turn 3 etc.). When a unit leaves its tents it no longer needs to roll. A British unit “still in tents” that is contacted by a Zulu unit immediately suffers TWO Kills and becomes Disordered and Shaken. These effects are applied at the end of the Movement phase. Replace the tent model with the unit of figures. A commander caught in his tent is automatically killed; Moriarty was killed at the start of this action and as he fell exclaimed, “I am done. Fire away boys!” Note that the British do not have additional ammunition to use if they “rapid fire” and subsequently become “low on ammunition.”

ZULU ORDER OF BATTLE

**Army General:** Prince Mbilini

**Leaders:** Three Leaders. All three Zulu Leaders are on table

### Units deployed on-table:

- Zulu Regulars: 10 units

### Units deployed off-table:

- Zulu Regulars: Up to 20 units

### Scenario Notes

All the Zulu units available at the start of the game are considered from the “Chest” of the Zulu attack formation. These units may be deployed anywhere beyond 8” from the British laager and the river on the north side of the Intombe. Note that with an average move the Zulus should be able to contact the British tents (or a unit activated in the tent location) positioned in the gaps between the river and the laager.

Off-table Zulu units arrive using the Zulu Arrival Charts. Chart I is not used; start on turn two rolling on Chart II (Horns). When a Loins result occurs immediately start using Chart III (Loins). Roll twice for Zulu reinforcements every turn until all available Zulu units have arrived or the game ends.
NATIVE AMBUSH: THE BATTLE OF INTOMBE, ZULU WAR, 1879

Terrain:
This scenario requires a six-foot-square table when using 25mm miniatures. Arrange the terrain and man-made features in the following manner:

1. The Intombe River flows across the table evenly splitting it in two.
2. On the north side of the river, extending from the middle of the river, is the inverted “V” of the wagon laager. Arrange the seven wagons in the inverted “V” shape, three on each face with the seventh wagon at the apex. The laager should be separated from the river by six”.
3. In the gap between the river and the laager arrange three of the British tents extending along the line of the wagons. The British player can decide on the arrangement: three tents on one side, none on the other, or divide the tents with two on one side and one on the other. A fourth tent may be placed anywhere inside the laager. Moriarty’s tent must be three” in front of the apex of the laager.
4. On the south side of the river the British player may place the three tents belonging to the two rifle units and their commander, Harward. These tents may be placed as desired by the British player.

Terrain effects: Most of the battlefield terrain is Open. The Intombe is unfordable except for the wide zone of the Myer’s Drift; use the normal movement penalties for moving across a fordable stream when crossing the Drift. The Intombe should be about 8” wide.

The wagons of the laager do not cause movement penalties or combat (firing and melee) effects except that units moving through the line of wagons become Disordered on the turn they cross. The Disorder marker is removed in the Remove Markers phase.

Victory Conditions:
With the Zulus in their midst, the British need not try to hold their position. The British win if they successfully withdraw one of Moriarty’s four units off the south edge of the table within 6” of either side of the road. This unit can be in any condition other than destroyed. Obviously, this means that one of Moriarty’s units must cross to the south side of the river. The Zulus win if they prevent the British from achieving their victory conditions.

Game Length:
The game lasts for as long as the British have the potential of extricating the one unit. If the Zulus destroy Moriarty’s four British units, the game automatically ends – in favour of the Zulus, of course.
**EGYPTIAN ORDER OF BATTLE**

**Army General:** One with withdrawing column  
**Leaders:** Three Leaders. Two with the garrison and one with the column

**The garrison at the village and/or fort:**
- Two Egyptian infantry units: Trained Colonial Recruits; 2nd Rate, modern rifle  
- Machine Gun: 1 Nordenfelt machine gun w/crew

**The withdrawing column:**
Deploy anywhere in the shaded area marked on the map, no more than 12” from the edge of the board. Units can begin the game in any formation and/or facing.
- 2 Egyptian infantry units: Trained Colonial Recruits; 2nd Rate, modern rifle  
- 2 Sudanese infantry units: Trained Colonial Recruits; 2nd Rate, modern rifle  
- 1 Egyptian camel unit: Trained Colonial Recruits; 2nd Rate, modern rifle  
- 1 Egyptian gendarmes unit: Trained Colonial Recruits; 3rd Rate, modern rifle  
- 1 Bashi-Bazouk infantry unit: Trained Colonial Recruits; 3rd Rate, modern rifle  
- 1 Bazinger (slave traders) infantry unit: Trained Colonial Recruits; 3rd Rate, modern rifle  
- Artillery: 2 Krupp gun sections (2 models w/crews); modern field, 2nd Rate

**SCENARIO NOTES**
The Egyptians automatically win initiative in the first game turn. They will need to decide whether to have everyone run for safety or leave units behind for a rear guard action to hold off the Dervishes until a defence can be organized at the village and fort.

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**DERVISH ORDER OF BATTLE**

**Army General:** One  
**Leaders:** Three Leaders. All three Leaders are on table  
**Units deployed on-table:**
- Dervish warriors: 15 massed sword and spear foot units  
- Dervish Warriors: 2 massed rifle armed foot units (3rd Rate; modern rifle)  
- Dervish Warriors: 2 massed cavalry units

Units start off board anywhere along the west table edge; normal Reinforcement Arrival rules apply regarding initial placement of units upon arrival (6”, no move that turn etc.). Starting on turn 10 randomly arriving reinforcements can enter from the north and the south.

**SCENARIO NOTES**
Starting on turn 10 the Dervishes may roll for Random reinforcement arrivals. These may enter up to halfway down the length of the table from both the north or south sides as chosen by the player. These reinforcements replace lost numbers of units in the original force. In other words, the Dervish force will never exceed the size of its original order of battle.

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**IMPERIAL FIGHTING WITHDRAWAL: FICTIONAL BATTLE, THE SUDAN, 1883**  
**by Matt Mirsik**

Before the British entered the Sudan conflict in 1884 there were numerous battles between Egyptian-led forces and the ever growing army of the Mahdi across the Sudan. These battles consisted of raids, sieges, probing actions, and more as the Egyptians desperately tried tocurtail the expansion of the Mahdi. There is little information on many of these actions, which makes it the perfect period to create fictional battles for wargaming. In this action an over-zealous Egyptian commander has led his forces on a sortie against what he believes is a small Dervish force in the area. However, instead of a minor band of the enemy, he is confronted by a large host of Dervishes. The Egyptian commander quickly decides it would be best to face this force behind the defences of the village and fort from where they set out from and orders the Egyptian forces to withdraw. Now the race is on to see if the Egyptians or the Dervishes get to the village first.
IMPERIAL FIGHTING WITHDRAWAL: FICTIONAL BATTLE, THE SUDAN, 1883

Terrain:
The table should be about 6’ by 8’. Most importantly, the distance between the Egyptian column and the fort/village should be about 5’.
The fort is simply two mud brick buildings surrounded by a thorn-bush obstacle. Use the Large Building rules. Each building can hold one unit. Each wall is considered loop-holed and up to 3 stands can fire from any one wall. The thorn-bush obstacle provides no shooting cover, but is a melee and movement obstacle.
The village should consist of four to six buildings with a few walls connecting some of the buildings. Each building can hold one unit, but these may not be loop-holed and 2 stands can fire from any one building wall.
If you decide to enclose the entire village with a low wall and gate, then give the Dervishes an additional three sword and spear foot units. Scrub areas can be designated as Open Woods or omitted.

Victory Conditions:
The Dervishes win if they seize the village and the fort before losing ten units. The Egyptians have nowhere to run, so they are not assigned a break point. Essentially, they are fighting to the last man to hold onto the village and the fort.

Game Length:
No limit; play until Victory Conditions are met by one side or the other.
US ORDER OF BATTLE

Army General: General Crook
Leaders: Colonel Royall

Units deployed on-table:

3rd Cavalry divided into four Battalions.
  - Captain Mills' Battalion: 2 cavalry units
  - Captain Noyes' Battalion: 2 cavalry units
  - Captain Henry's Battalion: 2 cavalry units
  - Captain Van Vliet's Battalion: 2 cavalry units

The cavalry units are all Trained Colonials; modern, 1st rate, modern rifle, for firing

- Major Chambers Battalion: D&F companies of the 4th Inf. plus Companies C, G and H of the 9th Inf
- 2 Infantry Units: Trained Colonials; all green, they fire 1st rate rifled musket (no square formation or rapid fire allowed)
- Scout Unit: Independent mounted unit of Indian scouts and civilians

The Scout unit is a special unit. It can be broken into two scout stands or kept together as one unit. This decision is made at the start of the game and remains in effect for the game. If this unit is kept together it functions just like a cavalry unit but may not dismount.

US History Note:
On June 16, 1876 these forces were engaged in combat by a considerable force of Native Indians. Cook’s command numbered approximately 883 combatants and the Indian force was estimated between 800 to 1000 warriors.

INDIAN ORDER OF BATTLE

Army General: Crazy Horse
Leaders: As noted below as War Chiefs

- Crazy Horse: Sioux War Chief, 4 mounted of mtd warriors
- Gall: Sioux War Chief, 3 units mounted warriors
- Two Moons: Cheyenne War Chief, 2 units mounted warriors
- Lame White Man: Cheyenne War Chief, 2 units mounted warriors
- Comes in Sight: Cheyenne War Chief, 2 units mounted warriors

See below for several special rules concerning these units: Massed, always skirmish; modern rifle, 2nd rate for firing.

Indian Forces:
All Indian Forces are present at the start of the battle and placed after all US Cavalry forces have been placed on the board. Each group must start at any one of the three lettered areas at the top of the map/ board. They may all start at the same spot or be mixed any way the Indian player desires. Only the leader is placed on the board to start. When a US unit (or Scout) closes to within 24” and has a clear line of sight to the leader stand the Indian player must place all of the units under that leader on the board with the leader stand; within 12". Indian units once placed will remain on the board even if the line of sight is lost or the spotting distance increases to beyond 48”. The Indian player may place all units on the board at anytime he chooses. The Indian player may also place a small camp (8”x8”) setup on one of the lettered areas at the start. This camp is not real; it is part of the problem of confusion that the US player must overcome. The camp is removed whenever a US units moves within 24” and has line of sight to the camp. The Indian breakpoint is seven units destroyed or forced off the board. The Indian breakpoint will increase one for every two US unit destroyed.

Special Rules for Native Indians:
The Native forces mounted and foot are always considered in skirmish formation, but arrange their stands in the standard Native Massed formation. In spite of their status as skirmishers, they are allowed to charge any other formations including formed or massed opponents, in any terrain. Remember that their massed or formed melee opponents will get a +1 (in terrain) or +2 (in the open) for fighting skirmishers. Mounted Natives do not get the melee bonus for mounted units in the first turn of contact. However, Native mounted units may break-off from melee with enemy foot units as per the BFE rules for Imperial cavalry.

Mounted Native units may dismount.

(continued next page)
All Native forces will use the Pathan Unit Conduct charts and those for Reinforcement Arrivals. The Pathan arrival chart is changed as follows:

1. Use the arrival chart as listed (this identifies the number of arriving units).
2. Use the Post-1880 unit type chart.
3. Change the Elite sword unit to Mounted Elite rifle (meaning well led)
4. Change the Regular rifle unit to Mounted regular rifle unit.
5. Change the Mounted unit to rifle foot unit.

The usual proportion of firearms to melee weapons – including bows amongst the Native Americans ranged from one in three to perhaps one in seven. Some of the Southwest conflicts saw all the Native forces rifle-armed. Remember that these forces were very good with their bows and the preferred fighting form was on horseback. Feel free to make adjustments for the given period and specific Native force. If you prefer to have some melee-armed forces and some rifle then do so. Some changes will not affect the overall battle but remember that your units are skirmishers all the time.

Native Firepower:
Native units on foot and mounted will fire as 2nd rate. Many times the Native forces had greater quantity of firepower than US forces. However, US forces often had the advantage of more accurate ranged fire.

All stands fire when allowed to fire, however, Native units do get to fire in a different style than normal. If the fire is to their front arc then all four stands fire. Use the front stands to determine range and arc of fire limitations. They can however decide to fire two stands to any two different arcs; front, left and right or rear (e.g. two stands to the front and two to the right, or two left and two right.) Mounted fire incurs a -1 penalty in addition to other modifiers.

Dismounting Native units is the same as dismounting US units. We have pony stands which are placed where the unit dismounts but does not move with the unit. If a dismounted Native unit contacts a pony stand or cavalry horse-holder stand they may remount. This does not come up often as the preferred method of fighting for the Native forces is mounted. Of course any pony stand contacted by US forces is eliminated as in the BFE rules.

Native Command:
The Native Indian tribal system didn’t require any warrior to follow a particular leader. However, the more respected the warrior leader was the more other warriors wanted to follow him in battle. To simulate this we rate our leaders numerically from 2 to 8; the higher the rating the more units they can potentially command. For example, a multi-unit formation might only be useful up to the number of units equal to the command rating of a leader. If a Native unit destroys a US unit their commander’s rating goes up. Have fun testing several different methods of ratings or if you prefer just treat them as standard native commanders.

Indian History Note:
“Where the Girl saved her Brother,” Battle of the Rosebud June 17, 1876: Native Notes
During the Plains Wars of 1876 the Sioux had left the reservations and merged with many other tribes to form one of the largest Native Indian encampments totaling some 10,000. Sitting Bull the spiritual leader of the Sioux had refused to bow to the pressure of the “Whites”. The US Army had fielded its largest force ever to bring the Hostiles back to the reservations or destroy them once and for all. The Sioux camp had left the valley of the Rosebud and moved North to the Valley of the Little Big Horn. General Crook’s Southern Column of US forces were in pursuit of this large encampment. Crazy Horse, a very charismatic war leader for the Sioux, decided on June 17th to bring this column to battle. He rode south from the camp with approximately 1000 to 1500 warriors to engage Crook’s force. The Indian name for the battle is “Where The Girl Saved Her Brother”. This comes from an incident during the battle where Buffalo Calf Road Woman rescued her brother, “Chief Comes in Sight”.
**IMPERIAL RAID: THE BATTLE OF THE ROSEBUD, PLAINS WAR, 1876**

**Terrain:**
The table should be about 6’ by 12’.

**Victory Conditions:**
The mission for Crook’s column was to bring the Hostiles to battle and destroy or disrupt their camps. The key was the non-combatants and the camps with their pony herds. As part of the campaign this column would press the Hostiles north into the waiting blocking forces of Gibbons and Terry.

There are two goals for the US Forces in this scenario: Prohibit Hostile forces from exiting the southern side of the board (the Native break-point is not known to the US player) and destroy any camps discovered by contact with the model. See below for rules on camps.

The breakpoint for the US forces is four units destroyed or driven off the board. Floating Breakpoint: For every four Indian units Destroyed/driveren off add one to the US breakpoint. The Hostiles are presumed to be concentrated in one of the three lettered areas at the top of the map. All signs indicate that there is a large Indian camp located at one of these points.

**Destroying Camps**
A single base with tents etc. attached usually represents a camp. If a US unit contacts a camp a nominal melee ensues. Only the US player rolls melee dice against the camp; consider the camp a skirmish order opponent (add +1 to the die rolls). If the US unit can cause a shaken result on the camp it is considered destroyed. For particularly large camps this procedure can be done teepee by teepee with each shaken caused resulting in a destroyed tent/teepee until the entire camp is eliminated. This approach simulates the time absorbed in this grisly action.

**Game Length:**
15 turns

### BATTLE OF ROSEBUD, 1876

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**NOTES:**
- Each grid square is 12 x 12 inches
BRITISH ORDER OF BATTLE

Army General: Colonel Charles Knight Pearson
(Founder of the Buffs and the senior commander of the Coastal Column)

Leaders: Three Leaders. Two with the garrison and one with the column

North of the River:
- 3 Companies (units): British Infantry (3rd Foot, the Buffs), 1st rate, modern rifle
- 1 Company (unit): Naval Brigade, 2nd rate, modern rifle
- 2 Volunteer mounted units (Use Boer): 1st rate, modern rifle
- 1 Company (unit): Natal Native Contingent (represented as Brittle Zulus in all respects)
- Royal Artillery Section: 1 modern light gun, 1st Rate
- Machine Gun: 1 Naval Gatling Gun w/crew

Wagons: 6 (In wagon park; unhitched)
Ammunition Mules: 1

South of the River:
- 2 Companies (units): British Infantry (1/99th Foot, 1/Buffs), 1st rate, modern
- 1 Company (unit): Royal Engineers, 2nd rate, modern rifle

Wagons: 2
Ammunition Mules: 1

SCENARIO NOTES

The British foot on the north side of the river must be deployed in company columns inside their deployment area. British may not move beyond their deployment zone until one of the following occurs:
1. British spot Zulus
2. All British forces from south of the river have crossed to the north
If no Zulus have been spotted, the British must advance down the centre of the table (the track) once their force has crossed to the north side of the river.
British south of the river arrive one unit per turn starting turn 6. The two wagons are one unit and must cross before the last infantry unit, otherwise, the order of crossing is up to the British player. The ammo mule is attached to a foot unit.

The Kraal: The British can stop the arrival of off-board Zulu reinforcements by destroying the Kraal. To destroy the Kraal a British foot unit or dismounted horse unit must remain stationary, not fire, and be unengaged in melee for one complete turn. Once the Kraal is destroyed, Zulu reinforcement cease starting on the following turn. If the British have already destroyed 10 or more Zulu units, the game ends when the Kraal is destroyed (note Victory Conditions below).

Wagons: A wagon contacted by a Zulu unit unengaged in melee for the entire turn is destroyed. The destroyed wagon affects the Floating Zulu Break Point.

ZULU ORDER OF BATTLE

Army General: Godide kaNdlela

Leaders: Three Leaders. 1 Leader for each Zone; the Army General is deployed as desired arriving with reserves

Units deployed on-table:
- 30 Units of Zulus: Massed spear

Break point 10 or 17 (see victory conditions); use Floating Break Point rules.

Each arrival zone of the Zulu attack formation starts with 6 units of Zulus. See the map for the areas of each arrival zone. The Zulu commander must divide the remaining number of Zulu units (12) between each of the three zones; any distribution of these 12 units is permitted.

At the start of play roll a D6 for each zone of the Zulu attack; the die result equals the number of Zulu units from that zone available on table at the start of play. The rest of the Zulu units come on as reinforcements. Use the Zulu arrival chart for pre-set arrivals; the player must declare how many units and what zone(s) (horns or chest/loins) these are arriving from prior to rolling. No more than 4 units may arrive from any one zone per turn. Randomly roll for the precise arrival location within the zone.

ZULU CONTROL:

Roll a D10 for each Zulu zone each turn at the start of each Zulu movement phase. If the result is less than the number of Zulu units on-table in that zone the Zulus must move at their full movement allowance directly toward the nearest British (visible or not). Once committed to the attack the Zulu units may not voluntarily withdraw until they have come under fire, at which point they are free to act as they wish.

RIVER CROSSING: THE BATTLE OF NYEZANE, ZULU WAR, 1879

The British invasion of Zululand involved 3 main offensive Columns and two more that provided a strategic reserve and security to Natal and Transvaal. While the Centre Column (Number 3) penetrated Zulu territory en route to the Royal Kraal at Ulundi, Colonel Charles Knight Pearson’s Number 1 or Coastal Column advanced in the south-eastern territories to force the Zulus to disperse their military resources and also protect the approaches to Natal.

This strategy seemed to be failing when Pearson’s column advanced unopposed towards Eshowe. Finally, on that fateful January 22nd, 1879, a Zulu force attacked the Coastal Column while it crossed the Nyezane River. With his force divided on two sides of the river, some of Pearson’s irregulars inadvertently sparked a Zulu attack. Historically, the British were saved only by the premature and consequently uncoordinated Zulu attack, and by the quick wits of junior British officers. Will your re-fight reflect these same circumstances or will you face the prospect of massacre as Pulleine experienced at Isandlwana on the same day?
RIVER CROSSING: THE BATTLE OF NYEZANE, ZULU WAR, 1879

**Terrain:**
Slopes onto the plateau do not count as hills for movement and melee. Spotting onto the plateau is restricted to 6" from the open ground of the river plain due to unrepresented undulations. Units on the plateau do not have the LOS restricted except by distance and by the actual hills on the plateau.

The scrub areas are low woods and offer protective cover but do not block LOS across the plateau spurs. The scrub does block LOS from the plain onto the plateau.

The scrub and the wagons cause disorder for units moving through these features but no other movement penalty. Wagons are cover for units behind them; units may fire through the wagon park but apply the -1 if their fire passes through the vehicles.

**Victory Conditions:**
Zulus win if they destroy 4 companies of British foot (infantry, naval brigade, engineers). The British win if they destroy 10 Zulu units (accounting for the Floating Break Point*) AND destroy the Kraal. If the British do not destroy the Kraal they must destroy 17 Zulu units to win, again accounting for the Floating Break Point.

*The Floating Break Point means that the Zulu army Break Point increases by 1 for every British foot unit destroyed and every 2 wagons destroyed (rounded down).

**Game Length:**
The game lasts until one side has achieved their victory conditions.

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NYEZANE, ZULU WAR 1879

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NOTE: Each grid square is 12 x 12 inches
### BRITISH ORDER OF BATTLE

**Army General:** Lt. John Chard  
**Leaders:** Five Leaders. You can name them yourself since so many played leadership roles in the battle. Here are some famous names: Bromhead, Bourne, Hicks, Jones (either one!), Dalton, Schiess

#### North of the River:
- **24th Foot:** 10 sections (units) British Regular foot, (1st Rate, modern rifle)  
- **Ammunition Mules:** 4

### SCENARIO NOTES
The British have a strong position, but it was designed for a garrison of about 300. When most auxiliaries fled, the perimeter wall became too large and the defenders were stretched to man the position. The British automatically win initiative every turn in this scenario. At the start of the game, the British must occupy both buildings and all the walls and must continue to defend these until the first Zulu attack force is repulsed (lost 6 units).

### ZULU ORDER OF BATTLE

**Army General:** Prince Dabulamanzi kaMpande  
**Leaders:** Four Leaders.

#### First Attack: Arrives on turn 1  
- **2 Leaders**  
- **10 Units Zulu Warriors**

#### Second (Main) Attack: Arrives on turn 8  
- **Army General**  
- **2 Leaders**  
- **13 Units of Zulus** (spear)  
- **2 Units Zulu Rifle:** (3rd Rate, 1 modern rifle; 1 rifled muzzleloader)

Zulu sniping from Shiyane Hill overlooking the mission from the southern table edge is represented by a single rifle fire roll each turn against any unengaged target (not in melee) defending the walls (north and south sides) between the hospital and the storehouse. The roll is of 2 dice; 6s hit. If no eligible target is available, the snipers may not fire on other targets (e.g. the buildings).

Zulu units that are Destroyed are immediately allowed to re-enter the table on the next turn on any table edge.

### SCENARIO NOTES
The attack on Rorke’s Drift was done straight off the march and was unplanned. This was very much in keeping with the head-strong character of Prince Dabulamanzi kaMpande whose leadership was based on his social status and not his military abilities. The Zulu attack comes in two waves. The first attack force must enter from the south half of the west side of the table.

The second attack force, the main body of Zulus under the command of Prince Dabulamanzi kaMpande, enters from anywhere along the western table edge on turn 8. Zulu units that are Destroyed and return may enter from any table edge.

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**SIEGE SCENARIO: RORKE’S DRIFT, ZULU WAR, 1879**

The successful defence of Rorke’s Drift is one of the most famous military episodes of British imperial history. It was celebrated at the time and continues to fascinate thanks to the film *Zulu* and countless histories. Little needs to be said here to describe the fighting. After their victory over the British force at Isandlwana, the Zulus pressed on to attack the isolated garrison of the mission station of Rorke’s Drift near the Bull River. The position was defended by a company of the 24th Foot, engineers, some irregulars, and sick and wounded. After some desertions the total garrison numbered about 150 combatants. The Zulu *impi* included about 3,000 to 4,000 warriors. Against seemingly impossible odds, the British prepared improvised defences connecting the walls and buildings of the station. It proved to be a strong position. Well stocked with ammunition, the determined and desperate garrison fought throughout the evening and night of the 22nd against a Zulu force that simply could not overwhelm them. By 4 in the morning the last of the tired and hungry Zulus withdrew leaving hundreds of dead and wounded in defeat. The greatest British imperial defeat at Isandlwana was at least partly avenged at Rorke’s Drift; 11 Victoria Crosses were awarded to the soldiers of that little garrison.

**THIS SCENARIO USES THE PLATOON/SECTION LEVEL RULES.** See Sec. 24.
SIEGE SCENARIO: RORKE'S DRIFT, ZULU WAR, 1879

Terrain:
Terrain considerations are central to this scenario. Using 28mm models, the table should be 6 feet square with the fortified mission occupying the central 2-3 square feet. The buildings, walls and other features must be carefully scaled to accommodate the British garrison. The initial perimeter must be too long for the British to defend effectively – some British units will have to be deployed in skirmish order to man all the walls and buildings. This was a problem for the historical action as desertions left the perimeter too extended for those left to defend. The secondary perimeter, a position that abandoned the hospital building, makes for a very strong position with all units in close order (bases touching). When preparing your model of the position use the frontages of your miniature units to determine the scaling of the features. No specific map is included here as the design of the buildings will be determined by your figure scale and basing. Simplifying the walls and smaller features like the kraal would be best. There are countless renditions of the position.

The Buildings:
The hospital and storehouse are each simplified into 4 section and 2 section “large buildings” respectively. A single British unit can occupy two contiguous sections in “skirmish order”; read the rules for Large Buildings in the terrain section carefully.
The British must occupy all building sections in the hospital until the Zulus break in; wounded must be protected and then evacuated. To evacuate the sick and wounded the defenders must use the doors or must cut openings into the walls into neighbouring building sections; use the loop-holing rules for this. A defending unit that is moving is always considered to be carrying wounded when it moves through or away from the hospital until it reaches the box and bag walls of the inner perimeter. Such a unit loses one stand for shooting in such a situation.

Shooting from the buildings: The buildings had small rooms and small windows but were loop-holed; 2 stands may fire out of each exterior facing of each building section.

Melee against building defenders: Before a melee can occur the Zulus must break into a building section – basically this means breaking down the doors. If there are no doors on that wall facing the Zulus may not attempt to “break-in”. Once a Zulu unit makes contact with the building the unit must roll a D6 to see if has broken open the door. Until it has done so, it can be fired on at close range (not ‘contact’). A result of 4-6 means the unit has broken open the door and a melee can immediately occur. Modifiers for the Break-in attempt: -1 if Disordered; -2 if Shaken. The buildings are +2 obstacles in melee and the Zulu attackers take a -1.

Note the rules for single-unit defenders dispersed between two building sections (see Large Buildings). In such a situation, if the British have not cut exits into a neighbouring section and are forced to recoil in melee they are instead massacred; still coalesce the stands of the unit into the neighbouring section, but carry-over 4 kills.

Setting fire to the hospital: Starting on turn 6 the Zulus may attempt to set fire to the hospital (never the store house). Use the same mechanics as for breaking-in. A successful roll means the roof of the hospital is set alight. All occupants must get out; after 2 turns the roof will fall in and all inside will die. The hospital will remain alight and impassable for the duration of the game.

If the British have withdrawn to their inner perimeter, one British unit may build a redoubt. The unit must remain stationary, not fire, nor be engaged in melee to build the redoubt. It will take the unit 4 complete turns (not necessarily consecutive) to build the redoubt. The redoubt can hold one unit although the model itself should not be large – make it large enough to hold two infantry stands and remove the rest while the unit occupies the redoubt. Regardless of the physical characteristics of the redoubt and the positioning of its defenders, a maximum of 2 stands may fire at any one Zulu unit up to a total of 4 stands firing. The defenders may rapid fire and may fire over the heads of any friendly unit not in melee with any friendly unit not in melee with the redoubt (usually deployed in front of the redoubt with its back to it), also firing at the Zulu attackers.

There is a rocky embankment illustrated on the map; it runs along the entire north side of the position. This is considered a linear obstacle imposing a 3” movement penalty to units crossing it. Any wall running along the top edge of the embankment provides a +2 in melee to its defenders (in effect cumulative uphill and obstacle melee bonuses applied each turn of melee).

Nught Time:
Use the night rules from turn 9 to 16.

Victory Conditions:
The Zulus win if they destroy 6 or more British units prior to the end of the game. The British win if they can drive off the Zulus prior to turn 8 (see below) or if they have not lost 6 or more units by game end.

Game Length:
The game lasts for 16 turns unless one of the following occurs:
1. The garrison loses 6 units.
2. The Zulus lose 6 units and have not forced the British to withdraw to their secondary perimeter prior to turn 8. If the British have withdrawn prior to turn 8 the Zulus will continue the fight regardless of losses until the end of turn 16.
Rorke’s Drift Map by Lt Chard, September 1879
**BRITISH ORDER OF BATTLE**

**Colonial Forces North of the River:**
- **Army General:** One Army General
- **Leaders:** One Leader
  - 6 Companies (units): regular infantry; 1st rate, modern rifle
  - 1 Cavalry Squadron (unit): regular cavalry; 1st rate, modern rifle
  - Artillery: 1 modern field gun
  
  The nationality of the contingent must be distinct from the nationality of the contingent on the other side of the river.

**Colonial Forces South of the River:**
- **Army General:** One Army General
- **Leaders:** One Leader
  - 6 Companies (units): regular infantry; 1st rate, modern rifle
  - 1 Cavalry Squadron (unit): regular cavalry; 1st rate, modern rifle
  - Artillery: 1 modern field gun
  
  The nationality of the contingent must be distinct from the nationality of the contingent on the other side of the river.

**Colonial forces on the river:**
- 1 Gunboat: Armed with a maxim machine gun and a modern field gun, both on pintal mounts; there is no movement penalty to change the direction of fire. Roll a D6 in the Fire Phase of each turn to determine whether and against which side of the river each gun on the boat will fire: 1-2 no firing; 3-4 north side; 5-6 south side. Normal target priority rules apply.
  
  The boat must remain in the middle of the river channel and may move no closer than 12” to the chain blocking the river.

**SCENARIO NOTES**

All Colonial forces start within 6” of the eastern table edge.

**IMPERIAL CHINESE AND BOXERS ORDER OF BATTLE**

Each redoubt, north and south of the river, is defended by 2 Westernized Imperial Chinese infantry units (2nd Rate, modern rifle; Colonial Trained Recruit Unit Conduct Charts) and 4 sword and spear Massed units of Imperial Chinese troops; 2 are Elite.

Each redoubt has one Leader. Each Chinese position can have a 3rd rate heavy smoothbore gun on a D6 roll of 5-6.

Boxers enter the table randomly from the north and south sides of the table using the Dervish Random Arrivals rules (Sec. 18.2.1). These random arrivals are rolled for starting on turn 7 and continue until the end of the game.

**SCENARIO NOTES**

The Imperial Chinese troops must be deployed inside the redoubts or directly behind them as far back as the western table edge.
GUNBOAT ASSAULT: OPENING THE YANGTZE – FICTIONAL, BOXER REBELLION, 1900

Terrain:
The terrain is mostly open and equally divided by the river. The river should be approximately 9" across. The redoubts on either side of the river are hastily prepared and are treated as linear obstacles and normal hard cover. These should be positioned about half way across the table and each wide enough for two units to face the eastern table edge; the redoubts can bend back to cover the flank and rear of the Chinese positions, but there should be an opening at the rear to allow a unit to enter/exit on a column/Deep Massed frontage.
The chain must link the redoubts on opposite banks.

Victory Conditions:
The colonial forces on both sides of the river must attempt to break the chain blocking their passage up-stream. To do so, a unit must be in contact with the chain at the riverbank for one full turn. They may fire and be engaged in melee, but if they are forced to recoil or are Destroyed the task of cutting the chain will not have been completed.
The colonial force that first cuts the chain wins.
The Chinese must prevent the colonial forces from achieving their victory conditions. If the chain is broken, the Chinese force on the opposite bank can claim a partial victory. If the colonial forces on both sides of the river fail to break the chain in the time available, the Chinese win the action.

Game Length:
The game lasts for 20 turns or ends when the chain is broken if prior to turn 20.
The background history of the campaign that led to the Battle of Isandlwana is well known. In brief, after precipitating the Zulu War, the British launched an offensive with substantial forces of British regulars, colonial volunteers, and native raised levies. The British commander, Lord Chelmsford, accompanied the Centre - No. 3 - Column of the three major columns that plunged into Zululand. Seeking to engage the main Zulu impi, Chelmsford divided his column to reconnoiter in force leaving Colonel Pulleine in command of the British camp at Mount Isandlwana with about 1300 British and native troops. Unfortunately for Pulleine, Chelmsford failed to find the Zulu impi which Pulleine’s scouts discovered arousing the impi to the attack. The 23,000 Zulus skillfully used the terrain to approach the British lines which were dangerously stretched over a wide front and ultimately overwhelmed and annihilated. Most of the soldiers were killed; only 60 whites and 400 blacks survived. The Zulus suffered the loss of approximately 1,000-2,000 warriors. In spite of the great victory, the Zulu Chief Cetewayo lamented the high Zulu casualties and commented that a spear had been thrust into the belly of his nation.

The challenge of re-fighting a battle like Isandlwana is to create a scenario which recreates the essential elements of the historical battle but to put them in a game context that is entertaining and tactically interesting to both sides. This challenge seems particularly noted with Isandlwana since the British made a number of mistakes that wargamers would be loath to repeat. One solution is to disguise the scenario as something other than this decisive Zulu attack. In my opinion, disguising the battle with different terrain or circumstances defeats the historical, aesthetic, and gaming purpose of the re-fight. Indeed, I fashioned a large - and heavy - model of the mountain making it rather difficult to conceal the true identity of the battle! Ultimately, victory conditions that call for something more creative than “last man standing” are often the answer to re-fights that would, perhaps should, usually end in a massacre. The combination of casualties and the defense of each camp module should make this a worthwhile endeavor. I hope that I have achieved an interesting balance of the historical military problem and an entertaining game in the BFE scenario that follows.

**BRITISH ORDER OF BATTLE**

**Army General:** Colonel Pulleine  
**Leaders:** Three, including Colonel Durnford  
- **6 Companies (units) British Infantry:** regular infantry; (5 x 1/24th; 1 x 2/24th) 1st rate firing, Modern Rifles.  
- **3 Companies (units) Natal Native Contingent:** Two NNC companies are spear armed, one company is modern rifle armed, 3rd Rate firing. Treat all NNC as “green” on the Zulu charts.  
- **2 Units Irregular Horse:** use British movement charts, Regulars, Modern, 1st Rate firing, Modern Rifles  
- **Artillery:** 1 Gun Section, Modern Field, 2nd Rate firing

**SCENARIO NOTES**

The British deploy in front of their camps no further than 30 inches onto the table in their deployment zone. See map for specific deployment limitations. Note that Durnford and the two irregular horse units may deploy as far forward as into the donga. The British deploy prior to the Zulus. The British must not deploy in a multi-unit square. Not only would this not be in the spirit of the historical battle, but the scenario victory conditions would make this a foolhardy option anyway.

**ZULU ORDER OF BATTLE**

**Army General:** Mavumengwana and Tshingwayo shared overall command of the Zulu impi – represent both of these men as Army Generals.  
**Leaders:** Four Leaders are represented in the game; one for each horn and two for the centre.  
**Units deployed on-table:**  
- **30 Units of Zulus:** All 30 Zulu units are present on the field at all times; ecycle Destroyed units as necessary. Six units start the game as elite (+1 on the Unit Conduct Chart). If an elite unit is Destroyed it returns as a Regular unit.

**SCENARIO NOTES**

Prior to the start of the game the Zulu players must distribute their available units between the three parts of their attack: the right and left “horns” and the center. The Zulus MUST put 6 units in each zone but may distribute the remaining 12 units of the 30 total as they wish. This allocation of units is done prior to the British deployment. The Zulus deploy their units on the table in their deployment zones after the British have deployed. Zulu units that are destroyed are immediately returned to their attack zone deployment area up to 1 foot onto the table. Their exact position from the table edge is randomly determined by a die roll. Each pip equals a foot along the deployment area front; re-roll irrelevant results. E.g If a Zulu unit originally allotted to the right horn zone is Destroyed it is immediately placed in the right horn zone deployment area (5 feet wide). Roll a D6 for the exact position; the result is the position in linear feet. Re-roll a D6 result of 6. Resurrected units may move on the turn following their destruction.
Terrain:
Mount Isandlwana is impassable to all troops.
The camp areas and the wagon park block line of sight but do not affect movement or melee. However, units in contact with the wagons are immediately Disordered but automatically remove the Disorder marker after the movement phase when they clear the area unless engaged in melee. British units crossing a camp area (e.g. to defend the camp) become disordered as per the wagons.
The Zulus must attempt to overrun the British camp modules. To overrun a camp the Zulus must be in contact with the camp module and fight a melee with the abstracted occupiers of the camp - see Victory Conditions rules below.
The donga is treated as a depression in all respects affecting movement into and out of the donga, and rendering troops inside the donga invisible to troops on the “flat” unless these are on the edge of the donga looking in.
All hills and ridges are gentle slopes.

Victory Conditions:
Victory is determined by the number of British camps overrun by the Zulus at the point where the Zulu casualties roughly match those of the historical engagement (1000-2000) and the game ends.
To overrun a camp the Zulus must be in contact with the camp module. On the turn of contact the Zulus must fight a frontal melee round against the abstracted defenders of the camp. The Zulus gain a +1 modifier for the melee in addition to any other modifiers applicable to the Zulus. The hypothetical defenders do not roll for the melee. To over-run the camp the Zulus must achieve 2 Hits or better against the camp which is then removed from play and considered over-run. Failure to achieve the 2 Hits or better means that the Zulus are pinned in place and must fight another round of melee in the next turn. While this is considered a melee, the Zulus cannot be negatively affected by the camp defenders.
If the British player decides to move a unit into the camp to defend the position, a normal melee is fought. The actual position of the British defenders in the camp module is irrelevant; as long as the Zulus are in contact with the camp they are assumed to be fighting its defenders frontally. The British unit may not fire out from the camp. The unit may exit in line formation from any side of the camp module; on the turn of exit it must be in contact with the module with its rear edge at the end of its move. If the British unit is destroyed or is forced to recoil out of contact with the module, the camp is assumed to be over-run.
Victory assessment at the end of the game (see below):
No camps overrun: Glorious British victory
1 camp overrun: limited British victory
2 camps overrun: limited Zulu victory
3 camps overrun: Zulu victory
4 camps overrun: Glorious Zulu victory
5 camps overrun: Massacre!
Note that the wagons are not considered a camp.

Game Length:
The game ends at the end of the turn that the Zulus lose 15 or more units. Assess victory by the conditions outlined above. Players may wish to put more pressure on the Zulus by ending the game at 12 units.