

BITTEREINDER

1. INTRODUCTION

Bittereinder is a strategic level simulation of the Anglo-Boer War (1899-1902). One player controls the Boer forces and one the British Empire forces. Both players should play to win. (The fundamental rule you never see in games.)

These condensed rules contain all the basic rules from the version published in *Against The Odds* no13, except in more concise form and organised slightly differently. It contains the optional Empire Morale rules, but not the optional Limited Intelligence and Random Events rules, which look to be more trouble than they're worth. The original rules also contain two additional scenarios.

Apart from the addition of one clearly marked rule, no rules were changed, although the terminology did in some cases. Here, Boer is used instead of Republican (for simplicity) and Razing instead of Barbarism (to avoid the emotive connotation). Boer combat units other than armies are sometimes called by the historical term commandos. The South African Republic is called ZAR for short.

2. COMPONENTS

Map, showing the two Boer republics and neighbouring areas. The map is divided into regions to regulate movement and combat. They are coded for identification and are separated by rivers or dotted lines. In addition, it shows borders, railways, towns and ports, most of which can affect play.

Counters represent combat units and leaders. They are identified by type, size and name. Each has a combat rating (left) and movement rating (right) in large print. There are also game markers for Boer War Commitment, Empire Morale, Blockhouses, Sieges, Forces (to represent units held off-board; there are no stacking limits) and a Turn marker.

A **Player Display Sheet** for each side helps to keep track of forces, Empire Morale and Boer War Commitment.

Rules, including the Combat Results Table.

You also need **dice** to play – preferably three.

3. AREA CONTROL

The South African Republic (areas coded T) and **Orange Free State** (areas coded F) start under Boer control.

Mozambique (striped) is off-limits except for Boer retreats. They must leave again in their next Land Movement phase or be eliminated.

Tribal land (areas within green/yellow borders) is accessible to Empire units. Boers may pass through tribal land, but may not end their movement there. They can retreat into tribal land, but must leave in their next Land Movement phase or be eliminated.

All other areas are under Empire control.

Cape Town is off-limits to Boers.

If at the end of any game phase, a combat unit (not a leader or supply unit) finds itself unopposed and unbesieged in an originally enemy area with a town in it, place the appropriate Control marker in that area. Area control remains in effect until the enemy satisfies the same conditions in that area. Area control affects rail movement. Boer control of Empire towns may lower Empire Morale. Empire control of Boer towns lowers the Boer War Commitment Point income. *Note:* Control of Johannesburg does not affect Boer War Commitment either way.

4. SET-UP

Place the Turn marker on 1.

EMPIRE

Place all units with a printed area code (top left) on the area indicated, with the following exceptions:

The Natal Garrison (marked N?) can go on N2, N3 or N4.

Bethune's Mounted Infantry (marked N?) can go on N1, N2, N3 or N4.

The two **Cape Colony garrisons** (marked C?) can go on any town south of the Orange River, except Cape Town.

Note: Many Empire units enter the game later. Sort them by their turn of entry, as printed on the counter, top left.

Set Empire Morale at 7.

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BOER

De la Rey goes on T4.

The Natal Army can be placed anywhere in the ZAR (areas coded T). Any ZAR units (blue) can be attached to this army. Stack them in the appropriate space on the Player Display Sheet.

The Western Army can be placed anywhere in the Free State (areas coded F). Any Free State units (purple) can be attached to this army. Stack them in the appropriate space on the Player Display Sheet.

Note: All Boer commandos or leaders in the same area as one of their armies are considered part of that army for all purposes.

Set Boer War Commitment at 156.

5. SEQUENCE OF PLAY

The game is played in 32 turns, each consisting of the following phases. *Exception:* On Turn 1 only, start play in Phase 5.

- 1. Reinforcements, replacements and sea movement.** Empire player brings in new units and moves units between ports.
- 2. Boer rail movement.** Boer player moves units by rail.
- 3. Empire rail movement.** Empire player moves units by rail.
- 4. Empire land movement.** Empire player moves units by foot, horse and wagon. Place area control markers.
- 5. Boer land movement.** Boer player moves units by foot, horse and wagon. Place area control markers.
- 6. Boer combat.** Boer player declares and resolves attacks. Empire may opt for sieges instead. Adjust combat War Commitment Points and Empire Morale Points. Place area control markers.
- 7. Empire combat.** Empire player declares and resolves attacks. Adjust combat War Commitment Points and Empire Morale Points. Place area control markers.
- 8. Boer War Commitment.** Boer player gains War Commitment Points from his home town areas.
- 9. Blockhouse and Razing.** Empire player builds blockhouses (from Turn 16) and razes areas (if Kitchener is in play). Adjust Empire Morale for razing.
- 10. Empire Morale.** Empire player checks Morale effects of area control and sieges.
- 11. Victory check.** Both players check for victory. Special check on Turn 13.

6. REINFORCEMENTS, REPLACEMENTS AND SEA MOVEMENT

Reinforcements are units that enter the game after the start. The turn when **Empire reinforcements** appear is printed at the top left corner of the counters. Replacements are eliminated Empire units that re-enter the game later. *See 9.5 Combat Results: Replacements.*

The only **Boer reinforcements** are the leaders Botha and De Wet. Their entry is determined by game events. *See 10. Leaders.*

All Empire reinforcements and replacements enter in Cape Town. *Exception:* The four named **garrisons** can only enter in their base town, provided that the town is Empire-controlled, unbesieged and has a passable rail line to an Empire-controlled port (marked by an anchor). If these conditions are not met, the garrisons remain off-board until they can reach their base town.

Sea movement: Any Empire unit in an Empire-controlled port area (marked with an anchor), may move to any other Empire-controlled port area, whether the ports are besieged or not.

7. RAIL MOVEMENT

In his Rail Movement phase, a player may move any number of units by rail. Empire units may have already moved by sea. The route travelled by each unit must be along one continuous rail line. The route may not start, end or pass through an area containing enemy units or under enemy control. To use rail movement, units must start in an area from where they have a possible route (as described above) to at least one unbesieged, unrazed friendly-controlled town.

8. LAND MOVEMENT

In his Land Movement phase, a player may move any number of units, regardless of whether those units have already moved by sea and/or rail.

Infantry, supply units and armies can move one area per turn and mounted troops two.

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Units under command of a Boer leader have additional movement capability. *See 10.*

Leaders. Garrisons can only move by sea or rail. Besieged units may not move.

Movement must always be from area to adjoining area, not across corners where areas meet in one spot (marked by grey squares).

Units may **move into or out of** areas containing enemy units.

Units may only **move through** areas containing enemy units under cover of a friendly force that (a) remains in the area and (b) at least matches the enemy in combat strength. **Exception:** Units under command of a Boer leader may move through enemy-occupied regions.

Rivers: No effect, except separating areas.

Mountains: Units entering mountain areas must stop immediately. Supply units may not enter mountains. If forced to retreat into mountains, supply units are eliminated.

Blockhouses: An area with a built blockhouse line (i.e. with a blockhouse counter, not just a blockhouse map symbol) is a blockhouse area. No Boer unit may ever end its movement in blockhouse area. If forced to retreat to a blockhouse area, it is eliminated. Boers can pass through blockhouse areas if there are no Empire combat units in the area. If a blockhouse area also contains an Empire combat unit, that area is impassable to Boers. **Exception:** Units under command of a Boer leader may move through such an area, but must end their movement in the next area.

9. COMBAT

Combat can occur between enemy units in the same area at the phasing player's option. Combat can only happen once per area per phase. **Exception:** Once per game, Empire units stacked with Roberts or Buller may attack twice. *See 10. Leaders.*

Combat procedure

1. Check the combat strength of the opposing forces.
2. Empire can opt for a siege or accept combat.
3. Boer pays War Commitment Points.
4. Resolve combat.
5. Apply combat results.

9.1 Combat strength

All **Empire units** in an area combine their combat factors. Infantry can only attack if stacked with a supply unit. Mounted units can attack if they can possibly reach a supply unit in one land movement phase, bearing in mind the presence of enemy forces. Supply units are not used up. Empire units do not need supply for defence.

All **Boer units** in an area combine their combat factors on defence. On attack, they only combine if they're part of an army or if they're commanded by a Boer leader. Boer leaders in the same area can pool their forces. So can Boer armies. If Boer units cannot combine, the Boer player must designate one unit as the attacker, though combat results will apply to all units. Boers can opt to use less than their maximum force in battle. *See 9.3 Pay War Commitment Points.*

Units with no combat strength are automatically eliminated if they're attacked without the protection of friendly combat units.

9.2 Siege

Empire units in a town area may opt to all be besieged rather than accept a Boer attack. Place a siege marker on them. Return the Boer War Commitment Points paid for the attack. Only five sieges are allowed at any time. (The sixth siege marker is for use with the Random Event optional rules not included here.)

To maintain a siege, the Boers must keep a force of at least equal strength to the besieged force in the area. Otherwise, the siege is lifted.

A besieged force may not be attacked. A besieged force stacked with a supply unit may attack the besieging force, alone or in concert with a relieving force. Otherwise, they may not attack. If a besieged force attacks and gets an Attacker Retreat result, they are eliminated. (The Boers do not get the War Commitment Points they would in case of surrender.)

A siege can also end in surrender because of low Empire Morale. *See 14. Empire Morale.* This gives the Boers War Commitment Points. *See 11. War Commitment.*

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9.3 Pay War Commitment Points

Boer forces do not have to use their actual (printed) combat strength. They can decide how many points they're committing to the battle to achieve the desired odds, up to the printed limit. This is the amount they pay in War Commitment Points, whether they attack or defend. The results of combat apply to all units in the area. *Exception:* Boer commandos fighting in their home area (the town whose name they carry) need no War Commitment Points if that area is unrazed.

Attacked Boer units for whom the player is unwilling or unable to pay War Commitment Points are eliminated.

9.4 Resolve combat

Divide the attacker's combat strength by the defender's combat strength. Find the appropriate column on the Combat Results Table below. If needed, round it off in favour of the defender. Odds less than 1:2 are deemed to be 1:2 and odds greater than 4:1 are deemed to be 4:1. Roll a die and find the result on the appropriate column.

Roll	1:2	1:1	1.5:1	2:1	3:1	4:1
1	AR	AR	AR	-	-	DR
2	AR	AR	-	-	DR	DR
3	AR	-	-	DR	DR	DR
4	AR	-	-	DR	DR	DR
5	-	-	DR	DR	DR	DE
6	-	DR	DR	DR	DE	DE

AR – Attacker Retreat. All unbesieged units of the attacking side must vacate the area.

- – Standoff. Nothing happens.

DR – Defender Retreat. All unbesieged units of the defending side must vacate the area.

DE – Defender Eliminated. All unbesieged units of the defending side in that area are eliminated.

Besieged units are only affected if they also attacked.

9.5 Combat result

All unbesieged units in a combat area are affected by the results. Besieged units are only affected if they have attacked.

Retreats: Retreating units must move to an adjoining area according to these priorities:

1. Move to an area with at least one **friendly unit** and no unbesieged enemy units.
2. If this is not possible, move to an area containing **no units**. Empire units may retreat to any vacant area except Mozambique. Boer units must retreat to an area in a Boer republic, failing that they may go to Empire territory and only failing that to Mozambique or tribal land.
3. If this is not possible, move to an area containing **both friendly and enemy units** that are unbesieged. For the remainder of the turn, retreating units do not contribute to combat, but are affected by further combat results in that area.

4. If this is not possible, **Boer units may retreat into areas containing only enemy units** if they pay War Commitment Points equal to the combat strength of Empire forces in that area. They may be attacked in the new area, provided that the Empire units there have not yet attacked this turn.

Further retreat prohibitions:

- **Garrison** units and **besieged** units may not retreat. (This can be required of besieged units if they were the attackers.)
- **Supply** units may not retreat into mountains.
- **Boer armies** (not commandos) may not retreat and are eliminated with all units and leaders attached to them.
- Boer units may not retreat into **blockhouse** areas.

Any units that cannot retreat within these rules are eliminated, with possible consequences for Empire Morale. *See 14. Morale.*

Eliminated units are immediately removed from the map. An eliminated Boer Army raises Empire Morale and an eliminated Empire Brigade lowers it. *See 14. Morale.* Eliminated supply units and surrendering sieges increase Boer War Commitment. *See 11. War Commitment.*

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Replacements: Eliminated Empire combat and supply units (not leaders or any Boer units) can return later in the game as replacements. Roll one die for each eliminated unit. Place it on the Turn Record Chart that many turns from now to show when it is available as replacement.

Optional: New sieges and Empire retreats may add to Boer War Commitment. *See 11. War Commitment.*

10. LEADERS

There are six leaders in the game, each with a particular ability. They have no inherent combat strength and are eliminated if attacked without the protection of friendly combat units.

Empire leaders

Buller

Enters on Turn 3 and remains until eliminated or until the end of the turn when both Boer capitals have been conquered.

Once per game, when forces stacked with Buller attack, the Empire player can declare “double or nothing” just before combat is resolved. Roll one die.

On 1 or 2, the attack is called off. Restore Boer War Commitment Points deducted for this battle.

On 3, 4 or 5, resolve the attack normally.

On 6, resolve the attack normally. On any result other than Attacker Retreat, Buller can attack again in the same area. If there are no Boer units remaining, he may move to an adjacent area with all or some of his force and launch another normal attack.

Roberts

Enters on Turn 4 and remains until eliminated or until the end of the turn when the second Boer capital is conquered.

Once per game, at the end of a Combat phase in which forces stacked with Roberts have attacked, the Empire player may declare a second attack. Roberts can attack again in the same area. If there are no Boer units remaining, he may move to an adjacent area with all or some of his force and launch another normal attack.

Kitchener

Enters on the turn after both Boer capitals were conquered and remains until he is eliminated. Any Empire-controlled town area in the ZAR or Free State may be razed if the Kitchener counter is present or adjacent during the Blockhouse & Razing phase. Areas can only be razed if they are free from Boer units. *See 13. Razing.*

Boer leaders

Each of the three Boer leaders has a command number (K3 or K4) that shows how many commandos he may command at one time. These units may not be part of an army at the same time. Units under a Boer leader’s command can combine in attack as well as defence. Two or more Boer leaders can combine their forces. Provided Boer units spend the entire Land Movement phase with their commanding leader, they can move to the full extent of his superior movement capability. Units commanded by a Boer leader may always move through enemy occupied and blockhouse areas unhindered, but must end their movement in the next area beyond the first blockhouse area traversed.

De La Rey starts in Lichtenburg (T4).

Botha enters the game with any ZAR commando the turn after the Natal Army is eliminated.

De Wet enters the game with any Free State commando the turn after the Western Army is eliminated.

New rule: *At any time after both capitals (Bloemfontein and Pretoria) have fallen, the Boer player can opt to dissolve one or both of his armies and get the leader instead. Simply remove the army counter and bring the relevant leader into play.*

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11. WAR COMMITMENT

Boer War Commitment is a measure of the Boers' morale, material supply and willingness to fight. The Boer player tracks it on the War Commitment Points track on his Player Display Sheet. It starts at 156 points and can never exceed 399. When it reaches 0, the Boers lose immediately.

Gaining points

Every turn, the Boers receive War Commitment Points equal to the number of **unrazed town areas** in the ZAR and Free State that are under Boer control. At the start of the game, this is 35.

Whenever an **Empire supply unit** is eliminated or forced to retreat, roll two dice and add the total to the War Commitment Points. If either De Wet or De La Rey was present, add his command rating to the total. Their ratings may not be combined.

Whenever a **besieged Empire force surrenders**, the Boer receives War Commitment Points equal to the number of surrendered units plus one die roll. If the surrendered force includes a supply unit, add additional points as described above.

Using and losing points

Every time a **Boer unit or force battles**, whether in attack or defence, it must pay War Commitment Points equal to the number of combat factors actually used. *Exception:* Boer commandos fighting in their home area (the town whose name they carry) use no War Commitment Points if that area is unrazed.

When a **Boer unit retreats** into an area occupied only by enemy units, they must pay War Commitment points equal to the enemy combat strength, or be eliminated.

The first time **Bloemfontein falls** to the Empire, reduce the War Commitment Points by 60 minus the current turn number. (E.g. if it happens on Turn 9, lose 51 points.)

The first time **Pretoria falls** to the Empire, reduce the War Commitment Points by 96 minus the current turn number. (E.g. if it happens on Turn 15, lose 81 points.)

12. BLOCKHOUSES

Starting on Turn 16, the Empire player can build blockhouse lines to impede Boer mobility. *See 8. Land Movement: Blockhouses.*

The blockhouse counters show a brick blockhouse on one side and a prefabricated blockhouse on the other. The effect is the same, but the building costs differ.

- To buy one **brick blockhouse**, remove an Empire brigade (marked X) from the map. Only brick blockhouses can be built in areas with brick blockhouse map symbols.
- To buy two **prefabricated blockhouses**, remove an Empire brigade (marked X) from the map. Alternatively, remove two infantry battalions or garrisons for one prefabricated blockhouse.

Only unbesieged units may be exchanged for blockhouses. They never return to the game.

Blockhouses may be placed anywhere except Mozambique. Once placed, they cannot be moved or dismantled.

13. RAZING

As soon as both Boer capitals (Bloemfontein and Pretoria) are in Empire control, swap the Empire leader Roberts with Kitchener. From now on, any Empire controlled town area in the ZAR or Free State may be razed if the Kitchener counter is in or adjacent to it during the Blockhouse & Barbarism phase. Areas can only be razed if they are free from Boer units.

Flip the Control marker to its Razed side. Razed areas remain so for the rest of the game. No side controls them. No more than 20 areas may be razed in total.

Effects on Boers: For every new area razed, the Boer player immediately rolls one die. If the result is 1, 2 or 3, the commando from that area surrenders and is immediately removed from the game. Boers do not gain War Commitment Points from razed areas.

Effects on the Empire: Every turn in which new areas are razed, the Empire player rolls a die at the end of the Blockhouse & Razing phase. If the result is less than the number of areas razed that turn, reduce Empire Morale by one.

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14. EMPIRE MORALE

Empire Morale is a measure of the Empire's willingness to continue the war. The Empire player tracks it on the Empire Morale track on his Player Sheet. It starts at 7 points and can never exceed 11. When it reaches 0, the Empire loses immediately.

Gaining points

Empire Morale immediately increases by one whenever:

- a Boer army (not commando) is eliminated or
- a Boer capital (Bloemfontein or Pretoria) comes under Empire control for the first time.

Losing points

Empire Morale immediately decreases by one whenever:

- a besieged force surrenders or suffers an Attacker Retreat combat result.
- a garrison is eliminated.
- an infantry brigade (marked X) is eliminated.

Optional: After the combat phases of every turn, roll one die. If the result is equal to or less than the number of tactical Boer victories that turn, reduce Empire Morale by one. For this purpose, tactical Boer victories are Empire attacks with AR results, Boer attacks with DR or DE results, as well as any new siege.

Alternative: Roll a die for every Boer victory as it occurs. Add 1 for new sieges by a Boer army. On a result of 6 or more, reduce Empire Morale by one.

In addition, Empire Morale may be reduced because of die rolls during the **Empire Morale phase**, as follows:

Every turn, roll three dice. If the sum is less than the number of original Empire towns (i.e. in areas coded C, B or N) under Boer control, reduce Empire Morale by one.

Every third turn (those marked in red on the turn track), roll one die per siege. Add one to the result if there is no supply unit in the besieged town. If the result is equal to or more than the current Empire Morale, the besieged force surrenders, causing the loss of one Empire Morale level. Individual surrendering units (e.g. garrisons or brigades) may cause

further morale loss. Apply all morale loss immediately, before resolving the next siege. Surrendered units may never be replaced. The Boers gain War Commitment Points from them. When a besieged town survives the die roll, remove one supply unit (if there is one) from the town.

15. VICTORY

The Empire wins immediately if:

- Boer War Commitment drops to 0.
- All Boer units are eliminated.

The Boers win immediately if:

- Empire Morale drops to 0.
- The British pro-war party loses the election. On Turn 13, the Empire player rolls a special die during the Victory phase. If the result is lower than the current Empire Morale, the ruling party loses the election and the new government sues for peace.

At the end of the game, victory is determined by the number of Boer combat units still in the game – the “bittereinders”.

11 or more: Boer victory

10: Draw

9 or less: Empire victory.