RULES OF PLAY

OVERVIEW

Redvers' Reverse is a solitaire boardgame portraying the **Battle of Colenso**, fought on the 15th of December 1899 during the Second Anglo-Boer War. 16,700 British troops attempted to cross the Tugela River, defended by 4,500 Boers, hidden in emplacements and on high ground, to try and relieve the siege of Ladysmith. The game puts the player in the same position as the British commander **Redvers Buller**, with the same constraints of time, poor knowledge of Boer deployment, unknown locations of drifts and the added problem of subordinates not acting as instructed. An introductory scenario based on the historical situation is presented. Additional scenarios may be created allowing the player to set unique situations for each game.

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Special Thanks: Andy Loakes, Kim Kanger and Andrew Preziosi for their initial development work on this game.

SCALE

Unit Size: Battalions, Regiments, Batteries, Commandos and Artillery.

Map Scale: 5 1/2 miles by 4 1/2 miles, divided into 58 areas.

Time Scale: 1 game turn represents 30 minutes of movement and fire.

Playing Time: One evening.

Game Complexity: Medium.

Number of Players: Complete solitaire system for one.

GAME COMPONENTS

- 22" X 34" Battlefield Map
- 240 Counters (3/4")
- 9 Counters (1.2")
- Rules Book
- Charts & Tables Card
- 2 Event Cards (1 Boer & 1 British)
- Variants Chart
- Terrain Effects Chart
- Boer Targeting Example Card

GAME SYSTEM

Redvers' Reverse is played in a series of game turns, each divided into five phases. Each phase is divided into a variable number of segments and each segment is divided into a variable number of steps.

1. **Orders Phase:** British Event, British Command Points, British Send Orders, British Receive Orders and British Emergency Withdrawal.
2. **Shell Fire Phase:** Boer Shell Fire, Boer Recovery and British Shell Fire.
3. **Movement Phase:** British Movement, British Assault, Boer Event and Boer Movement.
4. **Rifle Fire Phase:** British Rifle Fire, British Recovery and Boer Rifle Fire.
5. **Status Phase:** Boer Shaken and Victory.

STEP MARKERS

Steps are the individual actions within a segment which are required to be resolved in sequence from top to bottom to complete that segment. Each step can easily be located on the Sequence of Play and the Fire Procedure Charts because each is a paragraph with a bullet. The step marker is used to remember which step is being resolved. Simply point the step arrow at the bullet on the chart. Should a step not apply, ignore it and move on to the next step.

PRIORITIES

Each of the priority charts function the same. Priority '1' will apply first. If there is more than one Priority '1', move down to Priority '2'. If there is still more than one Priority '2', move down to Priority '3'. Keep going until only a single choice is eligible at that priority. If after consulting all the priority rules, there is still more than one possible choice to be made, the player chooses.

1.0 PLAYING PIECES

1.1 BRITISH ARMY COUNTERS

There are seven types of counters. The icons help differentiate between them. They also display their name and a colored banner which shows the brigade they belong to.

Counters have a number of Strength Points *(hereafter referred to as SP)* printed on the left, each one representing 200 men for battalions and regiments and one gun for batteries. Counters have a number of Movement Points *(hereafter referred to as MP)* printed on the right, each one enabling a movement of one area.
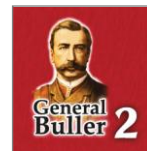
Buller and **Long -** counters are printed with their names and MP.

Headquarters - hereafter referred to as 'HQ'. It cannot be eliminated because staff are always replaced. The reverse shows movement mode.
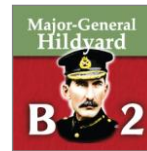
Brigade Leader - hereafter referred to as a 'Leader'. Counters are printed with the name, brigade, type and MP. Reverse shows replacement.

Battalion of Infantry -hereafter referred to as a 'Battalion'. The reverse side shows that it is reduced.

Regiment of Cavalry -hereafter referred to as a 'Regiment'. Reverse side shows that it is mounted.
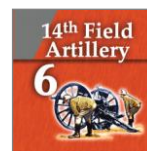
Battery - the reverse side shows that the guns are limbered.

Any reference to British <u>units</u> applies to battalions, regiments and batteries. Battalions, regiments and batteries are also referred to individually, as are Buller, Long, HQ and leaders.

British Brigades
A brigade is a formation of battalions, regiments or batteries commanded by a leader. The *Naval Artillery Section* operates as a brigade for all game purposes.

A brigade radius consists of all areas within one area of its leader. All units must try to remain within this radius. The radius of a leader on the map does not extend into a 'Towards Ladysmith' area. The radius of a leader in a 'Towards Ladysmith' area does not extend onto the map.

1.2 BOER ARMY COUNTERS
There are two types of counters. The icons help differentiate between them. They also display their name and a colored banner which shows the group they belong to. Counters have a number of SP printed on the left*,* each one representing 65 men for commandos and one gun for artillery. Counters do not have MP but commandos move one area when required to move.

Commando - the reverse side shows that it is reduced

Artillery - (no reverse side)

Any reference to Boer <u>units</u> applies to commandos and artillery. Commandos and artillery are also referred to individually.

Boer Groups
A group is an ad hoc grouping of commandos. The 1st group consists of commandos on the Boer extreme left flank, the 2nd, commandos on the left flank, the 3rd, commandos in the center and the 4th, commandos on the right flank. A sub group is a single commando or artillery positioned at a strongpoint. A sub group operates as a group for all game purposes though they will not voluntarily move.

2.0 GAME SET UP

2.1 DRAW CUPS
Place all *British Event Chits* in a cup. Remove the five 'Hesitate' and two 'Close Order' chits if these variants have not been chosen. Place all *Boer Event Chits* in a second cup. Remove the '1st Group Released' chit if the 'No Hlangwane' variant has been chosen. Place all *Boer SP Counters* in a third cup. Remove the two 'No Fire' chits which are put aside.

2.2 GENERAL MARKERS
Place the *Game Turn Marker* in the '1' box of the *Turn & Status Track.* Place the *Confidence Marker* in the '1' box of the *Turn & Status Track.* Place the *Loss Marker* in the '10' box of the *Turn & Status Track.* Place the *Segment Marker* in the 'British Send Orders Segment' box of the *Segment Track.* Place a *Step Marker* on the *Sequence of Play Chart* pointing to the 'Return Close Order and Bob Hart to Cup' step. Place a *Step Marker* near the *Fire Procedure Charts.* Point to the first step of the appropriate *Fire Procedure Chart* when a side fires.

2.3 DRIFT MARKERS
Place the '12' *Drift Marker*, the three '10' *Drift Markers* and one '6' *Drift Marker* on the table with 'Drift' showing. Randomly pick three and place them in the 'Wagon Drift', 'Native Drift' and '2nd Pont Drift' areas. Place the remaining two *Drift Markers* aside. Do not see the values of those that are placed in the drift areas and those that are placed aside.

Place the two remaining '6' *Drift Markers*, the '8' *Drift Marker* and the '4' *Drift Marker* on the table with 'Drift' showing. Randomly pick three and place them in the 'Small Falls Drift', 'Bridle Drift' and '1st Pont Drift' areas. Place the remaining *Drift marker* aside. Do not see the values of those that are placed in the drift areas and that which are placed aside.

2.4 ARMIES
Boer: Place all Boer units at full SP in the areas where their designations are *(starting area).* Place one *Emplacement Marker* showing "Hidden" in each starting area with an emplacement. Three of the commandos belonging to the 4th Group are placed in the 'Robinson's Drift area' *(their starting area).* Do not place an *Emplacement Marker* in this area*.*

British: Place Buller, Long and HQ *(in operative mode),* in the areas where their names are. Place all leaders and British units belonging to each brigade at full SP in the areas where their brigade banners are located. The '2nd Royal Fusiliers' battalion starts with a SP of 2, regiments start dismounted and batteries start limbered.

2.5 GAME START

To start play, collect 8 Command Points (CP) for the British and start the 'British Send Orders Segment' of game turn '1'.

3.0 SCENARIOS

3.1 THE BULLER VERSION

This is an introductory scenario. In the 'British Send Orders Segment' of game turn '1', rather than placing *Planned Objective Markers* in areas of your choosing, place them on the map in the areas printed with the 'historical objective' of each brigade.

3.2 OPTIONAL VARIANTS

To create scenarios, variants may be chosen from the *Variants Chart* before starting play. Each variant has a positive or negative balance rating. Pick as many as desired as long as the total balance rating ends up zero after all are summed.

4.0 ORDERS PHASE

4.1 BRITISH EVENT SEGMENT

Return all 'Close Order' and 'Bob Hart' chits to the *British Event Chit Cup* then draw a random British Event Chit and follow the instructions found on the *British Events Card*.

4.2 BRITISH COMMAND POINTS SEGMENT

If Buller is in the same area as the HQ in operative mode, collect three command points *(hereafter referred to as CP)*. If Buller is in the same area as the HQ in movement mode, collect one CP. If Buller is not in the same area as the HQ, collect one CP. If Buller is dead but the HQ is in operative mode, collect one CP.

4.3 BRITISH SEND ORDERS SEGMENT

One CP is required for each order to 'move' sent. CP cannot be retained for use in future turns. An order is sent from Buller, or the HQ if Buller is dead.

Only one order may be sent to a brigade each turn. It takes the form of designating an area *(not a drift or bridge area)* no further than five areas away from the leader as an objective. Place its *Planned Objective Marker* in the designated area.

A 'Towards Ladysmith' area may be designated as an objective (*if it is within the five area distance*). The whole brigade must then move across the 'red map edge' and enter the 'Towards Ladysmith' area.

One order may be sent from Long directly to a brigade of batteries in the same area *(unless its Objective Marker is showing 'Fail')*. This order does not cost a CP. Use the same procedure as above but, immediately place the *Objective Marker* in the designated area even if it is already in play. Remove any *Planned Objective Marker.*

Once all orders are sent, roll two dice on the *British Send Orders Table* for each to see if it arrives or is lost. If 'Order Arrives', place the *Objective Marker* on the *Turn & Status Track* as indicated by the 'Turns to Arrive' column. If 'Order Lost', remove the *Planned Objective Marker*.

4.4 BRITISH RECEIVE ORDERS SEGMENT

After all orders are sent, check reactions to orders. If the *Game Turn Marker* is in the same box as an *Objective Marker*, determine the reaction by rolling two dice on the *British Receive Orders Table*. If 'Ignore Order', the order is lost. Remove the *Planned Objective Marker* and do not place the *Objective Marker*. If 'As Ordered'', replace the *Planned Objective Marker* with the *Objective Marker.* If 'Charge to the Guns', remove the *Planned Objective Marker* and place the *Objective Marker* in an area with a Boer unit nearest to the leader. For brigades or Batteries, the *Objective Marker* is placed in the nearest area adjacent to the river or, if their leader is north of the river, with a Boer unit nearest to him.

4.5 BRITISH EMERGENCY WITHDRAWAL SEGMENT

A leader may attempt an emergency withdrawal if at least 25% of his brigade's total SP is eliminated. Roll two dice on the *British Emergency Withdrawal Table*. The brigade may withdraw if the result is 'Withdraw' but may not if the result is 'Continue'. If at least 50% of the total SP is eliminated then the withdrawal is automatically successful.

To withdraw, place the brigade's *Objective Marker* showing 'Fail' in an area closer to HQ than its leader and not in range of Boer rifle fire.

5.0 SHELL FIRE PHASE

5.1 BOER SHELL FIRE SEGMENT

If 'Boer Guns Misfire' chit is in play, return it to the *Boer Event Chit Cup* and do not fire. All artillery will fire one shot at British units up to a range of three areas. Suppressed artillery may only fire at units in the same area as themselves. Refer to the *Boer Fire Procedure Chart*.

5.2 BOER RECOVERY SEGMENT

Each unit has a morale level of either normal, disrupted, suppressed or routed. The worst is routed. If a unit that is routed goes up one level it becomes suppressed. If it goes up two levels it becomes disrupted. All disrupted, suppressed or routed units roll for recovery.   Refer to the *Unit Recovery Table*, find the present morale level of the testing unit, calculate recovery modifiers *(cumulative)* and roll two dice. If the result is not 'Unchanged', the morale level will go up one or two levels. Adjust the *Morale Marker* to show the new level.

5.3 BRITISH SHELL FIRE SEGMENT

If 'British Guns Ammo Shortage' chit is in play, return it to the *Boer Event Chit Cup*. All batteries may fire one shot at Boer units up to a range of two areas. Suppressed batteries may only fire at units in the same area as themselves. Refer to the *British Fire Procedure Chart*.

6.0 MOVEMENT PHASE

6.1 BRITISH MOVEMENT SEGMENT

Brigade Bars: These are the nine bars located in the four set-up areas on the map. They are utilized as a storage area for each brigade's *Planned Objective Marker* and *Objective Marker*.

Brigade Move Marker: This marker is used to show which brigade is moving during the British Movement Segment. Move the marker on the map from the left '2nd Artillery' brigade bar to the right 'Mounted' brigade bar, moving each brigade before moving on to the next.

Brigade Moves: A leader cannot move unless his *Objective Marker (showing either 'Objective' or 'Fail')* is in a map area or in one of the 'Towards Ladysmith' areas. If his *Objective Marker* is in an area, he must move towards it along the shortest possible route. He may either move alone to an area with a unit from his brigade present, or move together with at least one of his units to any area using the lowest MP allowance. He must end this segment stacked with a unit from his brigade. If all his units are eliminated, remove the leader from play.

Once his *Objective Marker* is reached he may not move any further. Remove the *Objective Marker*. He may now only move if he receives new orders or if his units in his area are routed or if he makes an emergency withdrawal. All his units may still move as long as they move towards or within their brigade radius.

After the leader has moved then the rest of his units move. A unit may move a number of areas equal to its MP. It must move towards or within its brigade radius. If it is within its brigade radius then it may not voluntarily move out of it.

Units in the same area as Boer units may only move to an area closer to the 'red map edge' if the total British SP in the area is greater than the total Boer SP in the area .

A regiment uses the MP it has showing when it starts the British Movement Segment. The MP available does not change if it mounts or dismounts during its movement. It may only dismount if its leader has reached the area where his *Objective Marker* was placed. To mount or dismount a regiment uses one MP.

A battery may only unlimber if the leader has reached the area where his *Objective Marker* was placed. To unlimber a battery uses one MP. To limber a battery takes the whole segment.

The HQ may only be in operative mode when out of range of any Boer fire. Change to movement mode if in range and in operative mode. It takes one MP to change the HQ to its operative mode. To change to its movement mode takes the whole segment.

Buller and Long must end this segment stacked with a unit *(if any present)*. If the unit is routed, they will move with it.

A suppressed unit may only move if in a clear, drift, or bridge area and must stop if it enters a brush, rough, or hill area, where it must stay until not suppressed.

Routed units move before other units. They will move closer to the area with the HQ present by the shortest route.

Drift and Bridge Areas: The Tugela river may only be crossed via a drift or bridge area. These areas are counted for the purpose of calculating movement distance. Batteries <u>must</u> choose a bridge area.

When a drift area with the *Drift Marker* showing 'drift' is about to be entered by a battalion or regiment, the player must first find the drift. Each drift has a *Drift Marker*.

Adjust it to show its value and roll two dice. The drift will be found if that value or less is rolled. If the drift is found, remove the *Drift Marker* and the drift area can now be entered.

If it is not found, leave the *Drift Marker* showing its value. The battalion or regiment may <u>not</u> enter the drift area, stays where it is and if in play, the *Planned Objective* and *Objective Markers* of its brigade are removed. British may roll again to find the drift in subsequent turns.

Commandos do not have to roll to find drifts. Remove the *Drift Marker* if that drift area is entered by them. This drift area can now also be entered by the British.

No more than two units can enter or cross a drift area, per turn, and only one may remain in it at the end of a movement segment. No more than three units can enter or cross a bridge area, per turn, and only two may remain on it at the end of a movement segment.

A disrupted or suppressed unit cannot enter a drift area (*but may leave one*) unless it is conducting an *Emergency Withdrawal* or has a *Return Marker.*

When a unit exits a drift area its morale level is dropped one level, with the exception that suppressed stay the same.

6.2 BRITISH ASSAULT SEGMENT

British units in the same area as Boer units must assault them. Only units in the area fire *(not routed, batteries or artillery)*. The assault uses the *Fire Procedure Charts* as follows:

The British approach the Boer defensive line. Both fire one shot, with commandos firing first. All normal modifications for terrain and any emplacement apply.

Close Combat: If units from both sides still remain in the area, units now fight in close combat with point-blank rifle fire, bayonets and sabers. Both fire one shot again, with commandos firing first. Since in close combat, modifications for terrain and any emplacement do <u>not</u> apply. The Boers are <u>not</u> considered to be in an emplacement (*if in one*) because their position has been overrun by British troops. Use the 'Group not in Emplacement' column if a test is required on the *Formation Morale Table.*

If units from both sides still remain in the area, they will now share the area. The British fall back from close combat and the Boers recover any emplacement present.

If only Buller, Long, leaders or batteries remain, they will be eliminated. If a leader is eliminated, adjust the counter to show his replacement and place the new leader in the nearest area with a unit of his brigade present. A replacement leader cannot be eliminated. He can, of course, but then he would just be replaced by another replacement leader.

6.3 BOER EVENT SEGMENT

Starting on game turn 5, draw a random Boer Event Chit and follow the instructions found on the *Boer Event Card*. If drawn, place the 'Boer Guns Misfire' chit or 'British Guns Ammo Shortage' chit on the *Turn & Status Track* one box higher than the *Game Turn Marker* as a reminder.

6.4 BOER MOVEMENT SEGMENT

All commandos released via a Boer Event Chit draw have a *Released Marker* put on them. Commandos will move one area (*not artillery, they are eliminated if forced to move*) in the following priority:

1. Move commandos with no *Return Marker* on them and routed towards the nearest 'red map edge'.

2. Move commandos with a *Return Marker* on them towards their starting area.

3. Move commandos with no *Return Marker* on them and in the same area as battalions or regiments towards the nearest 'red map edge'.

These will only move if the total British SP in the area is greater than the total Boer SP in the area.

4 Move commandos with a *Released Marker* on them towards the nearest area adjacent to an area with British units present *(via a drift area if it must cross the river).* Do not move if already adjacent to, or in the same area as, British units.

If more than one of the same priority, move by order of strongest unit moves first, then next strongest and so on. If priority '1' or '3' and the 'red map edge' is reached, a commando will subsequently move across this edge into one of the 'Towards Ladysmith' areas.

When the rules require the Boer strongest unit to be known, take the SP printed on the counter, minus any *Number Marker*, add or minus any *SP Counter* and deduct one if disrupted or two if suppressed. This total will be the actual strength of the unit at that moment in time.

A commando will move along areas to its destination area by the shortest possible route. If there is more than one eligible area to enter, refer to the *Boer Movement Chart*. If there is more than one area of the same priority, those with an emplacement have precedence. If there are no priority areas available to enter, the commando does not move. Remove any *Return Markers* from commandos who do not move. Any commando that enters an area where the only British are Buller, Long or batteries will eliminate them.

7.0 RIFLE FIRE PHASE

7.1 BRITISH RIFLE FIRE SEGMENT

All battalions and regiments may fire one shot at Boer units up to a range of one area *(adjacent area).* Suppressed units may only fire at units in the same area as themselves. Routed units or regiments with zero SP may not fire. Refer to the *British Fire Procedure Chart*.

7.2 BRITISH RECOVERY SEGMENT

First, roll two dice for each leader with a *Panicked Marker* or *Standing Firm Marker*. A result of 4 or more will remove the marker. All disrupted, suppressed or routed units now roll for recovery. Refer to the *Unit Recovery Table*, find the present morale level of the testing unit, calculate recovery modifiers *(cumulative)* and roll two dice.

If the result is not 'Unchanged' then the morale level will go up one or two levels.

7.3 BOER RIFLE FIRE SEGMENT

All commandos will fire one shot at British units up to a range of one area *(adjacent area).* Suppressed commandos may only fire at units in the same area as themselves. Routed commandos may not fire. Refer to the *Boer Fire Procedure Chart*.

8.0 STATUS PHASE

8.1 BOER SHAKEN SEGMENT

Return all *SP Counters* to the *SP Counters Cup.* Move the *Confidence Marker* up one box on the *Turn & Status Track*. Adjust the *Confidence Marker* according to the *Status Chart*. Do not move the *Confidence Marker* lower than box '1' or higher than box '20'.

If the *Confidence Marker* is in the same box as, or lower than, the *Game Turn Marker,* roll two dice to see if Boer confidence is shaken. Add one to the roll for each box that the *Confidence Marker* is below the *Game Turn Marker.* If result is '12 or more', adjust the *Confidence Marker* to 'Shaken' and add the two *No Fire Counters* to the *SP Counters Cup.*

If at the start of the *Boer Shaken Segment,* there are British units present in an area with an emplacement and no Boer units, the British capture it. Place an *Emplacement Marker* showing 'captured' in the area.

If at the start of the *Boer Shaken Segment,* there are no British units present in an area with a captured emplacement, the Boers re-capture it *(no need to be present in the area)*. Remove the *Emplacement Marker*.

8.2 VICTORY SEGMENT

The game will end when any of the following occur:

- If Boer confidence is shaken a second time, the Boers withdraw and the game ends.
- If the *Confidence Marker* has reached box '1' on the *Turn & Status Track (turn 5 or later),* the Boers withdraw and the game ends.
- If the *Loss Marker has* reached box '20', the Boers do not withdraw and the game ends.
- If the *Game Turn Marker* has reached box '20', the Boers do not withdraw and the game ends.

The player will win a 'British Victory' if the Boers withdraw and the *Loss Marker* is at '14' or less. Buller becomes a hero, he relieves Ladysmith and remains commander in chief in South Africa.

The player will win a 'Pyrrhic British Victory' if the Boers withdraw and the *Loss Marker* is at '15' or more. Ladysmith is relieved but the losses shock the British public. Buller is replaced by Roberts.

The Boers will win a 'Boer Victory' if they do not withdraw. The British have to fight again before relieving Ladysmith. British public is shocked by the setback and losses. Buller is replaced by Roberts.

If the game does not end, move the *Game Turn Marker* one box higher on the *Turn & Status Track.* If on the *Turn & Status Track* place the 'Boer Guns Misfire' chit in the 'Boer Shell Fire' box of the *Segment Track* or the 'British Guns Ammo Shortage' chit in the 'British Shell Fire' box of the *Segment Track* as a reminder.

9.0 BRITISH FIRE PROCEDURE

9.1 BRITISH TARGETING

A British target area is any area with Boer units present apart from areas with a *Multiple Attack Marker*. Choose one target area for each firing unit and place a *Single Attack Marker* in that area.

Unlimbered batteries target an area up to a range of two areas. Battalions and regiments target an area up to a range of one area. A second unit may also fire into that area, adjust marker to *Multiple Attack*. This second unit will not later fire in *British Firing* below, its effect on the attack being taken into consideration solely by the *Multiple Attack Marker (support fire).*

Repeat the above procedure for each firing unit. Units from the same brigade can fire into different areas. A unit that fires into one area may not fire into another area *(SP may not be split).* There are no 'line of sight' requirements for units. They are presumed to be positioned in such a way that they can see target areas. Unless actually targeting a drift or bridge area, ignore these areas when calculating fire range.

For example, a battalion is on one side of the river and a commando on the other, with a drift area between them. The battalion would fire at the commando at a range of one area but the battalion would have to move two areas to enter the area of the commando.

9.2 BRITISH FIRING

Resolve fire in any order of firing units. To fire, choose a Boer unit in the target area as the target unit. Calculate *British Fire Modifiers* on this unit *(cumulative).* If a battery, roll two dice, modify and refer to the *Shell Fire Table.* If a battalion or regiment, roll one die, modify and refer to the *Rifle Fire Table.*

9.3 BOER LOSSES

If a battery's fire causes a disrupted or suppressed result, place an appropriate marker on all Boer units in the target area. If rifle fire causes SP losses, apply them to commandos in the target area. If there are no commandos or all have been eliminated, apply them to artillery. If one SP loss is applied to artillery, it is eliminated. Place a *Number Marker* under a commando to show the total amount of losses.

When its SP minus the *Number Marker* equals the SP on its reverse side, adjust the commando to show reduced and remove the *Number Marker*. Eliminate a reduced commando if it has a *Number Marker* which equals the reduced SP.
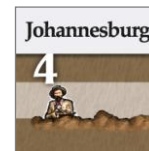
9.4 BOER MORALE

If SP losses are applied to a group in the target area, roll two dice, calculate morale modifiers *(cumulative)* and refer to the Formation *Morale Table.* Find the result and adjust the *Morale Markers* to show the new level of each unit belonging to the same group in the target area that has a better morale than the result. If a commando with a *Released Marker* on it is routed, adjust the marker to show 'Return'.

9.5 BRITISH STATUS

Refer to the *Status Chart* and adjust the Confidence and Loss Markers.

10.0 BOER FIRE PROCEDURE

10.1 BOER TARGETING

Boer targeting represents Boer artillery or commando officers observing the battlefield and then liaising with their respective HQ and deciding on the most favorable British target unit to lay fire down upon.

Due to their range, Boer artillery invariably have a large number of potential target units available in many areas. Commandos normally have less due to the limits of adjacent areas only.

Observing officers cannot survey everywhere, hence the decision of which zone of the battlefield with target units present to focus on first.

Once the observing officers have prioritized the zone where they want to lay down fire, an <u>area</u> with a target unit present within the zone must be determined. Due to British movement, line of sight, general visibility and time, the officers have limited knowledge available to choose the 'perfect' British target unit, hence the placement of six *Plot Markers* and then a randomizer to determine the actual area chosen. The target <u>unit</u> will be present in this area.

A Boer zone is a group of areas *(see Boer Zone Chart)* with at least one of these areas being a Boer target area. There may be up to three zones, A, B and C.

An artillery target area is any area in range with British units present apart from areas with a *Multiple Attack Marker* <u>or</u> just Buller, Long or the HQ present, <u>or</u> all British units in area are suppressed or routed.

A commando target area is any area in range with British units present apart from areas with a *Multiple Attack Marker* or just Buller, Long or the HQ present.

If British target units are present in the same area as the firing unit and this area qualifies as a target area, it will automatically be chosen as the firer's target area.

To generate one target area for each firing unit, follow this sequence:

- Target in order of strongest firing unit first, then next strongest and so on.
- Refer to the Boer Zone Chart to determine zone.
- Place the six *Plot Markers* in potential target areas within the priority zone using the *Boer Plot Chart*. The number on each *Plot Marker (1-6)* corresponds to the result of a dice.
- Roll one dice to generate the actual target area.
- Place a *Single Attack Marker* in target area rolled. A second unit may also fire into the target area, adjust marker to *Multiple Attack*. This second unit <u>will not</u> later fire in *Boer Firing* below, its effect on the attack being taken into consideration solely by the *Multiple Attack Marker (support fire).*
- Remove the Plot Markers.
- Repeat for each firing unit.

Commandos from the same group can fire into different areas. A unit that fires into one area may not also fire into another area *(SP may not be split).*

There are no 'line of sight' requirements for units. They are presumed to be positioned in such a way that they can see target areas. Unless actually targeting a drift or bridge area, ignore these areas when calculating fire range.

10.2 BOER FIRING

Resolve fire in order of strongest firing unit first. Unless already present, place a *SP Counter* on a firing commando *(on strongest if 'Multiple Attack').* To fire, select a British unit in the target area as the target unit by referring to the *Boer Target Chart*. Calculate *Boer Fire Modifiers* on this unit *(cumulative).*

If artillery roll two dice, modify and refer to the *Shell Fire Table*. If a commando, roll one dice, modify and refer to the *Rifle Fire Table*. Remove the *Emplacement Marker* in an area as soon as any Boer unit in that area fires its first shot in the game.

Each battalion equals two stacking points and each regiment equals one stacking point *(regardless whether or not they have taken losses).* Batteries are worth one stacking point in total regardless of how many batteries are present in an area. There is no stacking limit but if there are nine or more stacking points in an area then the British will suffer an adverse effect when fired upon.

10.3 BRITISH LOSSES

If artillery fire causes a disrupted or suppressed result, place an appropriate marker on all British units in the target area. If rifle fire causes SP losses, apply them to the target unit. If eliminated, extra SP losses are taken on another unit of the same type in the target area, or if none, on the next lower type priority.

Place a *Number Marker* under a battalion to show the total amount of losses. When its SP minus the *Number Marker* equals the SP on its reverse side, adjust the counter to show reduced and remove the *Number Marker*. Eliminate a reduced battalion if it has a *Number Marker* which equals the reduced SP.

Place a *Number Marker* under a regiment to show the first SP loss. Eliminate the regiment on a second SP loss. If one SP loss is applied to a battery, it is eliminated.

10.4 BRITISH LEADERS

If SP losses are applied to a brigade, roll two dice to place a *Panicked Marker* (3 or less) or *Standing Firm Marker* (10 or more) on its leader, unless a marker is already present. If the leader gets either result then it will affect units from his brigade in any area.

If Buller, Long or a leader are in an area where SP losses are applied to a British unit, roll two dice to see if he is eliminated (2 or 12). Replace any eliminated leaders.

10.5 BRITISH MORALE

If SP losses are applied to an infantry or cavalry brigade in the target area*,* roll two dice, calculate morale modifiers *(cumulative)* and refer to the *Formation Morale Table*. Find the result and adjust the *Morale Markers* to show the new level of each unit belonging to the same brigade in the target area that has a better morale than the result. If units are routed, remove any 'Close Order' and 'Bob Hart' chits from their leader who, if in the same area, will then move with them.

10.6 BOER STATUS

Refer to the *Status Chart* and adjust the Confidence and Loss Markers.

10.7 BOER TARGETING EXAMPLES

See separate player aid card for a step by step example of how Commando and Artillery units select British units to fire upon .

Suggested Readings

1. **The Boer War** by Thomas Packenham is simply the book to read regarding the war as a whole, it has no peer.

2. **Colenso, 1899: The Boer War in Natal** (Osprey Military Campaigns) by Ian Knight is worth a look for maps, etc.

3. **The Battle of Colenso** by SB Bourquin & Gilbert Torlage proved to be absolutely invaluable. It is by Raven Press and is part of a 'Battles of the Anglo-Boer War' series.

4. **Military History Journal** – Vol. 1 No. 7 General Botha at the Battle of Colenso by C.J. Barnard is well worth a read.

11.0 ORDERS OF BATTLE

11.1 BRITISH ARMY OF NATAL

Commander in Chief:
General The Right Honourable Sir Redvers Henry Buller, GCB, GCMG, VC, KRRC

2nd (English) Infantry Brigade:
Brigadier (Local Major) General Henry John Thoroton Hildyard, CB, HLI

- 2nd Devonshire Infantry Regiment
- 2nd West Surreys Infantry Regiment
- 2nd West Yorkshire Infantry Regiment
- 2nd East Surreys Infantry Regiment

4th (Light) Infantry Brigade:
Brigadier (Local Major) General The Hon. Neville Gerald Lyttleton, CB, Rifle Brigade

- 2nd Cameronians (Scottish Rifles) Regiment
- 3rd King's Royal Rifle Corps Infantry Regiment
- 1st Durham Light Infantry Regiment
- 1st Rifle Brigade

5th (Irish) Infantry Brigade:
Brigadier (Local Major) General Arthur Fitzroy "*No Bobs*" Hart-(Synnot), CB, *psc,* Surreys

- 1st Royal Inniskilling Fusiliers Infantry Reg.
- 1st Connaught Rangers Infantry Regiment
- 2nd Royal Dublin Fusilier Infantry Regiment
- 1st Border Infantry Regiment
  (attached pro tem vice 1st Royal Irish Rifles, w/Gatacre)

6th (Fusiliers) Infantry Brigade:
Brigadier (Local Major) General Geoffrey Barton, CB, *psc,* 1st RF

- 2nd Royal Fusiliers Infantry Regiment
  (4 companies)
- 2nd Royal Scots Fusiliers Infantry Regiment
- 1st Royal Welsh Fusiliers Infantry Regiment
- 2nd Royal Irish Fusiliers Infantry Regiment

The *ad hoc* Cavalry Division (*aka,* The [3rd] Irregular Mounted Brigade):
Colonel (Local Major General) Douglas Mackinnon Baillie Hamilton Cochrane, The (12th) Earl of Dundonald, CB, MVO, 2nd Life Guards

- 1st Royal Dragoon Regiment
- 13th Hussar Regiment
- *Bethune's* Mounted Infantry Regiment
- *Thorneycroft's* Mounted Infantry Regiment (4 companies)
- South African Light Horse Regiment (3 companies)
- The Composite Mounted Infantry Regiment:
    a) 5th Squadron/Natal Carabinier (SA) Regiment (1 company)
    b) Imperial Light Horse Regiment (1 company)
    c) *Detachment*, Natal Police
    d) One Mounted Infantry Company (2nd KRRC and 1st RDF)

Artillery:
Lt. Colonel (Brevet Colonel) Charles James Long, RA (VSW)
Lieutenant Frederick Charles Ashley Ogilvy, RN (HMS *Terrible*)

1st Brigade, RA:
Lt. Colonel H.V. Hunt, RA (WP)

- 7th Field Battery, RA (6 guns)
- 14th Field Battery, RA (6 guns)
- 66th Field Battery, RA (6 guns)
- One Section Naval Twelve Pounder Battery (6 x 12-pndrs)

2nd Brigade, RA:
Lt. Colonel Lawrence Worthington Parsons

- 63rd Field Battery, RA (6 guns)
- 64th Field Battery, RA (6 guns)

Naval (Artillery) Brigade:
Captain Edward Pitcairn Jones, RN (HMS *Forte*)

- One Heavy Battery (2 x 4.7" guns)
- One Section Twelve Pounder Battery (6 x 12-pndrs)

11.2 BOER FORCES

Field Commandant:
General Louis Botha (2iC)

1st Commando Group:
Commandants Jozua A. Joubert and Field Cornet Swart

- *Wakkerstroom* Commando (5 platoons)
- *Standerton* Commando (4 platoons)

1st Sub-Group:
Commandant Hendrik Potgieter, Krugersdorp Comm.

- *Krugersdorp* Commando (7 platoons)
- *Vryheid* (Botha's Own) Commando (3 platoons)
- *Heidelberg* Commando (6 platoons)

2nd Commando Group:
Commandant Ben Vilhoen, Johannesburg Police Comm.

- *Johannesburg* Police Commando (7 platoons)
- *Boksburg* Field Cornetcy (2 platoons)

3rd Commando Group:
Commandant Christian Botha, Swaziland Comm.

- *Zoutpansberg* Commando (5 platoons)
- *Swaziland* Police Commando (5 platoons)
- *Ermelo* Commando (4 platoons)

4th Commando Group:
Assistant General Christian Fourie

Orange Free State Commando Group:

- *Frankfort* Commando (3 platoons)
- *Senekal* Commando (3 platoons)
- *Vrede* Commando (3 platoons)
- *Johannesburg* Commando (6 platoons)
- *Middelburg* Commando (7 platoons)

Artillery, Colenso Koppies:

- One 120mm Krupp howitzer
- One Krupp 75mm cannon
- One 37mm Maxim-Nordenfelt MG

Artillery, Red Hill/Cannon Koppie:

- Two Cruesot 75mm cannon

12.0 DESIGN NOTES

In this section I'll review certain key game mechanics to help players better understand the decisions made when creating this game. I will cover the following four key components of the game:

- Command Phase
- Ford Locations
- Variable Boer Combat Values
- Confidence Track

On December 15th, 1899, General Sir Redvers Buller attempted to cross the Tugela River in order to relieve the Siege of Ladysmith. He was faced by well entrenched Boer commandoes who inflicted a reverse upon the British that ultimately led to Buller being relieved of command. The key feature of the game is to present the player with the problems and difficulties that Buller himself faced. The player is provided with the same level of information and ability to influence events.

1. **Command Phase -** There a number of sub-phases to the Command Phase but in essence Brigades are sent orders, in the form of Objective areas. When the orders are received there is the possibility that the leader of the brigade will 'Ignore', 'March to the Guns' or follow the orders as commanded. Each leader has a lettered rating that provides a die roll modifier to the Command Acceptance die role. As is clear from the history of the battle Buller did not have full control and the command rules reflect this.

2. **Variable Boer Combat Values -** When the battle commenced the British had very little idea as to the location of the Boer troops. In order to reflect this in the game I went for a variable Boer strength system. This means that when determining Boer fire strength three numbers are added together – the base strength of the unit (printed on the counter), a negative figure for each loss inflicted by the British player, and a variable strength counter which is changed every turn after that unit fires. This variable strength counter represents possible mutual support of adjacent emplacements by means of temporary redeployment of one or two platoons from one emplacement to another. This means the player is never sure of the Boer strength in a particular location. They weren't on the day so this has sound reasoning; based on the actual battle.

3. **Ford Location -** The British did not reconnoitre the battlefield well before hand. As a result they were unclear as to the location of the fords and how practical their use would be. This is reflected simply in the game by making the likelihood of finding each ford dependant on a randomly chosen hidden marker placed on each prior to the game start. Each marker is revealed when a British unit moves adjacent; it is a value against which two dice are thrown. If the die role succeeds the ford is found and can be used, if the die role fails the units planning on crossing may roll again to find the drift in subsequent turns.

4. **Confidence Track -** This is a measure of the confidence felt by the Boer during the battle and the likelihood of them retreating. History has largely forgotten the high state of nervousness in the Boer command prior to battle. From my readings I am very doubtful if the Boer would have faced the British at all if it was not for the strong personality of Botha. The Confidence track goes up incrementally each turn, it also goes up every time the Boer have a measured battlefield success and goes down every time the British have a measured battlefield success. When the confidence marker and the turn marker are in the same box, or the turn marker is in a higher box, then there is a possible 'Shaken' result against the Boer. As the British need to get two 'Shaken' results to win the game then it can be seen that the British are in a race against time in order to win. Boer morale will increase the longer the battles go on, this reflects what actually occurred.

The net result of these 4 rules is that no two games will play the same. Thus replays of the game are more enjoyable with the lack of predictability. What works so well is that the reasoning in each case is soundly based on the history of the battle.

I hope you enjoy the game, a culmination of the talent and hard work of multiple persons. ~ Geoff Noble