

WHEN EMPIRES CLASH!

WARGAME RULES FOR FIGHTING SMALL LATE 19TH CENTURY AND EARLY 20TH CENTURY COLONIAL BATTLES

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GENERAL RULES

SCALES

- These rules are designed to be used with 15mm/1:100th scale model figures, artillery pieces, and vehicles.
- 50mm represents the distance needed to deploy an Infantry Company, a Cavalry Squadron, an Artillery Battery, or similar sized military unit on a battlefield.
- Each turn represents fifteen to thirty minutes of real time.

PLAYING EQUIPMENT

- The following equipment is needed to fight battles using these rules:
 - A battlefield and suitable terrain;
 - Two armies;
 - A scenario;
 - Four D6s (two for each side) and/or two D12s (one for each side).¹

¹ For one-off battles where dice are used to determine the layout of the terrain, each side's baseline and deployment area, and the value of each side's armies, at least eight D6s will be required.

THE BATTLEFIELD

- Battles are fought out on a gridded battlefield. The grid is marked in 50mm squares. The battlefield must not be less than twelve squares wide and twelve squares deep, although a battlefield that is eighteen squares wide and twelve squares deep (or vice versa) is the minimum recommended size.
- No more than two stands may be placed in a square at any time, and then only if there is sufficient space within the square for this to happen. They must be placed one behind the other and face in the same direction.
- Terrain (e.g. a group of trees) must fit – whenever possible – within one square on the battlefield. Where pieces of terrain are large than an individual square (e.g. a hill) they must be sized in multiples of squares (e.g. two squares, three squares, or six squares) and be marked in 50mm squares in the same way as the battlefield.

THE PLACEMENT OF TERRAIN

- For battles that are fought as part of a campaign, the placement of terrain on the battlefield depends upon what is shown on the campaign map; in the case of one-off battles the placement of terrain is decided by the throw of a dice.
- For one-off battles each side throws a D6 to determine the number of pieces of terrain they can place on the battlefield.
- The side with the highest score then selects and places a piece of terrain on the battlefield. The other side then follows suit, and also selects and places a piece of terrain on the battlefield. This alternate selection and placement of terrain onto the battlefield continues until both sides have placed all the pieces of terrain that they may place.

BATTLEFIELD BASELINES

- For battles that are fought as part of a campaign, each side's baseline on the battlefield (i.e. the side of the battlefield on which they deploy) depends upon what is shown on the campaign map; in the case of one-off battles the baselines are decided by the throw of a dice.
- For one-off battles each side throws a D6 after all the terrain has been placed on the battlefield. The side with the highest score chooses which edge of the battlefield is their baseline. Their opponent is allocated the opposite edge of the battlefield as their baseline.

STANDS

- Figures, artillery, and vehicles are mounted on stands. Each stand represents an Infantry Company, a Cavalry Squadron, and Artillery Battery or similar sized military unit. Except where otherwise stated, all stands are 40mm wide.²

Infantry stands	20mm deep	Transport stands	50mm deep ³
Cavalry stands	30mm deep	Pack Transport stands	30mm deep
Artillery stands	40mm deep ³	Command stands (on foot)	20mm deep
Machine Gun stands	40mm deep	Command stands (mounted)	30mm deep
Pom-Pom Gun stands	40mm deep		

² This is the minimum width. The stand might need to be wider in order to fit the figures and/or model onto it. Stands that are wider than 50mm are deemed to be large stands (see 'Large Stands' section below).

³ This is the minimum depth. The stand might need to be deeper in order to fit the figures and/or model onto it. Stands that are deeper than 50mm are deemed to be large stands (see 'Large Stands' section below).

- The recommended number of 15mm/1:100th scale model figures, artillery pieces, or vehicles per stand is as follows:

Infantry stands:	Two or three infantry figures
Cavalry stands:	Two cavalry figures
Artillery stands:	One gun and two crew figures
Machine Gun stands:	One machine gun and two crew figures
Pom-Pom Gun stands:	One Pom-Pom gun and two crew figures
Transport stands:	One horse-drawn or steam-powered vehicle and horse team
Pack Transport stands:	One pack animal and one driver
Command stands:	One Commander figure <u>plus</u> one or two infantry figures (if the Commander is on foot) <u>or</u> one cavalry figure (if the Commander is mounted)

- Each stand is allocated a value that may be marked on the stand to aid players during the battle (see 'Stand Values' section below).

LARGE STANDS

- Stands that are wider and/or deeper than 50mm are large stands and will straddle two or more squares. They may share any one of the squares they occupy with another stand if there is sufficient space within the square for this to happen. They must be placed one behind the other and face in the same direction.
- Artillery that is mounted on a large stand may only be moved during a battle by a suitable Transport stand (see 'Transport Stand' section below).
- All movement is measured from the front edge of the stand.
- The ranges of all weapons fired from a large stand are measured from the front edge of the stand.
- The ranges of all weapons fired at a large stand are measured to the edge of the stand nearest to the firing stand.

TRANSPORT STANDS

- Transport stand can tow one Artillery stand.
- Artillery stands that are being towed by Transport stands may not take part in Fire Combat or Close Combat for the duration of a turn during which they are being towed.
- When the Artillery stand is unlimbered it must be unlimbered into a vacant square to the rear of the Transport stand that has towed it.
- Likewise, when an Artillery stand is limbered to a Transport stand it may only be limbered from a square to the rear of the Transport stand that will carry or tow it.

STAND VALUES

- The value of each type of stand is as follows:

Regular Infantry:	3 points	Mountain Artillery:	2 points
Irregular Infantry:	2 points	Automatic Machine Guns	4 points
Native Infantry:	2 points	Mechanical Machine Guns	2 points
Regular Cavalry:	3 points	Pom-Pom Guns	4 points
Irregular Cavalry:	2 points	Transport	1 point
Native Cavalry:	2 points	'Exceptional' Commanders	3 points
Heavy Artillery:	4 points	'Average' Commanders	2 points
Medium Artillery:	3 points	'Poor' Commanders	1 point
Field Artillery:	2 points	50mm of entrenchments	½ point ⁴

⁴ This value is only used when calculating the total value of an army for one-off battles or when only one side is entrenched. In battles where both sides are entrenched, this value can be ignored.

ARMIES

- Before the battle begins both sides must decide how many stands their armies will have. For campaigns this will be determined by the events leading up to the battle; in the case of one-off battles this can be decided by either mutual agreement between the players or by the throw of a dice.
- For one-off battles where the players mutually agree to have armies of equal value, a total of 36 points per army is recommended, with no more than 12 points in total being spent on stands worth 4 points or more.
- For one-off battles where the players prefer not to have armies of equal value, it is recommended that each side throw 8D6s to determine the value of their army, with no more than 33% of this total value being spent on stands worth 4 points or more.
- Each side's army must have a Command stand (i.e. the stand with the Commander on it). The value of this stand is not included in the cost of an army.

COMMANDERS

- Before the battle begins both sides must decide how good their respective Commanders are. For campaigns this will be determined by the events leading up to the battle; in the case of one-off battles this is determined by the throw of a dice.
- To determine a Commander's ability for a one-off battle, a D6 is thrown:
 - If the score is 6, the Commander is rated as 'Exceptional';
 - If the score is 3, 4, or 5, the Commander is rated as 'Average';
 - If the score is 1 or 2, the Commander is rated as 'Poor'.
- The rating of the Commander affects their ability to activate stands. When the side with the initiative throws its 2D6s or D12 (see 'Dice' section below), the Command stand's value is added to the score; the resultant score determines the number of stands the Commander may activate that turn.

DICE

- To reflect the asymmetric nature of Colonial warfare, players commanding European or European-style armies use 2D6s and players commanding Native armies use a D12 to resolve:
 - The side has the initiative during each turn;
 - The number of stands they may activate each turn;
 - Any combat that may take place.

DEPLOYMENT

- For battles that are fought as part of a campaign, the deployment of stands on the battlefield depends upon the circumstances under which the battle is being fought; in the case of one-off battles the deployment of stands is decided by the throw of dice.

- For one-off battles each side throws D6 to determine the maximum number of squares in from the edge of their baseline they may deploy their armies.

VICTORY

- During a battle a tally of the total value of all the stands that have been destroyed should be kept. Once an army has suffered a loss of 50% of its original value (not including the value of its Command stand), it must begin to withdraw from the battlefield.
- The battle is deemed to have ended when one side has completely withdrawn from the battlefield or has conceded defeat or the 12th turn has been completed.
- At the end of the battle both sides total up the value of all the stands in their armies (including the value of its Command stand) that have not been destroyed. These two totals are compared:
 - If the remaining values of the two armies are equal, the battle is deemed to be a draw;
 - If the remaining value of one army is more than that of the other, the side with the higher remaining value is deemed to have won the battle.
- The level of victory is determined by the difference between the remaining values of the two armies:
 - If the difference is less than or equal to 9 points, the victory is 'Marginal';
 - If the difference is between 10 points and 19 points inclusive, the victory is 'Decisive';
 - If the difference is 20 points or more, the victory is 'Overwhelming'.

MAIN BATTLE RULES

TURN SEQUENCE

- The battle lasts a maximum of 12 turns. At the beginning of each turn both sides throw 2D6s or a D12; the side with the highest score has the choice of having the initiative for that turn or passing it over to their opponent. In the event of a tie, both sides throw again until the situation is resolved.
- The side with the initiative throws 2D6s or a D12 and adds the Command stand's value; the resultant score determines the number of stands they may activate this turn. Once they have activated all their eligible stands, the other side throws 2D6s or a D12 and follows the same procedure.

ACTIVATION

- When a stand is activated it can move and then engage the enemy in combat or engage the enemy in combat and then move.

MOVEMENT

- All movement distances are expressed in squares.
- Stands may move orthogonally or diagonally.
- All movement is measured from the front edge of the stand.

Regular Infantry	2 squares	Artillery	2 squares ⁵
Irregular Infantry	3 squares	Machine Guns	2 squares
Native Infantry	3 squares	Pom-Pom Guns	2 squares
Regular Cavalry	4 squares	Transport	2 squares
Irregular Cavalry	5 squares	Commanders (on foot)	2 squares
Native Cavalry	5 squares	Commanders (mounted)	4 squares
Dismounted Cavalry	2 squares		

⁵ *This movement rate only applies to Artillery that is not mounted on a large stand (see 'Large Stands' section above). Artillery that is mounted on a normal stand is deemed to have the means by which it can be moved without having to resort to the use of a Transport stand.*

- Cavalry that are mounting or dismounting cannot move during the turn during which the mount or dismount.
- If a stand moves into a square that is adjacent to a square occupied by an enemy stand it must stop.
- Artillery stands may not be moved into a square that is adjacent to a square occupied by an enemy stand.
- Artillery that is mounted on large stands may only be moved by being limbered to a suitable Transport stand (see ⁵ and the 'Transport Stand' section above).
- Stands can move through friendly stands except when they are recoiling and they are sharing a square with a friendly stand. In the latter instance the recoiling stand is deemed to have been destroyed and is removed from the battlefield.
- Stands cannot move through enemy stands.
- Only Infantry may move off-road through woods or can cross vertical obstacles (e.g. walls, hedges, fences etc.).
- Stands making their entire move along a road may increase their movement distance by 1 square.
- Stands crossing a hill contour reduce their movement distance by 1 square per contour crossed.
- There is no movement penalty for a stand to change the direction it is facing, but once it has been activated and moved a stand may not change the direction it is facing until it is activated again during the next turn or it is forced to recoil as a result of combat.

COMBAT

- Combat is stand vs. stand. If there are two stands in the same square, only the front stand may initiate a combat with an enemy stand during a turn. The stand that is in the second row of the pair of stands in the same square supports the front stand in any Close Combat.

- A stand may only initiate combat once per turn although it can be engaged by enemy stands many times.
- Combat that is between stands that occupy adjacent squares is deemed to be Close Combat. Close Combat includes short-range firefights at a range of one square and hand-to-hand combat. All other combat is Fire Combat.

FIRE COMBAT

- A stand may only fire at an enemy stand that is in direct and clear line-of-sight.
- Unless otherwise stated, Regular Cavalry may not fire whilst mounted.
- All ranges are measured from the front edge of the stand. The enemy stand must be within range and within a 90° arc to the front of the firing stand.
- Both the firing stand and the enemy stand throw 2D6s or a D12. Additions and subtractions are made, and the scores are compared to determine the result of the Fire Combat.

FIRE COMBAT – WEAPON RANGES

- All weapon ranges are expressed in squares and can be measured diagonally or orthogonally.
- | | | | |
|-------------------------------|-----------|-----------------------------|------------|
| Hand-held Weapons | 1 square | Smoothbore Medium Artillery | 6 squares |
| Rifled Muskets | 1 square | Rifled Medium Artillery | 10 squares |
| Single-shot Rifles | 2 squares | Smoothbore Heavy Artillery | 7 squares |
| Magazine Rifles | 3 squares | Rifled Heavy Artillery | 12 squares |
| Smoothbore Mountain Artillery | 4 squares | Mechanical Machine Guns | 3 squares |
| Rifle Mountain Artillery | 6 squares | Automatic Machine Guns | 4 squares |
| Smoothbore Field Artillery | 5 squares | Pom-Pom Guns | 6 squares |
| Rifled Field Artillery | 8 squares | | |

FIRE COMBAT – ADDITIONS AND SUBTRACTIONS

- Add the stand's value.
- Add the value of any friendly Command stand that is in an adjacent square.
- Add 1 to the score of the firing stand if the firing stand is on the enemy stand's flank or rear.
- Add 2 to the score of the firing stand if the firing stand is an Artillery stand or a Machine Gun stand firing at an enemy stand that is sharing a square with another enemy stand.
- Deduct 1 from the score of the firing stand if the firing stand is Cavalry that has moved this turn before firing (i.e. moved and then engaged the enemy in Fire Combat).
- Deduct 2 from the score of the firing stand if the enemy stand is:
 - Behind a wall;
 - In entrenchments;
 - Inside a wood.

FIRE COMBAT RESULTS

- If the final score of the stand that initiated the Fire Combat is lower than the enemy stand's final score, the Fire Combat has been ineffective.
- If the enemy stand's final score is equal to or less than the final score of the stand that initiated the Fire Combat but is more than half the final score of the stand that initiated the Fire Combat, the enemy stand must recoil until it is at least one square away from the nearest stand on the same side as the stand that initiated the Fire Combat.
- If the enemy stand's final score is equal to or less than half the final score of the stand that initiated the Fire Combat, the enemy stand is destroyed and removed from the battlefield.

CLOSE COMBAT

- A stand may only engage an enemy stand in Close Combat if that enemy stand is an adjacent square.

- A stand that is part of a formed tactical square cannot be attacked in the flank or rear unless it is facing inwards (i.e. it is facing into the tactical square) or the tactical square has been broken (i.e. one or more of its sides have recoiled or been partially or fully destroyed and the stand initiating the Close Combat is in the resultant gap or is inside the tactical square).
- Both the stand initiating the Close Combat and the enemy stand throw 2D6s or a D12. Additions and subtractions are made, and the scores are compared to determine the result of the Close Combat.

CLOSE COMBAT – ADDITIONS AND SUBTRACTIONS

- Add the stand's value.
- Add the value of any friendly Command stand that is in an adjacent square.
- Add 1 for each friendly stand of the same type that is in an adjacent square.
- Add 2 if there is a friendly stand of the same type in the same square.
- Add 1 to the score of the stand initiating the Close Combat if the stand initiating the Close Combat is an Artillery or Machine Gun stand.
- Add 2 to the score of the stand initiating the Close Combat if the stand initiating the Close Combat is on the enemy stand's flank or rear.
- Add 3 to the score of the stand initiating the Close Combat if the stand initiating the Close Combat is a Cavalry stand attacking an isolated Infantry, Artillery, or Machine Gun stand (i.e. separated from friendly stands by at least one empty square) in flat, open country.
- Deduct 2 from the score of the stand initiating the Close Combat if the stand initiating the Close Combat is in a square that is downhill from the enemy stand's square.
- Deduct 2 from the score of the stand initiating the Close Combat if the enemy stand is behind a wall or in entrenchments.

CLOSE COMBAT RESULTS

- If the final score of the stand that initiated the Close Combat is lower than the enemy stand's final score, the stand that initiated the Close Combat must recoil until it is at least one square away from the nearest enemy stand.
- If the enemy stand's final score is equal to or less than the final score of the stand that initiated the Close Combat but is more than half the final score of the stand that initiated the Close Combat, the enemy stand must recoil until it is at least one square away from the nearest stand on the same side as the stand that initiated the Close Combat.
- If the enemy stand's final score is equal to or less than half the final score of the stand that initiated the Close Combat, the enemy stand is destroyed and removed from the battlefield.

STANDS THAT ARE FORCED TO RECOIL

- Stands that are forced to recoil as a result of Fire or Close Combat must recoil towards their side's baseline until they are at least one square away from the nearest enemy stand. This movement must be within a 90 arc to the rear of the square the recoiling stand is in before it recoils.
- If the stand has to recoil more than its maximum movement distance to comply with this rule or it is prevented from doing so ...
 - Because of an obstacle or;
 - Because of an enemy stand or;
 - Because it is sharing a square with a friendly stand;
 ... the recoiling stand is deemed to have been destroyed and is removed from the battlefield.

DEFINITIONS

The following alphabetical list contains definitions of some of the terms used in these rules:

2D6	Two D6s thrown at the same time and whose individual scores are added together.
8D6	Eight D6s thrown at the same time and whose individual scores are added together.
Automatic Machine Guns	Automatic Machine Guns are rapid-firing guns that fire rifle calibre bullets. They rely on recoil or gas operated mechanisms to load and fire.
D12	A twelve-sided dice marked 1 to 12.
D6	A six-sided dice marked 1 to 6.
European troops	European troops are regular or reserve troops raised in European countries. They are organised into conventional military formations.
European-style troops	European-style troops are regular or reserve troops raised in non-European countries. They are organised into conventional military formations.
Front of the stand	The front of the stand is the direction in which the stand is facing.
Irregular troops	Irregular troops are troops raised by a colonial power from European people living in a colony. They are usually organised into conventional military formations.
Magazine Rifles	Magazine Rifles are rifled firearms that fire cased ammunition, and that can be fired several times before they need to be reloaded.
Mechanical Machine Gun	Mechanical Machine Guns are rapid-firing guns that fire rifle calibre bullets. They rely on man-powered mechanisms to load and fire.
Native troops	Native troops are troops raised by a native ruler from the indigenous people living in a colony or in an area of likely colonial expansion. They are usually organised into tribal or clan groups.
Obstacle	An obstacle is any vertical or horizontal obstruction that requires a degree of physical effort to cross. Examples include walls, hedges, fences, fordable rivers, streams, and trenches.
Pom-Pom Gun	Pom-Pom Guns are rapid-firing guns that fire 37mm calibre bullets. They rely on recoil or gas operated mechanisms to load and fire.
Rifled Artillery	Rifled Artillery is artillery whose barrels have rifling grooves that improve range and accuracy.
Rifled Muskets	Rifled Muskets are rifled firearms that fire separate ball and cartridge ammunition and that have to be reloaded each time they are fired.
Single-shot Rifles	Single-shot Rifles are rifled firearms that fire cased ammunition and that have to be reloaded each time they are fired.
Smoothbore Artillery	Smoothbore Artillery is artillery whose barrels have no rifling grooves.

EXAMPLES OF ARMIES

GENERAL COMMENTS

- The following 'army lists' are not definitive, and should be used as a general guide for players who are creating armies to be used with these rules. They are all 35 or 36 point armies (not including the Command stand).

THE SECOND AFGHAN WAR (1878 – 1881)

BRITISH ARMY

3 stands of British Regular Infantry (Single-shot Rifles):	9 points
6 stands of Indian Regular Infantry (Single-shot Rifles):	18 points
1 stand of British Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	3 points
1 stand of Indian Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	3 points
1 stand of British Field Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Pack Transport (Pack mules):	<u>1 point</u>
Total:	36 points

13 stands plus a Command stand; The Army Commander throws 2D6

AFGHAN ARMY

4 stands of Afghan Regular Infantry (Single-shot Rifles):	12 points
8 stands of Afghan Tribal Infantry (Native Infantry; Single-shot Rifles):	16 points
2 stands of Afghan Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	6 points
1 stand of Afghan Field Artillery (Rifled Artillery without recoil dampening):	<u>2 points</u>
Total:	36 points

15 stands plus a Command stand; The Army Commander throws a D12

THE NORTH-WEST FRONTIER OF INDIA (1878 – 1890)

BRITISH ARMY

3 stands of British Regular Infantry (Single-shot Rifles):	9 points
6 stands of Indian Regular Infantry (Single-shot Rifles):	18 points
1 stand of British Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	3 points
1 stand of Indian Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	3 points
1 stand of British Mountain Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Pack Transport (Pack mules):	<u>1 point</u>
Total:	36 points

13 stands plus a Command stand; The Army Commander throws 2D6

TRIBAL ARMY

18 stands of Tribal Infantry (Native Infantry; Single-shot Rifles):	<u>36 points</u>
Total:	36 points

18 stands plus a Command stand; The Army Commander throws a D12

THE ZULU WAR (1879)

BRITISH ARMY

6 stands of British Regular Infantry (Single-shot Rifles):	18 points
2 stands of Natal Native Contingent Infantry (Native Infantry; Single-shot Rifles):	4 points
2 stands of British Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	6 points
2 stands of British Irregular Cavalry (May dismount and fight as Irregular Infantry; Single-shot Rifles):	4 points
1 stand of British Field Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Mechanical Machine Guns (Gatling or Gardener Machine Guns):	<u>2 points</u>
Total:	36 points
14 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

ZULU ARMY

15 stands of Zulu Spearmen (Native Infantry; Hand-held Weapons):	30 points
3 stands of Zulu Riflemen (Native Infantry; Single-shot Rifles):	<u>6 points</u>
Total:	36 points
18 stands <u>plus</u> a Command stand; The Army Commander throws a D12	

THE FIRST BOER WAR (1880 – 1881)

BRITISH ARMY

8 stands of British Regular Infantry (Single-shot Rifles):	24 points
2 stands of Natal Mounted Police (Irregular Cavalry; May dismount and fight as Irregular Infantry; Single-shot rifles):	4 points
2 stands of British Field Artillery (Rifled Artillery without recoil dampening):	4 points
1 stand of British Mechanical Machine Guns (Gatling Machine Guns):	2 points
2 stands of British Transport (Horse-drawn wagons):	<u>2 points</u>
Total:	36 points
15 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

BOER ARMY

18 stands of Boer Irregular Cavalry (Irregular Cavalry; May dismount and fight as Irregular Infantry; Single-shot Rifles):	36 points
Total:	<u>36 points</u>
18 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

THE GORDON RELIEF EXPEDITION (1884 – 1885)

ANGLO-EGYPTIAN ARMY

4 stands of British Regular Infantry (Single-shot Rifles):	12 points
4 stands of British Camel Corps (Regular Cavalry; <u>Must</u> dismount to fight and fight as Regular Infantry; Single-shot Rifles):	12 points
2 stands of British Regular Cavalry (May dismount to fight and fight as Regular Infantry; Single-shot Rifles):	6 points
1 stand of British Field Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Mechanical Machine Guns (Gatling or Gardener Machine Guns):	2 points
2 stands of British Transport (Pack camels):	<u>2 points</u>
Total:	36 points
14 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

MAHDIST ARMY

4 stands of Mahdist Riflemen (Native Infantry; Single-shot rifles):	8 points
8 stands of Mahdist Spearmen (Native Infantry; Hand-held Weapons):	16 points
4 stands of Mahdist Cavalry (Native Cavalry; May be mounted on camels):	8 points
2 stands of Mahdist Field Artillery (Smoothbore Artillery without recoil dampening):	<u>4 points</u>
Total:	36 points
18 stands <u>plus</u> a Command stand; The Army Commander throws a D12	

THE NORTH-WEST FRONTIER OF INDIA (1890 – 1900)

BRITISH ARMY

3 stands of British Regular Infantry (Magazine Rifles):	9 points
6 stands of Indian Regular Infantry (Single-shot Rifles):	18 points
1 stand of British Regular Cavalry (May dismount and fight as Regular Infantry; Magazine Rifles):	3 points
1 stand of Indian Regular Cavalry (May dismount and fight as Regular Infantry; Single-shot Rifles):	3 points
1 stand of British Mountain Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Pack Transport (Pack mules):	<u>1 point</u>
Total:	36 points
13 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

N.B. The British and Indian Regular Cavalry may be replaced with:

1 additional stand of British Mountain Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of British Automatic Machine Guns (Maxim machine guns):	4 points

TRIBAL ARMY

18 stands of Tribal Infantry (Native Infantry; Magazine Rifles):	<u>36 points</u>
Total:	36 points
18 stands <u>plus</u> a Command stand; The Army Commander throws a D12	

THE RECONQUEST OF THE SUDAN (1896 – 1898)

ANGLO-EGYPTIAN ARMY

4 stands of British Regular Infantry (Magazine rifles):	12 points
4 stands of Egyptian and/or Sudanese Regular Infantry (Single-shot rifles):	12 points
1 stand of British Regular Cavalry (May dismount and fight as Regular Infantry; Magazine rifles):	3 points
2 stands of British Field Artillery (Rifled Artillery without recoil dampening):	4 points
1 stand of British Automatic Machine Guns (Maxim machine guns):	4 points
1 stand of British Pack Transport (Pack camels):	<u>1 point</u>
Total:	36 points
13 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

MAHDIST ARMY

4 stands of Mahdist Riflemen (Native Infantry, Single-shot Rifles):	8 points
9 stands of Mahdist Spearmen (Native Infantry; Hand-held Weapons):	18 points
4 stands of Mahdist Cavalry (Native Cavalry; May be mounted on camels, Hand-held Weapons):	8 points
1 stand of Mahdist Field Artillery (Rifled Artillery without recoil dampening):	<u>2 points</u>
Total:	36 points
18 stands <u>plus</u> a Command stand; The Army Commander throws a D12	

THE SPANISH-AMERICAN WAR (1898)

SPANISH ARMY

8 stands of Spanish Regular Infantry (Magazine Rifles):	24 points
2 stands of Spanish Field Artillery (Rifled Artillery without recoil dampening):	4 points
16 lengths of 50mm Entrenchments:	<u>8 points</u>
Total:	36 points
10 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

UNITED STATES ARMY

6 stands of United States Regular Infantry (Magazine Rifles):	18 points
4 stands of dismounted United States Regular Cavalry (Magazine Rifles):	12 points
2 stands of United States Field Artillery (Rifled Artillery without recoil dampening):	4 points
1 stand of United States Mechanical Machine Guns (Gatling Machine Guns):	<u>2 points</u>
Total:	36 points
13 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

THE SECOND BOER WAR (1899 – 1902)

BRITISH ARMY

6 stands of British Regular Infantry (Magazine Rifles):	18 points
3 stands of British Regular Cavalry (May dismount and fight as Regular Infantry; Magazine Rifles):	9 points
2 stands of British Field Artillery (Rifled Artillery without recoil dampening):	4 points
1 stand of British Automatic Machine Guns (Maxim Machine Guns):	<u>4 points</u>
Total:	35 points
12 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

BOER ARMY

9 stands of Boer Irregular Cavalry (Irregular Cavalry; May dismount and fight as Irregular Infantry; Magazine Rifles):	18 points
1 stand of Boer Medium Artillery (Creusot 'Long Tom' Rifled Artillery without recoil dampening):	3 points
1 stand of Boer Field Artillery (Rifled Artillery without recoil dampening):	2 points
1 stand of Boer Pom-Pom Guns (Maxim Nordenfelt Pom-Pom Guns):	4 points
16 lengths of 50mm Entrenchments:	<u>8 points</u>
Total:	35 points
12 stands <u>plus</u> a Command stand; The Army Commander throws a 2D6	

THE BOXER REBELLION (1900 – 1901)

EUROPEAN ARMY

8 stands of European Regular Infantry (Magazine Rifles):	24 points
2 stands of European Regular Cavalry (May dismount and fight as Regular Infantry; Magazine rifles):	6 points
1 stand of European Field Artillery (Rifled artillery without recoil dampening):	2 points
1 stand of European Automatic Machine Guns (Maxim or Colt Machine Guns):	<u>4 points</u>
Total:	36 points
12 stands <u>plus</u> a Command stand; The Army Commander throws 2D6	

BOXER ARMY

6 stands of Boxer Infantry (Native Infantry; Hand-held Weapons or Rifled Muskets):	12 points
4 stands of Chinese Imperial Infantry (Regular Infantry; Single-shot Rifles):	18 points
2 stands of Chinese Imperial Cavalry (Irregular Cavalry; Single-shot Rifles):	4 points
1 stand of Chinese Imperial Field Artillery (Rifled artillery without recoil dampening):	<u>2 points</u>
Total:	36 points
13 stands <u>plus</u> a Command stand; The Army Commander throws a D12	