

HILL OF DOVES

RULE BOOK

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1.0 STRATEGIC PHASE

1.1 STRATEGIC MOVEMENT SEGMENT

At the beginning of the war the British army in Natal and the Transvaal was undermanned and overstretched. Reinforcements were desperately needed to bolster the Natal Field Force.

The Naval Column and the Indian Column are assembled into two strategic columns when the column counters are relocated to the Durban Hex (SB). The British ship counters Boadicea and Dido remain in the Durban Hex (SB) when strategic columns move out of the hex and remain there for the rest of the war.

A strategic column must always be moved if in any hex on the Strategic Map (SB). Refer to the Strategic Movement Roll Table. Roll a D6 for each strategic column and move the counters the full number of hexes generated towards the Newcastle Hex (SB). On arrival at the Newcastle Hex (SB) immediately place the counters in Fort Amiel.

Fort Amiel

Fort Amiel, a British fortification which stood on heights just outside the small northern town of Newcastle, was the assembly point for the Natal Field Force. It continued to be used by the British as a major base of operations throughout the war.

The Newcastle Hex (SB), Fort Amiel Hex (OB) and the Fort Amiel Holding Box (OB) are one and the same location in the game and are jointly referred to as Fort Amiel in the rules. Store all British counters in Fort Amiel in the Fort Amiel Holding Box (OB).

1.2 REINFORCEMENT SEGMENT

During the war the British Army in Natal and the Transvaal was reinforced by a naval brigade from Britain and a shipment of troops from India.

Check the Strategic Time Track (SB). If the Naval Column or Indian Column are in the same box as the strategic time marker, relocate the column counters to the Durban Hex (SB).

1.3 NEGOTIATIONS SEGMENT

Throughout the war negotiations were held between the British and the Boers in attempts to bring about an early settlement to the war.

The politics marker on the Parliament vs Triumvirate Negotiations Track (SB) is effected by diplomacy, Boer battle victories, British garrisons surrendering and the death of Joubert:

- To work out the effects of diplomacy refer to the Diplomacy Roll Table. Roll a D6 and modify it. If the roll is successful advance the politics marker one box.
- Each time the British suffer a rout in an assault or are overrun in an ambush the Boers gain a victory. Increase the number on the Boer victories marker by one and advance the politics marker two boxes.
- Advance the politics marker one box for each British town that is captured due to a successful siege or Boer duplicity.
- If Joubert is killed regress the politics marker one box.

If the politics marker advances into the 'Trnsvl Ind' box 'Hill of Doves' ends immediately and the Boers win the war.

Orange Free State Support

The longer the war went on the more probability there was of support for the Transvaal cause coming from Boer sympathizers in the Cape Colony, the Orange Free State, Natal and even overseas.

If the politics marker is in a Parliament vs Triumvirate Negotiations Track 'Supply -1' box then the Orange Free State lends support to the Transvaal cause.

Transvaal commandos are allowed to operate from the Orange Free State border, thus interdicting the British supply line between Ladysmith and Newcastle. The -1 modifier to the Load Wagons Roll Table (OB) is applied.

1.4 BOER SIEGE SEGMENT

The besieged towns in the Transvaal were of crucial importance during the war and if any fell it would have been disastrous for the British.

Starting from the 'Jan 31 to Feb 6' Strategic Phase a check must be made to see if any of the seven towns in the Transvaal which are garrisoned by the British surrender.

Refer to the Siege Roll Table. Roll a D6 and modify it for each town which has not been captured by the Boers. For each successful roll adjust the town marker on the Strategic Map (SB) to show captured and advance the politics marker one box on the Parliament vs Triumvirate Negotiations Track (SB).

If the Pretoria garrison surrenders and the town is captured 'Hill of Doves' ends immediately and the Boers win the war.

No British Assault At Laing's Nek

Rules regarding 'No British assault at Laing's Nek' are in effect if the British assault marker is neither in the same box on the Strategic Time Track (SB) as the strategic time marker nor in the box immediately to the left of the marker, towards the Start box.

1.5 BRITISH WIN WAR SEGMENT

The British needed a quick and decisive military victory to win the war. The longer the war dragged on increased the chances of an ultimate Boer triumph.

The British immediately win the war if:

- All ten objectives are under British control during any British Win War Segment.

The Boers gain independence for the Transvaal and immediately win the war if:

- It is the 'Mar 21 to Mar 27' Strategic Phase End Segment.
- Pretoria is captured.
- The British Camp becomes Boer controlled.
- The politics marker advances into the 'Trnsvl Ind' box.

Objectives

The only practical route into the Transvaal for a heavily laden British column attempting to relieve the garrisons there was by the road which crossed Laing's Nek. To secure this road the British had to capture various topographical features.

Objectives are the ten named white hexes on the Tactical Map (TB). There are four types of objectives which are: main positions, outposts, farms and a camp. The two main positions are The Nek and Table Mountain; the five outposts are Majuba Mountain, Majuba Slopes, Brownlow's Kop, The Ridge and Nkwelo Plateau; the two farms are Laing's Farm and O'Neill's Farm and the camp is the British Camp.

An objective is always controlled by the Boers unless at least one company or reserve occupies it or it has been secured.

The British Camp

The British camp consisted of an inner square of laagered wagons, an outer square of regimental camps, an artillery park and a field hospital. Four small defensive redoubts stood one to each corner of the camp. As soon as the British made camp at Mount Prospect, the Boers advanced to positions around Laing's Nek where they dug trenches and piled stones to build sangers and walls. Patrols were then sent out to establish outposts beyond the main Boer positions.

The Mount Prospect Hex (OB), British Camp Hex (TB) and the British Camp Holding Box (TB) are one and the same location in the game and are jointly referred to as the British Camp in the rules. Store all British counters in the British Camp in the British Camp Holding Box (TB).

The British Camp is also an objective because for the British to win the war they must keep control of their camp besides controlling the other nine objectives. If the British Camp becomes Boer controlled 'Hill of Doves' ends immediately and the Boers win the war.

1.6 END OF PHASE SEGMENT

If this is the 'Mar 21 to Mar 27' Strategic Phase then 'Hill of Doves' ends immediately and the Boers win the war. Otherwise advance the strategic time marker one box and another Operational Phase is begun.

2.0 OPERATIONAL PHASE

2.1 START DAY SEGMENT

The operational time marker is advanced one box on the Operational Time Track (OB).

2.2 WEATHER SEGMENT

The weather had a major effect on the war. Heavy rain hampered movement but mist hid maneuver, days were hot but chill set in at night, rivers flooded but rain alleviated drinking water shortages.

Refer to the Weather Roll Table and roll a D6 to generate the weather for this day. If the weather is fine adjust the weather marker on the Weather Track (OB) to show fine and regress the marker one box. If the weather is rain adjust the weather marker to show rain and advance the marker one box.

If the weather marker enters the Deep Mud box then adjust the drifts marker in the Double Drifts Hex (OB) to show flooded. Adjust the drifts marker to show shallow if the weather marker leaves the Deep Mud box.

If the weather marker is required to move off the Weather Track (OB) when being advanced or regressed then leave the marker in its present box instead.

2.3 NIGHT ASSAULT SEGMENT

Although fraught with danger, night time actions were sometimes carried out in desperate situations.

The British have three night assault options available for the duration of the war which may be attempted when required. Night assaults are not permitted against The Nek or Table Mountain.

Check the Night Assaults Box (TB). If the British have any night assault options remaining then they may attempt a single night assault. Go to the Tactical Phase to find out the result of the assault.

Lines-of-Communication

An objective may be assaulted, whether at night or during the day, only if a path of hexes, free of rifle fire hexes, can be traced to connect a rifle fire hex of the objective being assaulted to the British Camp.

2.4 ASSEMBLE OPERATIONAL COLUMNS SEGMENT

The standard British doctrine at the time called for a 'column' to be formed to accomplish a military objective. This force would be made up of a number and mix of military units deemed suitable for the task in hand.

The British may assemble up to two operational columns and place them on the Operational Map (OB). One may be assembled in Fort Amiel and placed in the Fort Amiel Hex (OB) and one may be assembled in the British Camp and placed in the Mount Prospect Hex (OB).

Assembling British Columns

The backbone of a column would be the infantry companies. These would be backed up by auxiliary troops such as naval brigades or native troops and supported by cavalry and artillery.

The following rules cover assembling operational and tactical columns:

A column must consist of an assembly of a minimum of one general or regimental HQ and one company. The other general, any other regimental HQs, any number of companies and a number of reserves up to a maximum of twice the number of companies may also be assembled into the same column.

A general may assemble any mix of regimental HQs, companies, reserves and the other general

into the column he will be commanding. If there is more than one general or regimental HQ present in a general's column refer to the British Movement Priority Table (OB) to determine who command the column. The lowest British movement priority number automatically commands the column.

A regimental HQ may only assemble companies from its own regiment and reserves into the column it will be commanding.

Columns may only be assembled from generals, regimental HQs, companies and reserves at either Fort Amiel or the British Camp.

- An operational column assembled from British counters in Fort Amiel is placed in the Fort Amiel Hex (OB).
- An operational column assembled from British counters in the British Camp is placed in the Mount Prospect Hex (OB).
- A tactical column assembled from British counters in the British Camp is placed in the British Camp Hex (TB).

Manhandled artillery sections may not be assembled into an operational column. Once assembled, operational columns maneuver on the Operational Map (OB) and tactical columns maneuver on the Tactical Map (TB). All columns are disassembled as soon as the counters they comprised are placed into any objective or Fort Amiel.

2.5 DAY ASSAULTS SEGMENT

A simultaneous British attack at different locations of a Boer position had the greatest chance of success due to the fact that the Boers would be unable to concentrate their deadly firepower at a decisive point.

The British may attempt any number of assaults being limited only by the number of British counters available. Each eligible objective may only be assaulted by one tactical column per Tactical Phase. Go to the Tactical Phase to find out the results of any assaults.

2.6 RECORD ASSAULTS SEGMENT

If the British did not maintain pressure on the Boers at Laing's Nek, manpower would become available

to aid in the sieges taking place in the Transvaal and ambush activity would increase.

If during this Operational Phase the British attempted a night assault that did not disperse or at least one day assault then place the British assault marker in the same box as the strategic time marker on the Strategic Time Track (SB).

2.7 MORNING OPERATIONAL MOVEMENT SEGMENT

Rough terrain, adverse weather, flooded rivers and the possibility of a Boer ambush all combined to make any march between Fort Amiel and the British Camp an arduous one.

All operational columns must be moved. Refer to the British Movement Priority Table (OB). All operational columns are moved one at a time starting with the lowest British movement priority number. Refer to the Operational Movement Table. Modify the basic move of four hexes to generate the move of each operational column.

An operational column which is in, or started in, the Mount Prospect Hex (OB) must move the full number of hexes generated towards the Fort Amiel Hex (OB). On arrival in the Fort Amiel Hex (OB) immediately place the counters that comprised the operational column in Fort Amiel.

An operational column which is in, or started in, the Fort Amiel Hex (OB) must move the full number of hexes generated towards the Mount Prospect Hex (OB). On arrival at the Mount Prospect Hex (OB) immediately place the counters that comprised the operational column in the British Camp and unload the ox wagon convoy if it was part of the operational column.

No move of an operational column may end in the same hex as another operational column. Should this situation arise retrace the path of hexes traversed by the operational column presently being moved until an empty hex is reached.

The Double Drifts

The terrain around the double drifts crossing the Ingo and Harte rivers was particularly rough and

difficult to navigate and the two rivers had a tendency to flood in heavy rain.

If an operational column starts the segment in, or enters, the Double Drifts Hex (OB) and the drifts marker is showing flooded then the operational column may move no further during that Morning or Afternoon Operational Movement Segment.

Unloading the Ox Wagon Convoy

Many British military units were tied up escorting the frequent ox wagon convoys plying the road between Fort Amiel and the British Camp.

The ox wagon convoy is used to transport supplies from Fort Amiel to the British Camp.

The ox wagon convoy is unloaded when it enters the British Camp. Remove the supply counters one at a time from the Ox Wagon Convoy Diagram (OB). Add the amount on each supply counter to the total of that supply on the British Camp Supply Track (TB) by adjusting the supply markers to show the new totals.

Quantities of supplies may not be stored in the British Camp beyond the maximums allowed by the supply markers. Once the maximum is reached all excess supplies unloaded are destroyed.

Once unloaded, return the ox wagon convoy counter and all supply counters back to Fort Amiel. If the ox wagon convoy is damaged when placed in Fort Amiel adjust the counter to show undamaged.

Returning the ox wagon convoy counter back to Fort Amiel represents a fresh convoy being prepared at the fort, irrelevant as to whether the empty wagons of the previous convoy have returned or not. If the ox wagon convoy is damaged or destroyed, the British will procure enough animals and wagons to replace losses.

2.8 EVENT SEGMENT

Fever, storms, sabotage, reinforcement, scouting, raiding, duplicity and engineering were all events which influenced the outcome of the war.

Make an Event Roll and if successful draw a

single event card from the Event Card Deck and follow the instructions. Then place it in a discard pile.

Fourteen event cards have the command 'roll a D6 greater than the number of mounted troops'. This means that for the action to take place the result of a D6 must be greater than the number of British mounted troop counters present in the objective or column.

2.9 AMBUSH SEGMENT

The Boer army consisted solely of mounted infantry and was perfectly suited for a war of hit and run tactics. A Boer horseman armed with a Westley Richards rifle proved to be a lethal combination in many an ambush scenario.

All insecure British controlled objectives and operational columns may be the target of an ambush by the Boers. On the other hand, strategic and tactical columns may not be ambushed.

Refer to the Ambush Roll Table. Using the Boer Battle Priority Table (SB) and, starting with the lowest Boer battle priority number, roll a D6 and modify it for each insecure British controlled objective and operational column. For each successful roll place an orders/ambush marker showing Boer ambush in the hex of the target. 'Boers Raid' event cards also trigger ambushes. Go to the Ambush Deck to find out the result of any ambushes.

2.10 AFTERNOON OPERATIONAL MOVEMENT SEGMENT

This segment is performed in an identical manner to the Morning Operational Movement Segment.

2.11 BOMBARD LAAGERS SEGMENT

If the British had managed to position artillery on the heights above the Boer laagers deployed down in the plains to the north of Laing's Nek, they would have destroyed the closely packed wagons.

The British may bombard the Boer laagers. Refer to the Bombard Laager Table. To bombard a specific laager the British must have an artillery section in the corresponding objective.

A single bombardment by one artillery section will destroy a laager. Deduct one shells or rockets from the British Camp Supply Track (TB) and adjust the Boer wagon marker in the laager box to show destroyed. If the Joubert laager is destroyed and Joubert is still alive then roll to see if he is killed

2.12 SECURE OBJECTIVES SEGMENT

By manning key positions and destroying laagers the British could stop the Boers infiltrating through their lines.

If any Boer controlled objectives have been secured by the British adjust the objective marker to show British controlled.

An objective is secured by the British so long as it meets the requirements listed in the British Secure Objectives Table (SB).

A secure objective remains controlled by the British even if no companies or reserves occupy it and may not be ambushed in the Ambush Segment.

If targeted by a 'Boer Raid' event card in the Event Segment, companies and reserves in a secure objective may be ambushed and an unoccupied secure objective may change control.

Whenever an objective changes from British to Boer control in any segment of the game, or a laager reforms due to a 'Boers Reinforce' event card, always check to see if any objectives become insecure and if so, immediately adjust objective markers in any objectives with no companies or reserves occupying them to show Boer control.

2.13 TRANSFER SEGMENT

Apart from the major military maneuvers involving columns, frequent minor redeployments were also undertaken.

Consult the Tactical Map (TB). Any general, HQ, company or reserve counters may be transferred directly from any British controlled objective to any other British controlled objective so long as a path of hexes, free of rifle fire hexes, can be traced to connect the two objectives.

At the end of the this segment each objective the British still want to control must be garrisoned by at least one company or reserve.

HQs and companies of different regiments may not occupy the same objective unless Colley or Wood are also present or the objective is the British Camp.

Boer Rifle Fire Hexes

A veldkornetskap or patrol armed with Westley Richards rifles could interdict an area of terrain up to one thousand yards around their position.

Due to accurate long-range rifle fire a Boer controlled objective covers all adjacent hexes with rifle fire. These adjacent hexes are called 'rifle fire' hexes.

2.14 NEXT DAY SEGMENT

If the Operational phase is a Sunday then continue the sequence by starting the British Camp Supply Segment. If it is any other day of the week another Operational Phase is begun.

2.15 BRITISH CAMP SUPPLY SEGMENT

The British maintained a supply depot, a kraal and an ammunition dump at the British Camp.

Each Sunday rations must be used and medical supplies or herds may be used during the British Camp Supply Segment.

Deduct the amounts of supplies used by adjusting the supply markers on the British Camp Supply Track (TB) to show the new totals.

Rations

One 'rations' is one weeks food, fodder and water for one company or reserve. Disease and desertion would set in if the men and animals were not nourished.

A company or reserve must use one rations if in:

- An objective.
- An operational column which departed from the Mount Prospect Hex (OB).

A rations used by a company or reserve in an operational column or the British Camp is deducted straight away.

A rations for a company or reserve in any other objective can only be used and thus deducted if a path of hexes, free of rifle fire hexes, can be traced to connect the objective to the British Camp.

Once rations have been used, refer to the Hunger and Thirst Roll Table and roll a D6 for each company or reserve who did not use a rations. Adjust any counters which take a hit.

Medical Supplies

One 'medical supplies' is medication for healing of wounds and recovery from fever for one company or reserve.

A company or reserve in the British Camp may use one medical supplies so that:

- If hospitalized, company or reserve recovers. Remove the counter from the Hospital Box (TB) still in a reduced state and place it in its appropriate holding box.
- If reduced but not hospitalized, the company or naval brigade recovers to full-strength. Adjust the counter to show full-strength.

A company or reserve may not recover from hospitalized to full-strength in the same segment, the exception being when a 'Reinforcements Arrive' event card is played.

Herds

One 'herds' is enough beasts to replace lost horses or mules of one troop or section.

A troop or section in the British Camp may use one herds so that:

- If dismounted but not hospitalized, the troop recovers to mounted. Adjust the counter to show mounted.
- If manhandled but not hospitalized, the section recovers to animal-drawn. Adjust the counter to show animal-drawn.

A troop or section may recover from hospitalized to mounted or animal-drawn in the same segment.

Ammunition

One 'cartridges' is 4500 cartridges, one 'shells' is 120 shells, one 'case shot' is 32 case shot and one 'rockets' is 45 rockets.

A company or reserve must use one ammunition to fire during an Individual Assault or Individual Ambush if in:

- A tactical column which assaults an objective.
- An objective which is ambushed.
- An operational column which departed from the Mount Prospect Hex (OB) and is ambushed.

Deduct the amounts of ammunition used by adjusting the supply markers on the British Camp Supply Track (TB) to show the new totals.

A company must fire during an assault or ambush. A reserve fires during an assault only if committed. A reserve must fire during an ambush. A company or reserve may not fire if there is no ammunition available.

Ammunition used by a company or reserve in an operational column or the British Camp is deducted straight away.

Ammunition for a company or reserve in any other objective, or for a tactical column which carries out an assault, can only be used and thus deducted if a path of hexes, free of rifle fire hexes, can be traced to connect the objective to the British Camp.

British use one:

- Cartridges if a company, naval brigade, troop or gattling gun fires.
- Case shot if a gun section fires.
- Shells if a gun section bombards.
- Rockets if the rocket section bombards.

2.16 FORT AMIEL SUPPLY SEGMENT

Hundreds of tons of supplies were moved up from Durban to be stored at Fort Amiel.

Each Sunday medical supplies and herds may be used in the Fort Amiel Supply Segment.

A company or reserve in Fort Amiel may use a medical supplies as long as it succeeds in a Fort Amiel Supply Roll so that:

- If hospitalized, the company or reserve recovers. Remove the counter from the Hospital Box (OB) still in a reduced state.

- If reduced but not hospitalized, the company or naval brigade recovers to full-strength, adjust the counter to show full-strength.

A troop or section in Fort Amiel may use a herds as long as it succeeds in a Fort Amiel Supply Roll so that:

- If dismounted but not hospitalized, the troop recovers to mounted. Adjust the counter to show mounted.
- If manhandled but not hospitalized, the section recovers to animal-drawn. Adjust the counter to show animal-drawn.

2.17 LOAD OX WAGON CONVOY SEGMENT

Distribution of the tons of supplies the army needed to remain effective as a fighting force was a constant concern for the British general staff.

The British can load the ox wagon convoy with supplies every Sunday as long as the counter is in Fort Amiel and not already loaded. Refer to the Load Wagons Roll Table (OB) and roll a D6 for each type of supply. Place an appropriate supply counter corresponding to the rolled amount in the matching box on the Ox Wagon Convoy Diagram (OB). Store unused supply counters in Fort Amiel.

2.18 END OF PHASE SEGMENT

The operational time marker is returned to start and another Strategic Phase is begun.

3.0 TACTICAL PHASE

3.1 ASSEMBLE TACTICAL COLUMNS SEGMENT

The British general staff's adherence to conservative tactical doctrine was a major handicap to the war effort and was reflected in their battle plans. Mass is an approach in 'column of companies' and a deployment into 'quarter column'. Line is an approach in 'line of company columns' and a deployment into line. Extended is a first line in 'extended order', a second line of supports and a reserve in column.

To carry out day assaults, assemble tactical

columns and place the counters in the British Camp Hex (TB). Then choose an objective and roll a D6 on the Assault Formation Roll Table for each tactical column placing an orders marker in a rifle fire hex of the corresponding objective.

All assaults on Majuba Mountain, whether night or day, are always carried out in extended formation.

3.2 TACTICAL MOVEMENT SEGMENT

Tactical movement is in 'column of company columns' formation.

If only one day assault to be carried out, place the tactical column directly into the rifle fire hex containing its orders marker.

If more than one day assault to be carried out, advance the tactical time marker one box. Declare which tactical columns will start moving that hour. The time of departure for each tactical column need not be specified beforehand but once the tactical column departs from the British Camp it must move its full rolled number of hexes, by the shortest route, avoiding other rifle fire hexes and other tactical columns, to the rifle fire hex containing its orders marker. Apart from the British Camp, a hex may only be occupied by one tactical column at anytime during this segment.

Tactical columns are moved one at a time starting with the lowest British movement priority number found on the British Movement Priority Table (OB). Refer to the Tactical Movement Roll Table, roll a D6 for each tactical column and move it. Finish the move of each tactical column before rolling for the next. Record the hour of arrival of each tactical column in the rifle fire hex containing its orders marker by placing its other, unused orders marker in the same box as the tactical time marker on the Tactical Time Track (TB). Keep repeating this segment, starting with advancing the tactical time marker again, until all tactical columns arrive in the rifle fire hex containing their orders marker and all the hour of arrival times have been recorded.

Should a tactical column not have enough hours of daylight left for an assault, bearing in

mind an assault lasts for three hours and night falls at eight o'clock in the evening, then it disperses and the assault does not take place. Remove the orders marker and place the counters back in the British Camp (TB).

3.3 ASSEMBLE NIGHT ASSAULT COLUMN SEGMENT

Advantages of a night attack were the decreased number of Boers encountered but maneuvering military units in the dark was a tricky task. They could easily lose their way or become scattered.

To carry out a night assault, assemble a single tactical column and place the counters and a mass orders marker directly into a rifle fire hex of its objective. A night assault is always carried out in mass formation.

Refer to the Night Assault Dispersal Roll Table and roll a D6. If the tactical column disperses remove the orders marker, each company and reserve takes one hit, place the counters back in the British Camp (TB) and return to the Operational Phase.

Individual Assaults

The Tactical Phase is now continued with the resolution of each Individual Assault. Resume the Tactical Deck sequence. Refer to 4.0 Battle when details required.

4.0 BATTLE

4.1 ARTILLERY

The British had eleven artillery pieces available at Laing's Nek. They were very effective at both short and long range.

Artillery which is committed to an assault is captured by the Boers if the British are routed. Artillery is also captured if the British are overrun in an ambush. Place captured section counters to one side.

Close Support Tasks

Artillery was capable of devastating firepower in close range combat.

If a section is part of a tactical column or in an ambushed hex it may be used in a close support role. A field gun or mountain gun section fires case shot and the gatling gun section fires cartridges. The firepower of the section is

added to the British total on the Firepower Track (TB). The rocket section may not be used in a close support role.

Bombardment Tasks

Artillery was most effective when bombarding a static position. When engaging moving targets using dead ground, laying down accurate fire was a problem.

A section may fire a bombardment as long as it is in an objective, it has ammunition available, it is not being ambushed and it is not night. A section may target an objective as long as no more than two intervening hexes separate the section and the objective. A section may not bombard the objective it currently occupies. The gatling gun section may not bombard.

A field gun or mountain gun section fires shells and the rocket section fires rockets. Each bombardment reduces the Boer total on the Firepower Track (TB).

During the Tactical Phase Bombardment Segment, each section may place up to three bombardment markers in objectives being assaulted. A section may not place more than one marker in each objective targeted. These bombardments take place during the hour of arrival of each tactical column. A section may not bombard different objectives in the same hour, so if more than one can be bombarded in a single hour the section must choose a single objective to target.

During the Individual Ambush Bombardment Segment, each section may make one bombardment attempt against each commando in range. Declare which section is attempting the bombardment, choose the target commando, refer to the Line of Sight Roll Table and roll a D6 to see if the section spots the commando and can therefore fire at it.

Man Artillery Pieces

After all hits have been distributed on companies and reserves in the Casualties Segment, infantry volunteers may help to man artillery pieces. A hit which caused a section to be placed in hospital may be taken instead by any company or naval brigade still in the hex where the battle took place. Remove the section counter from the Hospital Box (OB or TB) showing manhandled and return it to the hex where the battle took place. The company or naval brigade suffers the effects of the hit as normal.

4.2 BOER BATTLE PRIORITY

The Boers had a limited number of men and resources available, so if they carried out an offensive operation they would go for the most important military targets first.

Refer to the Boer Battle Priority Table (SB) when instructed and start with the lowest battle priority number. The Nek is very important while O'Neill's Farm is the least important. If there is more than one operational column refer to the British Movement Priority Table (OB) with the lowest British movement priority number being targeted.

4.3 BRITISH MOVEMENT PRIORITY

Maneuvering of military formations was a difficult task at the best of times but even more so when in restricted spaces.

Refer to the British Movement Priority Table (OB) when instructed. The lowest British movement priority number moves first or commands a column. Top British movement priority goes to the army generals, then to the Rifles due to their light infantry drill and finally to the Line Infantry.

4.4 COLD STEEL CHARGES

The Boers thought of the bayonet and saber as 'inhuman' weapons. They did not use them and would not stand against a charge. On the other hand, the British were reluctant to use cold steel tactics because of the danger of crippling casualties on the way in.

If the British must retreat during an Individual Assault, they have the option of charging the Boers rather than carrying out the retreat. Commit any full-strength companies, full-strength naval brigades and mounted troops to the charge. If a general commands the tactical column he may be committed to lead the charge but this will cause a +1 modifier on the General Roll Table.

Refer to the Cold Steel Roll Table (TB) and roll a D6. A successful charge converts a British 'Retreat' to a Boers 'Fall Back' result. A failed charge forces the British to retreat anyway and causes one extra hit on each company and reserve that participated in the charge.

4.5 COMMANDO STRENGTH

The basic Boer military unit of manoeuvre was an assembly of a variable number of veldkornetskaps called a 'commando'. Patrols of picked marksmen would also be assembled to scout and sabotage.

A commando is generated during the Commando Strength Segment. Once commando strength is known draw the number of counters from the laagers one at a time and place in the objective being assaulted or hex being ambushed.

Boer Laagers

All Boer veldkornetskap and patrol counters are stored in a non-transparent container so they will be hidden from the view of the player and from which they can be drawn at random. This container is referred to as 'laagers' in the game and represents the Smit, Joubert and Coldstream laagers and the Boers within them. Commandos and isolated patrols are returned to laagers by placing the counters back in the container. Give the container a good shake occasionally.

Supporting Objectives

Using their mounted mobility, other positions would send groups of Boers forward to enfilade the British assault formations.

Refer to the Commando Strength Table. An objective is supporting another objective as long as it is Boer controlled, it is not under assault, it is not night and no more than two intervening hexes separate the two objectives.

The Crack Veldkornetskap

Grizzled marksmen of many an action and owing allegiance to Smit alone, these picked men were highly motivated and very effective in battle.

The first patrol/crack counter drawn from laagers when drawing for commando strength indicates that the crack veldkornetskap is present at the battle. Place the crack veldkornetskap counter in the hex and return the patrol/crack counter to laagers. This patrol/crack counter does not count towards the counter total of the commando being generated but the crack veldkornetskap counter does. Once the crack veldkornetskap is placed in a hex any further patrol/crack counters drawn are patrols. Return the crack veldkornetskap to laagers by placing the counter in the Coldstream Laager Box (TB).

4.6 CONSOLIDATION OF OUTPOSTS

The obvious action to carry out following the capture of ground would be to fortify the position. Most common was a rifle pit with a low stone wall to the front called a sanger. Many times during the war British officers refused to fortify due to overconfidence.

Both the British and Boers may attempt to consolidate outposts by building sangers. Refer to the Outpost Consolidation Roll Table and roll a D6. Place a sangers marker in the objective if successful.

4.7 FIREPOWER QUOTIENT

A firepower quotient is required to find out the result of an assault or ambush. Divide the final British firepower by the final Boer firepower to calculate quotient, ignoring remainders.

4.8 FORTIFICATIONS

Soldiers used defenses extensively in this period to attempt to neutralize the long-ranged, accurate and lethal weapons fielded on the battlefield.

The types of fortifications at Laing's Nek are redoubts at the British Camp, shallow trenches and low stone walls (referred to as trenches) at main positions, loop-holed buildings and kraals at farms and the occasional sangers at outposts. Fortifications reduce the firepower of attackers firing at the objective. Saber charges are prohibited against farms.

4.9 GATLING GUNS

A gatling gun was capable of laying down the firepower equivalent of an infantry company. Its only drawback was the tendency for it to jam in the heat of battle.

Check for jamming before deducting cartridges and firing the gatling gun section. Refer to the Gatling Gun Roll Table and roll a D6. Firepower of the section and cartridge use is dependant on the roll. Guns are automatically un-jammed before the next firing attempt.

4.10 GENERALS

Conduct of the war was in the hands of these individuals. They were aided in their duties by a core of general staff. The British made use of

heliographs for communication within the army. The Boers relied on fast riders carrying written messages.

Colley and Wood

Though he lacked military experience, Sir George Pomeroy-Colley was the supreme civil and military authority in Natal and the Transvaal. A veteran of many trying campaigns, Sir Evelyn Wood was second in command to Colley.

If Colley or Wood are present in a battle or struck by fever, refer to the General Roll Table and roll a D6. If they are killed then adjust the counter to show dead. If Wood is killed in Durban leave the counter in the hex. Otherwise, if Colley or Wood are killed or end up in a hex without companies or reserves, immediately return the counter to either Fort Amiel or the British Camp depending from where they departed from.

Joubert

A man of politics, Petrus Jacobus Joubert was commander of the armed forces of the Transvaal Republic.

The Joubert counter always remains in the Joubert Laager Box (TB). If the Joubert laager is destroyed and Joubert is alive, refer to the Bombard Laagers Table and roll a D6. If he is killed then adjust the counter to show dead. Upon his death regress the politics marker one box on the Parliament vs Triumvirate Negotiations Track (SB).

Smit

Described as one of the ablest leaders of mounted infantry of his time, Nicholas Smit was second in command to Joubert.

If Smit is dead then any Smit/patrol counters drawn from laagers are patrols. Otherwise the first patrol/Smit counter drawn from laagers indicates that Smit is present at the battle. Place the Smit counter in the hex and return the patrol/Smit counter to laagers. This patrol/Smit counter does not count towards the counter total of the commando being generated nor does the Smit counter. Once Smit is placed in a hex any further patrol/Smit counters drawn are patrols. If he is present in a battle, refer to the General Roll Table and roll a D6. If he is killed then adjust the counter to show dead

and return him to laagers. Return Smit to laagers by placing the counter in the Smit Laager Box (TB).

4.11 HEIGHTS

Soldiers crowning the heights of high ground had a distinct advantage over troops below due to better vision, greater weapon range and a boost to morale. Majuba Mountain was an exception to this rule due to the particular lay of the land around the summit.

The hexes of The Nek, Table Mountain, Brownlow's Kop (TB) and Schuinshoogte (OB) are 'heights'. Crowning of the heights gives a positive firepower modifier to the defenders.

4.12 HITS ON COMPANIES AND RESERVES

Cavalry mounts and artillery draft beasts suffered high casualties from enemy fire, disease, hunger and thirst.

The hits listed on the Assault Result Table and the Ambush Result Table are the number of hits suffered by each company or reserve involved in a battle. A company or reserve counter may also suffer one hit in a segment due to night assault dispersal, hunger and thirst or fever.

A counter starts 'Hill of Doves' showing:

- Full-strength if a company or naval brigade.
- Mounted if a troop.
- Horse-drawn if a section.
- Undamaged if the ox wagon convoy.

When a full-strength, mounted, horse-drawn or undamaged counter suffers one hit adjust the counter to show:

- Reduced if a company or naval brigade.
- Dismounted if a troop.
- Manhandled if a section.
- Damaged if the ox wagon convoy. Half (rounded-down) of loaded supplies are also destroyed. Adjust supply counters on the Ox Wagon Convoy Diagram (OB).

When a full-strength, mounted, horse-drawn or undamaged counter suffers two hits or when a reduced, dismounted, manhandled or damaged counter suffers one or two hits then:

- The ox wagon convoy is destroyed. Remove all supply counters from the Ox Wagon Convoy Diagram (OB) and place them in Fort Amiel. Also place the ox wagon convoy counter, showing undamaged, in Fort Amiel.
- If other counters departed from Fort Amiel place them hospitalized in the Fort Amiel Hospital Box (OB).
- If other counters departed from the British Camp place them hospitalized in the British Camp Hospital Box (TB).

Adjust counters in hospital to show reduced, dismounted or manhandled. A hospitalized company or reserve may not be assembled into a column, fire, transfer or control the British Camp. When a hospitalized counter suffers one or two hits then:

- The company or reserve is destroyed. Place the counter to one side.

4.13 MAJUBA MOUNTAIN

Towering two thousand feet above Laing's Nek, its contours etched by ravines, ridges and cliffs, this mountain was a truly formidable feature to scale.

Only general, regimental HQs, company, naval brigade, mountain gun section or rocket section counters may assault or enter the Majuba Mountain Hex (TB). Furthermore they may do so only if Majuba Slopes is British controlled.

4.14 OVERLAPPING ASSAULTS

An assault would take time to evolve. The approach march, dressing of the formations, the long range of the rifle and the use of cover, all contributed to delays before a conclusive result to the action unfolded.

An assault has a battle duration consisting of the three hours following the hour of arrival of the tactical column. Refer to the Tactical Time Track (TB). The duration will be the three hour boxes beyond the box occupied by the spare orders marker of the tactical column. Assaults overlap if at least one hour box is common to the battle duration of each assault.

4.15 REGIMENTAL HEADQUARTERS

Each infantry regiment involved in the war had a headquarters staff consisting of a small number of men.

A HQ does not take hits and cannot be destroyed because officer casualties are immediately replaced by promotions from lower ranks. In the event that a HQ ends up in a hex without companies or reserves then immediately return the counter to either Fort Amiel or the British Camp depending from where the HQ departed from initially.

4.16 RESERVES

The timely and effective deployment of reserves was of crucial importance to ultimate victory on the battlefield.

All naval brigades, cavalry troops, artillery sections and the ox wagon convoy are collectively referred to as reserves.

Any number of reserves in a tactical column may take part in an assault at the option of the British. They are committed to firing in the Reserves Segment and committed to a charge in the Result Segment. Uncommitted reserves do not take hits and may not be captured.

All reserves in an ambushed hex must be committed and thus take part in the ambush.

4.17 ROCKET TUBES

A rocket was packed with large amounts of explosives, an ideal ammunition for laying down a barrage on an enemy position. The only drawback was that the rocket tube was a highly inaccurate weapon.

Check for bombardment misses after firing the rocket section and deducting rockets. Refer to the Rockets Roll Table and roll a D6 to see if the intended target is hit.

Rockets always hit laagers so no roll is necessary when bombarding a laager in the Bombard Laagers Segment.