

AN ACCOUNT OF THE EFFECTS OF
TERRAIN
ON MOVEMENT AND COMBAT.

REPRODUCED BY THE LEGION OF MERIT FOR A SUCCESSFUL SET OF THE GAME THE WORLD CAREFULLY REVISOR-CORRECTED TO THE YEAR, 1841

MOVEMENT	1 MP	2 MP	3 MP	4 MP (LIMITED)
Clear	✓	✓	✓	✓
Grass	✓	✓	✓	✓
Mountain	✗	✗	✗	✗
Water	✗	✗	✗	✗

VICTORY
Point track

VICTORY POINTS LIST

BRITISH	
Maori Leader eliminated	2
Maori Centre eliminated	1
Destruction of Pa	1
Destruction of Village	1
Destruction of Maori unit	1
Construction of a Fort	-1
MAORI	
British Leader, Arthur, Gassby or Rangi eliminated	2
British Infantry or Artillery eliminated	1
Occupation of Town	1
Destruction of Settlement	1
Fort, Naval, Coastguard eliminated	1

MAORI	1	1	MAORI
8	DRAW	DRAW	8
MAORI	2	2	MAORI
7	3	3	7
VICTORY	4	4	VICTORY
6	5	5	6

ALLIANCE NEGOTIATIONS table

DR	NEGOTIATION TABLE	Die Roll MODIFIERS
1	Ally with Opposer	+1 BRITISH LEADER ONLY (no DRM if stacked with one unit)
2	Ally with Opposer	
3	No offer	+1 MAORI LEADER IS NEGOTIATOR (with or without unit)
4	Ally with you	
5	Ally with you	
6	Ally with you	

BOMBARDMENT table

DR	HOSTILE MAORI	NEUTRAL MAORI	PA	CARAVAN
1	NE	Allied with Hostile	NE	NE
2	NE	Allied with Hostile	NE	NE
3	NE	NE	NE	NE
4	1D	Allied with British	NE	1DR
5	1DR	Allied with British	Remove ⁽¹⁾	1DR
6	1E1DR	Allied with British	Remove ⁽¹⁾	1E1DR

(1) Affected Pa whether occupied or not. (2) Remove: Replace the Pa with a Village.

RESULTS EXPLANATION

NE = No Effect; 1D = 1 unit disrupted; 1DR = 1 unit disrupted and retreated; 1E1DR = 1 unit eliminated, 1 unit disrupted and retreated.



A COMPLETE MAP OF
NORTH ISLAND
ON WHICH ARE DELINEATED THE MOUNTAINS, ROUGH TERRAIN AND PRINCIPAL RIVERS,
Cities and most remarkable Villages.

MAORI WARS
THE
NEW ZEALAND
LAND WARS
1845-1872

DESIGNED BY John S. Pender
DEVELOPER Legion of Merit
GRAPHICS N.H. Johnson



BRITISH REINFORCEMENTS
POLY-CASTED METAL

A MOST USEFUL AND RELIABLE
PLAYER AID
FOR THE MAORI AND BRITISH PLAYER

BUSH RAIDER
Place UNIT'S here.

MAORI REINFORCEMENTS
POLY-CASTED METAL

1	2	3	4
12	GAME TURN TRACK		5
11	10		6
10	9	8	7

COMBAT RESULTS table

DR	LESSEE FORCE	EQUAL FORCE	GREATER FORCE
1	NE	NE	NE
2	NE	NE	NE
3	NE	NE	NE
4	NE	NE	1D
5	NE	1D	1DR
6	1D	1DR	1E1DR
7	1DR	1E1DR	1E1DR
8	1E1DR	1E1DR	1E1DR
9	1E1DR	1E1DR	1E1DR
10	1E1DR	1E1DR	1E1DR

DRM = DR; CRT = Cavalry; MRL = Militia; R = Raid; B = Base; S = Siege; U = Unit; W = Without; I = Infantry; C = Cavalry; Ch = Change; A = Attacking; F = Fort; Pa = Pa.

RESULTS EXPLANATION
NE = No Effect; 1D = 1 unit disrupted; 1DR = 1 unit disrupted and retreated; 1E1DR = 1 unit eliminated, 1 unit disrupted and retreated; 1E2DR = 1 unit eliminated, 2 units disrupted and retreated; 1E3DR = 1 unit eliminated, 3 units disrupted and retreated; 1E4DR = 1 unit eliminated, 4 units disrupted and retreated; 1E5DR = 1 unit eliminated, 5 units disrupted and retreated; 1E6DR = 1 unit eliminated, 6 units disrupted and retreated; 1E7DR = 1 unit eliminated, 7 units disrupted and retreated; 1E8DR = 1 unit eliminated, 8 units disrupted and retreated; 1E9DR = 1 unit eliminated, 9 units disrupted and retreated; 1E10DR = 1 unit eliminated, 10 units disrupted and retreated.