

NEW ZEALAND WARS

25/28 MM FIGURES 1 Figure equal to 1 Figure otherwise 1 to 10 or 1 to 20

Foot/Artilleryman 1" Diameter circle Cavalryman 2x1" Diameter circle

No need for bases for Artillery. Decide how much terrain, then place terrain pieces alternatively

ALTERNATIVE TURNS BRITISH move 1st ROADS WERE VERY RARE

FIGURES CAN FIRE, MOVE THEN, MELEE IN THERE TURN OR MELEE MOVE THEN FIRE

MOVEMENT March Attack and Gallop for 3 moves then 3 move March/Trot You do not have to move the full distance scored on your dice throw

Type	Foot March	March Attack
All British Infantry/Artillerymen (Engineers/ Naval)	throw 2xD4	throw 3xD4
All Maori Infantry	throw 2xD6	throw 3xD6
All Settlers/Militia/Ranger Inf/Art /Cav on foot	throw 1xD4+1xD6	throw 2xD4+1xD6
You throw 1 and 3 on 2dicexD4so you move 4" (10cm)	Trot	Gallop
All Cavalry	throw 2xD8	throw 3x D8
All Oxen/mules/horse	throw 2xD6	throw 3x D6
All Foot Artillery/wagons pulled by Horse(max 2 horse)	throw 2xD6	throw 3xD6
All Field Artillery pulled by Horse(max 2 Horse)	throw 2xD4	-----
All guns pull/pushed by foot (2) All foot in Buildings	throw 1xD4	-----
All Foot Crawling	throw 1xD4	-----
All Foot Artillery pulled by 1 Oxen/Horse	throw 1xD6	-----
All Field Artillery pulled by 1 Oxen /Horse	throw 1xD4	-----

Prone 0" Infantry can move half distance and go prone and visa versa.

Retreat All Troops throw 4x D? relevant die at the March Attack/Gallop

All Settlers/Militia/Rangers throw 2xD4 and 2xD6 at March attack

It takes 1 full move to change to any formation It takes 1 full move to mount/dismount It takes 1 full move to unlimber/limber..

Always measure furthest figure to change formation if not completed it requires a further 1 move

FORMATION FAIL

Each MILITIA/SETTLERS INF/ART UNIT always throws 1xD6 MILITIA/SETTLERS/ CAPTAIN always throws 1xD8

Each MAORI /RANGER/ENGINEERS/NAVAL BRIGADE INF/ART UNIT throws 1xD8 CAPTAIN/CHIEF always throws 1xD10

Each BRITISH INF/ART UNIT always throws 1xD10 BRITISH INF/ART CAPTAIN always throws 1xD12

Each CAVALRY UNIT always throws 1xD8 Each CAVALRY CAPTAIN always throws 1xD10

TO PASS THE UNIT THROWS THE APPROPRIATE 1XD? A SCORE OF 4 AND THE UNIT PASSES A SCORE UNDER 4 AND THE UNIT CONTINUES WITH A FORMATION FAIL. YOU ALWAYS THROW AT THE START OF A MOVE. COMMANDING OFFICER DOES NOT GET INVOLVED

YOUR UNIT CAPTAIN CAN THROW AFTER YOU UNIT FAILS ITS FORMATION TEST BUT IF HE FAILS THE UNIT CANNOT MOVE.

All British Units cannot fire a volley if they have a Formation Fail..

Must be taken at the start of a move. Cannot be taken whilst in melee. If fail take again next move. It effects firing ,melee morale. Cannot be taken whilst crossing soft/hard cover.

YOU GET A FORMATION FAIL see troop types: whilst changing formation, , crossing soft/hard cover, out of line of sight if skirmishers, after melee, not in base to base contact if after changing formation(measure furthest figure of unit to least furthest figure), dismount/mount, unlimber/limber, moving in/out of buildings. Skirmishers less than 1cm apart Whilst in Retreat

Skirmishers can move through other skirmishers but both units incur formation fails

A unit (figures in base to base) in column or line can move through skirmishers but both units incur formation fails

A unit (figures in base to base) cannot move through other units that are in base to base but must go round , unless 1 unit can form skirmish see above

EXAMPLE;

A British Foot Line Regiment crosses a low stone wall (crossing soft cover) it moves 5 “over the wall moving through soft cover onto the other side thus receiving a Formation Fail. Next turn before moving the unit throws a Formation Fail Test 1xD10 The score is a 3 so the Regiment fails its Formation Fail Test . The unit throws 2xD4 and gets to move 6” and still has a Formation Fail. Next turn before moving again the unit throws a Formation Fail Test 1xD10. The score is a 8, the unit passes and throws 2xD4 for movement. A Formation Fail affects Firing/Melee/Morale.

Up to 5 figures are allowed in a building an enemy needs to kill 1 figure in base to base with the building door before he can enter. He can enter if there are fewer than 5 enemy figures in the building. Both attacker and defender fight with a formation fail while in the building.

NO DEDUCTION FOR MOVING ACROSS SOFT/HARD COVER

Soft Cover * Low Fence stream broken ground, hill

Hard Cover *terrain a wagon/limber/gun cannot cross

*Wall *woods *buildings *barricade construction *fieldworks Pa *overturned wagons * high fences
Pa * rivers except across bridges (stone /wood) *bush

FIRING Throw appropriate 1xD? per figure for firing and saving.

Volley Fire only allowed to British Inf in line(base to base). For each figure firing (2 Figures minimum) throw 2xD?.

Artilleryman figure firing Artillery Gun at enemy under 30cm throw 2xD?

Each MILITIA/SETTLER INF/ART FIGURE always throws 1xD6 CAPTAIN throws 1xD8

Each MAORI/RANGER/ENGINEERS/NAVAL BRIGADE INF/ART FIGURE always throws 1xD8 MAORI CHIEF/CAPTAIN throws 1xD10

Each BRITISH INF/ART FIG always throws 1xD10 BRITISH INF/ART CAPTAIN throws 1xD12

All CAVALRY FIGURES always throws 1xD8 Each CAVALRY CAPTAIN throws 1xD10

COMMANDING OFFICER always throws 1xD12

FIRING (Attacker picks opponent) Pistol/Carbine if mounted

Line of Sight only Pick your target 360 degrees unless in base to base contact then 22 ½ degrees either side of weapon 45 degrees of artillery gun barrel. Dismount to Fire(usually)

Each Foot/Field Gun/Rocket Battery has 3 figures plus 1 Artillery Captain .If 1 Artillery Gun figure is killed you cannot replace him with any other figures. A Artillery Gun must have a least 1 artillery man if not the Artillery Gun cannot fire. Only Artillerymen can fire captured Artillery Guns.

RANGES:- Maori firing Musket up to 30cm(12") British Firing Musket up to 45cm(16")

Pistol/Knife/Axe up to 10cm (6") Carbine up to 30cm (16")

Shotgun up to 15cm (8")1860's Rocket Battery up to 90cm (36")

Foot Artillery Gun 6/9pdrs up to 90cm (36") Field Art Gun 12pdrs and over up to 120cm (48")

Add 6" to Musket/foot/field art if fighting battles in the 1860's

A SCORE OF 4 IS NEEDED TO HIT IF ENEMY FIGURE IS IN THE OPEN AND IN LINE OR COLUMN

A SCORE OF 5 IS NEEDED TO HIT IF ENEMY FIGURE IS BEHIND SOFT COVER AND IN LINE OR COLUMN

A SCORE OF 6 IS NEEDED TO HIT ENEMY FIGURE IS BEHIND HARD COVER AND IN LINE OR COLUMN

A SCORE OF 6 IS NEEDED TO HIT IF ENEMY FIGURE IS IN THE OPEN AND IN SKIRMISH

A SCORE OF 7 IS NEEDED TO HIT IF ENEMY FIGURE IS BEHIND SOFT COVER AND IN SKIRMISH

A SCORE OF 8 IS NEEDED TO HIT ENEMY FIGURE IS BEHIND HARD COVER AND IN SKIRMISH

A SCORE OF 8 IS NEEDED TO HIT IF ENEMY IS CRAWLING/PRONE IN THE OPEN

A SCORE OF 9 IS NEEDED TO HIT IF ENEMY IS CRAWLING/PRONE IN SOFT COVER

A SCORE OF 10 IS NEEDED TO HIT IF ENEMY IS CRAWLING/PRONE IN HARD COVER

YOU CANNOT HIT ENEMY IF HE/SHE IS PRONE OR CRAWLING over 15CM 6"

IF A SCORE IS UNOBTAINABLE TO AN INDIVIDUAL FIGURE YOU CAN ADD SCORES TOGETHER TO GET A HIT BUT MUST BE EXACT I.E 3xD4 need 10 so score is 4 4 2 ok.

TO SAVE A FIGURE A SCORE OF 4 or more IS NEEDED TO SAVE.

TO SAVE A FIGURE WHO IS FIRED AT BY FIGURE WITH A FORMATION FAIL A SCORE OF 3 IS NEEDED TO SAVE.

Behind Soft/Hard Cover or Prone you can only fire if you can see figure.

Only figures firing Carbines can do so Prone

Maori force up to a quarter had Muskets 1860's up to a half Muskets and Shotguns

A Oxen/Artillery Horse/mule/Cavalry Horse throws 1xD6 to save. You go through the same procedure to kill them as you would a foot/cavalry figure.

Firing at Captains and Commanding Officer, You can fire at Captains and Commanding Officer if not in base to base contact with other troops....If they are attached to a Unit, hits to them are done as a ratio.

Example A Captain/Commanding Officer is with a unit of 5 figures giving a total of 6 figures(company 1 to 10 ratio)). Your opponent gets 6 hits on your unit so 1 hit is allocated to the Captain/Commanding Officer and the other 5 hits to your unit figures. A Captain/Commanding Officer ratio is 1 to 2, 1 to 3, 1 to 4 etc depending on unit size.

MELEE

Base to base contact

A figure can turn to face opponent without penalty if attacked in flank or rear so long as he is not in melee with another figure to his front

.He can be attacked by up to 4 figures so long as they are in base to base contact with him.

A figure can only attack in melee in their own turn sequence(an opponent defends in your attack turn sequence).

An attacking figure can only throw once in melee.

Must be in Base to Base contact (the only exception is when a i.e low wall is in between figures ie soft cover/hard cover)

The defender if not killed can continue in melee and becomes the attacker in his turn, or can move away unless surrounded by 4 figures.

PROCEDURE

Each Attacking figure in melee throws 1xD? appropriate dice.

Throw 1xD6 if using Short Club/ Rifle/Musket /Carbine Butt

Throw 1xD8 if using Sword/Bayonet/Knives/ short Axe

Throw 1xD10 if using Long handled Club/Long handled Axe

A HIT occurs on a score of **3** or more if figure is attacked in flank or rear

A HIT occurs on a score of **4** or more if figure is in the open

A HIT occurs on a score of **5** or more if figure is behind soft cover

A HIT occurs on a score of **6** or more if figure is behind hard cover

Each Defender throws 1xD? appropriate dice

A score of 5 or more to save, if not he/she is killed

A score of 4 or more to save if attacked by figure with a formation fail

Each MILITIA/SETTLER INF/ART FIGURE always throws 1xD6 CAPTAIN throws 1xD8

Each MAORI/RANGER/ENGINEERS/NAVAL BRIGADE INF/ART FIGURE always throws 1xD8 MAORI CHIEF/CAPTAIN throws 1xD10

Each BRITISH INF/ART FIG always throws 1xD10 BRITISH INF/ART CAPTAIN throws 1xD12

All CAVALRY always throws 1xD8

Each CAVALRY CAPTAIN throws 1xD10

COMMANDING OFFICER always throws 1xD12

MORALE (Taken at the beginning of your turn)

When lost 1 or more figures to infantry/cavalry/artillery fire, or a Unit is at Even or Less than its original strength. Seeing Unit Captain killed, Seeing Commanding Officer killed within 30cm(12") Unit has a current Formation Fail Seeing friendly unit 30cm(12") retreating. Lost 1 or more figures in melee. Your opponent always asks you to take a morale test .

Procedure Each figure alive throws 1xD ? appropriate die and adds together the scores. then each figure dead throws 1xD? appropriate die and adds together the scores. The difference in the two scores if minus, unit retreats for three moves .See example

Each MILITIA/SETTLER FIGURE alive or dead always throws 1xD6 CAPTAIN throws 1xD8

Each MAORI/RANGER/ENGINEERS/NAVAL BRIGADE FIGURE alive or dead always throws 1xD8 MAORI CHIEF/CAPTAIN throws 1xD10

Each BRITISH INF/ART FIG alive or dead always throws 1xD10 BRITISH INF/ART CAPTAIN throws 1xD12

Each CAVALRY FIGURE alive or dead always throws 1xD8

Each CAVALRY CAPTAIN alive or dead throws 1xD10

COMMANDING OFFICER does not throw for Morale, but COMMANDING OFFICER CAN add 1xD12 to a unit IF IN BASE TO BASE , however if that Unit fails Morale the Commanding Officer Retreats as well. CAPTAINS always retreat with their unit. If Commanding Officer is Dead within 30cm(12") throw 2xD12 and minus off units score this is only used once per unit.

Add 1 dice to unit if behind Soft Cover

Add 2 dice to unit if behind Hard Cover

Minus 1 dice to unit if it has a Formation Fail

Minus 1 dice to unit if seeing friendly unit retreating.

If the score is plus or even carry on as normal , however if the score is minus retreat for 3 moves at march attack/gallop or if not applicable at march /trot . You can take morale again after 3 moves in retreat

Example of Morale :-

An Rangers Unit of 5 figures (ratio 1to 10)plus 1 Captain have a formation fail and is fired at in the open by a Maori unit, 2 Ranger figures are killed Your Opponent ask you to take a Morale test. You throw 3xD8 for the Rangers still alive and gets 23 6 Your Captain throws 1xD10 and gets 5 giving a total of 16. You then throw 2xD8 for the Ranger figures that are dead and get 4 5 and you also throw 1xD8 for your formation fail (Ranger) and you score 5 giving a total of 14 The score of 16 beats 14 so your unit carries on as normal. **(For formation Fail, Soft/Hard Cover seeing friendly unit retreating use the dice your unit uses** i.e British Foot in soft cover you would use 1xD10 etc) IF you would have failed morale you would have retreated for 3 moves , then taken another morale test using the above procedure.

YOU CANNOT FIRE WHILST IN RETREAT

FIRING AT SOFT/HARD COVER

THROW 1xD6 appropriate die per artilleryman and 1xD6 artillery captain

You must score 5 or more to get a hit on Soft Cover and 6 or more to get a hit on Hard Cover

All Stone buildings/Bridges/Fieldworks/Pa have a linear value of 20 hits. (1" width section of Pa, stone wall destroyed, if Bridge cannot cross)

Wooden buildings/Bridges//Barricades have a value of 10 hits (hits achieved building/barricades Bridge destroyed)

All Soft Cover has a linear value of 5 hits (hits achieved 1" width section destroyed)

Artillery are the only hits that can reduce structures to rubble.

Any figures caught in or on a wooden building/barricades/bridge not Pa when hits are achieved are removed from the battlefield

ADDITIONS

RIVERS

Throw 1xD6 1 fast flowing 23 steady flowing 456 slow flowing

Fast Flowing rivers can only be crossed at Fords and Bridges

Steady Flowing :- Throw 1xD6 per figure foot /Artilleryman/ cavalry/ Artillery Gun per move whilst in or crossing river a score of 1 2 3 foot figure drowned a score of 1 2 cavalry figure drowned A score of 12 3 and Artillery gun is lost.

Slow Flowing:- All Inf and Cav and Artillery Guns can cross without penalty

NOTES:

British line, Grenadiers, Naval Brigade -----line Column Skirmish

British Light -----line Column Skirmish

Rangers Engineers -----Skirmish

Militia Settlers -----line Column Skirmish

Maori ----- Skirmish

All Cavalry -----Skirmish

Ratio 1-10:- Maoris ad hoc units 6 figures plus

British Company of Grenadier Light Line 10 figures with 1 Captain

Rangers Company between 6 -8 figures with 1 Captain

Engineers, Naval Brigade, Militia, Settlers ad hoc companies

INFORMATION:-

First Maori war Brown Bess ---Ngutu-Oarera 1860's Shotgun-----Tupara

Taiaha----Striking Spear Patu Pounamu—Green Stone Club Long hafted axe ----kakauroa
Short axe ----Patit iwi---Tribe Hapu ---sub Tribe

200-300 Maoris could build a Pa in 48hours

Maoris fielded not more than 1500 men in the 1860's Small bands of 60 were common

Waikato Militia 2600 men peaked to 14000 9000 Imperial troops 4000 Colonials ---1864

Wellington Rangers----65 men Taranaki Bush Rangers----50 men

Other Rangers Corps Patea Rangers ----50 men Opotiki Volunteer Rangers Wanganui Bush
Rangers

Bush Scouring Corps formed 1863

1860's European costume for Maori's was very common Waistcoats and Blankets (rapaki) were
common. WAR FLAGS became very popular and were flown in the Pa's

Rifle pits were placed in advance of the Pa

Hms Esk unloaded 600 sailors and marines 1x110 pdr Armstrong 2x40 pdr Armstrongs along with
14 other Artillery Guns (2x6pdrs 8 mortars)

1860 Hms Niger Pelorus provided 60 sailors each

Hms Racecourse unloaded 340 officers seamen and marines.

Naval Brigade was at Ruapekapeda GATE PA 235 Maori's

General Cameron with 1700men of which 420 Naval Brigade at GATE PA

By the end of 1865 British forces totalled 10,000 men of the 12th 14th 18th 40th 43rd 50th 57th 65th 68th
70th 2 battalions of Field Artillery and engineers and Military Train.

Mounted Body Special forces transferred to the Armed Constabulary (Military and Police function) at
it's strongest 9 Divisions each division between 60 -80 men

Expedition to Opotiki 2 companies of Taranaki Military Settlers No8 and No10 companies ,1 troop
of Wanganui yeomanry cavalry ,2 companies of Wanganui and Patea rangers ,Wanganui native
contingent totalling about 500 men.

By 1863 the army took possession of land adopting a scorched earth policy by attacking villages
even if they were friendly Maori's , building fortifications and then moving on to the next village.