Tibet – a Rifle & Saber Scenario

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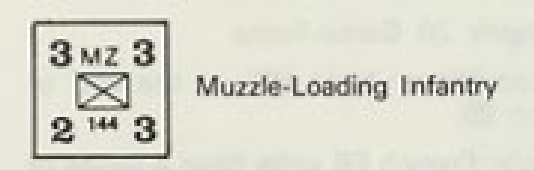
Gura, Tibet 31 March, 1904:

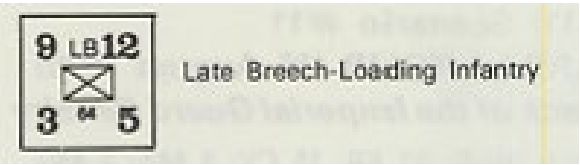
Terrain – Ignore all Towns except V 10.

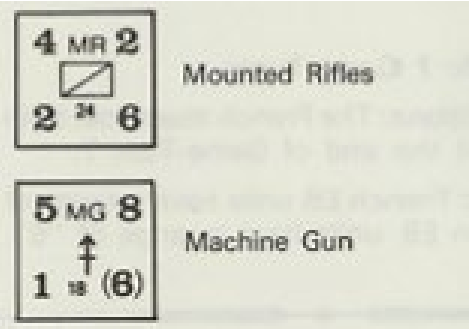
Tibetans: 15 MZ



Deploy in two rows, one of 8 units, second row with 7,
Facing South, with the Western-most units starting on H24 and extending East.
Front Row is dug in.

British: 10 LB, 1 BA, 2MR, 1 MG.





Deploy on Southernmost row of map.

Victory Conditions:
Tibetans must destroy 6 British Units
British must destroy 12 Tibetan units.
Game ends immediately when one side achieves their victory condition and wins the game.

Historical Comment:
British Foreign Policy regarding Tibet was “Where is Tibet?”
Finding it, they dispatched an envoy. The Tibetans threw him out.
The British then sent about 1000 men of the Indian Army to assist their envoy.
At Gura, they entered into peaceful negotiations with 1500 Tibetans, killing 700.

ZULU – a Rifle & Saber Scenario

Battle of kwaJimu, Natal January 22-23, 1879

Zulu:
28 – Z 1-3-3-6

British:
4 – EB
4 – LB
2 - MZ
11 -IP

Terrain:
Village hexes do not exist. Treat as clear ground for movement and combat.

Scale:
Each Zulu Counter represents 125 men. Each British counter represents 50 men. MZ are the hospital patients pressed into service.

British Deployment:
All British units must set up in an IP or inside the enclosed area.

Zulu Deployment:
The Zulu is First player. The British will complete their deployment before the Zulu deploys Wave 1 in the designated starting location.
On the first turn for each Wave, they must move their full MP toward the nearest IP.

Turn 1 – Wave 1 will move.

Turn 2 - Deploy Wave 2 along its chosen hexrow.
Roll a 1D6. If 1-5, Wave 2 will move at the start of turn 2. If 6 it will not move until turn 3.

Turn 4 - Deploy Wave 3 along its chosen hexrow.
Roll a 1D6. 1-4, Wave 3 will move on Turn 4. If 5 or 6, it will move on Turn 5.

Turn 6 – Deploy Wave 4 along its chosen hexrow.
Roll a 1D6. 1-3, Wave 4 will move on Turn 6. If 4-6, it will move on Turn 7.

Special Rules (Deployment):

1. *The British player will deploy the 11 IP forming a closed ring, with one IP in each hex and connected to two other IP. V4 must be inside the enclosed ring. See examples below.*

2. *The Zulu Player secretly records each of his four waves starting hex locations **after** the British IPs are deployed, but **before** the British units are deployed. The locations available are B14, H26, H32, and H21, but only 3 of the 4 can be used. The Zulu player may only choose as few as 1, or as many as 3 of the hexes for deployment and assign which Wave will use that location to Deploy when their turn arrives. Each of the 4 waves have 7 Zulu counters.*

3. *He chooses which Wave will deploy at which hex. Each wave has 7 units and deploy along the hexspines as shown below. Hexes H26, H32, and H21 all use the NE/SW hexrow If units are to deploy at hex B14, they will deploy on the NW/SE hexrow. (See examples below)*

Special Rules: (Game actions)

4. *The British units are under orders to withhold fire on Turn 1. Thus there is no British Fire on Turn 1.*

5. *Starting on turn 5, each British must check for ammo shortage, rolling 2D6 per unit.*
   On a 2 or 3 result, the unit is replaced. An EB is replaced with an LB. An LB is replaced with an MZ.
   If an MZ fails, the unit is marked with a Work Marker to show it now considered a 2-1-2-3, armed only with bayonets / shovels / or low ammo gun.

6. *No stacking allowed.*

7. *When the Zulu's lose 10 of their units, they roll a 2D6 at the start of each turn. If they roll a '2', the MF for ALL Zulu units will drop to a 3 and remain that for the rest of the game. If they pass, they will roll at the start of each of their subsequent turns, and will add a -1 modifier for each time they have previously made this roll. Once they fail and the Movement penalty assessed, they stop rolling.*

Victory Conditions

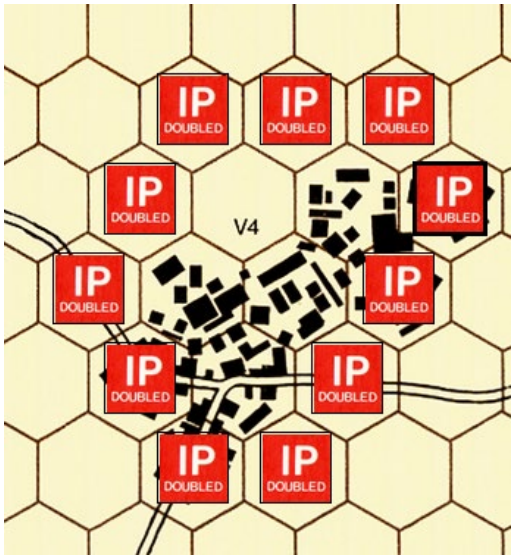
If all the Zulu Units are eliminated before turn 23, it is a MAJOR British Victory.
If there are any uneliminated British units in the enclosure by turn 24, it is a British Victory.
If the Zulus eliminate or D all the British units in the enclosure before turn 24, it is a Zulu victory.
If the British are eliminated from the enclosure by turn 20, it is a MAJOR Zulu Victory.

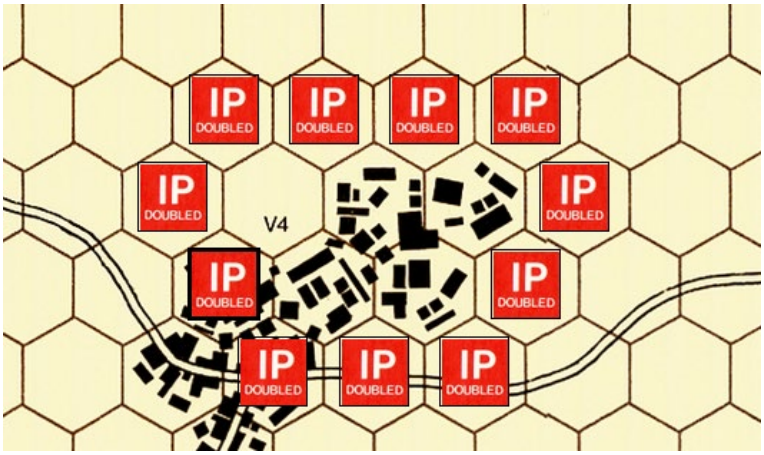
Historical Comment:

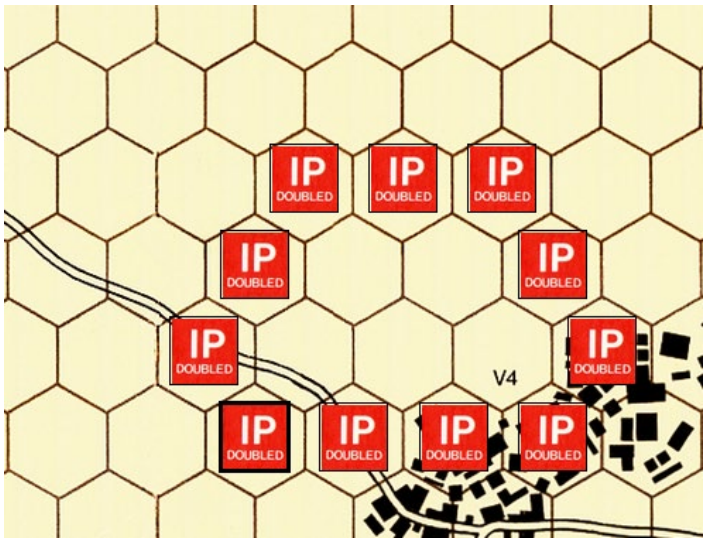
Historically a victory for the British, it was a small one. It changed no policy, and it could not reverse the loss at Isandlwana the day before. Yet the win at Rorke's Drift was treated as a major victory for the British.

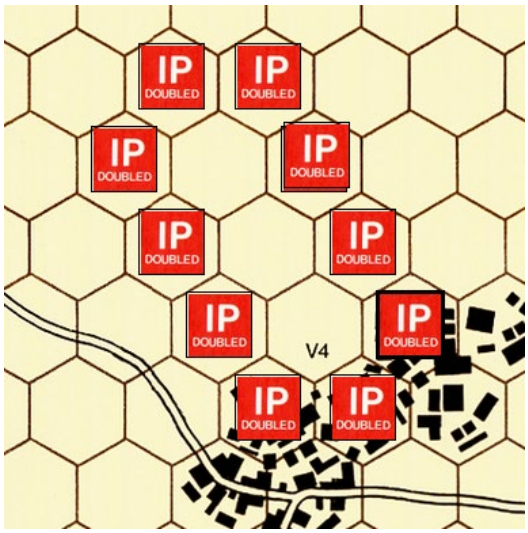
Set up examples for the British IP configuration and the Wave deployment examples below.

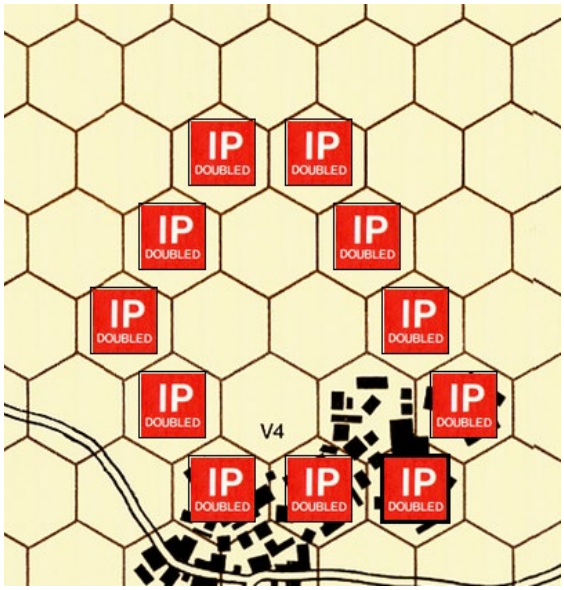
Potential configurations for the British IP setups, among other possibilities.

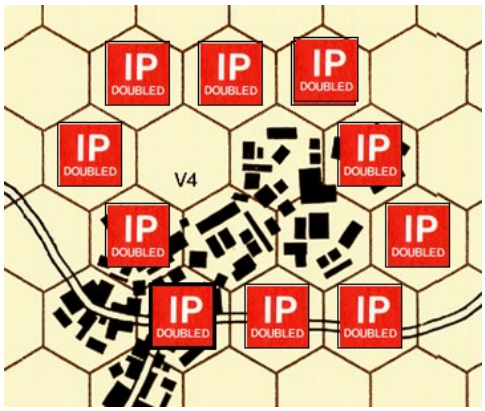






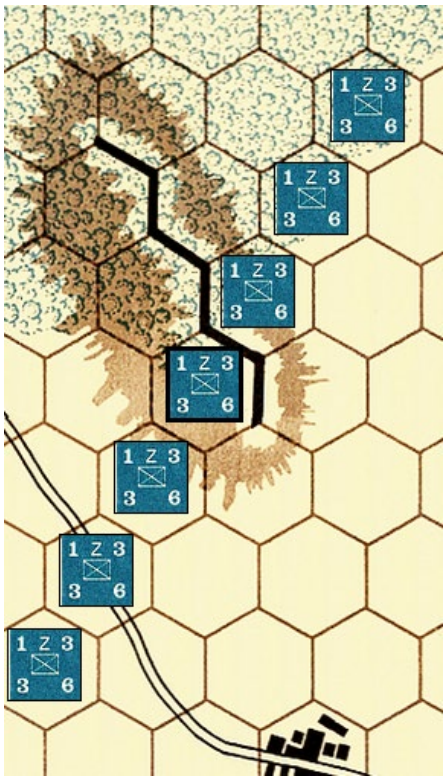




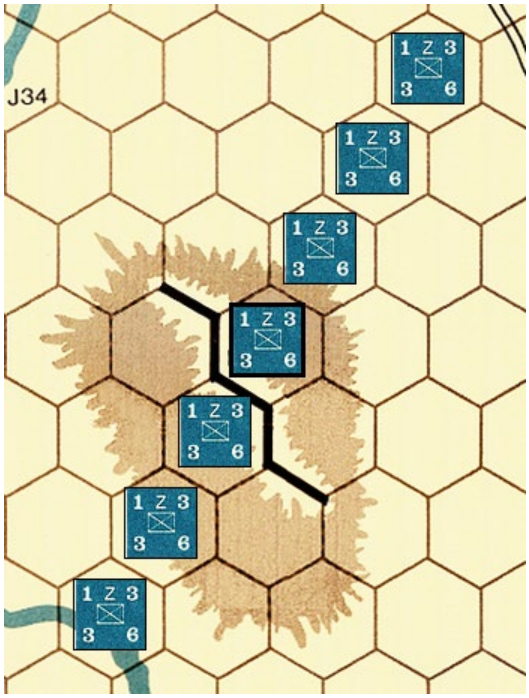


Zulu Initial location set up examples: (Center hex of the Wave is the listed Hex ID)

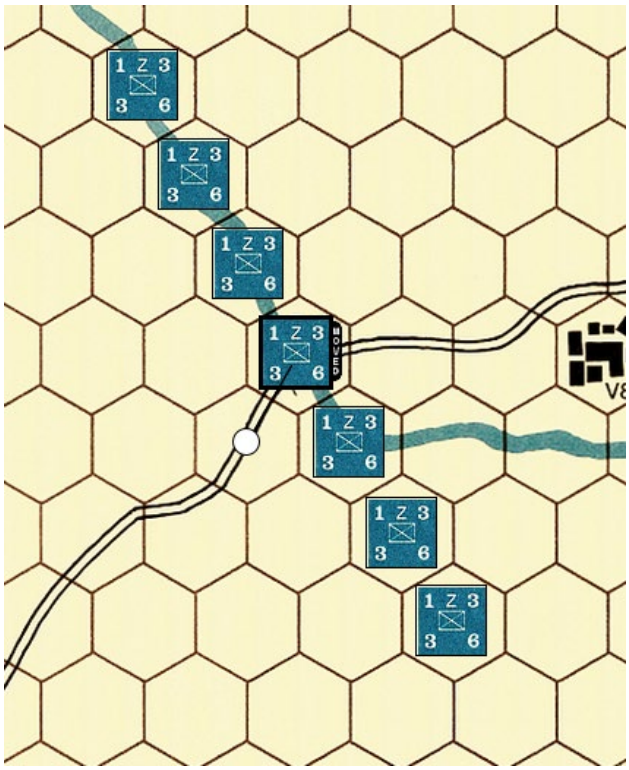
H32:



H26:



B14:



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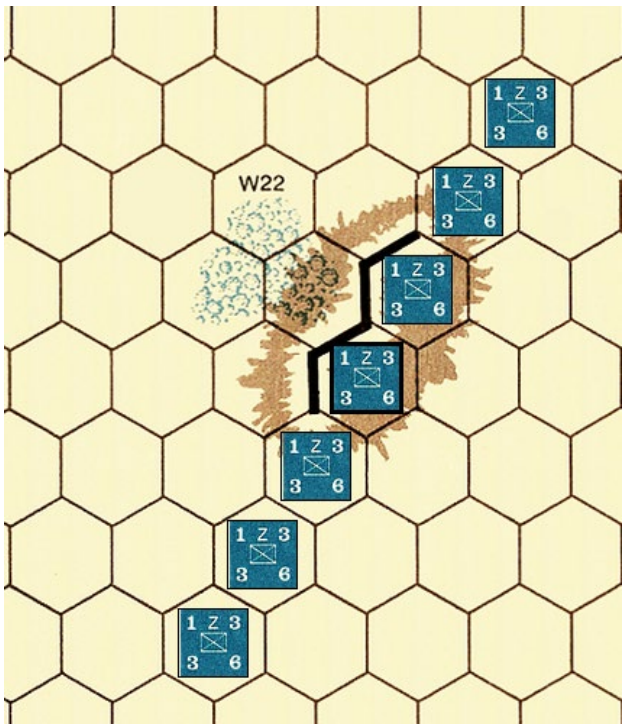

The Zulu player pre-picks the location and choses which Wave will start there. Each Wave has a designated arrival time. The Zulu can only pick a total of three of the four locations. But he could pick the same one four times. Or two of them twice. Or three of them, with only one repeating use.