

# STALWART FOES



A scenario for the 'Taking the Bull by The Horns'  
wargame rules

**By Jim Wallman**

# Stalwart Foes

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## Game Control Notes

### Map

The playing area is slightly undulating veldt, with patches of scrub and some areas of long grass. The long grass makes a reasonable hiding place, provided the unit is creeping along. Through this winds the main trail to Fort Stalwart.

The trail is the only route by which wagons can move - they quickly become bogged down or even damaged if they try to move off the trail.

### Setup

The playing area should be about 5e feet by 3 feet minimum, with the trail going along the long axis.

There shouldn't be too many areas of long grass, and none of the long grass should come within 6" of the trail.

The zulu should draw a sketch map, which Control will use to plot hidden movement. The British force should come on at one end of the map. The Zulu force should enter at the other. If you want to vary it you could allow a small force of scouting zulu to be concealed on the map to start with

### Control Special Rules

#### Hidden movement

The zulu will try and hide in the long grass or patches of scrub.

They are only deemed hidden if they are creeping or stationary. If they move they must be put on the table.

If they are stationary, the British have a chance of spotting. Roll 1d6 per officer on horseback and 1d6 per 10 bases of British Infantry, or base of Boer cavalry. Don't count NNC. Score the number in the table to 'spot something'.

A 6 will always 'spot something' even if nothing is there.

Observer	Target stationary	Target creeping
Moving	6	5,6
Stationary	5,6	4,5,6

Also, remember that undulating ground will block lines of sight.

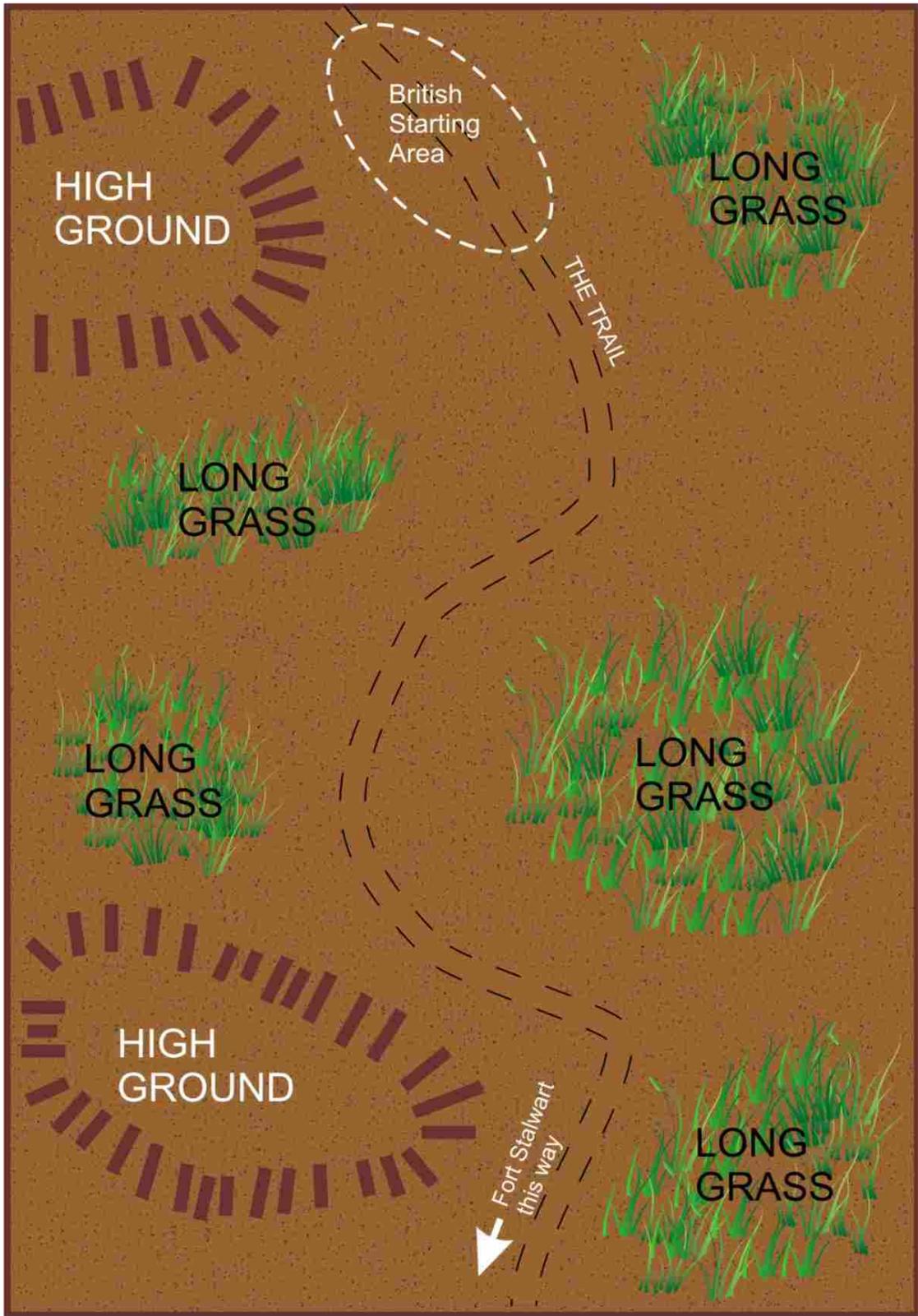
#### Wagons off road. Roll 1d6 per wagon per move off road

Score	Result
1	Axle broken - wagon a write off.
2	Wagon bogged. Roll 1d6 every turn, score 6 to unbog.
3-6	Ok.

**Laagering the wagons.** This is difficult. After drawing the wagons into a rough circle, the ox teams have to be unhitched, and the wagons manhandled into position. This takes 20 men per wagon, and manhandled wagons move 1" per turn. The oxen are then herded inside the wagon circle and defending troops occupy the wagons (15 men per wagon).

**Stealing Oxen.** Zulu can unhitch and steal the oxen from a wagon. It takes 10 men 2 turns to cut them free. It then takes 5 men (1 base) per 32 oxen (8 bases) to herd them at 3" per move. If attacked or fighting, the herders obviously stop herding. The cattle then move at 3" in a random direction.

If the cattle are fired upon they stampede - moving 6" in a random direction. If a stampede runs over a unit, do a melee roll, with -1 to cattle melee dice against British, -2 against zulu.



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## British Mission Statement

### British force:

C Company, 4<sup>th</sup> Battalion the Royal South London Fusiliers, 120 men (24 bases)

E Company, 6<sup>th</sup> Natal Native Contingent - uncertain numbers, since they don't always turn up.

Plus sundry wagon and drivers etc.

The supply columns through to Fort Stalwart have come under increasing attack from marauding bands of Zulu.

The Army Commander has ordered that the latest column be supported by a strong escort (that's you that is).

The Royal South London Fusiliers have only just arrived in Zululand and are confident that they will not repeat the mistakes of other - how can I put it - *less determined* regiments. The Fusiliers have a long and honourable history, much of it spent massacring natives. So this will be no different.



The wagons must get through at all costs, because the garrison commander is running critically low on good port. So there is no time to lose.

### British Special Rule

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The oxen are then herded inside the wagon circle and defending troops occupy the wagons (15 men per wagon).

### Map

The playing area is slightly undulating countryside, with patches of scrub and some areas of long grass.

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## Zulu Briefing

**Zulu Force:** The Kwajimbu Impi - around 1000 (200 bases) warriors

The Kwajimbu impi is made up of raw warriors itching for a fight.

They have yet to *wash their spears* (= kill someone), and are deeply disappointed that they arrived too late to join in the massacre at Islandhwawa.

As every fool knows, a warrior can't get married until he has washed his spear, so there is also the element of no nookie until they've fought either.

Also, the British are known to move about with large numbers of oxen and cattle. Cattle are the main unit of currency for the Zulu, so capturing them adds a profit motivation too.



So the motivation is sex and money. What more could you want.

In this case, your scouts have reported a small number of British, with wagons and oxen moving north towards one of their forts. This tiny force is massively outnumbered by the impi and looks like a good opportunity to meet all your objectives at once.

### Zulu Special Rule

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