

SAVAGE WARS

OF PEACE ~ PT. FOUR



Drafted by Her Majesty's most loyal Servant, Mr Andrew Hoare, esq.

This is a companion article to Mr Andrew Hoare's series in that most esteemed of titles - *Wargames Illustrated*. The series follows the exploits of heroes and villains and their actions throughout Queen Victoria's Small Wars - 1837 to 1901. In this article we are presented with a skirmish-level scenario for the *Triumph and Tragedy* ruleset.

WARGAMES SCENARIO: DEATH AT FISH RIVER BUSH

A scenario for *Triumph and Tragedy (Colonial Supplement)*.

This scenario is inspired by events that took place a month or so before the actual Battle of the Waterkloof and embodies the sort of smaller-scale, insurgent-style warfare that was typical of the 8th Xhosa War. The key element is the extremely dense terrain, which the British units involved were unused to. Xhosa rebels were often seen to appear from the bush scant yards away from the British, fire and then drag the wounded off to butcher them horribly. On several occasions British troops launched desperate missions to rescue captured and wounded

comrades, though even when these were successful the rescued individuals often died from their injuries soon after. This scenario recreates such an event.

TABLE

This scenario is played out on a 4' x 4' table, set up to represent a dense forest. If such a feature is available, a burned out and ruined kraal could also be placed, as could any number of streams. Because the area is forested, the entire table should be counted as woods regardless of the placing of individual trees.

DEPLOYMENT

The British side begins play deployed within 12" of the player's chosen table edge.

The Xhosa player then marks the position of their captive on a map. This should be kept by a referee if one is running the game.

The Xhosa player then positions his forces anywhere on the table he wishes that is not within 12" of any enemy model.



During the 8th Xhosa War, an ambush such as this was a fairly common occurrence.



Heaven help the white settlers who passed too close to a Xhosa village, regardless of how many muskets they carried.

FORCE A – BRITISH ARMY

One British Army Subaltern (Hero) armed with pistol and sword, and eight British Infantrymen (Veteran) armed with muskets and bayonets.

One British Army NCO (Unit Leader) and ten British Infantrymen (Trained) armed with muskets and bayonets.

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FORCE B – XHOSA REBELS

One Xhosa chief (Hero) and Champion (Hero) with five bodyguards (all Veteran Irregulars)

One Champion (Unit Leader) and twenty Xhosa Tribesmen (Trained Irregulars) armed with a range of stabbing spears, throwing spears, *knobkerries* and shields as appropriate to the models being used.

Ten Xhosa Musketeers (Raw Irregulars) with muskets and *knobkerries*.

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CHARACTER ARCHETYPES

In addition to the models listed above, the players should bring between one and three character archetypes, chosen from those presented earlier in this article.

OBJECTIVES

Force A's objective is to find and rescue their captured comrade. Force B's objective is to repel the British.

SPECIAL

Hidden Objective: The captured British soldier is only placed on the table when a model from Force A comes within 6" of it. The model belongs to which side has a model in base contact with it (if both or neither do, neither control it) and one it is revealed it may be moved. The captive counts as an unarmed, Raw Regular.

