1879

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MINIATURES

WARGAME

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RULEBOOK

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DEDICATIONS

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Steve dedicates his work to the memory of Phineas "Red" Vance, who introduced him to miniatures combat almost 50 years ago, and to the sand table that was the scene of so many historic battles.

Playtesters
Special thanks to all those who played in the GenCon 2013 1879 Intro games!

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HER ROYAL MAJESTY'S
OFF WORLD EXPEDITIONARY
COLONIAL FORCES
All answer the call.

Helped by the YOUNG LIONS
The OLD LION defies his Foes.

ENLIST NOW.

THE WORLD OF 1879

The Red Line

Sergeant Taylor gazed intently at the hill ahead, waiting for the enemy to appear. Just ten minutes earlier, the company had halted its march through the forest toward a nearby outpost. The scouting cavalry had reported a large force of the enemy, including a company-sized group of the dead, a half mile ahead. Unfortunately, the scouts had been spotted as well. The British soldiers had to create a hasty defense before the enemy was upon them.

Sgt. Taylor split the infantry into two units of twenty-five men each, and put them in double line formation. Two uneven lines, thirteen in the front rank and twelve in the second, arrayed themselves in a wide "V" behind some fallen trees. The commanding officer, Lieutenant Stewart, took his small contingent, a dozen cavalrymen including himself, and moved off into the woods on the right flank. The trees were sparse enough for the horses to navigate, while just dense enough to conceal them. If part of the enemy force attempted to flank them on that side, the cavalry would be there to meet them. Otherwise, they would launch a surprise attack at first opportunity. That meant Taylor would have to keep a close eye on their unprotected left flank and be prepared to reposition the second unit.

Sgt. Taylor gave the lines one more check, then barked out, "Fix bayonets!" Each man pulled his bayonet out of its sheath and locked it into place at the end of his rifle.

"Miasmas ready!" The men doffed their helmets, placing their miasma masks in a ready position on their heads, where they could be pulled down over their faces in a second. The masks were hot and uncomfortable, and the eye lenses prone to steaming up, but standing orders were to employ them in any battle with the undead. The boffins at Fort Alice were working on alternatives, something involving plant salves. As far as Taylor was concerned, anything would be better than the masks.

Figures appeared at the top of the hill, spread out in a loose group and moving at a run. Taylor recognized the odd capering movement instantly, as did another soldier on the line.

"Bonies, Sergeant!" The shout came from Pvt. Jones 214, one of the innumerable Welshmen in Her Majesty's army.

"Steady all!" Taylor called. "Volley fire! Front rank, aim! Second rank, ready!"

Soldiers in both units lifted rifle to shoulder as one. The front ranks took aim at the approaching horde of skeletal figures. Taylor fell in with the second rank of the right hand unit, shouldering his Martini-Henry rifle. When the horde reached the line of beech trees on the hill, he knew they were at 200 yards, the scouts having paced it out on their return.

"Front rank! Fire!"

The front ranks discharged their weapons almost simultaneously, then dropped to one knee. Skeletons at the front of the mob flew into pieces. Some tumbled down the hill, missing legs or lower bodies.

"Front rank, reload! Second rank, fire!" Taylor bellowed.

The second rank pulled up arms, aimed, and fired in one smooth action. More skeletons disintegrated under the impact of the heavy rounds, bones flying in all directions. Half the skeletal horde lay scattered across the forest floor in splinters. The rest kept coming. They always did. They would never give up or run. The dead felt no fear.

"Second rank, reload! First rank, fire!"

The skeletons closed in, brandishing their sickle-shaped swords. The first ranks opened fire again. Slowed by the undergrowth and debris, the skeletons were blasted apart by the volleys before they could reach the front ranks. The few dead left continued scrambling towards the men undeterred.

"Independent fire, fire at will!" roared Taylor.

The second ranks opened fire, while the front ranks reloaded, kneeling behind the fallen oaks. The irregular spray of rifle rounds obliterated the remaining skeletons, the last dropping mere yards away from the front ranks.

"Reload! Eyes about!" Sgt. Taylor's command was almost too late.

"Stinkers!" Men in the second unit cried out in alarm as decaying figures burst from the woods to the left.

Taylor swore to himself as the enemy came at them from the unprotected left side. If they didn't act fast, they would be overrun. "Miasmas on! Second unit, square up and ready bayonets! First unit, fire at will!"

The second unit fell back into a square like a phalanx of ancient Sparta, tugging masks down over their faces and brandishing bayonets. The first unit unleashed a ragged volley before the zombies crashed into the second unit like a wave. The zombies wielded the same sickle-shaped swords carried by the skeletal horde that had distracted the British soldiers from their approach. They swung their weapons without heed for their fellow dead, cleaving into both soldiers who couldn't get their rifles up quickly enough to block them and neighboring stinkers alike. The men held their ground, stabbing at the chests of the zombies, seeking the strange devices that gave them their mockery of life. Men and zombies fell, but the dead far outnumbered the second unit.

"Independant fire, fire at will!" roared Taylor.

Taylor gripped his rifle with white knuckles and screamed, "First unit, charge!" He ran with the first unit as it slammed into the flank of the zombies, speared one through the head and dropped it to the ground. He stabbed again until the way in front of him was clear. Just yards away, at the rear of the zombie formation, stood a living warrior of the Samsut. He wore little in the way of armor, merely a leather tunic bearing a skull insignia, a leather kilt, sandals with ankle wraps, and a leather skullcap. He held a Samsut-make rifle in one hand, and an arcane device in the other. Taylor recognized his insignia as that of an undead controller. Without him, the stinkers could do nothing.

Taylor shouted over the cries and screams of the men, "The soldier behind them! Kill him!"

Several men broke off from the melee and ran at the Samsut warrior. The Samsut got off one shot, his rifle making a sharp crack as the round took one of Taylor's men in the chest. The other two soldiers ran at him, thrusting with bayonets. The Samsut warrior kept his head, fending them off with his own bayonet. He slashed one man wickedly across the arm, but the other ran him through the chest. The Samsut warrior fell to the ground, and as he did the zombies simply stopped. Standing in place doing nothing, they were easy to run through and kill, hopefully for good this time. As the last of them fell, the men gave out a ragged cheer.

Taylor called out, "Form up! One unit, fifteen facing hill, three lines!" The men quickly fell into position. Taylor's heart sank, seeing that there weren't three full lines. He had lost at least a dozen men to the zombie charge. Some might not be dead, but they didn't have time to check. From the reports, Taylor knew that wasn't the entire enemy force.

Less than a minute later, a group of Samsut riflemen, living people, crested the top of the hill. Another large group of zombies approached from the right. Caught between rifles on the heights, and the dead closing in on them, Taylor took a gamble that the lieutenant was thinking the same thing he was.

"Volley fire! Guns on the hill! Front rank, aim! Second rank, ready! Third rank, ready! Front rank, fire!'

The range was nearly three hundred yards, but the men were well trained, and several of the enemy infantry up on the hilltop collapsed.

"Front rank, reload! Second rank, fire!"

Another volley of rounds and several more fell. The Samsut returned fire, and four of Taylor's men fell to the ground. The zombie group drew ever closer.

"Second rank, reload! Third rank, fire!"

The sound of pounding hooves rang out. The lieutenant's cavalry burst out of the woods, lances leveled, and ran down the front ranks of approaching zombies. Wheeling, they came about for another run.

"The lieutenant's got our flank lads!" Taylor barked, "Bring down those rifles!"

The men, buoyed by the appearance of their commander, renewed their volleys at the hilltop. More Samsut warriors fell. The remainder suddenly retreated. As they vanished over the hilltop, Taylor turned to direct the men to help the cavalry, but the zombies were already in retreat, no doubt following their fleeing commander. The cavalry ran down a few stragglers before coming back to join the rest of the men.

Taylor quickly pulled the men together. He assigned some to check the wounded, and others to collect the dead from both sides and build a pyre. Burning the bodies to ash ensured the enemy would not bring them back to fight at a later time. He hated not sending a good soldier back home for burial, but it just wasn't practical here. This was a new world, with new rules.

The lieutenant rode up, and Taylor saluted.

"It went well, all considering, Sergeant," Lt. Stewart said.

"Eleven dead and five wounded badly, sir. I could imagine better." Taylor spoke plainly.

"It could have been worse, Sergeant. Don't be too critical of yourself," Stewart chided. "I saw that charge from the east. You made the right decision. It could have been the whole company dead, instead of just eleven."

"Yes, sir."

"Once the fires are started, get the men moving. Those damned Samsut will probably be back, and we better hope the outpost we're making for is still there. The lieutenant called for several horsemen to scout the path ahead.

Sgt. Taylor attended to his duties, but the words of the lieutenant made his blood run cold. He hoped there was a safe place waiting for them at the end of their journey.
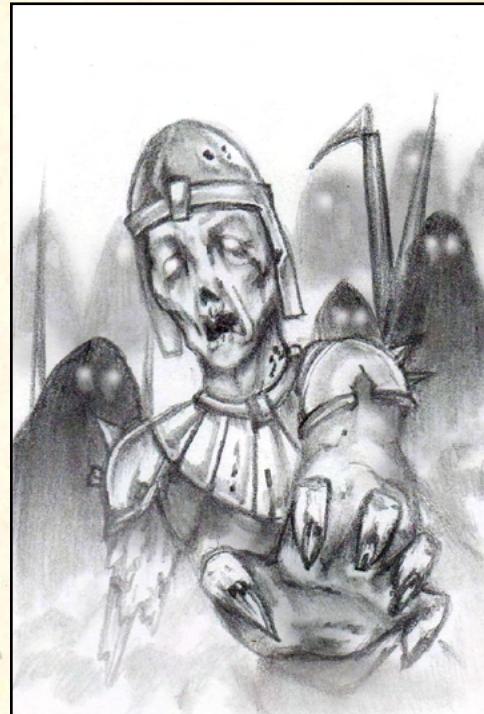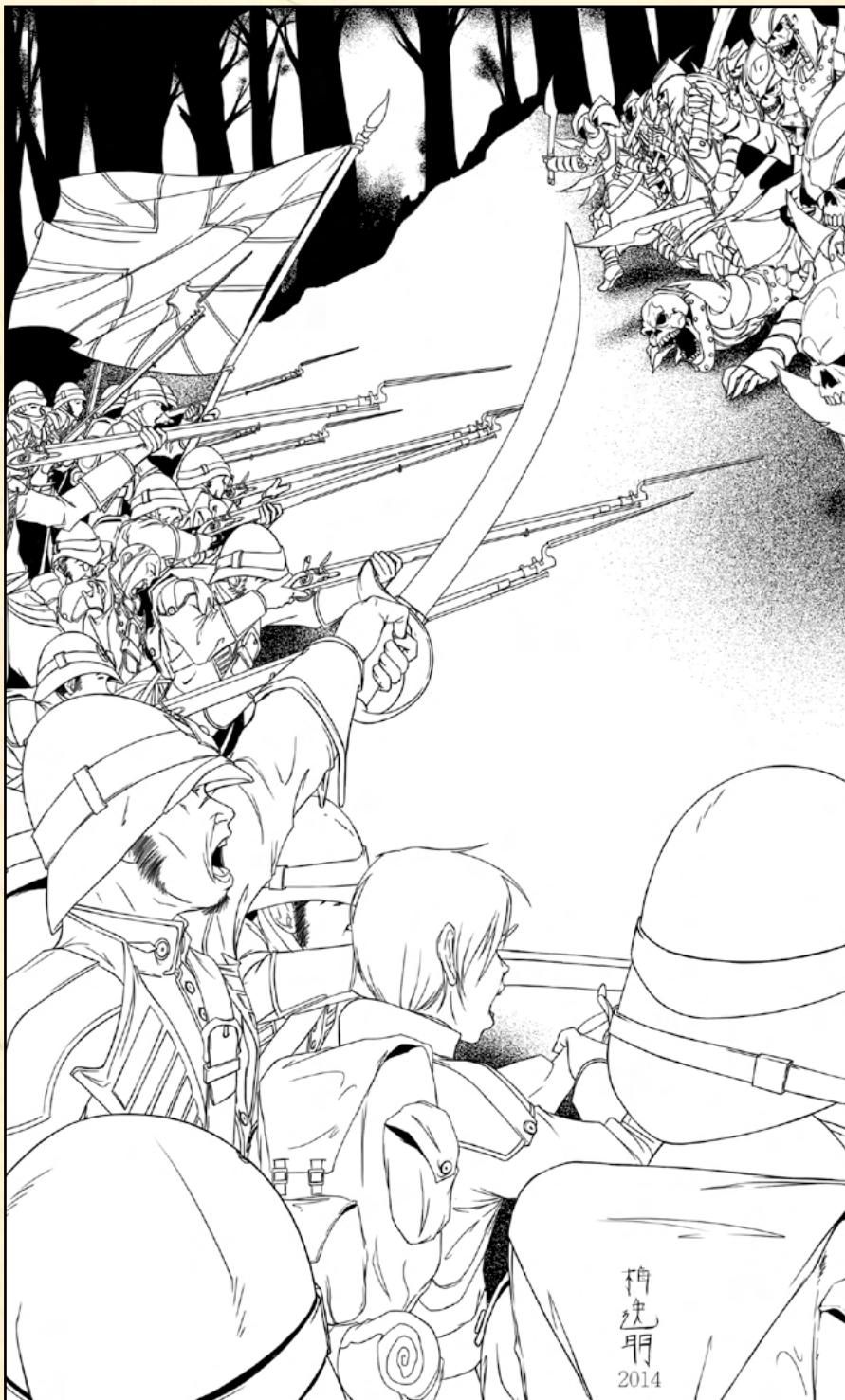
INTRODUCTION

Welcome to *1879*, a tabletop wargame that follows the British empire to a whole new world of wealth and danger. With this core rulebook, and highly detailed miniatures from Ral Partha Europe, you can wage battles between the British Empire and the Samsut, displaced descendants of ancient Babylonians. More units are available for each in their respective Force Books, *Forces of the British Empire* and *Forces of the Samsut*. However, there is more than enough here to get you started.

What is a Wargame?

If you're familiar with miniature wargames, you can skip this section. If this is your first time playing a wargame, then read on.

A wargame is a game where two or more players battle each other using groups of miniatures to represent armed forces, frequently referred to as armies. In *1879*, we refer to this group as a Force, since it doesn't always represent a full army. The miniatures are maneuvered across a surface that serves as the battlefield. This surface can be as simple as your dining table, or as elaborate as a custom designed terrain table with hills, rivers, and obstacles.

The rules of the game dictate how the miniatures are organized, how they move and fight each other, and when one side has achieved victory.

INTRODUCTION

To begin, you must decide what kind of force you want, and begin to collect the miniatures needed to create it. To achieve this, you should purchase this book for the core rules, a Force Book for all the available options of the force you desire to create, and the miniatures you wish to include in your force. The latter necessitates reading the rulebook and force book, and planning the force out on paper to know exactly which miniatures to obtain. The next step after this will be obtaining, assembling, and painting the miniatures.

Assembling the miniatures will require some tools. The most basic set of tools for metal miniatures should include a sprue cutter, a wire cutter, several small metal files, cyanoacrylate (super) glue, two-part putty, and a pin vise with several bits. Painting will require a set of brushes (a #2, #1, #0, and #3/0 are a good start), a palette, an old toothbrush to clean the minis in soapy water before priming, primer, the colors of paint you need, and a sealer to finish them when done painting. We like to use Miniature Paints™, available at http://www.ralparthaeurope.co.uk.

You can find online tutorials on YouTube and many other websites to introduce you to the skills of miniature assembly, custom modeling, and painting. The last thing you'll want is safe way to store your beautifully painted miniatures. There are many choices of foam-padded carrying cases for miniatures that will protect them during transport and storage.

You don't have to have your force completely painted to play a game! Just having them assembled on stands is enough to start with. You can simply label the stands to distinguish between different units and go have a battle. You can also start with a small force of miniatures, and gradually build up to the size you want. The choices are yours, and soon you'll be ready to fight battles or even wage campaigns across the world of *1879*.
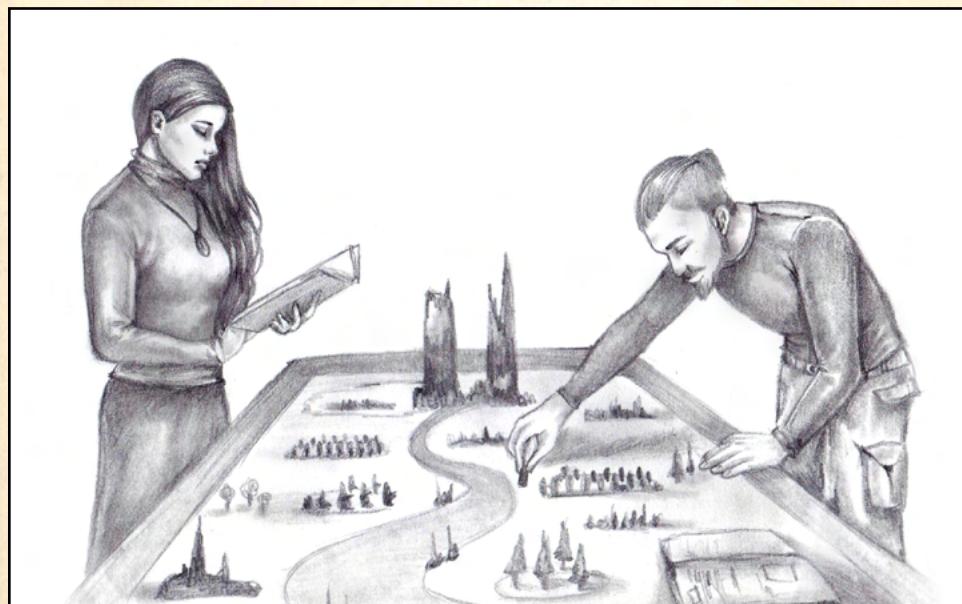
A Brief History of Britain

British history proceeded much as it did in our world, until the year 1860. In the autumn of that year, Prince-Consort Albert of Saxe-Coburg was on a trip to Coburg, driving alone in a carriage drawn by four horses. For reasons unknown, the horses spooked and bolted, running towards a wagon waiting at a railroad crossing. Albert attempted to leap out of the carriage, but failed to jump before the carriage struck the wagon. The prince was thrown from the carriage and landed badly, breaking his lower back. Rushed back to London, he was attended by the best doctors available. However, none could do anything for him. The prince was permanently paralyzed from the waist down, and would spend the rest of his life confined to a wheelchair.

Queen Victoria would not settle for that answer. She rose to the cause of her beloved husband and challenged the doctors and scientists of the world to push the limits of their knowledge to find a way to allow Albert to walk again.

She offered rewards to any who made breakthroughs in medicine and technology, including money and entitlements to anyone regardless of social class or nationality. This caused quite the uproar, but Victoria would not be denied. She was a ruler newly empowered by a just and righteous cause, and ruthlessly dealt with any who stood in her way.

The promise of money and class entitlements began a technology boom in Britain. Initially promised only for medicine, breakthroughs in other fields were of such merit that in 1865 Her Majesty extended the reward system to cover useful technologies of all types. "Useful" meant something that could be mass produced to benefit the people of Britain. Many singular inventions came and went because they could not be feasibly mass produced.

A series of minor inventions were created over the first several years, but nothing that truly revolutionized daily life. The first major breakthroughs came in 1865, when steam-driven water and sewerage systems were finished and brought online, starting a new era of healthier living for the residents of London. Over the next decade, a multitude of innovations would change Britain forever.

Victoria's hopes were finally fulfilled in early 1875 when the Conservatory, a science institute founded by Her Majesty, presented Prince Albert with a steam-powered personal walking frame. The frame was large and bubble-like, with slow-moving legs, but it worked. For the first time since his accident, the Prince could take walks with the Queen, albeit slowly and noisily.

In August 1875, Prince Albert began organizing the 25th anniversary of The Great Exhibition of 1851. The Silver Exhibition of the Works of Industry of all Nations was planned to run from 1st May to 15th October 1876. Industrialists, scientists, and inventors of all stripes flocked to London to set up their exhibits.

One such inventor was Professor Oswald Meredith Grosvenor. Top of his class at Eton for mathematics, classics, and all the sciences, he had gone to Oxford three years early and gained a reputation as a brilliant scientific thinker, tackling problems from most unusual angles. He closely studied the works of Michael Faraday, William Rowan Hamilton, Charles Babbage, William Thomson (Lord Kelvin), Charles Wheatstone, James Clerk Maxwell, and John Tyndall, as well as many scientists from outside the empire. Much of his work involved looking at what others were doing, combining aspects of this often diverse research, and then approaching problems from an unexpected direction. Charles Darwin once said of him that "his brain seems to function in an altogether different fashion from his fellows... I suspect that there is nobody alive who could honestly follow his train of thought". Grosvenor used his reputation to solicit enormous financial backing to construct a truly dazzling piece of equipment for the Silver Exhibition.

It consisted of a vast array of electrical poles, cables, spinning metal discs, and coils around a large open area. He believed that by creating powerful electromagnetic fields and subjecting them to extremely precise harmonic vibrations he could use a form of modernized Laplacian physics to allow spectators "to see through the very air itself and behold what lies beyond". Nobody was at all sure what he meant, but cutting edge science was never easy for the general population to understand, and speculation and excitement grew steadily.

Royal Society members scoffed and were skeptical (to say the least) and did not want the exhibition to have anything to do with such a spectacle. Some, however, were willing to indulge the Professor because of his past achievements and uncanny ability to make sense out of the incomprehensible.

Concerns were raised about the safety of his equipment in such a public environment but Prince Albert himself, a great admirer of Grosvenor, gave his personal approval for the display. He offered the park grounds between Greenwich Observatory and Greenwich Palace as a suitable location for the experiment, far enough away from things for safety but with good visibility for all to see. Grosvenor quickly agreed saying that the Greenwich meridian offered the perfect spot to make things happen.

Scheduled for 1st June, minor equipment problems prevented Grosvenor and his team from producing enough power for his demonstration but on 6th June the whole structure began to hum, crackle and vibrate with a terrifying intensity. As the afternoon wore on, a rare thunderstorm with lightning approached. At precisely 3:02 p.m. after a tremendous build up, lightning split the sky and struck the apparatus creating an extraordinary flash and then silence.

Once the spectators could again see, the professor, his team and his apparatus were nowhere to be seen. In their place was a shimmering disc approximately 100 feet in diameter that appeared to be made of swirling air, yet somehow partially imbedded in the earth. The area was immediately cordoned off and over the next few days scaffolding was built around the anomaly and tarpaulins used to conceal it from sight of the public.
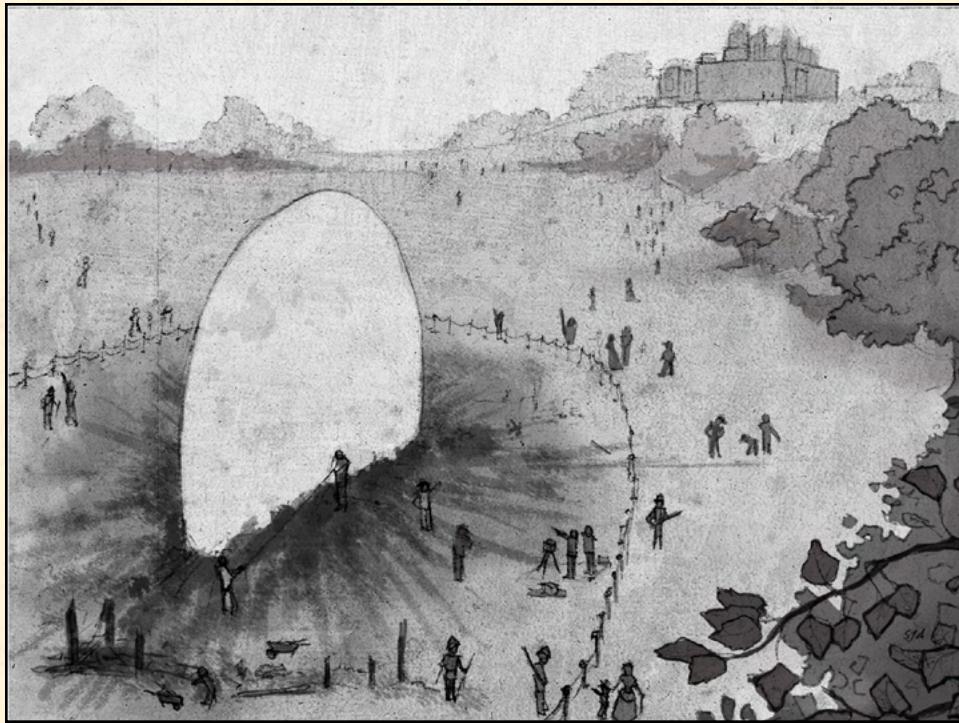
Study of the anomaly revealed it to be absolutely two-dimensional, completely invisible when viewed directly from the side. Both faces proved impervious to all attempts to penetrate them. Study continued into the new year, with scientists from around the world flocking to London for a chance to study the Greenwich Anomaly.

In March 1877, the anomaly cleared suddenly, affording a strange reverse-telescopic view of land, as if it were some kind of window or doorway. The true breakthrough came at precisely 3:02 p.m. on 6th June 1877, when the anomaly cleared with an audible popping noise. Birds were observed at the far end flying towards the viewers when one came straight through into the open air and flew away. The area was sealed off and the army brought in artillery pieces to cover the anomaly, which was now referred to as The Portal. Experiments proved the portal was navigable, but the atmosphere inside was toxic and the experience disorienting. On the other side lay what could only be a whole new world, as at night there were entirely different constellations overhead. The anomaly was nicknamed the "Rabbit Hole", in honor of Lewis Carroll's works.

Over the next two years, a fully enclosed iron-lined steel tunnel was built and pushed through the portal to the far end, creating a means to traverse the portal without a protective suit. Four rail lines, one road and a walking path were laid in the tunnel. The far end became the site of a rail yard and fort, code named Fort Alice, completed in January *1879*. This became the foothold of the British in the new world, from which they would strike out to lay their claim on the lands beyond.

The new world could not be called "the new world" forever. A petition for naming was made and Her Majesty declared the new world to be known as the Grosvenor Land, no doubt influenced by the Prince-Consort's close friendship with the missing and presumably deceased inventor. After a few months, most grew tired of saying the lengthy name, and an unofficial short version began circulating. In no time the Grosvenor Land was known to most as simply "The Gruv".

Even while Fort Alice was being built, groups were striking out further and further away, establishing small villages and towns wherever the geography was favorable and resources plentiful. The Gruv turned out to be a world rich in natural resources including timber, coal, copper, tin, iron, silver, gold, and more. The earth was rich and most crops grew well, and wildlife was plentiful.

After five months of exploring, a party sent by the army to survey the local landmass came to the western coast. There they found a settlement of bipedal lizard-like humanoids that were under attack by a group of their own species. The sergeant in charge ordered his men to help the ones being attacked. The attackers were swiftly driven off and the soldiers found themselves being bowed to. It took only days to begin basic communication with the Saurids, as they were dubbed, as they took to communication by picture and gesture quite quickly. Within a month many Saurids had picked up rudimentary English, which was fortunate since humans seemed unable to properly speak the Saurid's sibilant tongue. That's when they found out the act of saving the settlement had indebted the Saurids of that tribe to the British Empire. It wasn't just that village, however: the tribe had scores of villages and numbered many thousands strong. The British suddenly found themselves with hundreds of eager recruits, willing to join the army. They were skilled fighters, with knowledge of the dangers of the wilderness, a love for the thunder of guns and cannons, and an absolute yen for the color red. By the end of the year, red-coated Saurids were seen training with human troops at Fort Alice.

Seven months after the Rabbit Hole opened, colonists began to encounter the more hostile wildlife of the Gruv. Insect and spider-like creatures, some up to the size of a beer lorry, burrowed under railroad tracks, collapsed construction, and attacked settlers. The entire population of New Wigan, and an investigating company of soldiers, were massacred by what could only be described as giant fleas. But these encounters were only precursors to the most deadly threat the British would face.

On 8 November 1878, a patrol near the settlement of New Capetown encountered a group of strangely dressed humans. They spoke no recognizable language and appeared as shocked to see the British soldiers as the soldiers were to see them. They brought back others of their kind, apparently of a higher rank. Enough communication was made in the form of pictures and gestures to indicate the people would bring back a delegation of some kind to meet with them. Words of their language were written down and taken back to London, where they were identified as a form of ancient Akkadian, possibly Babylonian. After an intense search, a scholar was found who could speak some of the ancient tongue. He was promptly put on the next train through the Rabbit Hole.

The delegation of humans showed up at New Capetown on 4 January *1879*. They were clearly divided in three different social classes. The leader was dressed in flowing clothes of fine cloth accented by copious amounts of gold jewelry, and was young, strong, and handsome in appearance. His dress and mannerisms evoked comparison to the pharaohs of ancient Egypt. His guards looked older, but obeyed without question. There were also people who were obviously servants, or perhaps slaves. A group of them were completely covered in hooded robes, so that nothing could be seen of them. The leader of the delegation spoke and the scholar translated.

They were the Samsut, descendants of people from the ancient land of Babylonia. War and invasion had driven them out of Babylon and surrounding lands, and forced them south. Fleeing the army attacking Babylon, they came upon a "great door in the air". It led the refugees, thousands strong, to this new world. Hailing their king Samsuditana as their savior for invoking a miracle from the god Marduk, they renamed themselves the Samsut in his honor and settled the new land.

Before long they discovered ruins of an ancient city containing items of unidentifiable purpose, including a great, arcane machine at the center of the city ruins. Other cities were discovered further out from their arrival point; each contained a similar arcane machine at their hearts. It took centuries, but eventually they learned the machine would "take and give the breath of life". The machine gave the leaders virtual immortality, while greatly extending the lives of their faithful followers.

INTRODUCTION

The next thing the Samsut leader said confused the translator. The best he could translate was that they wanted the dead in exchange for the British settling the land. Not understanding, the translator begged pardon and asked the leader to repeat what he said. The leader complied and repeated the words. Upon seeing the confused look on the translator's face, he motioned to a nearby guard. The guard walked up to one of the hooded servants and flipped back his hood. The British were horrified to see a decayed face of an obviously dead man, only this dead man still moved.

Members of the British delegation were shocked and outraged. To use some form of devilish magic to animate the corpse of a man who should be interred was intolerable. The British colonel in charge of the meeting began to shout at the leader, who looked taken aback, then angered as the scholar translated the colonel's declaration that the British would not deal with people who desecrated the dead. The leader gestured, and the corpse began to walk towards the colonel. To this day, no one is sure what the Samsut leader intended, but the shock was too much for some men. Without orders, several soldiers opened fire on the walking corpse. Unfortunately their aim was off, and the Samsut leader fell after being struck by two rounds.

The colonel and other officers present immediately called for cease fire, but the damage had been done. The Samsut guards picked up their fallen leader, ignoring the translator's pleas to understand that what had happened was a grievous mistake by frightened men. They simply departed without further hostility, after delivering this message - "You have committed a deed which cannot be forgiven. You do not respect the balance."

The transcript of the encounter with the Samsut delegation was sent back to London to be reviewed. The Parliament quickly voted to declare war on the Samsut people for their aberrant practice of making the dead walk. The Samsut were portrayed as followers of the worst evil, likened to the Thuggee. This sensationalism naturally fired public outrage, which made it rather easy to sell the people on a new war. Recruitment drives were begun to swell the ranks of the military. It was swiftly realized that the British army alone might not be large enough to take and defend territory in the Gruv. For the first time, British colonials were invited to join the army, and existing colonial regiments were brought to London to make the journey through the Rabbit Hole. Sepoy troops from India, Maori warriors from New Zealand, and Zulu riflemen and spearmen from South Africa all came to join the British army proper. The tunnel trains ran day and night for weeks to ferry soldiers and supplies to Fort Alice. As soon as companies were assembled, they were sent out to reinforce settlements, outposts, and strategic locations.

HER MAJESTY'S BRITISH EMPIRE

MANY PEOPLES; ONE GOAL:
VICTORY!

Two months after the fateful first meeting with the Samsut, some of the more remote British settlements came under attack. There were few survivors, as the Samsut took all "living and dead" with them after the attacks. The British army first engaged the Samsut in battle on 12 March *1879*, outside the mining village of Bourne's Hill. The Samsut proved to be tough opponents. Their living troops used a kind of rifle that fired a bullet, but without gunpowder. The skeleton and zombie troops seemed to be without fear, and would keep coming even as they were being cut down. The Samsut even had cavalry; men who rode strange horse-like creatures. The British army was forced to retreat after seven hours of sustained conflict. Only during their next conflict, a day later, did they realize they had made a mistake. The Samsut had rejuvenated their zombie companies with the addition of dead British soldiers. The second battle was even more dire, as soldiers had to face their dead comrades. The army was forced to retreat, leaving Bourne's Hill in the hands of the Samsut.

By early April, information of the Samsut's capabilities as well as captured weapons and technologies had been sent to Fort Alice for analysis. Within a week, miasma masks were being produced and issued to troops to combat nausea from the stench of zombie troops. Tactics were reviewed and revised to combat the unique threat of the Samsut and their undead soldiers, and the first steam-driven vehicles built exclusively for war entered the conflict.

The new world stands on the brink of war. The British, backed by military might and the unquestioning belief of their right to empire, face the Samsut, masters of the dead with a 3000 year old claim to this world. Who prevails will, in part, be determined by you.

PLAYING THE GAME

Concepts & Definitions

Now that you know know a bit about the world of *1879*, it's time to explain the rules and terms. This system, Universal 18, provides everything you need to know to make your battles spring to life. You don't have to memorize it all at once. Just read through the rules to gain a familiarity with them, then go fight a battle. As you need, refer back to this chapter to answer questions as they arise. You'll find that after playing a few battles you'll have picked up most of the rules you'll need to know for a typical game.

Those of you familiar with wargames will already understand some of the terminology explained in the following section. Give it a glance anyway. We may define some things a little differently than you're used to.

The miniatures themselves are the biggest visual element of the game, and the part you've likely spent the most time on. In *1879*, an individual miniature or figure is referred to as a model. Groups of models make up units, and groups of units make a force. Every model is assigned a point value based on its abilities, allowing you to easily build a force. Making up your own force is covered under Building a Force (pg.115).

Model

A model is a single figure which is mounted on a base (called a Stand). A model may refer to an infantryman, a cavalryman mounted on his horse, or an artillery piece.

Stand

A stand is a base with one or more models mounted on it. A stand can have one model for commanders, two models for cavalry (a mount and rider count as one model), and three models for infantry or foot troops. Special creatures, weapons, and vehicles may have any number of models per stand depending on the size of the stand and the complexity of the figures.

Unit

A unit is a group of models made up of one or more stands of figures of the same general type. Units can range from a single commander or creature, to multiple stands containing 10 to 24 models, or more. Types of units include infantry, cavalry, command, artillery, and vehicles.

Force

A force is a group of units and is the generic name for the size of groups normally used in player battles. It normally consists of a majority of line units, with the remainder made up of specialized units, command units, and support units such as artillery or vehicles. The number of units in a force depends on the point value assigned to a particular battle and the cost of the units.
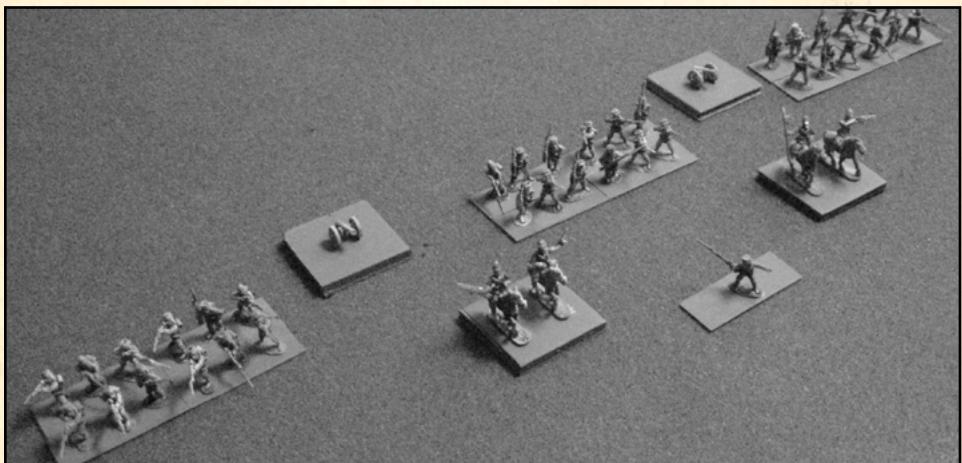
Commander

A special model with high morale, multiple hits, and the ability to boost the morale of models within a certain radius, commanders are characters that inspire their own troops and awe the enemy. They help troops stand in the face of the enemy and can rally those who have given up.

Now that you understand how the miniatures are arranged, you need to know the basic conventions of the game. These include rolling and reading the dice, knowing how and when to measure distance, and understanding the statistics that make up a figure.

Dice

1879 uses a ten-sided die, usually called a d10, to determine the results of combat. The die is rolled against a Target Number (TN). If the die scores equal to or higher than the Target Number, the result is a success. If the die scores lower than the Target Number, then the result is a failure. For most rolls, a roll of 10 is always a success, and a roll of 1 is always a failure. The only exception to this is if the Target Number goes above 10. When a modification is made due to cover or circumstance it is always made to the Target Number, not the die result. For example, if a unit needs a 7 to hit an enemy unit, but the target unit has light cover, then the unit's new Target Number is an 8. Modifying the Target Number is faster and easier than adding or subtracting from every die roll, especially when a lot of dice are involved.

Measuring Distance

Players should not physically measure or confirm distance before declaring actions like a charge or ranged fire. When declaring an action, the player must estimate by eye to make his decision. Once the action is declared, then a specific measurement may be made. All fractional measurements are rounded up to the next whole number. If the player judged distance correctly, then the action will take place as expected. An inaccurate estimate can lead to a charge failing to cover the distance needed to engage the enemy, or the unit being out of range for the weapon it is equipped with. This adds more challenge to the game, and makes the player feel more like a general leading his troops when taking a risk can lead to great reward or tragic failure.

Model And Unit Statistics

Move

Move is expressed in the number of inches the unit may move in a turn. There are several kinds of Move and some units may have more than one Move stat. Types of Move include ground move, flight move, and swimming move. A unit's final Move also depends on factors like formation, equipment, and load (pg.121).

Morale Level

Morale is a measure of a unit's bravery, usually based on training and esprit de corps. It determines how well the unit can stand up in the face of danger, casualties, the unknown, and the terrifying. Morale is rated from zero to ten, best to worst, and can also be described as follows.

Unit Morale

Morale	Typical Unit Type	Description
10	Conscripts or levies	Terrible
9	Militia	Shaky
6-8	Standard	Normal to nervous
4-5	Veteran	Determined
2-3	Elite	Resolute
1	Guard	Unfaltering
0	Special	Unbreakable

Morale is also used in a descriptive manner to distinguish between units of the same type where one unit has more combat experience than another. An infantry unit of army regulars is different from an elite infantry unit that has many battles under its belt. Since better morale level units may be issued different equipment, it's worthwhile to remember the notation.

Save

Save is a measure of how well a unit can avoid injury or death. When a unit or model rolls a successful save against the incoming threat, it suffers no ill effects. When a unit or model fails a save, it suffers one or more hits (see Hits below). The save is based on the unit's training, size of the figures, and other considerations. Save is rated from 2 to 10, best to worst. A roll of 1 on a Save is always a failure. Some models are equipped with armor that can modify their saves in melee combat. Such a modification will be noted on the unit's stat block.

Hits

Hits is how many times a model can fail a Save before being removed from the battle. Most models in a unit can take only one Hit, and are removed after failing a save. Stands with multiple one-hit models place a marker to indicate casualties; when all hits are gone the stand is removed. Some models, such as commanders, have multiple hits and aren't automatically removed when failing one save. Instead such a model removes a hit. A marker should be placed by the model to indicate loss of hits. A multiple hit model that loses its last hit is removed.

Example: A British infantryman model has one Hit. When the model fails a save, it loses the Hit and is removed from combat. This can be done by laying a marker beside a multi-model stand to indicate the loss of one or more models, or by removing the entire stand if all models on it have lost their Hits.

Example: A cavalryman consists of a mount and rider as a single model. Both mount and rider are considered to have the same stats. The combination of the mount and its rider can be considered a two hit model. They can take two Hits before being removed, with a marker used to track the first hit.

Attack Stats -
Ranged Weapon and Melee Weapon

All units will have at least one attack stat. Many will have two: Ranged Weapon and Melee Weapon. The Target Number for an attack is determined by the type of weapon wielded. The TN for a Ranged Weapon is shown on the Ranged Weapon Chart (pg.46), which shows the TN at any given range. The TN for a melee weapon is based on the weapon used and is shown on the Melee Weapon Chart (pg.52). Weapon stats may be modified by troop level, special abilities, ammunition, or circumstance. Attack stats range from 1 to 10, best to worst.

"The Battlefield"

Battlefield Setup

The Playing Area

The playing area is the battlefield for a particular scenario (pg.77). Every battle will have a set of conditions under which it is fought. These conditions include starting deployment areas for each side, location of significant terrain features, location of existing fortifications, and any objectives that are part of the battle's Victory conditions.

Deployment areas are regions of the playing surface where troops are initially placed, defined in the scenario. Units are only limited to the deployment areas during initial placement of forces, before the battle begins. After the battle is started, troops may move anywhere within the playing area, subject to their movement limitations. Deployment areas vary by scenario. In a face-off battle, the sides will deploy across the battlefield from each other. In a defense battle, one side will deploy in an area of fortifications to be defended, while the other side deploys around the defender's area. More complicated scenarios may have multiple deployment areas for each side.

Terrain

No battlefield is flat and featureless. Forests, swamps, hills, cliffs, rivers, lakes, buildings, fortifications, roads, and railroad tracks complicate the battle. Terrain features can benefit or hinder one or both sides, and even dictate how the battle is fought. Terrain can provide cover (pg.47) for troops, slow down movement, provide an advantage, or be an impassable obstacle. Terrain features add to the character of the battlefield as well as affect how the battle is fought. Terrain features should be laid out before the battle and the effects understood by all players.

All terrain covers a certain amount of area. Terrain can be represented by something as simple as a piece of colored paper (blue for water, brown for desert) or as complex as a custom-built model of a building or hill. What matters is transition from one terrain type to another. When any one of a unit's stands crosses the border of a terrain feature or makes stand contact with it, that unit is considered to be in that terrain. This can affect a unit's Move, formation (pg.36), or both. See the Terrain section at the end of this chapter for details (pg.65).

Deployment

Deployment is the placing of units on the battlefield before the battle begins. Deployment rules can vary from scenario to scenario, but will usually follow some common rules.

- The battle scenario will determine the deployment areas for each side. Units must be placed fully in these areas. No part of the unit's stands may extend out of a deployment area.
- The players take turns placing units one at a time in their respective deployment areas. The players may agree who places first or may roll a die to determine who chooses. There is no restriction on which type of unit may be placed, unless dictated by the scenario.
- Units with the Ambush ability may be held from deployment until all other units have been placed.
- Once all units have been placed, the battle may begin.

The Game Turn

The **game turn** consists of five distinct phases: Initiative, Movement, Ranged Fire, Melee Combat, and Rally. Both players act in each phase of the game turn, rather than each player taking a whole turn individually. Once a turn is completed it should be noted in some manner, since some scenarios will have a time limit, represented as a number of turns. Writing down the current turn number on a sheet of paper at the edge of the battle area will do, or more elaborate means may be used. The next turn then begins.

In the **Initiative Phase**, the players roll dice to see who goes first in the turn.

In the **Movement Phase**, each player alternates moving one unit at a time. Some special movements like Charges are declared and performed in this phase.

In the **Ranged Fire Phase**, each player makes ranged attacks on another player's units. The attacks are declared and performed, but all fire in the phase is assumed to be simultaneous, so casualties are noted, but not removed until the end of the phase. Morale checks for casualties are also performed at the end of the phase.

In the **Melee Combat Phase**, each player may attack opposing units whose stands are touching their own. The initiative winner has an advantage here, as the winner gains first attack and casualties must be removed immediately after each unit's attack. The assaulted unit may respond with a counterattack after casualties are removed, if it still exists. After each unit attacks, morale checks due to casualties are made. After all units have resolved attacks, the phase ends.

In the **Rally Phase**, each player has a chance to rally units that suffered morale failure in one of the previous phases. After these checks are complete, the next turn begins with the Initiative Phase.

Initiative Phase

Initiative determines the degree of influence of a side over the battle being fought. The player who wins the initiative may decide to move first, or make his opponent move first. The initiative winner gets to make some types of attacks first and also gets the honor of rolling the dice first in simultaneous conflicts.

To determine initiative, roll a ten-sided die (d10). The roll is modified by the rank of the most important commander on that player's side, and may be modified by specific scenario rules. The player with the highest modified roll wins the initiative for that turn. The initiative phase occurs at the beginning of every turn. Each player has a chance to seize the initiative for that turn and influence the battle in his favor. Winning initiative for the turn has the following effects on the individual phases.

Movement

The initiative winner determines which side moves first in the phase, and is always able to move the last unit. It can be critical to be able to move first to occupy an area or secure an objective. Other times, it is important to observe the enemy by forcing him to move first. In almost all cases, it is beneficial to move a unit last in response to the enemy's movements.

Ranged Fire

All ranged fire is considered to happen simultaneously (pg.44). The initiative winner gets the satisfaction of rolling his attack dice first.

Melee Combat

The initiative winner gets to make melee attacks first in cases of first contact and continuing melee (pg.50). Models are removed to account for hits inflicted before counterattacks are made. The only exceptions are charging (pg.32) or reach weapons. In case of any dispute over charging, attacking, or counterattacking, the initiative winner goes first.

Rally

The initiative winner decides which side resolves morale checks first.

Movement Phase

The movement phase is the second phase of the game turn. In this phase, each player in turn moves his units one at a time until all units of all players have been moved. The initiative winner decides which side moves first. That player moves the first unit, then each side alternates moving one of his units until all units have been moved. The initiative winner may move the last unit of the phase, even if it means the other player must move two units in a row to do so. The initiative winner may forfeit this right if he desires.

When sides have an unequal number of units, the normal alternating sequence of movement would allow the side with the most units to move a larger number of them before or after the side with the lesser number of units. This may be fixed by using the following alternative movement method. Movement begins, chosen by the initiative winner, and alternates between sides. At the start of the phase, if a side has 1.5 or more times as many units left to move as the other, then that side moves two units instead of one. The other side then moves one unit. This check and move method then repeats until both sides are within one unit of being equivalent. This ensures the movements are balanced and that the initiative winner may still move the last unit if so desired. Passing on movement for a unit (not moving it) is considered taking a move in the alternating move sequence.

All unit movements must be declared without measuring distance. This is especially important for charges. After declaration, the player measures the movement to ensure accuracy (pg.48).

To keep track of movements, each player should mark moved units in some fashion. Laying a coin, die, or token beside a unit is a simple yet accurate way of tracking units that have taken a move.

Types of Movement

A unit's listed Move is considered to be walking speed in inches. A unit may also make several other kinds of movements. If the modification to a unit's Move results in a fractional amount, round the fraction up to the nearest whole number.

Run

A unit may Run a number of inches equal to 1.5 times its Move. Running allows a unit to travel further on the battlefield, but hinders it in combat. Running imposes a +2 Target Number penalty to ranged attacks, and a +1 TN penalty to melee attacks.

Charge

A unit may Charge an enemy unit. This is a Run intended to initiate melee combat at the end of the movement. The player must first declare that a unit is going to charge a specific enemy unit. Next, the unit must make an immediate Morale check (pg.56). If the check is a failure, the unit becomes Unformed (pg.39) and may move no further this phase. If the check is a success, the unit is moved until it runs out of Move or contacts the enemy unit's stand. If the unit runs out of Move before contact, it suffers the standard Run penalties for the remainder of the game turn and becomes Unformed. If the unit has made stand contact, it does not suffer the standard Run penalty to attacks in the Melee phase and has the initiative.

Force March

A unit may Force March a number of inches equal to 2 times its Move. Force March is a way to quickly get a unit into a more advantageous position, but can be dangerous. Moving a unit across a battlefield at that speed risks injuring one or more members of the unit (sprains, broken bones, and such). A unit undertaking a Force March must make an immediate morale check. On a success, the unit Force Marches without incident. On a failure, the unit still Force Marches, but suffers one or more hits that must be Saved against (pg.49). Roll a d10. A result of 1-5 equals 1 hit, 6-10 equals 2 hits. A unit making a Force March suffers a +2 Target Number penalty to attacks in the Ranged Fire phase and to Opportunity Fire (pg.44). The unit cannot initiate a melee, although it may defend against it without penalty.

Strategic Movement

A unit may Strategic Move a number of inches equal to 2 times its Move. A Strategic Movement takes a unit to a new position while staying out of the battle. It may only be done if the unit begins, continues, and ends the movement at least 18" away from the nearest enemy unit. Unlike a Force March, the unit doesn't risk injury in the process. A unit performing a Strategic Movement suffers a +2 Target Number penalty to attacks in the Ranged Fire phase and to Opportunity Fire (pg.44). The unit cannot initiate a melee, although it may defend against it without penalty.

Pass

A unit may pass, or stay in place. Once a unit is in a good position, it doesn't have to move. Passing is considered a Move for purposes of alternating movement.

Change Formation

A unit may change its formation (pg.36) during the Movement phase. This is not considered a move action, although certain changes may use up part of the unit's Move for the phase.

Discarding Equipment

Although not considered a Move, discarding equipment is declared and performed in the Movement phase. A unit may have a number of reasons to discard equipment. A unit ambushed while traveling and encumbered (pg.35) by heavy packs would want to drop them to move more quickly. A unit carrying two-handed ranged weapons and shields would need to discard the shields to use the ranged weapons. Regardless of the reason, a unit must make a Morale check when discarding equipment. The equipment is discarded on a success or a failure, but on a failure the unit becomes Unformed in the process.

Regardless of movement type, all movement ends immediately upon stand contact with an enemy unit.

Movement Type Summary

Movement

Move Type	Move Distance	Special Rules
Walk	Move	None
Run	Move x 1.5	+2 TN ranged and +1 TN melee attacks that turn
Charge	Move x 1.5	Morale check to succeed, gain Charge bonus to attacks and initiative in melee phase that turn, no run penalty for combat
Force March	Move x 2	Morale check to avoid casualties, +2 TN to ranged attacks, can't initiate melee that turn
Strategic Movement	Move x 2	Must be at least 18" away from closest enemy unit, can't perform any attack but may defend with +2 TN
Pass	None	Counts as a Move

Some conditions such as equipment, load, and formation will reduce a unit's Move score. A unit's Move cannot be reduced to less than 1" by these conditions. These conditions are:

Move Adjustments for Formation and Encumbrance

Condition	Move reduction
Encumbered	-1"
Column formation	-2"
Line formation	-4"
Unarmored	0"
Light armor	-1"
Medium armor	-2"
Heavy armor	-3"
Superheavy armor	-4"

A Note on Move Scores

All of the unit statistic blocks show the typical Move score of that type of unit, which has already been modified by several of the conditions above to speed play.

Example 1: A human's base Move score is 9". A typical British soldier will wear a heavy uniform, the equivalent of Light armor (-1"), and be moving in Column formation (-2"), for an actual Move score of 6", as listed in the unit stat block. This score will change when the unit changes from Column to another formation, or another circumstance affects Move.

A British commander will wear the same armor (-1"), but moves as a Skirmisher in Open formation, for an actual Move score of 8".

Formations

To fully understand units, and how to move them, you must understand formations. A formation is the manner in which a unit is arranged, whether it's a neat and orderly line of soldiers or a ragged mob of savages. Formation will determine how fast a unit moves, turns, and fights.

Formation Changes

A unit may change formation during the Movement phase. Changing formation shifts the unit from any one formation type to another, including from being Unformed. Some formation changes don't cost a unit any of its Move for the phase, while some do impose a Move cost. If there is a Line formation involved in the change, the unit pays half its Move to make the change. Formation changes in the Movement phase do not count against units reforming from Disordered in the Rally phase (pg.56), as Disordered is a condition, not a formation.

Move Cost for Formation Change

Formation Change	Move Cost
From a non-Line formation to another non-Line formation	No cost
From Unformed to a non-Line formation	No cost
From a Line formation to any other formation	Half Move
From Unformed or non-Line formation to a Line formation	Half Move

Formation Types

These formations are the most commonly used ones in *1879*: column, infantry square, single line, double line, triple line, open, and unformed.

Column

The column formation is used for quick movement and to present a driving force on the battlefield. A column is deeper (longer) than it is wide, presenting a narrow front usually one stand wide, with stands in contact. Models in a column formation may fire in the Ranged Fire phase following the same fire rank rules as a Line. A column formation has a small rear, but large flank sides, making it vulnerable to charges and attacks in the Melee phase. A column formation can change to an infantry square formation to give it better ability to defend against melee attackers.

Infantry Square

An infantry square formation is used to defend against incoming attackers from multiple sides. The infantry square has no flank or rear, denying those advantages to attackers in Melee Combat (pg.50). However, a unit in infantry square formation can't move in the Movement phase. Only models on one side may shoot in the Ranged fire phase, at a +2 TN penalty. The unit must have a minimum of four stands in order to form the infantry square.

Line

The line formation presents a large front that allows the unit to bring all of its firepower to bear in Ranged Fire attacks. Line formations may be single line, double line, or triple line with stands in contact. Occasionally lines may be four or five deep, but not often as those formations require high morale level troops. The single line is uncommon unless the unit has been depleted by casualties. The double and triple line formations allow the unit to remain in reasonably close ranks while bringing fire to bear on the enemy. Regardless of number of lines, the line formation is slow and difficult to maneuver across the battlefield and vulnerable to melee and cavalry, as the formation presents a large rear area. Line formations fire as follows:

- In a single line formation, all models may shoot.
- In a double line formation, all models in the front line may shoot. If the models in the second line are at least standard morale level (pg.149), then they may shoot as well.
- In a triple line formation, the first two lines may shoot as detailed in double line formation. The third line may shoot if the models are at least veteran morale level (pg.150).
- For deeper line formations, fourth line and back may only shoot if the models are elite morale level or higher (pg.151).

Open

The open formation is a group of models in a loose arrangement without stands in contact, but no further than one inch from each other. While this type of formation can move quickly, it doesn't concentrate firepower as well as a line and is vulnerable to melee similarly to a line formation. An open formation performs ranged fire like a line formation, including limits on number of lines able to fire, but does so with a *+2 TN* penalty.
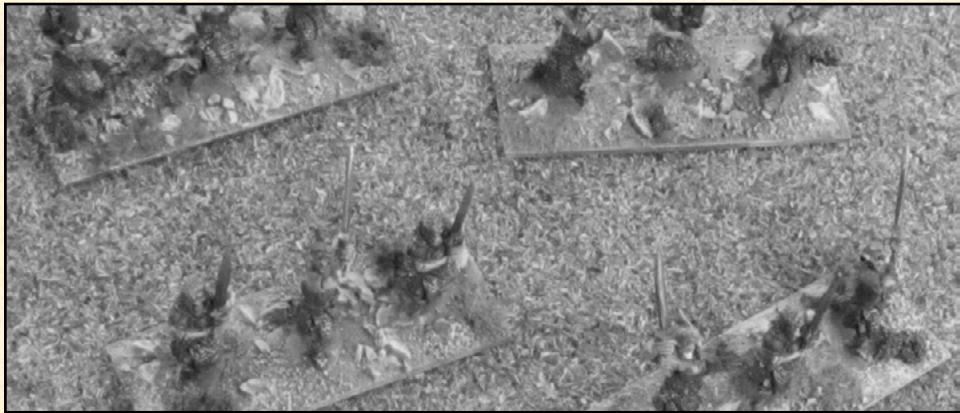
Unformed

Unformed is not a true formation, but rather a consequence of being part of a melee, entering or moving through rough terrain, or other special condition. A unit that's unformed has no formation. It may be milling about without direction, fighting in melee, or broken up by moving through woods. The unit can be in any arrangement on the battlefield, even having models facing in different directions. Unformed units may not attack in the Ranged Fire phase, suffer a *+2 TN* penalty in the melee phase, and take a *+2 TN* penalty to Morale checks. The Mob quality (pg.131) is an exception to standard unformed rules.
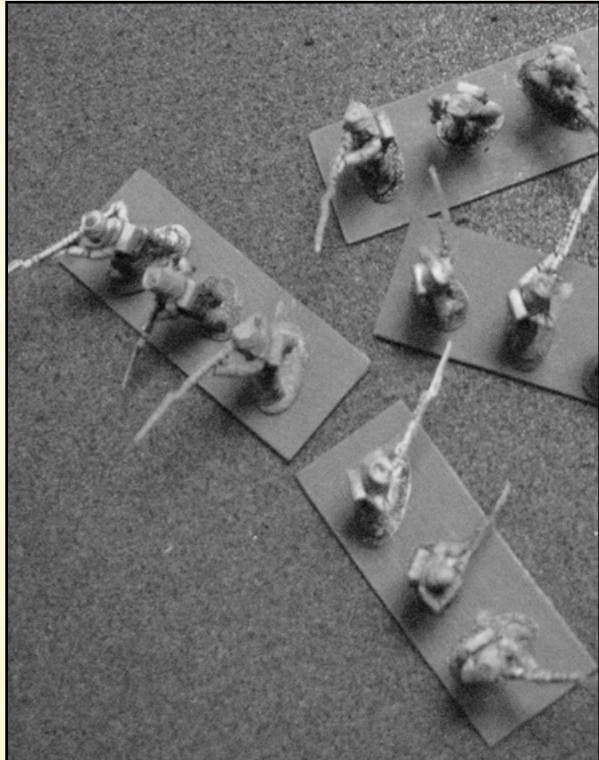
Moving Units and Measuring Movement

Moving a unit is very straightforward. First, declare the unit is moving and state the direction. Next, place a ruler, or measuring device of your choice, from the front corner of the unit and measure up to the total Move distance. All fractional measurements are rounded up to the next whole number. If the unit moves 4.5", it is considered to have moved 5". The unit may move in a forward direction, anywhere within a 45 degree arc in front of the unit. As long as the majority of the unit is within the arc, the unit may make the movement. The unit's facing does not change in a normal movement. To change facing, a unit must turn.
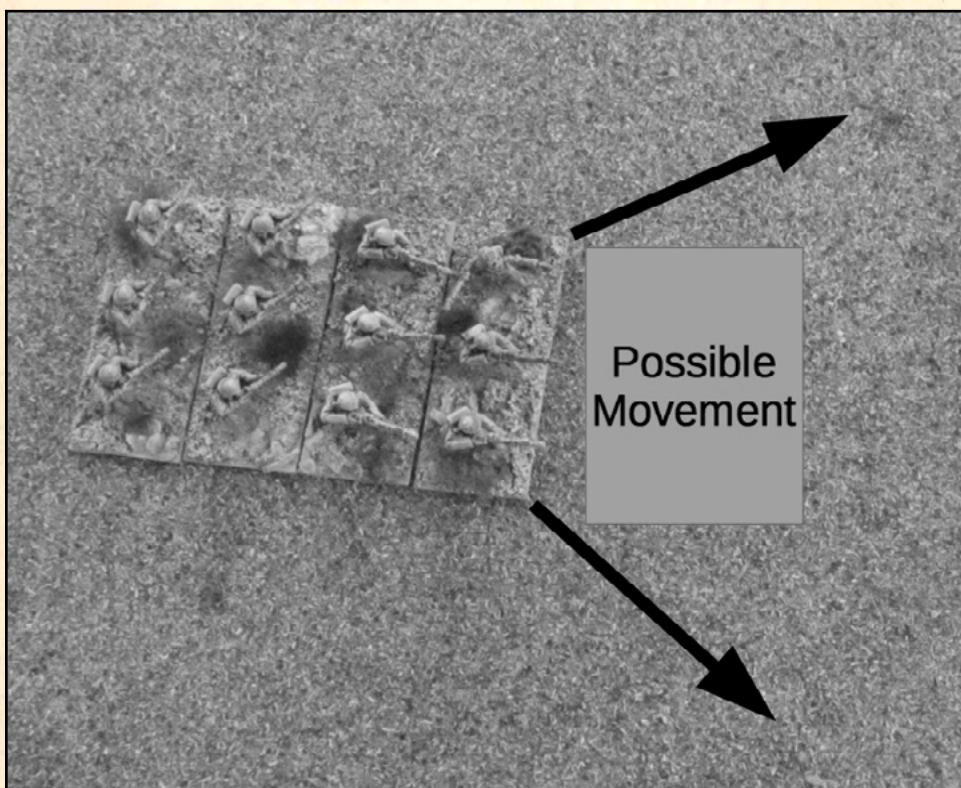
Turning

A unit may turn, or wheel, as part of its movement in order to change the direction it's facing. A turn may be made with any type of movement, except a charge (pg.32). To make a turn, choose one front corner of the unit, pivot the front stand(s) to the desired direction, and place the rest of the unit's stands behind or beside based on formation. Turning costs part of the unit's total Move for that turn as noted below, rounding fractional values up as usual.

Turning Costs

Degree of turn	Movement cost
Up to 45 degree change	No extra cost
46 to 90 degree change	Half Move
Over 90 degree change	Not allowed

A unit must pay for the largest amount of turn performed, regardless of whether it is a result of one turn or multiple turns. A unit may combine normal movement with turns as long as its total Move is not exceeded.

Line formations require special rules for turning. The stand at the corner opposite the pivot corner tends to move a much longer distance than the pivot stand. When turning a line formation, measure the amount of distance the far corner stand moves, and pay that as the turn cost instead of using the Turn table above.

Moving through Units or Models

A unit cannot move through an enemy unit. It stops immediately upon stand contact, which initiates melee during the Melee Combat phase (pg.50).

A unit cannot move through a friendly unit without consequences. If friendly units come into stand contact at any point for any reason, including movement due to a failed morale check, the contacted unit must make a morale check. If it makes a successful roll, nothing more happens. If it fails the roll, it becomes Unformed. In either case, the moving unit continues with its movement after the morale check.

If both units are still in stand contact at the end of movement, then both units are now considered to be one unit. This has several effects.

46-90 Degrees
Half Move Cost

<=45 Degrees
No Move Cost
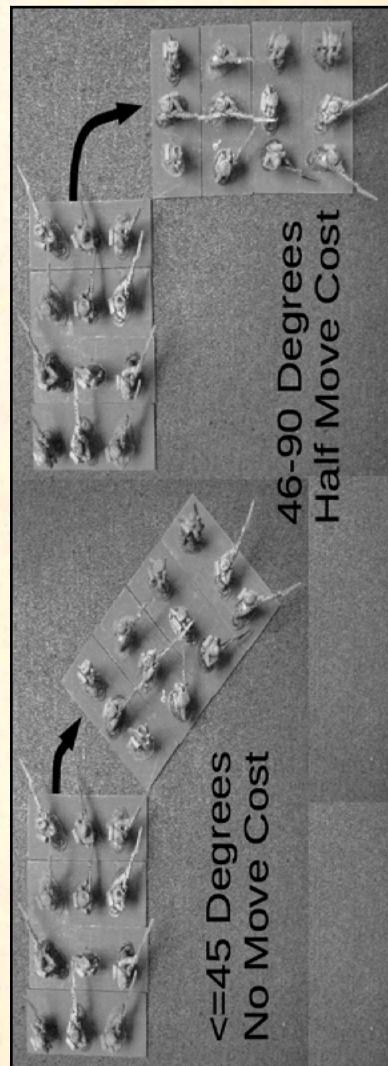
- The new unit must make an immediate morale check to stay formed. On a failure, it becomes Unformed.
- The new unit must use the stat block of the unit with the lowest values for all combat and saves. If both units are of identical type, this doesn't matter.
- The new unit can't perform ranged fire unless both units were armed identically.

The new unit may separate back into its original units, but must make a morale check. Only one morale check is rolled, using the lower morale score of the two units. On a success, they separate by 1" and assume a formation of the player's choice. On a failure, they separate by 1" and are Unformed.

Special Movement

Highly trained units, non-human creatures, and artillery units have multiple types of special moves.

Veteran and higher morale level units have two additional movement options due to their experience and discipline. These options are available only in column formation.

- A veteran or higher (pg.150) unit in column formation may perform a Flank March. A flank march allows the unit to change facing 90 degrees without any extra movement cost or consequences. This is not counted as a turn (pg.40). A veteran unit may perform only one flank march in the Movement phase.
- An elite or higher (pg.151) unit in column formation may perform a Rear March. A rear march allows the unit to change facing 180 degrees (about-face) without movement cost or consequences. This is not counted as a turn. The unit may make one rear or flank march in the Movement phase, never both.

Swimmer (pg.132) creatures or vehicles have a Swim Move that may be used in shallow or deep water.

Flying or Gliding (pg.129) creatures or vehicles have a separate Flight/Glide Move, either solely or in addition to a ground movement.

Flank March Direction Change

Artillery units on the battlefield are usually unlimbered and in firing readiness. These units may pivot up to 45 degrees in the Movement phase to change facing, but may not fire that turn. Any artillery that doesn't pivot may fire in the Ranged Fire phase.
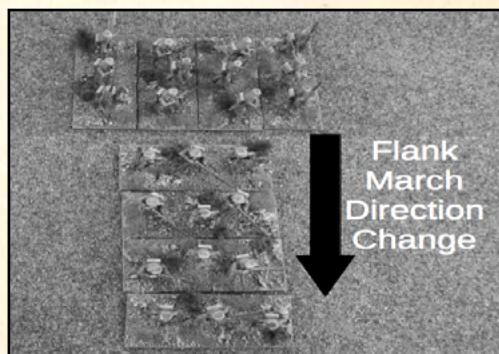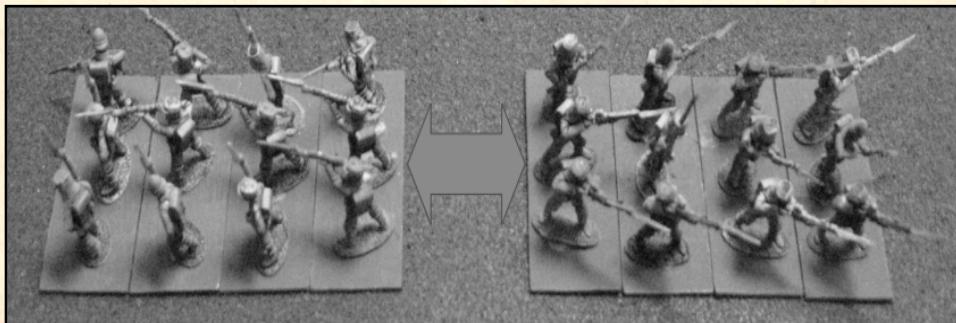
Unit reverses in place with no move cost, then moves in new direction

Artillery units, in some scenarios, may be able to move around the battlefield. An artillery piece must be limbered up to draft animals or a vehicle for movement. This starts in the Movement phase of a turn and is completed two turns later in the Movement phase. At this point, the artillery may move up to the speed of the draft animal or vehicle. Once in position, unlimbering the artillery starts in the Movement phase right after the unit has arrived, and is completed one turn later in the Movement phase. The artillery is ready to fire in that turn's Ranged Fire phase. Thus, to limber up an Artillery piece, move it, and unlimber it so that it may fire requires four turns plus however many turns are used in the actual Move. Once a player has begun moving an artillery piece, it will not be able to fire until a minimum of five turns later.
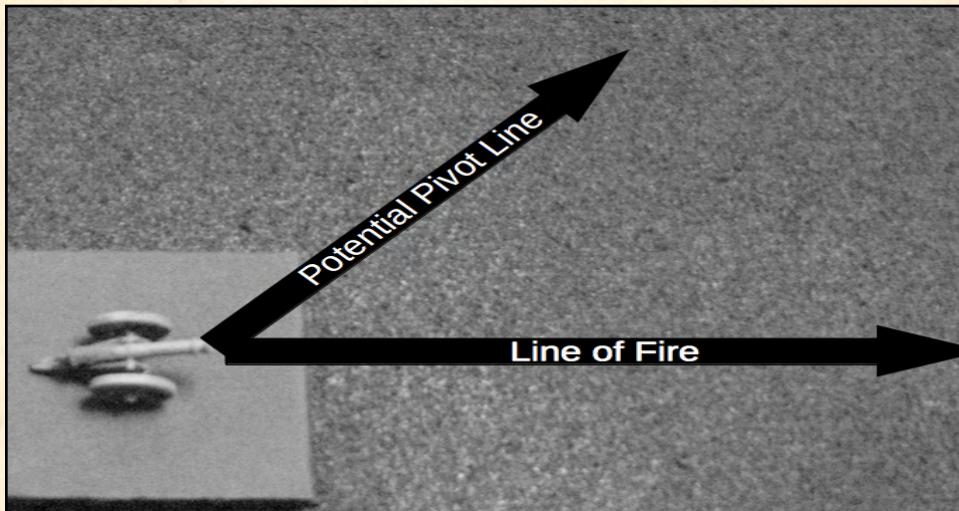
Opportunity Fire

Opportunity Fire is a special case of ranged fire (pg.29). Units with a ranged weapon that see an enemy unit move into their field of fire have an opportunity to attack at that moment. Opportunity fire occurs during the Movement phase

When an enemy unit moves into the unit's field of fire, the player declares an opportunity fire attempt. The moving unit stops where it is, and the attacking player rolls a morale check (pg.56) modified only by the level of the highest commander within 4" of the unit. If the roll is a success, the unit may fire following the standard ranged fire sequence. If the roll is failed, the unit may not fire, and suffers a +2 TN penalty during the Ranged Fire phase of that turn.

The attack against the moving unit is resolved normally. Rolls are made, Hits counted, and save rolls made. Any unsaved Hits are applied to the unit and models removed immediately. If the unit takes enough Hits, a morale check must be made before completing the original move. Needless to say, this can completely change the original planned move.

Ranged Fire Phase

The next phase after Movement is Ranged Fire; combat with ranged weapons between units whose stands are not in contact. Ranged weapons can be thrown rocks, spears, bows, firearms, or cannons. Weapons usable in the Ranged Fire phase are listed in the unit's stat block under Ranged Weapon. Statistics including Target Numbers for these weapons are listed on the Ranged Weapon Chart (pg.46).

All attacks in the Ranged Fire phase occur simultaneously. Each player will roll attacks and saves, but no models will be removed until the end of the phase, as all shooting takes place simultaneously. The initiative winner has the honor of making the first roll. We recommend keeping track of Hits on a unit through markers or tokens placed next to the unit, or to tip over stands of eliminated models to show they must be removed at the end of the Ranged Fire phase.

All units shooting during the ranged fire phase use the following sequence.

Movement

Field Of Fire
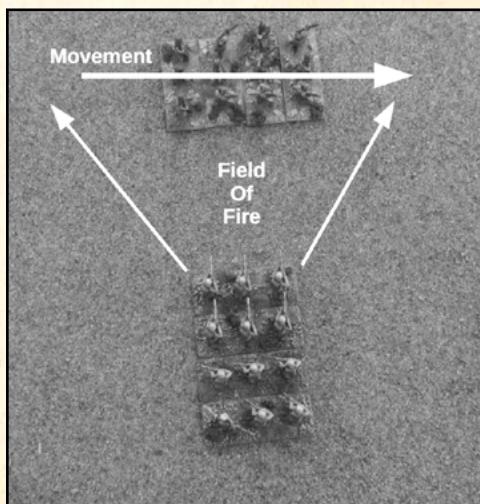
Declare Target

The player selects units able to conduct ranged fire and designates enemy units to attack. Each player must declare all attacks before any measurements and rolls are made to resolve them. Any undeclared unit will be unable to fire in the current phase.

Check Line of Sight

The shooting unit must have a clear line of sight to at least half the models of the target unit. Terrain features, other units (friend or foe), vehicles, and buildings can all block line of sight. A unit on a higher elevation is considered to have line of sight on units at a lower elevation, unless blocked by a higher elevation terrain feature.

Check Range and Field of Fire

The target must be within the shooting unit's field of fire. The field of fire extends out from the front corners of the unit in a 45 degree arc to the limit of the unit's range. If at least half the models of the target unit are in the field of fire, the shooting unit may attack.

The player of the shooting unit measures the actual distance between the units. Measurement is made from the nearest edge of the firing side of the attacking unit, to the nearest edge of the target unit. All fractional measurements are rounded up to the next whole number. This is used to determine the Target Number for ranged attacks.

Determine Who May Attack

The number of models in a unit that may attack depends on formation and experience. The following rules apply to formations and experience, and assume the target is in range and field of fire. A player will roll one d10 for each model in a unit able to shoot.

- In a single line formation, all models may shoot.
- In a double line formation, all models in the front line may shoot. If the models in the second line are at least standard morale level (pg.149), then they may shoot as well.
- In a triple line formation, the first two lines may shoot as detailed in double line formation. The third line may shoot if the models are at least veteran morale level (pg.150).


Field of Fire
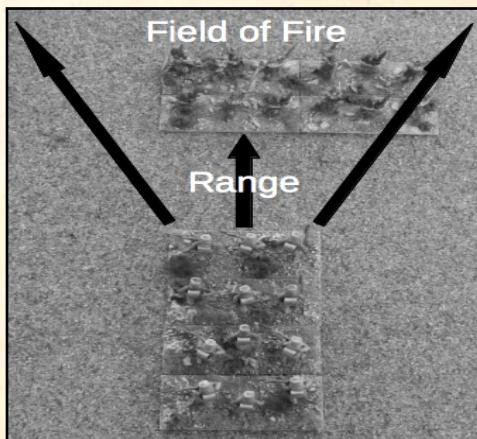
Range

- For deeper line formations, fourth line and back may only shoot if the models are elite morale level or higher (pg.151).
- Column and open formations follow the same fire rank rules as line formation.

Determine Ranged Fire Target Number

The first step is to find the base Target Number (TN) of the unit's ranged weapon from the Ranged Weapon Chart (pg.145, 171, 308). Find the weapon on the chart and locate the Target Number under the range in inches, as shown below using the Martini-Henry rifle at a range of 7".
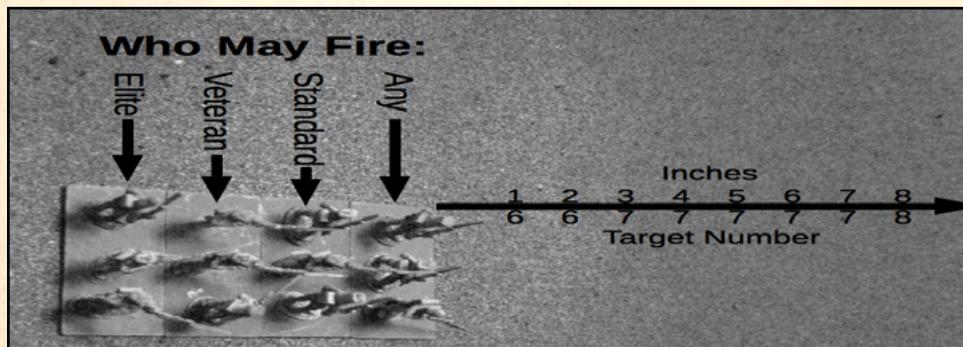

Ranged Fire Target Number Examples

Target Number by Range in Inches													
Weapon	Point Cost	1	2	3	4	5	6	7	8	9	10	11	12
Martini-Henry rifle Mark II	14	6	6	7	7	7	7	7	8	8	8	8	9
Martini-Henry rifle, Gehrlaus rounds	16	-	-	5	5	6	6	6	7	7	7	7	8
Martini-Henry cavalry carbine Mark I	11	6	6	7	7	7	8	8	8	9	9	9	10
The base TN is then modified by cover and circumstance.													

Cover

Cover is concealment or protection provided by smoke, foliage, fortifications, or anything else that can block sight or shot, classified into light, medium, and heavy. Cover derives from battlefield features or actions, and imposes a penalty to the shooting unit on ranged weapon attacks.

Cover TN Adjustments

Cover Type	Examples	TN Penalty
Light	Smoke, light foliage, or tall grasses.	+1
Medium	Forest, dense foliage, and basic fortifications such as overturned wagons, furniture, piled dirt or sand bags.	+2
Heavy	Stone walls, dense forest, built fortifications such as walls with firing ports or arrow slits.	+4

Circumstance

Circumstance is a catch-all for modifiers from movement and other factors. These modifiers include the following.

Movement / Circumstance TN Modifers

Circumstance	Modifier
Unit ran in movement phase.	+2 TN penalty
Unit force marched in movement phase.	+2 TN penalty
Unit is in open formation.	+2 TN penalty

Example: A unit composed of standard British infantrymen armed with Martini-Henry rifles declares an attack on a unit of Samsut zombies 10" away. The base TN of the Martini-Henry rifle at 10" range is 8. The British unit walked in the movement phase, so there is no penalty for moving. The Samsut zombie unit is in open terrain with no cover, so no penalty applies there either. The British unit's final Target Number is 8.
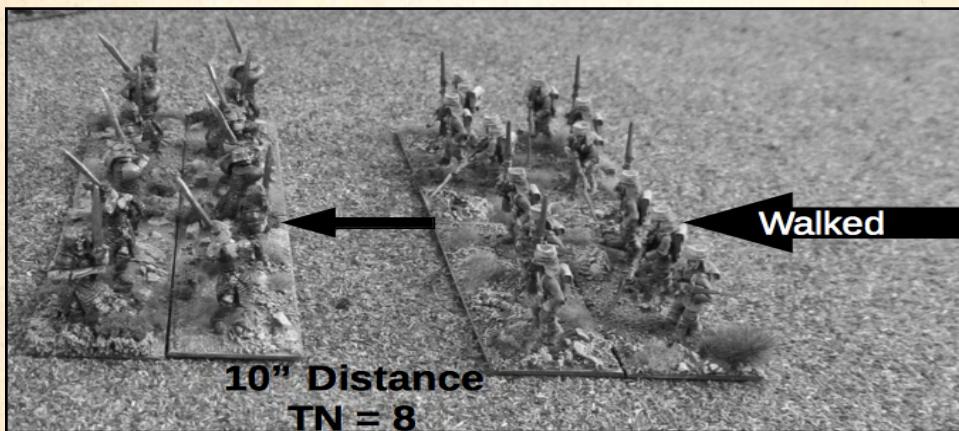
Later in the battle, the same unit of British regulars declares an attack on a unit of Ardite infantry. The Ardite unit is behind a stone wall, 2" away from the British unit. The base TN for the British unit's weaponry at that range is 6. However the heavy cover protecting the Ardite unit raises the TN by 4. The British unit's final Target Number for the attack is 10.

Heavy Cover: TN +4

2" Range

Final TN: 10
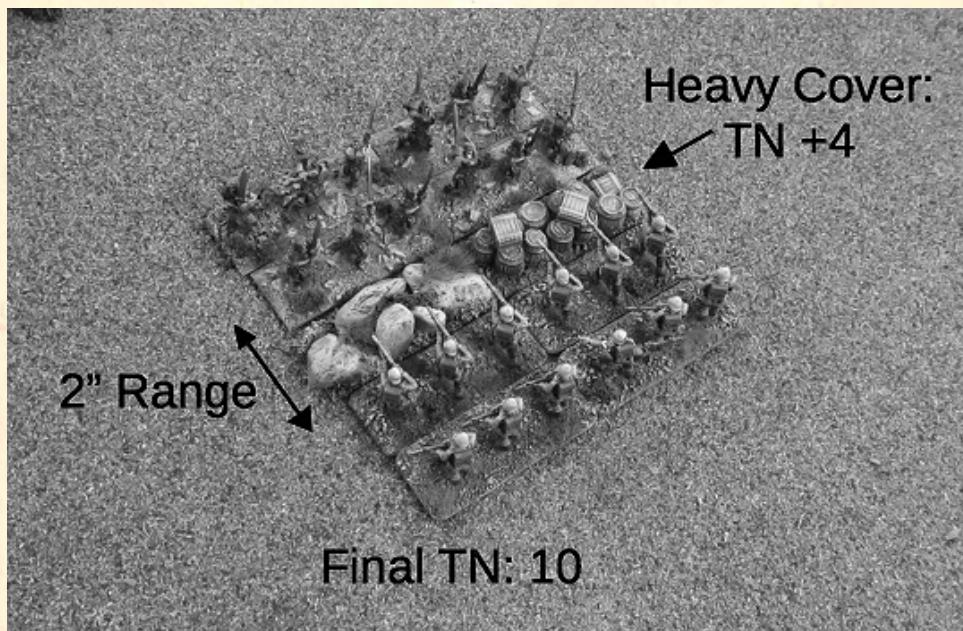
Resolve Attacks

Once the number of attacking models and the Target Number are known, the attack may be made. The attacking player rolls one d10 for each model in the unit able to attack. The player needs to roll equal to or higher than the TN to score a hit. If the TN is higher than 10, a 10 still scores a hit. The player rolls all dice, and notes how many hits are achieved.

Some ranged attacks, like artillery, can affect a large area. These weapons are noted on the Ranged Weapon Chart (p.XX) as scoring a minimum number of Hits on a successful roll. This is an exception to the normal Hit procedure.

Resolve Saves and Distribute Hits

The unit that was hit gets a chance to mitigate some of the incoming fire. For each Hit scored on the unit, that unit's player rolls a d10. The unit's Save score is the Target Number for the roll. The player must roll equal or higher than the Save to succeed. On a success, the Hit is ignored. On a failure, the Hit is removed from the unit. In the case of standard one-Hit troops, this means removing a model from the unit for each failed Save. Models with more than one Hit, such as cavalry, simply lose a Hit. The player of the defending unit chooses how to remove Hit models, but when faced with multiple Hits, must eliminate one full stand of models before applying Hits to models of a different stand. Since all ranged fire is simultaneous, models shouldn't be removed until all ranged fire rolls have been made by both players.

Commanders are a special case, as they are mounted singly to a stand. A commander is considered a separate unit when he is not attached to a unit. He may be targeted and fired upon, and must save against all Hits taken. A commander may also attach to a unit of the appropriate type – infantry unit for a commander on foot, cavalry unit for a mounted commander. When attached, the commander is considered part of the unit, and may not be targeted separately. However when it comes time to distribute Hits taken on the unit, half the Hits taken (rounding down) go to the commander to be saved against, while the other half go to the unit itself.

Ranged fire on an artillery piece is handled like any other unit. Artillery pieces have crews who must distribute and save against incoming Hits. An artillery piece may fire with only one crewman left. When no crew are left, the artillery piece may not attack.

Check Morale

After all units on both sides have completed ranged fire, morale checks are made. Any unit that lost a specified percentage of Hits or models due to ranged fire must make the check. See Rally Phase (pg.56) for more about morale checks, modifiers, and effects.

Melee Combat Phase

Following Ranged Fire is the Melee Combat phase. Melee Combat is hand-to-hand fighting, unarmed or with weapons, between units whose stands are in contact. Melee weapons include fists, claws, teeth, swords, and polearms. Weapons usable in melee are listed in a unit's stat block under Melee Weapon. Statistics for melee weapons may be found on the Melee Weapon Chart (pg.52).

The Melee Combat phase differs significantly from the Ranged Fire phase. Initiative, application of Hits, and removal of models all follow a different procedure. The Melee Combat phase is broken down into the following sequence.

Declare Attacks

Each player declares attacks. Any unit that has remained in stand contact with an enemy unit from a previous game turn, as well as any unit that has made stand contact with an enemy unit in the current game turn, may attack in the Melee Combat phase. All declarations must be made before any rolls are done. A unit that begins or continues melee with an enemy unit is automatically Unformed.

Initiative determines who attacks first when units have been in stand contact for one or more turns, or have just made stand contact in the current turn. The initiative winner gets to roll attacks for a unit first. The opposing player makes Saves, applies Hits, and removes models for the unit before taking his turn to attack.

One exception to this rule is a successful charge in the Movement phase (pg.31). The charging unit automatically gains the initiative in the turn that it charged. Subsequent turns are handled as above.

The other exception are units armed with weapons that have Reach, such as polearms. These units gain the initiative in the first contact turn of melee. If both units have Reach weaponry, the initiative goes to the unit that charged, or the player that won initiative, in that order.

Joining a Melee

Units may join an existing melee by making stand contact in the Movement phase (pg.31). A unit joining may not charge into melee. The joining unit also follows standard initiative rules for melee combat. When there is more than one friendly unit in melee, each unit attacks, saves, takes hits, and makes morale checks separately. Friendly units may not combine models into one large unit. When the player of multiple units in melee is attacked, he distributes the Hits equally between all involved units, with any extra Hits being applied to the unit that has been in melee combat the longest.

Determine Melee Combat Target Number

Find the unit's melee weapon on the Melee Weapon Chart (pg.52) and locate the base Target Number (TN). Unlike ranged weapons, most melee weapons will only have one Target Number. Some firearms may be used in melee as well. These are noted on the chart, as in the following example.

Melee Combat TN

Weapon	Point Cost	Target Number
Unarmed	0	10
Combat Dagger	4	7
Saber	5	6
Sword	5	6
Two-handed Sword	7	4
Mace	3	8
Fixed Bayonet	5	6
Rail Blade	5	6
Spear (Assegai/Iklwa)	6	5/6*
Lance	7	4
Halberd (Reach)	6	5
Shotgun	10	1/5**
Pistol***	5	6

*Spear has a TN of 5 on the first turn it is used in melee, every turn thereafter it has a TN of 6.

**Shotgun has a TN of 1 on the first turn it is used in melee, every turn thereafter it has a TN of 5.

***Standard ammunition only. Gehrlaus ammunition has a minimum range that makes it useless in melee.

The base TN is modified by the initial unit contact and the types of units in melee combat. Attacker is defined as the unit that moved to make initial contact. Defender is the unit that was contacted. Initial contact modifiers are for the first contact melee turn only, and are as follows.

Melee TN Modifers

Condition	Melee TN modifier
Attacker contacted unit in flank	-2 TN bonus
Attacker contacted unit in rear	-4 TN bonus
Attacker charged	-2 TN bonus
Attacker unformed before contact	+2 TN penalty
Defender unformed before contact	+2 TN penalty
Defender contacted in flank	+2 TN penalty
Defender contacted in rear	+4 TN penalty

Unit type modifiers are used every turn of melee combat including the first.

Cavalry / Infantry TN Adjustments

Condition	Melee TN modifier
Cavalry fighting Infantry	-1 TN bonus
Infantry fighting Cavalry	+1 TN penalty

Example: A unit of British infantry regulars charges into melee against a unit of Ardite infantry. Since the British charged this turn, their unit automatically has initiative. The Target Number for a fixed bayonet is 6. Since they charged, they gain a -2 TN bonus, modifying the final TN to 4.

A British infantry unit is charged from the flank by a unit of Samsut cavalry. When it's their turn to fight back, they have a base TN of 6 for the fixed bayonet. They were contacted in the flank, which is a +2 penalty, raising the TN to 8. In addition, they're an infantry unit fighting a cavalry unit, which raises the TN by +1. The British unit's final TN for the first turn of melee is a 9. If they survive the initial charge, their TN for subsequent turns will be a 7: a base of 6 +1 for infantry versus cavalry.

Resolve Attacks

All models of a unit in melee combat may attack. The player of the attacking unit rolls one d10 for each model in the unit. The player needs to roll equal to or higher than the modified TN to score a hit. If the TN is higher than 10, a 10 still scores a Hit. The player rolls all dice, and notes how many Hits are achieved.

Resolve Saves and Distribute Hits

The unit that was hit gets a chance to roll saves. For each Hit scored on the unit, that unit's player rolls a d10. The unit's Save score is the Target Number for the roll. The player must roll equal to or higher than the Save to succeed. On a success, the Hit is ignored. On a failure, the hit is removed from the unit. In the case of standard one-Hit troops, this means removing a model from the unit for each failed Save. Models with more than one Hit, such as cavalry, simply lose a Hit. The player of the defending unit chooses how to remove Hit models, but when faced with multiple Hits, must eliminate one full stand of models before applying Hits to models of a different stand. The player of the defending unit must distribute the Hits and remove models as necessary before taking his turn to attack.

Armor can help mitigate some of the lethality of melee combat. A unit wearing armor may have its Save modified in melee combat.

Armor Modifiers

Armor	Melee Save modifier	Move penalty
Unarmored	+1	0"
Light	0	-1"
Medium	-1	-2"
Heavy	-2	-3"
Superheavy	-3	-4"

A shield serves to protect a model in melee, but prohibits the model from using a two-handed weapon, including two-handed swords, halberds, bows, crossbows, rifles, or carbines. Such a weapon may be carried, but the shield must be discarded to use it (pg.33), and once discarded may not be retrieved. A shield grants a -1 Save bonus to a model.

Check Morale

After both players have resolved attacks for a particular set of units in melee, then morale checks are made if the level of casualties calls for it. Any unit that lost a specified percentage of Hits or models in melee must make the check. See Rally Phase (pg.56) for more about morale checks, modifiers, and effects.

Withdrawing from a Melee

During a melee phase, a player may declare that a unit currently in melee intends to withdraw from combat. The opposing player may elect to continue the melee, preventing the enemy unit from withdrawing, or allow the unit to withdraw, but make a normal sequence of attacks against it as it does. If withdraw takes place, the units are separated by 1" at no Move cost to either unit, and are both Unformed.
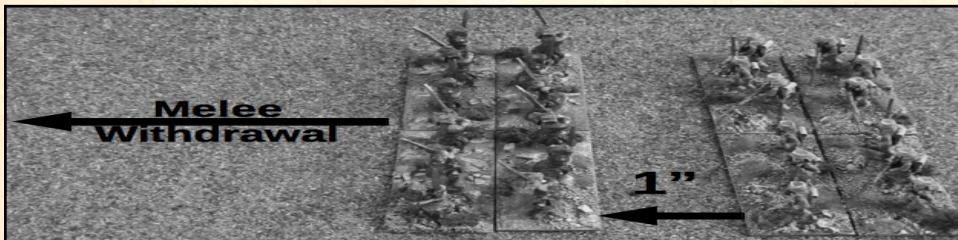
Units that have become Disordered (pg.59) by morale failure may only defend in melee. Opposing units in melee with a Disordered unit my choose to withdraw automatically without penalty or retaliatory attacks.

Units with the Controlled quality (pg.129) whose Controller is killed act similarly to a Disordered unit, taking no action except to defend in melee. A Controlled unit in this condition may be withdrawn from without penalty.

Rally Phase

The final phase of the game turn is the Rally phase. The Rally phase allows units that have become Disordered by morale failure to come back together into a cohesive fighting unit. This allows the player to reform a shattered unit into a formation of his choosing. Non-Disordered units change formation in the Movement phase (pg.31). This section also covers all the conditions that can trigger a morale check, how to roll a morale check, and what happens to a unit that fails a morale check.

Triggers for a Morale Check

Casualties taken in battle, fearsome enemy commanders closing in on a unit, or charging into melee can all trigger a morale check. A player should roll a morale check for a unit that meets any of the following conditions.

- Unit attempts a Force March.
- Unit attempts a Charge.
- Unit attempts Opportunity Fire.
- Unit discards equipment.
- Combined friendly units attempt to separate.
- Unit attempts to Rally.
- Unit comes within the command radius of an opposing commander of Level 3 or higher.
- Unit loses 25% of total Hits.
- Unit loses 50% of total Hits.
- Unit loses 75% of total Hits.

A morale check is made every time a unit attempts to do something that requires it, and may occur more than once in a game turn, though never more than once in a phase.

Commanders and Morale

Commanders have an influence on the morale of friendly units and, if powerful enough, on the morale of enemy units. Commanders are ranked by Level, based on their power and influence. The number of commanders in a force is determined by the total number of units in the force. The most common is the unit commander, who is simply one of the models in the unit. Higher Level commanders are mounted singly on their own stand as befitting their importance.

Commander Statistics

Level	Number of Commanders	Radius	Own Stand?	Rank
1	One per unit, integrated	Unit	No	Lieutenant
2	One per two units	3"	Yes	Captain
3	One per six units	5"	Yes	Major
4	One per 12 units	7"	Yes	Lt. Colonel
5	One per 24 units	9"	Yes	Colonel

- Level corresponds to the number of Hits it takes to kill the commander.
- Number of Commanders shows how many commanders you should have per total number of units. If you have a force of 2 units, you should have one Level 1 commander per unit, plus one Level 2 commander. If you have a force of 4 units, you should have one Level 1 commander per unit, plus two Level 2 commanders.
- Command Radius is the range in inches from the commander's base from which his effects can be felt. As long as at least part of a unit is within a commander's command radius, it gains a bonus to morale checks equal to the commander's Level.
- Own Stand is whether the commander must be mounted singly on its own stand.
- Rank is the British equivalent.

Commanders of Level 3 or higher will force morale checks on enemy units within their command radius. This effect is canceled if an opposing commander of equal or higher Level has the same unit in its command radius.

If a commander is killed, all friendly units within its command radius must make an immediate morale check with a penalty equal to the commander's Level.

Rolling Morale Checks

The effects of a unit making a morale check for a Force March (pg.32), Charge (pg.32), Opportunity Fire (pg.44), or Discarding equipment (pg.33) have been covered in their respective phases. Morale checks for casualties are made during the Ranged Fire and Melee Combat phases, although a unit that takes casualties from Opportunity Fire may have to make a morale check in the Movement phase. When a unit needs to make a morale check for casualties or enemy influence, there are some modifiers that can affect the result of the morale check.

Morale Modifers

Condition	Morale modifier
Unit lost 25% of Hits cumulative	No modifier
Unit lost 50% of Hits cumulative	+1 TN penalty
Unit lost 75% of Hits cumulative	+3 TN penalty
Unit was attacked in the flank	+1 TN penalty
Unit was attacked in the rear	+3 TN penalty
Unit in command radius of enemy commander	Penalty equal to rating*
Unit in command radius of friendly commander	Bonus equal to rating
*Only Level 3 and higher commanders.	

The morale check is made by rolling a d10 and scoring equal to or higher than the unit's Morale score, modified by circumstances. On a success, the unit is unaffected. On a failure, the unit suffers negative effects, based on how badly the unit failed the check.

Morale Check Failure

Morale check failed by	Effect on unit
1	Unit becomes Disordered.
2-3	Unit becomes Disordered, loses one model, and moves immediately at half Move away from enemy unit although still facing it.
4	Unit becomes Disordered, loses one model, and moves immediately at full Move away from enemy unit although still facing it.
5	Unit retreats, becomes Disordered, loses two models, and immediately turns its back to the enemy unit and moves away at full Move. The unit must continue to move a full Move away from the enemy until rallied or it leaves the playing area.
6+	Unit is Routed, loses three models, and immediately turns its back to the enemy unit and moves away at double normal Move. The unit must continue to move a full double Move away from the enemy until rallied or it leaves the playing area.

Morale States

Failing a morale check can change the unit's behavior, or morale state, for a period of time. The effect could last one turn, multiple turns, or even the entire battle. The three morale states a unit can have are Normal, Disordered, or Routed.

Normal is the default morale state of the unit. The unit may move, change formation, and participate in ranged and melee combat. All units start a battle in a normal morale state, unless a scenario rule is in effect.

A Disordered unit has been shaken and had its formation disrupted. The unit may not voluntarily move, shoot in the Ranged Fire phase or initiate melee. If attacked in the Melee Combat phase, the unit may counterattack. The unit has no formation, similar to Unformed, and must

remain in place until rallied. A disordered unit that is retreating is compelled to move away from the enemy unit at its full Move rate, and will do so until rallied.

A <u>Routed</u> unit has been split apart by casualties or terror. The unit has no formation and may not participate in combat at all, including defending. A routed unit must turn its back to the enemy unit and move away from the unit at double normal Move, until it leaves the battlefield or is rallied.

Any unit that leaves the battlefield area for any reason is out of the battle. Depending on the particular scenario rules, that may mean the unit is counted as casualties for victory conditions (pg.79).

Rallying

Any unit that failed a morale check during previous phases of the current turn may roll a new morale check to rally and reform during the Rally phase. If a unit failed a morale check in a previous turn and is still suffering the effects of failure, it may roll a new morale check in the current Rally phase.

The unit attempting to rally must make a morale check with any applicable penalties. This includes penalties from casualties taken and from being within the command radius of an enemy commander. The unit can gain a bonus to the check from being within the command radius of a friendly commander. If the player rolls a successful check, the unit rallies and may reform into a formation of the player's choosing. If the check fails, the unit must compare the margin of failure to the Morale Failure table (p.59). This can saddle the unit with a worse result than before. The player may attempt a rally check for the unit in the next turn's Rally phase, as long as it is still on the battlefield.

Skirmish Units

Skirmishers are a special type of unit that excel at mobility, screening, and independent fire. They operate in a special skirmish formation and are much more capable of independent action. All commanders are considered skirmishers to reflect their ability to operate independently. Skirmishers normally act as screens for formed units, or engage in maneuvers requiring high mobility.

The skirmish formation is a type of open formation that allows skirmishers to react quickly to changes in the battle. While in skirmish formation, they gain the following benefits.

- Suffer no formation penalty to Move.
- Do not become Unformed when traversing rough terrain.
- Act as a screen when within two inches of a normal unit in formation. The unit screened by a skirmish unit may be attacked by direct fire ranged weapons, but the skirmish unit must be targeted first. Indirect fire weapons, such as mortars, may ignore a screening skirmish unit.
- Friendly units may fire through a skirmish unit with no penalty.
- Friendly units may move through a skirmish unit with no consequences.
- A skirmish unit may move through a normal unit in formation with no consequences.

A skirmish unit may operate in formation as a typical unit, but they lose all skirmisher benefits while doing so.

Vehicles

A vehicle is generally a large, single model that operates independently on the battlefield, rather than as part of a unit. A vehicle may carry troops, small arms, or heavy weapons. A vehicle has a crew, which may be one or more people, or a device that autonomously controls it. Vehicles operate a bit differently than other units on the battlefield. This section covers these differences in each phase of the game turn.

Vehicles, like structures, have a Fortification Value (FV) based on the material they are constructed of and the sturdiness of their build. The Fortification Value is a measure of the toughness of the material: the impact required to penetrate it and how many penetrating hits required to destroy it.

Vehicles, like weapons, have a Penetration Value (PV) and a Destruction Value (DV), but they are only used if the vehicle makes a ramming attack. The PV is used to determine if a ramming attack penetrates a fortification or vehicle. The DV is used to determine if the ram damages a fortification or vehicle.

Move

A vehicle has a Move score like any other unit. The main difference is the Move score represents the vehicle's maximum speed. A vehicle can't run, charge, Force March, or Strategic Move. It may only Move at its base rate or less, or pass. A ground-based vehicle requires relatively flat, solid ground to travel on, and cannot move through woods, swamps, or deep water, and may only change one elevation in the movement phase.

A vehicle may perform a ram during the movement phase. This is a move similar to a Charge, that ends in stand contact with another vehicle or fortification. When a ram is made, compare the ramming vehicle's PV with the target's FV and roll as normal to check for penetration (pg.70). If a penetrating hit is scored, compare the ramming vehicle's DV to the target's FV as normal (pg.70). The ramming vehicle must also make a penetration check, using its own PV, FV and DV, to check for possible damage to itself from the ram. Some vehicles are built for ramming, and are better able to withstand the shock.

Models may embark or disembark a vehicle in the movement phase, up to a number equal to the vehicle's troop capacity. For example, the British breaching vehicle can carry 6 shock troops, so up to 6 models can disembark, or embark if the troop bay is empty. Vehicle movement has no bearing on the ability of troops to embark or disembark.

Ranged Fire

A vehicle with a mounted weapon, or a troop carrier with an open top or firing ports, may shoot in the Ranged Fire phase if it didn't move in the Movement phase. Crew of an unarmed vehicle may not fire in the Ranged Fire phase. Exceptions to this rule exist, and are noted in individual vehicle descriptions.

Melee Combat

Troops in a vehicle cannot initiate a melee in the Melee phase, unless allowed by a special rule for a particular vehicle. Enemy units can make stand contact with a vehicle and initiate a melee, but most vehicles can't be harmed by hand-held melee weapons. However, the melee can result in crew casualties.

Components of a Vehicle

Vehicles are treated as fortifications. They have a structure with a Fortification Value that may be immune to damage by small arms, but the crew and other components of the vehicle aren't so durable. The components of a vehicle include **armament, crew, locomotion,** and **structure.**

Armaments are the weapon systems mounted on the vehicle. This may range from one large artillery piece to multiple small arms.

Crew are the highly trained people that operate the vehicle. Crews can range from one person to 10 or more people, and are usually made up of these positions

- Vehicle commander: The ranking officer in charge of the vehicle.
- Driver/Pilot: The crewman who drives or pilots the vehicle.
- Engineer: The crewman who maintains the power system of the vehicle. He can also double as a Driver.
- Gunner: The crewman in charge of aiming and firing the weapon(s) of the vehicle.
- Crew: The engineer's and gunner's mates who do all the leg work, typically 1-3 for the engineer and 2-4 for the gunner.
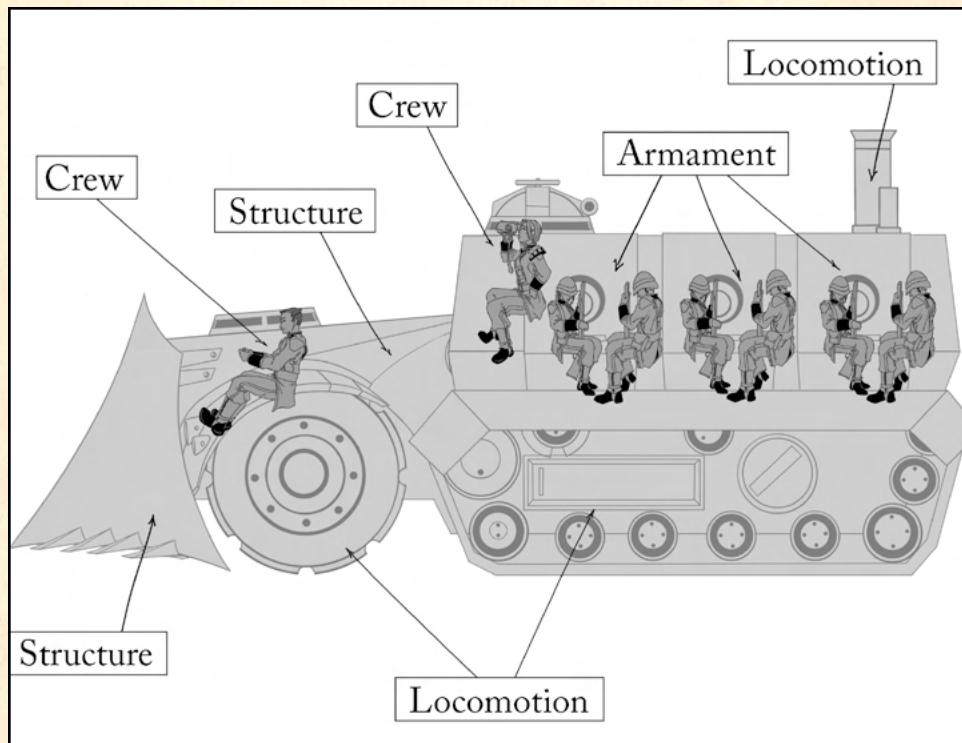
Locomotion includes the engine, transmission, and other mechanisms used to move the vehicle. It usually takes up the majority of the space in the vehicle, although troop carriers will devote most of their space to the troop bay.

Structure is the frame of the vehicle, including any armor.

Depending on the size and complexity of the vehicle, the crew may have seats in the vehicle, or might be expected to walk alongside or behind. Some, like self-propelled guns, may have limited ammunition and need another vehicle to carry extra.

Firing on a Vehicle

A unit fires on a vehicle in the same manner as if it were firing on a unit. For each hit scored, roll on the Hit Location table noted in the vehicle's description to find where the hit landed – on the crew, the vehicle's locomotion, or structure.

Crew hits are saved against normally, using the Save score listed on the Hit Location table. Hits that aren't saved successfully result in crew casualties. The defending player may choose which crew members are lost to failed saves.

Locomotion hits test the attacking weapon's PV against the locomotion's FV to determine if penetration occurred. Penetrating hits usually result in a reduction or loss of movement speed.

Structure hits test the attacking weapon's PV against the structure's FV to determine if penetration occurred. Penetrating hits whose DV is greater than the vehicle's FV result in the vehicle losing 1 FV. A vehicle that loses its last FV is no longer operational.
It may be wrecked, set afire, or simply no longer functional.

Die Roll	Location*
1-2	Crew
3-4	Armament
5-7	Locomotion
8-10	Structure

* Specific vehicles in later supplements may have their own Hit Location Table, due to differences in design. For example, an unarmed vehicle would have no Armament Hit Location.

Optional Hit Location Rule

If you want a faster method for hit resolution that doesn't rely on a hit chart, use the following rules. A unit has a base TN to roll to achieve a hit on a target: another unit, fortification, or vehicle. Crew in a vehicle are considered to have medium cover, which adds +2 to the TN of the firing unit. The actual roll determines what location on a vehicle is hit by the following means.

- Player rolls for attacking unit.
- Any die that rolls under the base TN is a miss.
- Any die that rolls base TN, but not over cover-modified TN hits the vehicle. If the roll is an even number, it hits the structure, if the roll is odd, it hits propulsion or weapon (dice equally for each).
- Any die that rolls the cover-modified TN hits the crew.

Terrain

Terrain Types

Open terrain is relatively flat, with only minor rises and dips, and low vegetation such as grasses. Open terrain does not affect a unit's Move or formation.

Rough terrain is harder to negotiate. It could be rocky and uneven, swampy or marshy ground, covered with dense underbrush, or scattered trees. Entering or moving through rough terrain reduces a unit's Move to half normal and causes it to become Unformed. Skirmish units (pg.131) suffer the Move penalty, but do not become Unformed. A unit that is in rough terrain during a Movement phase, but does not move, may reform into an Open formation. Some features of rough terrain can provide light cover (pg.47) due to trees, boulders, gullies, and so on.

Dense trees or forests are difficult to move through, and impossible to maintain formation in while moving. A unit entering or traversing a forest has its Move reduced to one-quarter normal and becomes Unformed (pg.39). A unit that is in forest terrain during a Movement phase, but does not move, may reform into an Open formation. Forests generally provide medium cover, although very dense forests like jungles may provide heavy cover (pg.47) if the players agree or scenario rules stipulate.

Elevations

Moving a unit up or down a hill is called an Elevation Change. Most hills designed for wargames will have flat surfaces representing one to three elevation levels. Elevation changes are taxing whether the unit is moving up or down a hill.

A unit making one elevation change as part of its movement must spend one extra inch of movement in addition to the distance it actually moved. If the unit can't pay this cost, it ceases movement upon contact with the elevation contour (whatever represents it). Making one elevation change as part of movement doesn't affect a unit's formation.

A unit making two elevation changes in a movement phase must pay three extra inches of movement in addition to the actual distance moved. The unit becomes Unformed for the duration of the turn, although it may attempt to regroup in the next turn's Movement phase (pg.31). As with one elevation change, if the unit can't pay the extra cost, it ceases movement upon contact with the hill. A unit cannot attempt more than 2 elevation changes in a single turn.

A unit may Charge in the same turn it makes elevation changes.

Water

Water is both a terrain feature and a hazard. Water can be placed on the battlefield as small streams, rivers, ponds, lakes, or even coastlines. Water terrain will be one of two types: shallow water or deep water.

Shallow water is up to five feet in depth. Shallow water may be crossed by all unit types. It reduces movement to one-quarter normal, and causes the unit to become Unformed (pg.39). A unit that is in shallow water during a Movement phase, but does not move, may reform into an Open formation. Shallow water has no other effect on a unit. If the water is extremely shallow, only a few inches deep, then it should not be designated as water at all since anyone can cross it with no appreciable hindrance.

Deep water is over 6 feet in depth. Any unit may cross deep water at a rate of one inch per turn, but automatically becomes Unformed. The unit must also make a Morale check each turn during the Movement phase at a +1 TN penalty. If successful, the unit moves one inch without problems. If failed, the unit must roll on the Morale Failure table (pg.59), but ignore results except loss of models. While in deep water, the unit may not participate in the Ranged Fire phase, and may only defend if attacked in Melee, at a +2 TN penalty. Any unit with the Swimmer special ability may ignore most of the penalties for entering deep water (pg.66).

A bridge crossing a body of water is considered open terrain and carries none of the penalties of crossing water. Bridges are generally narrow enough to restrict units to Column or Open formation, or Unformed, when crossing.

Fire

Fire can be a terrain feature and is most definitely a hazard. Fire can occur naturally from lightning strikes and lava coming to the surface, but also accidentally or deliberately from man-made sources. Fires most likely to be encountered during a battle are wildfires or lava. A wildfire could be a fast-moving plains fire, or the deadly inferno of a forest fire. Lava may be present around volcanoes and other areas of geological instability. Areas of fire can also be created through the use of incendiary weapons (pg.73). Regardless of the source, fire has the same effect on units that come in contact with it. Any unit entering or caught in an area of fire automatically takes one Hit for each model in the area. A save must immediately be made for these Hits. Large fires can have other effects, but these will be covered under scenario-specific rules.

Buildings and Fortifications

Buildings and fortifications are the final element of battlefield terrain. Buildings include houses, cabins, hospitals, stables, and bridges. Fortifications can include hay bales, sandbag walls, trenches, wood and stone walls, and forts. The major difference between buildings and fortifications is that fortifications are purpose-built for warfare, while buildings are fortifications of convenience. Usually, the scenario will specify if buildings or fortifications are present.

Fortifications and buildings have a Fortification Value (FV) based on the material they are constructed of and the sturdiness of their build. The Fortification Value is a measure of the toughness of the material; what it takes to penetrate, and how many penetrating Hits it takes to destroy a 2" wide section. Every fortification is comprised of sections, so an 8" long sandbag wall would be composed of four 2" sections.

The following table shows Fortification Values by section for different materials.
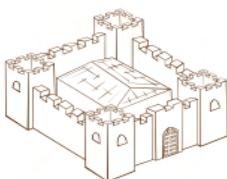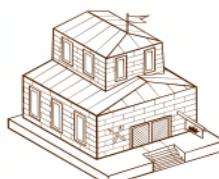
Fortress	Building	Building
Stone Block Wall	Small/Large Stone Wall	Wood Wall
FV 7 - 10	FV 5 - 6	FV 1 - 3

Fortification Value by Structure

Material	Fortification Value (FV)
Hay Bale	0
Thin wooden wall (1"-2" thick)	1
Mud or sand wall (4"-6" thick), Thick wood wall (2"-4")	2
Wood-backed brick wall	3
Log palisade (8"-10" thick)	4
Small-stone wall (6" thick)	5
Large-stone wall (6" thick)	6
Stone block wall (1' thick)	7
Stone block wall (2' thick)	8
Stone block wall (4' thick)	9
Stone block wall (8' thick)	10

All weapons have a Penetration Value (PV) and a Destruction Value (DV). The PV is used to determine if an attack penetrates a fortification. The DV is used to determine if an attack damages a fortification. Weapon PV and DV are listed below.

PV and DV by Weapon

Weapon	PV	DV
Melee Weapon	0	0
Pistol	1	0
Rifle/carbine	2	0
Rifle/carbine with Gehrlaus ammo	3	0
Samsut Rail Pistol or Rifle	3	0
3 pdr cannon (solid shot)	4	2
7 pdr cannon (solid shot)	5	3
9 pdr cannon (solid shot)	6	4
12 pdr cannon (solid shot)	7	5
Canister shot (all cannons)	3	1
18 pdr mortar (high explosive)	8	6
18 pdr mortar (fragmentary)	3	1
18 pdr mortar (incendiary)	2*	2*
Samsut light rail cannon (as 3 pdr)	4	2
Samsut heavy rail cannon (as 12 pdr)	8	5
*Incendiary weapons have special rules, see (pg.73).		

Penetration Check

To calculate the chance of a given attack to penetrate a fortification, subtract the FV of the fortification from the PV of the weapon, then add the result to a base Target Number of 8. To penetrate the fortification, roll equal to or higher than the calculated TN on one d10. The standard rule of a 10 always being a success doesn't apply to penetration rolls. If the roll to penetrate the fortification is a success, then any model or unit on the other side of the fortification has a chance to be hit, resolved normally at the same range as the fortification. (pg.49).
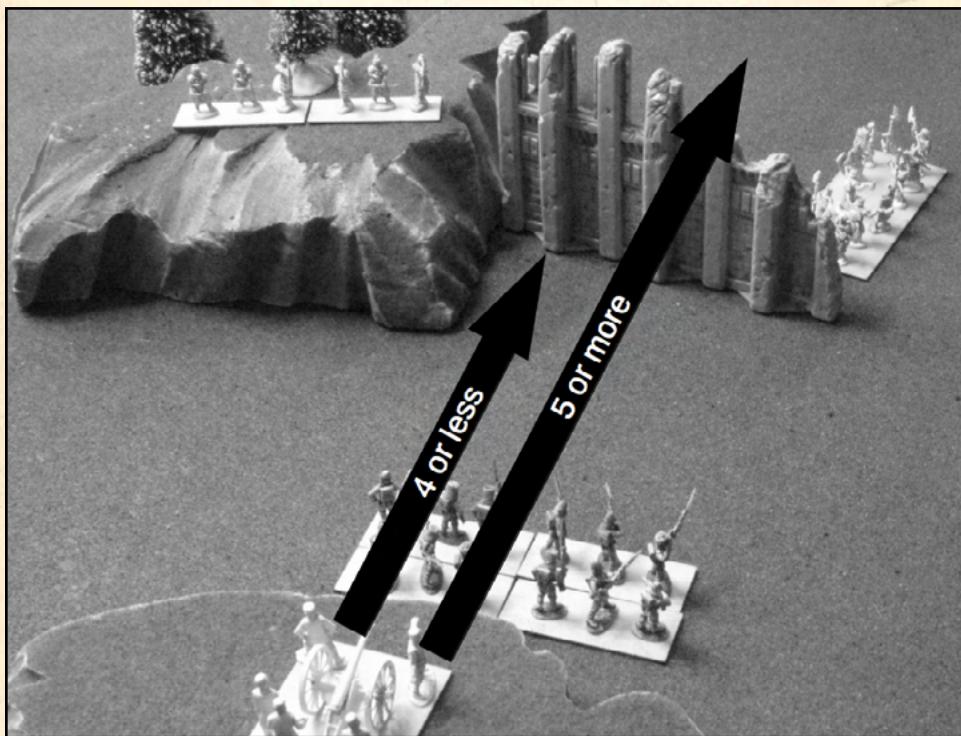
Example 1: A 7 pounder cannon firing a solid ball (PV 5) at a 6" thick small-stone wall (FV5) needs to roll an 8 or higher to penetrate the wall. (TN 8+(FV5-PV5)) = 8+0 = 8.

Example 2: A standard rifle round (PV 2) firing at the same wall (FV 5) would have no chance of penetrating the wall. (8+(5-2)) = 11

Example 3: A 12 pounder cannon firing a solid ball (PV 7) at a log palisade wall (FV 4) needs to roll a 5 or higher to penetrate. (TN 8 + (FV4-PV7)) = 8 + -3 = 5.

If an attack penetrates, and the DV of the weapon is equal to or greater than the FV of the fortification, then the FV of that section is reduced by one. If the FV of the section is reduced to zero, or was already zero, then that section is destroyed. A destroyed section no longer blocks attackers, but is considered rough terrain for the purposes of movement.

Incendiary weapons have a few special rules regarding fortifications. They can only affect targets made of flammable materials such as wood, hide, or plant fibers. Fortifications made with stone exteriors usually have wood interiors, but will resist incendiary attacks unless a breach is made in a section. An incendiary weapon fired into a breach in a stone fortification will affect it as if it were flammable. Scenario rules may modify this.

Incendiary weapons fired at a flammable fortification will start a fire on impact, with their stated Penetration Value and Destruction Value. Incendiaries continue to burn until extinguished or until the fortification is destroyed. Each turn the PV and DV increase by 1. Every turn at the beginning of the Ranged Fire phase, the incendiary makes another penetration roll, with the newly increased PV for that turn. In each turn, the DV is checked against the fortification's FV as normal.

Some fortifications are extremely well built, and as such are not affected by field units and equipment. For these fortifications, special siege units are required. The rules for extended sieges and campaigns will be covered in a future supplement.

Artillery Fire

Field artillery is any artillery that can be transported to the battlefield and can change position during a battle. This has historically been horse drawn, but the advent of steam locomotion has seen the introduction of steam powered mobile gun platforms to the battlefield. Stationary gun emplacements are generally of larger caliber and weight and normally found in fortifications. Artillery uses the normal ranged attack procedures with the following exceptions.

Cannons

Field artillery is normally classed by the weight of the round or shell. Muzzle loaded cannon can fire traditional solid round balls and canister rounds. Each has a different effect on its intended target. When round shot hits a target unit, it automatically inflicts a number of hits equal to the rank depth of the unit. Thus, a unit in double line formation would suffer two hits, a column formation four ranks deep would suffer four hits, and so on.

A field gun firing canister rounds, the cannon equivalent of a shotgun, has a much shorter range than round shot, but gets a greater number of dice for attack rolls, based on the gun's size. Each die that hits inflicts one Hit per successful roll. The table below gives the details.

Canister Shot Attack Dice

Field Gun Size	Number of dice rolled for canister shot
3 pounder	1
7 pounder	2
9 pounder	4
12 pounder	8

For example, a 9 pounder cannon firing canister shot gets 4 dice to roll for attack, and scores one Hit for each die roll that hits.

Mortars

Another type of field artillery is the 18 pounder mortar. Where traditional field pieces must shoot in line of sight and have a flat trajectory, the mortar fires in a high parabolic arc. This lets it fire at targets that cannot be seen from the firing site, including targets blocked by other units, behind fortifications, or behind terrain features such as hills. In order to hit such a target, the fall of the shot must be watched and communicated back to the gun crew by a special unit known as a forward observer.

Forward observers are specially trained two or three man teams. Their task is to get into a position where they can see both the firing mortar and the intended target. They can communicate visually using flags or mirrors to give firing direction. In order to function as an observer, the unit must take no other action during the turn. Any other action, including being attacked or moving, means they cannot observe a shot that turn.

Instead of solid shot or canister, mortars fire explosive shells with fuses. These shells can be high explosive, fragmentary, smoke, or incendiary.

High Explosive rounds detonate with a massive explosion causing blast and shock damage. Whole units can be knocked to the ground after suffering such a hit.

A HE round detonating inside a structure - having fallen through the roof - can blow the whole structure to pieces. A HE round whose fuse was just a bit too long can penetrate the ground and then explode creating a crater. A unit takes one Hit for every model within 2" of the shell's impact. The blast area of a mortar round can affect multiple sections of a fortification (pg.67).

Fragmentary rounds are antipersonnel rounds. They burst at ground level or slightly above and create a shower of lethal metal fragments. A unit takes one Hit for every model within 3" of the shell's impact.

Smoke rounds create a cloud of smoke that acts as a temporary barrier to line of sight. Smoke clouds are 6" in diameter and last for one full turn.

Incendiary rounds explode and shower an area with burning petroleum for the purpose of starting fires. A unit takes one Hit for every model within 2" of the shell's impact, and the entire 4" diameter area becomes an inferno – this area should be marked. The fire will continue to burn for a random number of game turns. Roll 1d10: 1-4 = 1 turn, 5-8 = 2 turns, 9-10 = 3 turns. A unit caught in the area automatically becomes Unformed. Any models that save against the hits may be immediately moved to outside the fire's area. Any models that are still in the fire's area may move out during the next Movement Phase. Any models still in the area during the next Ranged Fire Phase automatically suffer a Hit that must be saved against. This also applies to any unit that enters the fiery area. Incendiaries may be fired at areas of the battlefield to create an effectively impassable obstacle, as no unit will willingly run through a blazing inferno! Incendiaries follow different rules when used against fortifications (pg.67).

An attacking mortar unit uses the normal ranged fire procedures with the following modifications.

Mortar TN Modifers

Condition	Modifier
Target visible from firing site	+0
Target not visible from firing site	+6 penalty
Firing at a particular point (not a unit)	+2 penalty
Per turn firing at same stationary unit	-2 bonus cumulative
Per turn firing at the same moving unit	-1 bonus cumulative
Firing at target visible to a Standard Forward Observer	-1 bonus
Firing at target visible to a Veteran Forward Observer	-2 bonus
Firing at target visible to a Elite Forward Observer	-3 bonus
Firing at target visible to a Guard Forward Observer	-5 bonus

To qualify as a Forward Observer, the FO unit must do nothing but spot for the entire turn, and be in direct communication with the firing unit. Spotting means no movement, no other attacks and not being attacked. Direct communication means the FO must have line of sight to the firing unit for visual communication, or must have some other form of communication.

All rounds fired will land somewhere. If an indirect fire weapon misses, the attacking player rolls two dice and consults the scatter table. The player should designate one die for direction, and one die for distance, or roll for each separately. Scatter is measured from where the round was intended to land. In most cases this will be the center of the front or lead stand of the unit that was fired on. Cardinal directions are used, with North being the direction the round was fired. Misfire indicates the weapon did not fire. In the case of misfire, the distance die is ignored.

Scatter Table

Roll	Direction	Roll	Distance
1	North	1	1"
2	North-east	2-3	2"
3	East	4-5	3"
4	South-east	6-7	4"
5	South	8-9	5"
6	South-west	10	6"
7	West		
8	North-west		
9-10	Misfire		
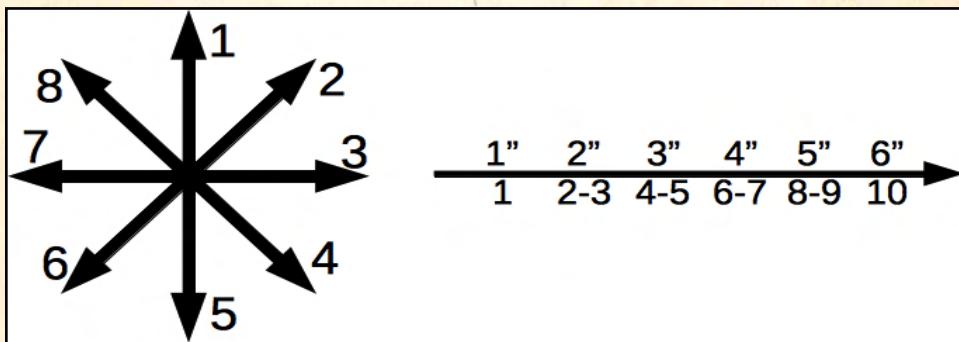
Oversize Missiles

There may be cases where large creatures are able to hurl boulders or other oversize missiles in the Ranged Fire phase. These missiles should be treated as cannon balls, inflicting a number of Hits equal to the rank depth of the unit: 2 ranks deep equals 2 Hits, 4 ranks deep equals 4 Hits, and so on.

BATTLES AND CAMPAIGNS

Battles

A battle is an engagement between opposing forces. It can be be of any size, from unit level to a full army, and can be fought for reasons ranging from defense of an important site to annihilation of all enemy forces. This chapter introduces you to the different types of battles that can be fought. It includes setting up the battle, rules for special situations, determining when a side is victorious, and creating your own battles.

Types of Battles

Not every battle is the same. They are fought for a wide variety of reasons, not all of them planned ahead of time. They have different setup and victory conditions, and some may have additional situational rules. All of the following basic battles are presented in a format listing all the information you need to play out that type of battle with any force. Expanded scenarios for specific battles are featured later in this chapter.

Battle Name

This is a brief description of the type of battle.

Setup

Setup tells you how to place or deploy your forces, including any ways that are different from the standard method (pg.29). It also details placement of battlefield terrain and fortifications.

Time Limit

If the battle is going to be of limited duration, the number of turns the battle will run before ending by default is listed here. In battles with time limits, the victory conditions may be dependent on the time. Time limits can be coupled to situational rules such as Darkness, or can simply end the game by assuming a final event, such as arrival of an overwhelming enemy force, sunset, or a natural disaster like a hurricane or volcanic eruption. Time limit can also be determined randomly, if the players prefer.

Battle Time Limit

1d10 Roll	Duration
1-3	5 turns
4-6	6 turns
7-9	7 turns
10	8 turns

Situational Rules

Any special rules that may affect the battle, such as Darkness, Fog, or Storm, are shown here. Situational rules are explained further on in this chapter (pg.93).

Victory Conditions

Here the conditions that need to be met for one force to be victorious are detailed. Conditions can include destroying a certain percentage of enemy forces, escaping from an overwhelming enemy force, capturing a strategic asset such as an enemy commander or prototype weapon, taking and holding an important location, or defending a location against the enemy force. Victory conditions that are straightforward, such as escape, are simple to determine. Conditions such as destroying a percentage of enemy forces are based on the point value of removed models and units. Other conditions may be based on the scenario's time limit. In a campaign (pg.98), rewards for the forces, whether victorious or defeated, are listed here as well.

Basic Battles

Ambush

In this battle, one force has been ambushed by an opposing force. The ambushing force has a distinct advantage, thanks to final deployment and first turn initiative.

Setup

Terrain features may be placed as desired by both players before deployment. The ambushed force deploys first in its entirety. Deployment assumes the force was traveling when the ambush occurred, and will be in a formation suitable for such activity. The player of the ambushed force deploys his units in an area up to 12" wide and as long as needed to place all units. After the ambushed player has deployed his entire force, then the ambushing player may place his units. Units may be placed on either side of the ambushed player's deployment area, at least 4" away from the closest unit. The ambushing player may not place units in front of or behind the ambushed player's deployment area. Both forces are limited to infantry and cavalry units only for initial attack and defense. The ambushed force may have artillery or vehicle units as part of its composition. Artillery is assumed to be limbered for transport (pg.48) and must be unlimbered before it can be brought to bear. Vehicle rules will be part of a future sourcebook, and thus vehicle use is discouraged at this point.

Time Limit

The basic ambush battle has no time limit. Variants could include a time limit based on arrival of a relief force for the ambushed force, or a time limit for the ambushing force to do as much damage as possible before retreating.
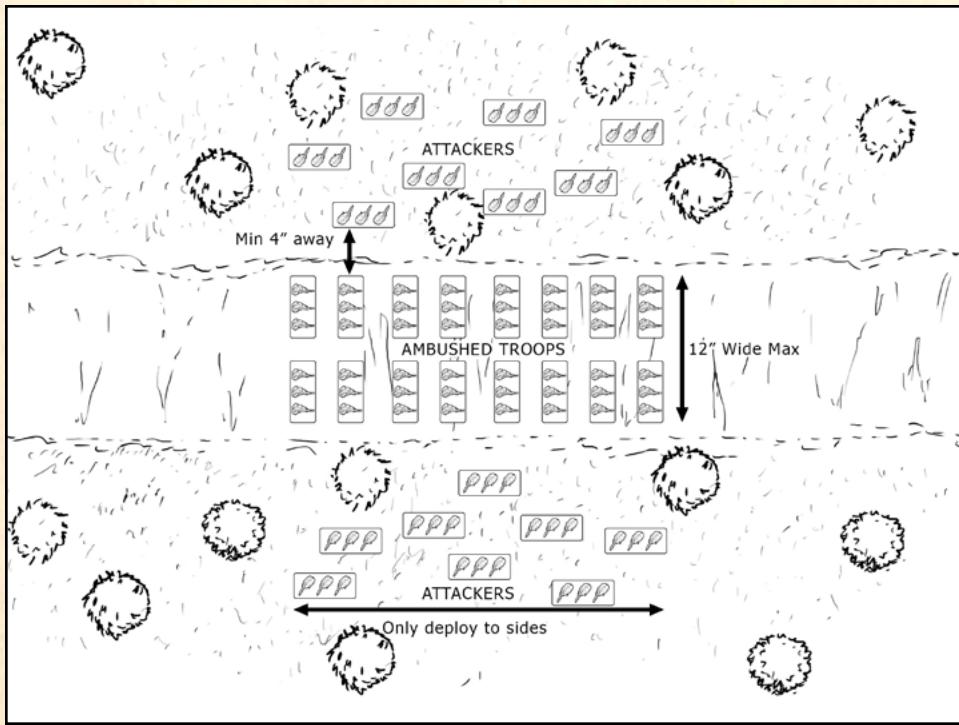
Situational Rules

The player of the ambushing force automatically gains the initiative for the first game turn. The ambushed force is considered Encumbered.

Victory Conditions

Two victory conditions are available to each side in an ambush.

- Defender
  - Defeating the ambushing force. (100% of point value)
  - Escaping the battlefield with no more than 35% casualties by point value
- Attacker
  - Defeating the ambushed force. (100% of point value)
  - Escaping the battlefield having inflicted more casualties on the opposing force than taken, by point value

Annihilation

The forces in this battle are meeting to destroy their opponent. Nothing less than complete obliteration will do.

Setup

Each force deploys in the standard fashion (pg.29), with a no-man's land space of at least 18" between them. Terrain features may be added to the battlefield by each player, on their own side, and both players may place terrain in the no-man's land space.

Minimum 18"
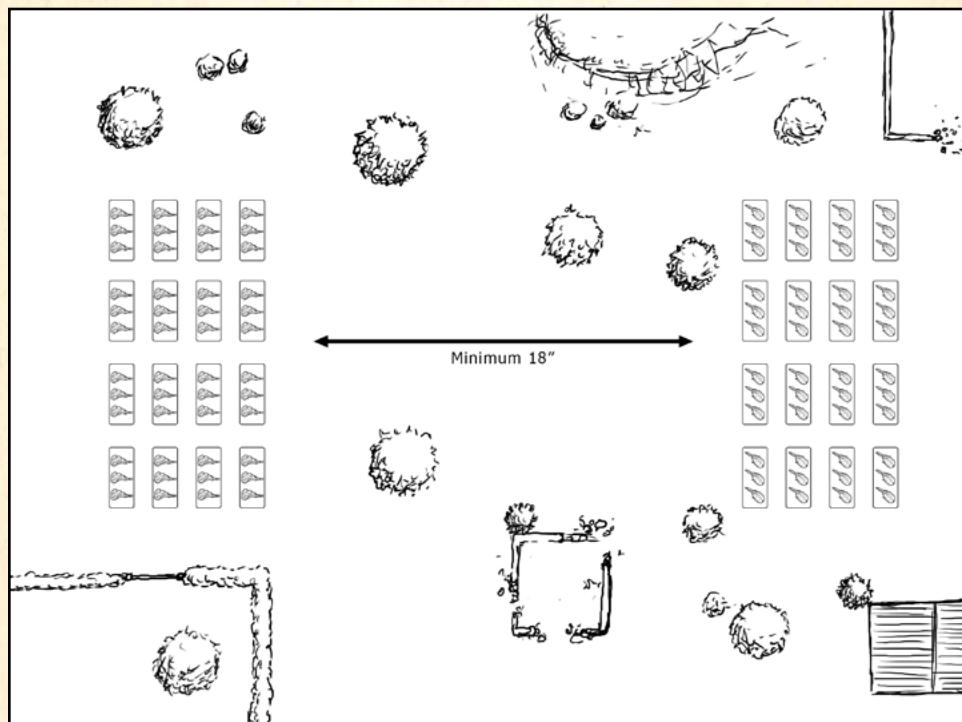
Time Limit

The basic annihilation battle has no time limit. Variants of the scenario could introduce a time limit around reinforcements for one force, or circumstances beyond anyone's control, such as a natural disaster (hurricane, volcanic eruption, and so on).

Situational Rules

None standard, although the players may agree to use one for variety.

Victory Conditions

Victory conditions are identical for both forces: complete (100%) destruction of the opposing force. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions.

Betrayal

Two forces have met under a flag of truce, but one force has arrived with treachery planned. When the forces come to the meeting place, the treacherous force launches an attack.

Setup

Both forces may contain infantry and cavalry units. The betraying force may also field artillery, assumed to be disguised as supply wagons or something similar until the attack has begun. Neither side may deploy vehicles. Each force deploys in the standard fashion, with at least 12" of space between them. Terrain features may be placed on the battlefield as agreed by both players.
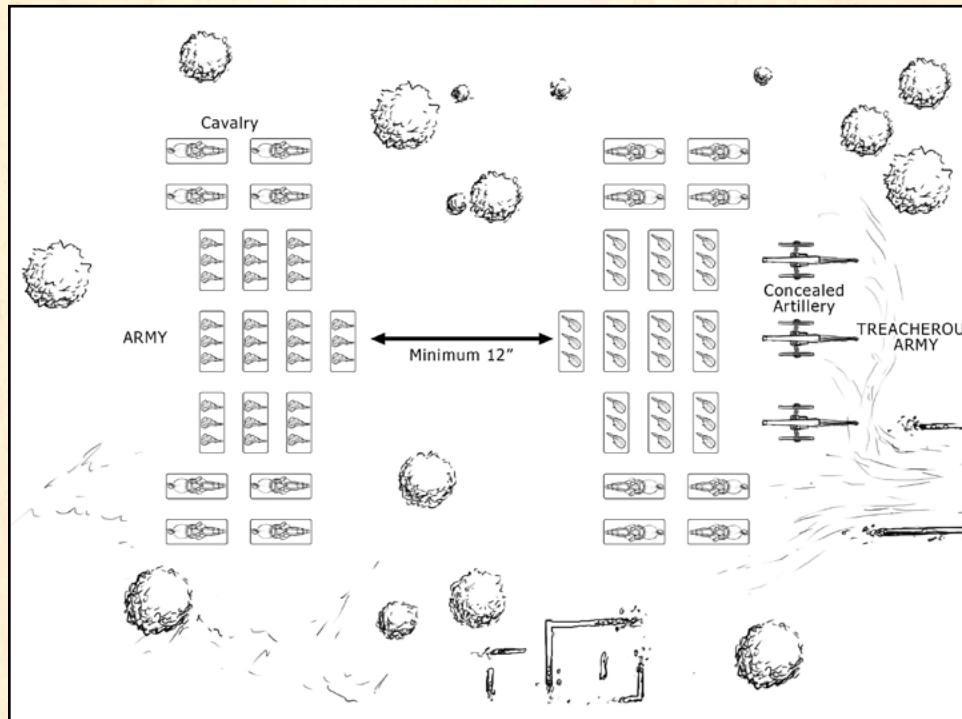
Time Limit

The basic betrayal battle has no time limit. Variants may have a time limit based on the arrival of an overwhelming support force on the betrayer's side.

Situational Rules

The player of the betraying force automatically gains the initiative for the first game turn.

Victory Conditions

Two victory conditions are available to each side in a betrayal.

- **Defender (the betrayed force)**
  - Defeating the opposing force (100% of point value)
  - Escaping the battlefield with no more than 50% casualties by point value
- **Attacker (the betraying force)**
  - Defeating the opposing force (100% of point value)
  - Escaping the battlefield having inflicted more casualties on the opposing force than taken, by point value.

Capture Asset

One force is tasked with capturing some asset vital to their war effort. The asset could be an item or person, such as a prototype weapon or enemy commander. Locations are not considered assets, and are covered under Defense and Take-and-Hold battles. The other force holds and protects the asset. The players decide before setup which force will hold and which will capture, and whether the asset is an item or person. If an item, the player of the holding force places a token beside any one unit to represent the item. If a person, the player selects one commander to be the asset.

A variant scenario is to place three to five tokens, representing items, in the 18" wide area between the forces. Each token should be no closer than 6" to each other, and at least 8" from each force.

Setup

Each force deploys in the standard fashion (pg.29) on opposing sides of the battlefield, with at least 18" between them. Terrain features may be placed on the battlefield as agreed by both players.
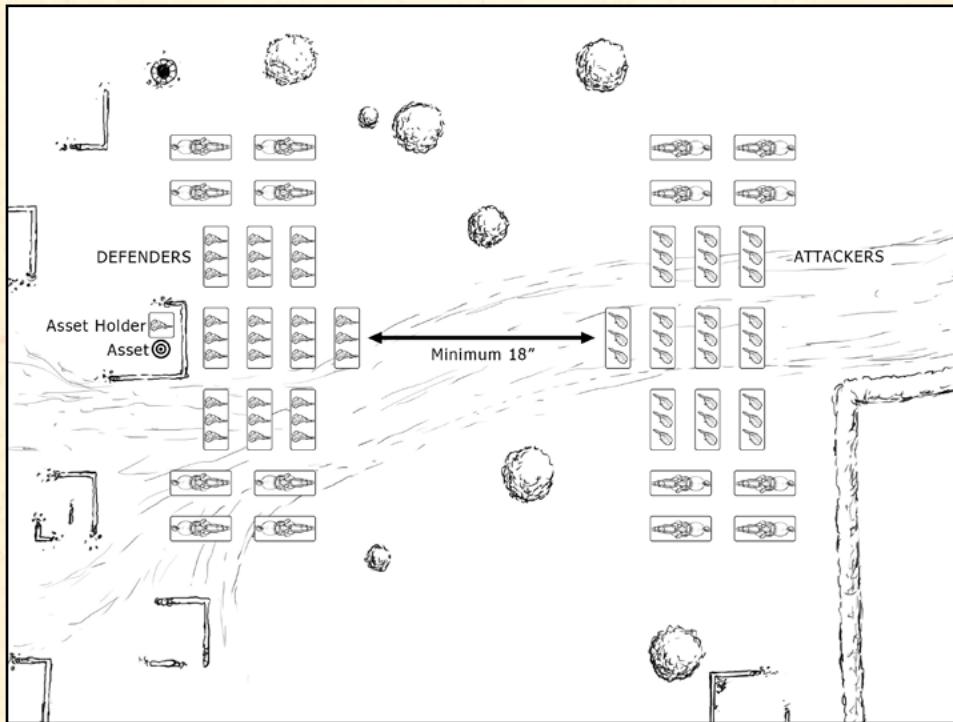
Time Limit

The basic capture asset battle has no time limit. One variant could be a time limit based on arrival of overwhelming support for the holding player.

Situational Rules

Capturing the asset: To capture the asset, the unit protecting the asset must be engaged in melee and defeated. Once that happens, the capturing unit automatically takes possession of the asset. The capturing unit may be engaged in melee, and if defeated the opposing force can reclaim the asset.

In the variant scenario, a unit must move into stand contact with the item token, and spend 1" of Move to pick it up. As above, an opposing unit may take the item by engaging and defeating the carrying unit in melee.

Victory Conditions

The capturing force must capture the asset and exit the battlefield with it to be victorious. The holding force must prevent the capturing force from seizing the asset, and destroy or rout them.

In the variant scenario, one force must capture the majority of the assets and have those units exit the battlefield with them to be victorious.

Defense

One force must defend a location or fortification vital to its side. The other force attacks, trying to overwhelm the defenders. The players decide before setup which force will defend and which will attack.

Setup

Terrain representing the location or fortification to be defended should be set up in the center of the battlefield. It should cover an area of at least 12" by 12" square, although this may be adjusted up or down for larger or smaller battles. Each force deploys units in the standard fashion. The defender is restricted to deploying within the center area. The attacking force must deploy at least 12" from the center area.
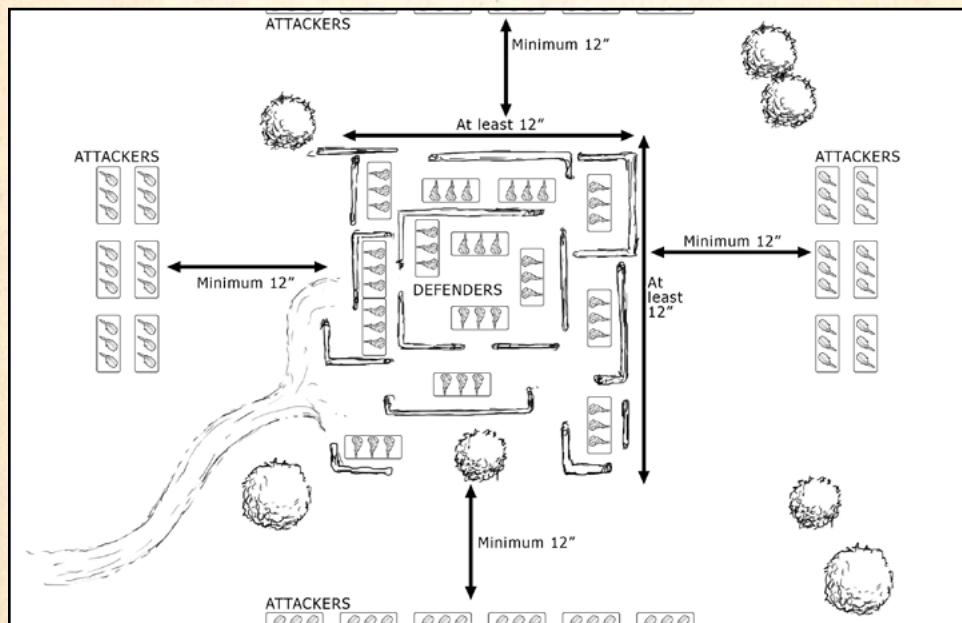
Time Limit

The basic defense battle has no time limit. Variants can include a time limit based around Reinforcements for either force, or arrival of overwhelming support for the either player. Using a final time limit with a small defending force and larger attacking force makes an exciting "last stand" scenario.

Situational Rules

None standard, although the players may agree to use one for variety.

Victory Conditions

The defending force must defeat the entire attacking force (100% of point value). The attacking force must defeat the entire defending force (100%) and occupy the location. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions.

Escape

In this battle, one force is vastly outnumbered by the opposition. The smaller force must escape the battlefield quickly, while preserving most of its units. It is similar to the Ambush battle, but without the element of surprise.

Setup

Terrain features may be placed as desired by both players before deployment. Each force deploys in the standard fashion. The escaping force deploys in an area up to 12" wide and 18" long, at least 24" away from the open edge. The superior force deploys in a "U" shaped area around the escaping force, at least 6" away from the closest unit. One side must be open to allow the smaller force an avenue to escape. The escaping force may use only infantry and cavalry units.

Time Limit

The basic escape battle has a time limit of 6 turns.

Situational Rules

The larger force should be double the point value of the smaller force. We recommend the smaller force be no more than 2500 point value.
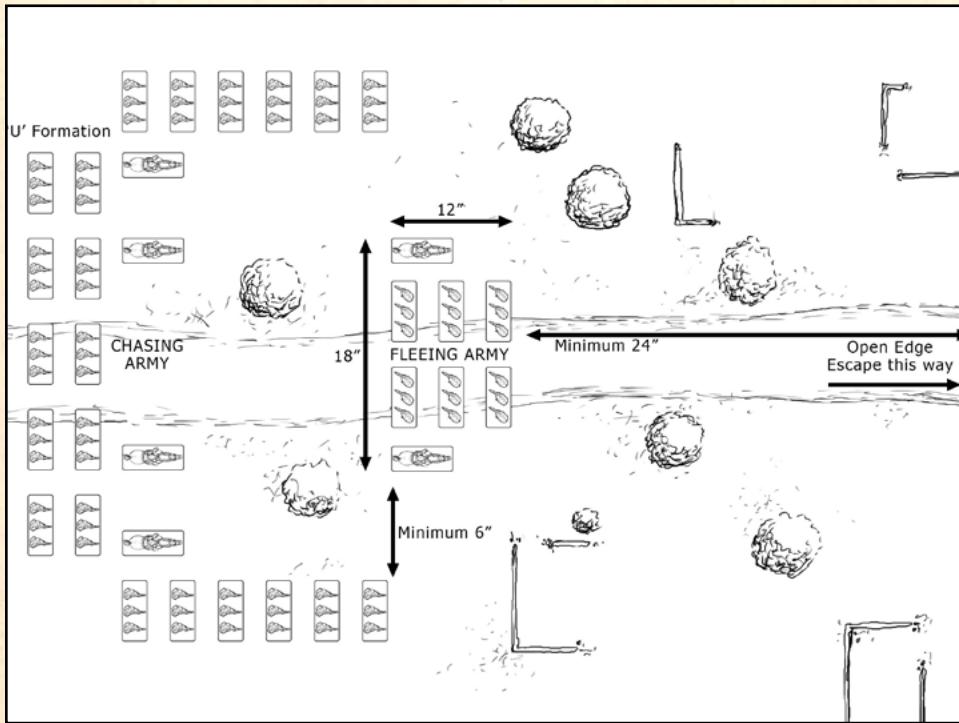
Victory Conditions

The smaller force must escape the battlefield with no more than 40% casualties, by point value, before the end of turn 6. Any units on the battlefield at the end of turn 6 are considered casualties. The attacking force must eliminate more than 30% of the escaping force by the end of turn 6. This total includes units of the escaping force left on the battlefield at the end of turn 6.

Skirmish

A skirmish is a small-scale battle fought with one to three skirmish units (pg.61). The skirmish is one of the standard battle types, only with the scale of the battle changed. Skirmishes work best with Ambush, Annihilation, Capture Asset, or Escape scenarios. The force choices presented in this book do not include any skirmish units, but that doesn't stop you from selecting normal infantry units and simply designating them skirmish units. The individual force books describe dedicated skirmish units to add to your force for both regular battles and skirmishes. Skirmishes are for infantry units only.

Setup

As per the battle selected.
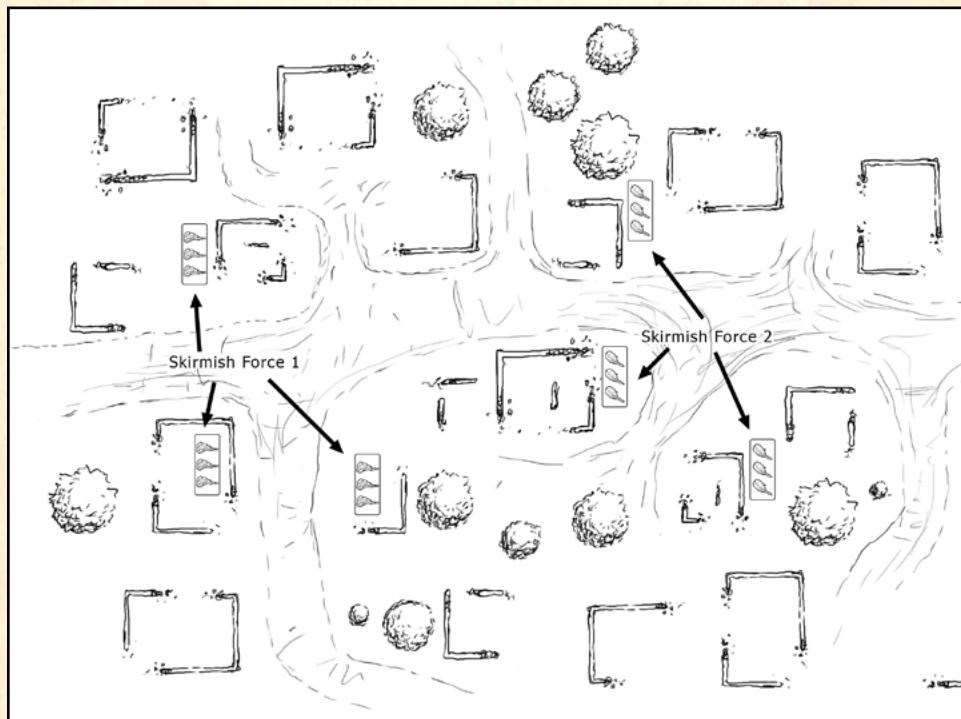
Time Limit

As per the battle selected.

Situational Rules

All units used should be skirmish units, unless using the variant presented above.

Victory Conditions

As per the battle selected.

Take and Hold Ground

A Take and Hold Ground battle features opposing forces fighting to seize and control loca-tions (one or more). Unlike a Defense battle, neither side is already dug in as a defensive force. Instead, all forces have arrived to contest the location at approximately the same time. The object is to occupy the location(s) by the end of the battle.
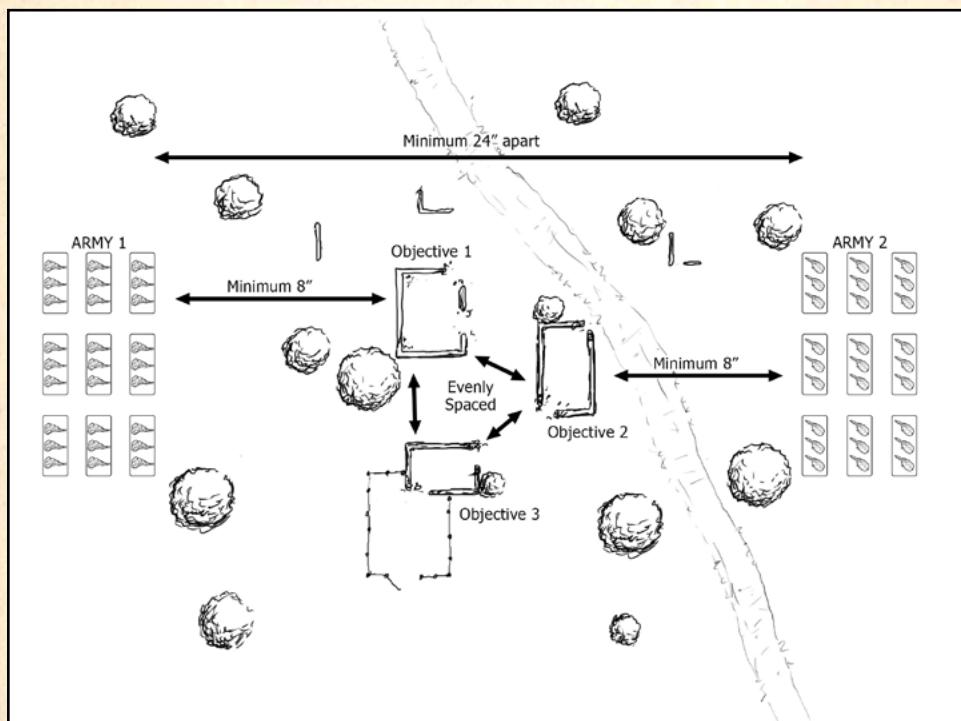
Setup

Players set up on opposite sides of the battlefield and deploy their forces in the standard fashion, at least 24" from each other. The 24" wide area in the middle should contain one, three, or five locations to be occupied. These locations may or may not feature special terrain or fortifications. They should be marked by tokens or other means. The number of locations should always be an odd number, to define the majority required for victory conditions. The locations should be at least 8" away from the closest force deployment area, and preferably spaced evenly for fairness.

Time Limit

The basic take and hold battle has a time limit of 6 turns.

Situational Rules

An infantry unit may take a location by making stand contact with the location marker. If an opposing unit is already in contact with the marker, then a melee is initiated in that phase. The unit winning a melee is considered to have taken the location. A location held by an infantry unit at the end of the battle counts towards victory conditions.

Victory Conditions

The side with the majority of locations held at the end of the battle wins.

Test of Strength

The forces in this battle meet to try themselves against each other, possibly for the first time. The primary purpose for each force is to gauge their foe's strength. A force may fight to complete victory, or may decide to retreat when faced with a superior enemy.

Setup

Each force deploys in the standard fashion (pg.29), with a no-man's land space of at least 18" between them. Terrain features may be added to the battlefield by each player on their own side. Both players may place terrain in the no-man's land space.
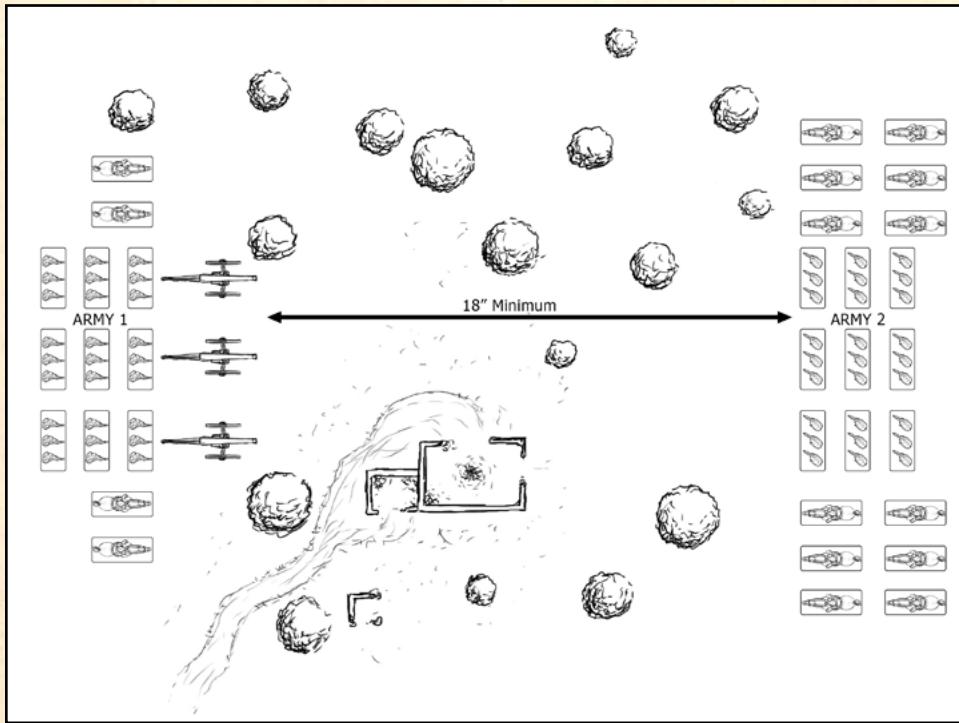
Time Limit

The basic test of strength battle has no time limit. Variants of the scenario could introduce a time limit based around overwhelming reinforcements for one force.

Situational Rules

None standard, although the players may agree to use one for variety.

Victory Conditions

Victory conditions are identical for both forces: complete (100%) annihilation of the opposing force, or retreat off the battlefield having inflicted more casualties than taken, by point value. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions.

Situational Rules

These are special rules, some of which may be integral to the scenario, and others that may be added to change how it's played. A battle fought in daylight, for example, is markedly different from one fought at night. Situational rules added to a battle must be agreed upon by all players in the interest of fair play. The situational rules may last the entire battle, or a duration may be diced for randomly. Roll a d10: 1-5 = Number of turns the rule lasts, 6-10 = Entire battle.

Darkness

Some battles occur without a sufficient source of light, like outside at night or in a dark cavern. The chief obstacle in this kind of battle is the lack of visibility. Unless otherwise stated by a force or unit-specific rule, all units have a maximum visibility range of 6". No unit may conduct a charge against an opposing unit more than 6" away. No unit may declare or perform ranged fire against an opposing unit more than 6" away. Any ranged fire against a unit more than 2" away grants light cover to the target. Melee combat is conducted normally.

Encumbered

The units of a force are burdened with the extra weight of supplies. This usually happens when one force is ambushed while traveling. The extra weight reduces the Move score of all infantry units by -1" until they can discard the source of the weight, usually packs. See Discarding Equipment (pg.33) in the Movement phase section of Chapter 2.

Fog

Fog impairs visibility on the battlefield. Fog will be either light or heavy. Light fog reduces maximum visibility range to 18". No unit may declare or perform ranged fire against an opposing unit more than 18" away. Any ranged fire against a unit more than 8" away grants light cover (pg.47) to the target. Heavy fog reduces maximum visibility range to 6". No unit may conduct a charge against an opposing unit more than 6" away. No unit may declare or perform ranged fire against an opposing unit more than 6" away. Any ranged fire against a unit more than 2" away grants light cover to the target. Melee combat is conducted normally.

Storm

A storm is any kind of heavy precipitation: rain, snow, sleet, or freezing rain. Driving rain or snow coupled with wet, snowy, or icy ground hampers a unit's ability to conduct ranged fire, fight in melee, and move effectively on the battlefield. All units suffer a -2" penalty to their Move scores, and all ranged fire and melee combat rolls suffer a +1 penalty to their Target Numbers.

Thunderstorm

A thunderstorm acts much the same as a storm, except with the added danger of lightning strikes. Driving rain and wind cause all units suffer a -2" penalty to their Move scores, and all ranged fire and melee combat rolls suffer a +1 penalty to their Target Numbers. Every game turn, in the Ranged fire phase, each player rolls a d10. On a result of 1, roll again. On a result of 1-3, one of that player's units suffers a lightning strike. The unit should be determined randomly, and may be any the player has fielded. A lightning strike delivers 1d10/2 (1 to 5) Hits to the target unit, which may be saved against as normal. Casualties caused by lightning strikes do not force Morale checks.

Wildfire

One side of the battlefield is a wildfire - a swift prairie fire or hellish forest fire - which threatens both sides of the conflict. The fire advances across the battlefield, bringing choking smoke and searing heat. Wildfire is often used with a time limit symbolizing the need to conclude the fight and escape before the fire consumes everyone. A wildfire is placed on one side of the battlefield, perpendicular to the deployment areas. This ensures the advance of the fire fairly threatens both sides. A wildfire advances across the battlefield at a random speed based on the wind, determined each game turn during the movement phase. The advancement roll may be alternated between players each turn. A wildfire can retreat no further than the edge of the battlefield it started on.

Wildfire Movement

Roll	Distance wildfire moves
1	Retreats 4"
2	Retreats 3"
3	Retreats 2"
4	No movement
5	Advances 4"
6	Advances 5"
7	Advances 6"
8	Advances 7"
9	Advances 8"
10	Advances 10"

A wildfire carries two threats with it. Hot smoke preceding the fire can incapacitate, and the heat and fire following can quickly overcome most units. The first line of advance is the smoke, which obscures the battlefield in a manner identical to heavy fog. In addition, the smoke automatically inflicts one Hit on every unit within it, during the movement phase. This Hit may be saved against normally. Armor does not help the unit with this save. The second line of advance, 8" behind the first line, is the fire itself. Every unit caught in the fire by the advance, entering the fire, or staying in the fire for a full turn, takes one Hit for every model in the fire area. This Hit may also be saved against. Armor does not help the unit with this save. Once the wildfire advances, the battlefield behind the fire line remains on fire for the duration of the battle. When the wildfire has advanced across the entire battlefield, the battle ends.

Making New Battles

Making a new type of battle starts with a reason for the forces to be fighting. The reason could be related to location, like Defense or Take and Hold Ground, or related to a situation, like Ambush or Escape. Once you have the basic idea, you need to decide on the four elements that make up a battle: Setup, Time Limit, Situational Rules, and Victory Conditions. You'll also want to come up with a name for your new type of battle.

The **Setup** will usually have forces at least 18" apart, unless there is a reason for them to be closer. One example, Betrayal, has forces approaching each other under the assumption of a truce, so forces start only 12" apart. Another example, Ambush, has forces starting only 4" apart, because one force was hidden. The core idea of the battle dictates the deployment area and arrangement of forces.

Time Limit is important if the battle depends on it. That sounds a little vague, but it is true nonetheless. An Annihilation battle, where forces won't stop until one is destroyed or routed, has no need for a time limit. A battle where one side will receive overwhelming reinforcements soon certainly merits a time limit. In most cases, you shouldn't set a time limit of less than 5 turns, otherwise neither player will get much accomplished before the battle ends. On the flip side, having a 12 turn time limit would be overkill. It's best to have no time limit rather than a very long one.

Situational Rules can completely change the tone of a battle. Fighting an enemy in daylight with clear weather is a far cry from conducting a battle in a pea-soup fog. Visual impairment from darkness or fog can grant an advantage to forces heavy in melee capable units, since ranged fire is severely restricted. The rules can even become the reason for the battle, for example making a hit and run attack on an enemy force using the cover of darkness or fog. Time limit can be tied to a situational rule, such as fighting until darkness falls, or until sunrise.

Victory Conditions are based directly on the objectives of each force in a particular battle. They may be measured by a static accomplishment, like Capture Asset or Take and Hold Ground. They may depend on the Point Value of defeated or routed enemy units, like Annihilation. They may base the conditions on both static accomplishments and point value such as with Ambush, Defense, and Escape battles, which have multiple conditions. Like the other elements, it depends on the core idea behind the battle.

Let's create a new battle using these guidelines. We've come up with an idea of a small force that will ambush a numerically superior force in hopes of disrupting it, to buy time for civilians to escape a settlement. It's basically an Ambush, but the ambushing force is going to be quite a bit smaller than the opposing force, so it will need an advantage of some sort if it hopes to prevail. With this in mind, we can start laying out the elements of the new battle.

Diversion

We decide to call this battle Diversion, as it suits the idea. A small force will ambush a much larger one and try to hold its attention for as long as possible.

Setup

Both players may agree to place terrain before deployment begins. Since this is an ambush, the setup for the Ambush battle is used, with one modification. The ambushed force deploys first in its entirety. Deployment assumes the force was traveling when the ambush occurred, and will be in a formation suitable for such activity. The player of the ambushed force deploys his units in an area up to 12" wide and as long as needed to place all units. After the ambushed player has deployed his entire force, then the ambushing player may place his units. Units may be placed on either side of the ambushed player's deployment area, at least 2" away from the closest unit. The ambushing player may not place units in front of or behind the ambushed player's deployment area. Both forces are limited to infantry and cavalry units only; no artillery or vehicle units.

Time Limit

Using a time limit is a perfect fit for this battle. The ambushing force is trying to keep the opposing force occupied to allow for the evacuation of civilians. If the ambushing force can make it to the end of turn 6, the evacuation will be complete. So we set a time limit of 6 turns.

Situational Rules

The ambushing force is attacking a numerically superior force, so the ambushed force should be of a much higher Point Value. We decide to make the ambushed force twice the Point Value of the ambushing force. Since the ambushing force is small, 2000 points sounds good, meaning the ambushed force gets 4000 points to build with. There is more on force building and Point Values in Chapter 4 (pg.77).

Since the ambushing force needs some sort of advantage to have any hope of pulling off a victory, we decide to have this battle occur on a very foggy morning, so we use the Heavy Fog rule. As with the standard Ambush battle, the ambushing player automatically gains initiative for the first game turn.

Victory Conditions

The ambushing force must have at least one unit functioning, and not routed, at the end of turn 6 to claim victory. The ambushed force must destroy or rout 100% of the point value of the ambushing force before the end of turn 6 to claim victory.

So you see, all it takes is an idea and filling out the four elements to create an entirely new battle for your forces to fight. Feel free to share your ideas and new battles on the *1879* miniature game forum at http://www.fasagames.com/forum/.

Campaigns

A campaign is a series of battles that link together to make a storyline. The outcome of the campaign is decided by the victories and defeats in the individual battle scenarios that make it up. Forces involved in a campaign earn Battle Points, whether they are victorious or not, that may be used to purchase upgrades for individual units or the entire force. Campaigns may be composed of battles linked together in a particular fashion, like the example First Contact campaign detailed later in this chapter. The battles can also be determined randomly, and quickly linked together to form an ad hoc campaign. Campaigns generally range from 6 to 12 battles, although longer campaigns are possible. Players beginning a campaign will choose the side they wish to play and must stay with that side throughout the campaign.

Battle Points

Battle Points are earned at the end of a campaign battle and may be used to purchase perks. They represent intelligence gathered during the battle, captured resources, and insight into enemy strategy and tactics. Unspent Battle Points are retained, and may be saved up between battles for greater rewards. The amount of Battle Points earned is based on the level of victory or defeat, and is summarized in the following table.

Battle Points Earned

Result of battle	Battle Points earned
Victory with less than 25% casualties by Point Value	7
Victory with less than 50% casualties by Point Value	6
Victory with more than 50% casualties by Point Value	5
Victory with more than 75% casualties by Point Value	4
Defeat with less than 25% casualties by Point Value	4
Defeat with less than 50% casualties by Point Value	3
Defeat with more than 50% casualties by Point Value	2
Defeat with more than 75% casualties by Point Value	1

These bonuses are gained regardless of outcome:
- Force was the escaping force in an Escape battle   +2 BP
- Force was the ambushing force in a Diversion battle   +2 BP

Perks

Perks are bonuses that affect an entire force. Perks may be bought only during breaks between battles in a campaign. The perk bought is then in effect for the next battle to be fought. Perks bought are retained from battle to battle. They represent better training, inspiring leaders, or good intelligence. Perks are noted by their name, followed by a number representing how many times the perk has been purchased. For example, if a player has purchased Inspired once and Adaptive twice for her force, they would be written as Inspired 1 and Adaptive 2.

Adaptive

The force is quick to adapt to initial enemy movements. The player of the force may opt to move one previously placed unit at the end of deployment, when all units have been placed on the battlefield (including ambush units), but before the first game turn has begun. The unit must still be placed within that force's deployment area. Cost: 10 BP, may be taken twice to gain the ability to move 2 units.

Call in Support

The force has large artillery some distance behind the lines, and can call in a devastating strike. Once per battle, the player may call in a strike from a mortar, railgun, or some other deadly explosive weapon. The strike is rolled as an attack in the Ranged Fire phase, with a specific area selected as the target. The strike has a TN of 6, and is treated as a fragmentary mortar round. If the roll is a hit, the round lands where the player indicated. If the attack is a miss, the player rolls on the Scatter table (pg.75). Cost: 15 BP, may be taken twice to gain 2 strikes per battle.

Decisive

The commander of the force does not hesitate when making a critical decision. The player of the force gains a +1 bonus to his roll for initiative. Cost: 10 BP, may be taken twice to gain a +2 bonus.

Favored

The force is blessed or just extremely lucky. Once per battle, the player may reroll attacks, saves, or morale checks for one unit. The reroll counts all dice normally rolled, so if 8 dice were rolled for a unit save, all 8 would be rerolled. Regardless of the outcome, the results of the reroll must be accepted. Cost: 15 BP, may be taken up to three times, to gain up to 3 rerolls per battle.

Inspired

The commander can pull his soldiers back together with a few words of encouragement. Once per battle, the player may make a Rally check for one unit in any phase other than the Rally phase. Thus, a player could make a Rally check for a unit that failed a morale check in the Melee Combat phase. Cost 10 BP, may be taken twice to gain 2 checks per battle.

Reinforcements

The force has reinforcements available to it, either through careful planning or fortunate occurrence. For each time reinforcements is taken, the player gains 5% more points with which to build his force. If a battle calls for a 4000 point force, a player with Reinforcements 1 may build the force with 4200 points. Cost: 25 BP, may be taken twice to gain 10% more points.

Battles in a Campaign

You can determine which battles to include in a campaign in two ways: random or constructed. Random campaigns are easy to throw together, and are simply played in a linear fashion, one after the other, without any further development. In a Structured campaign, the battles are chosen and a flowchart is made to show which battle is fought next, depending on the outcome of the previous battle. This takes a little bit of time to create, but provides a much more satisfying experience as the scenarios are determined by the individual battles won or lost.

Random Campaign

To determine battles for a random campaign, roll on the table below, and write down the battles in the order rolled. Note which battles have different starting conditions for each side, such as Ambush, and roll for each player to decide who fills the position. For example, the players could roll off on an Ambush battle, with the highest result playing the ambushing force. Note this by each battle where necessary. When done, you're ready to play.

Battle Type Random Selection

1d10 Roll	Battle
1	Ambush
2	Annihilation
3	Betrayal
4	Capture Asset
5	Defense
6	Diversion
7	Escape
8	Skirmish
9	Take and Hold Ground
10	Test of Strength

Structured Campaign

A structured campaign is built from start to finish around a core idea. We'll construct an example campaign as we go through these rules, to show you how to go from idea to completion. The core concept around this example, First Contact, is the first battlefield encounters between the British army and the mysterious Samsut forces. Historically, as you'll read later, things didn't go so well for the British initially, but they managed to rally and push back, resulting in an eventual stalemate. Your battles don't have to follow this history. Your victories and defeats will guide the course of the campaign to a good end, or a bad one. Which it is depends on which side you take.

The first step is to come up with a name for your campaign. We start with the idea for the campaign, which is to chronicle the first encounters between the British and the Samsut, and recreate the battles that took place. We decide that a good name for the campaign is First Contact.

The next step is to choose the first battle, determine the terrain of the battlefield, pick any situational rules that fit the scenario, select the victory conditions, and finally decide if victory or defeat changes the battle to be fought next.

The first battle between the British and the Samsut occurs at Bourne's Hill, a large hill sheltering a mining settlement. We choose Test of Strength as the template for the opening battle, as it best fits the initial encounter. Our terrain will include a good sized hill piece to represent Bourne's Hill, an area of rough terrain to be the rocky ground around the base of the hill, and two 8" diameter woods markers to place in the no-man's land between the deployment areas. We won't use any situational rules for this first battle. This first fight will look something like this:

The Battle of Bourne's Hill

Setup

Both forces are built on an even number of points (3000 to 6000). Forces deploy in the standard fashion (pg.29), with a no-man's land space of at least 18" between them. The British player will have one Elevation 2 hill on the left side of his deployment area. The base of this hill has a 3" diameter area of rough terrain surrounding it. Each player may place one 8" diameter woods marker in the area between the deployment areas.

Time Limit

This battle has no time limit.
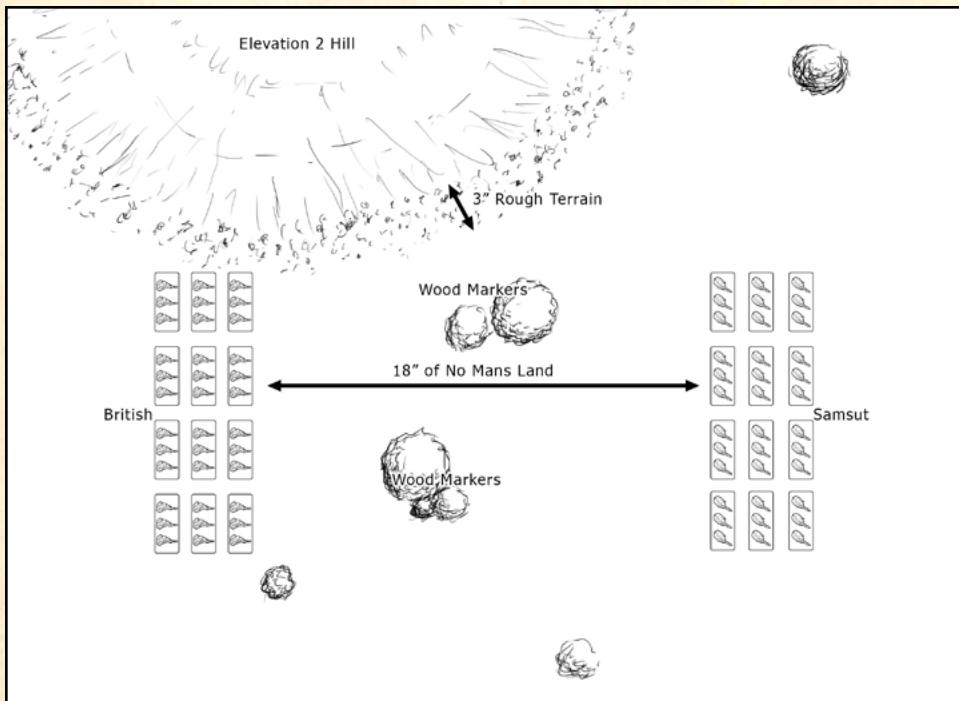
Situational Rules

None.

Victory Conditions

Victory conditions are identical for both forces: complete (100%) annihilation of the opposing force, or retreat off the battlefield having inflicted more casualties than taken, by Point Value. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions.

No matter how the first battle goes, the British don't know that the Samsut will raise the dead of both sides to fight for them. Because of this, the next battle will be an Escape for the British force.

Escape from Bourne's Hill

Setup

The British force is built with 1500 to 2500 points. The Samsut force is built on double the points of the British force, but half of them must be spent on undead units. Each force deploys in the standard fashion. The British force deploys in an area up to 12" wide and 18" long, at least 24" away from the open edge. The Samsut force deploys in a "U" shaped area around the escaping force, at least 6" away from the closest unit. One side must be open to allow the British force an avenue to escape. The British force may use only infantry and cavalry units.
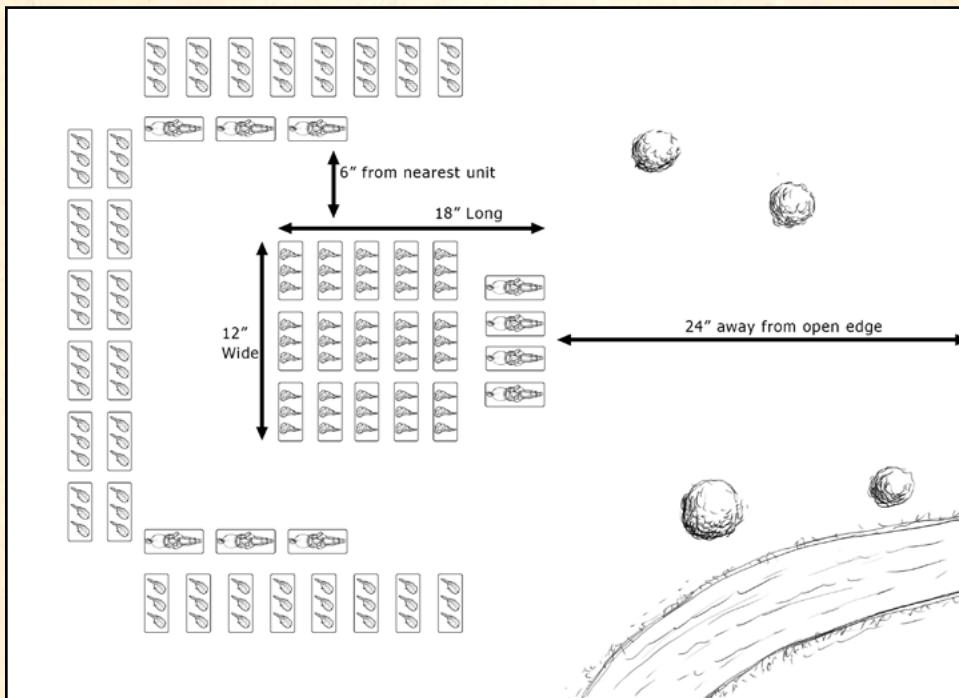
Time Limit

There is a time limit of 6 turns.

Situational Rules

None.

Victory Conditions

The British force must escape the battlefield with no more than 40% casualties, by Point Value, before the end of turn 6. Any units on the battlefield at the end of turn 6 are considered casualties. The Samsut force must eliminate more than 30% of the escaping force by the end of turn 6. This total includes units of the British force left on the battlefield at the end of turn 6.

Now we have a choice. If the British achieve a victory by escaping, they evacuate the Bourne's Hill settlement and regroup there, leading to a Defense battle – The Defense of Bourne's Hill.

If the Samsut were victorious in the last battle, the British force needs to buy time for the settlers to escape, leading to a Diversion battle – Sacrificial Lambs.

The Defense of Bourne's Hill

Setup

Both British and Samsut forces are built using an even number of points (1500 to 3000). The bulk of the Samsut force has moved on, but detached a smaller force to crush the British. The settlement of Bourne's Hill is represented by an 18" by 18" deployment area. The edge of the area is considered rough terrain, due to a sturdy wooden fence. Each force deploys units in the standard fashion, although the British force is restricted to deploying within the center area. The Samsut force must deploy at least 12" from the center area, although they may be on any side.
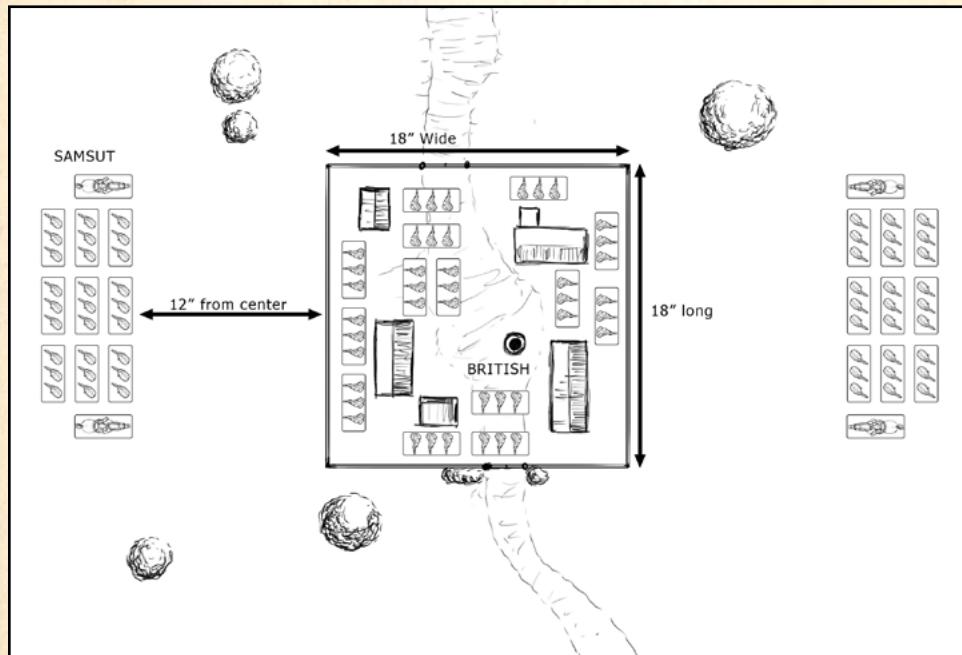
Time Limit
There is no time limit.

Situational Rules
None.

Victory Conditions
The British force must defeat the entire Samsut force (100% of Point Value). The Samsut force must defeat the entire British force (100%) and occupy the location. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions.

Sacrificial Lambs

Setup
The British force is built using 2000 to 4000 points. The Samsut force is built on double the points of the British force. The terrain for all deployment areas is lightly wooded, and considered open. The Samsut force deploys first in its entirety. Deployment assumes it was traveling when the ambush occurred, and will be in a formation suitable for such activity. The player of the Samsut force deploys his units in an area up to 12" wide and as long as needed to place all units. After the Samsut player has deployed his entire force, then the British player may place his units. Units may be placed on either side of the Samsut player's deployment area, at least 2" away from the closest unit. The British player may not place units in front of or behind the Samsut player's deployment area. Both forces are limited to infantry and cavalry units only, no artillery or vehicle units.

Time Limit
There is a time limit of 6 turns.

Situational Rules
Heavy Fog for the entire battle. The British player automatically gains initiative for the first game turn.
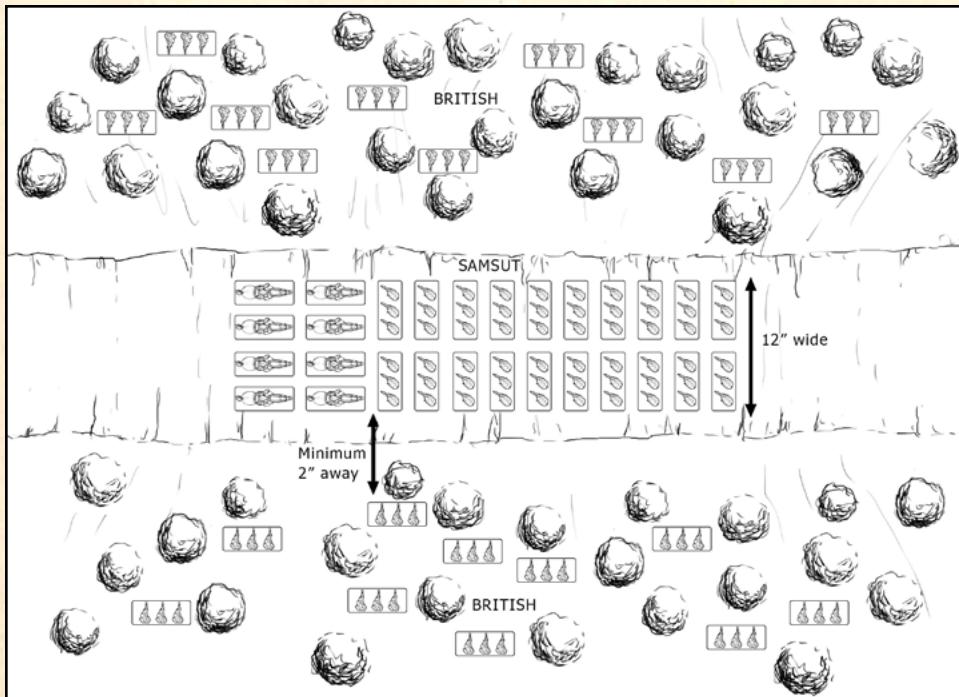
Victory Conditions

The British force must have at least one unit functioning, and not routed, at the end of turn 6 to claim victory. The Samsut force must destroy or rout 100% of the Point Value of the British force before the end of turn 6 to claim victory.

If the British are victorious in The Defense of Bourne's Hill or Sacrificial Lambs battles, the remnants of the British force rendezvous with a relief force that has just arrived. The British are interested in capturing technology of the enemy, particularly weaponry, creating a Capture Asset battle – Guns in the Night.

If the Samsut win The Defense of Bourne's Hill, the British relief force comes to lay siege to them at Bourne's Hill, leading to a defense battle for the Samsut- The Retaking of Bourne's Hill.

If the Samsut are the victors of Sacrificial Lambs, the few British survivors rendezvous with the relief force, which moves to engage the Samsut near Fort Wellington in an Annihilation battle with a little surprise courtesy of the Royal Corps of Engineers – Perdition's Flames.

Guns in the Night

Setup

Both forces are built using an even number of points (2500 to 5000). Each deploys in the standard fashion (pg.29) on opposing sides of the battlefield, with at least 18" between them. One Samsut unit is protecting crates of railguns, intended as backup arms. The Samsut player selects one infantry unit to protect the crates. Place a token by this unit to represent the weapon shipment. Terrain is open fields and light brush, with dense woods behind and on one flank of the Samsut force.

At least 18"

Crates of Railguns
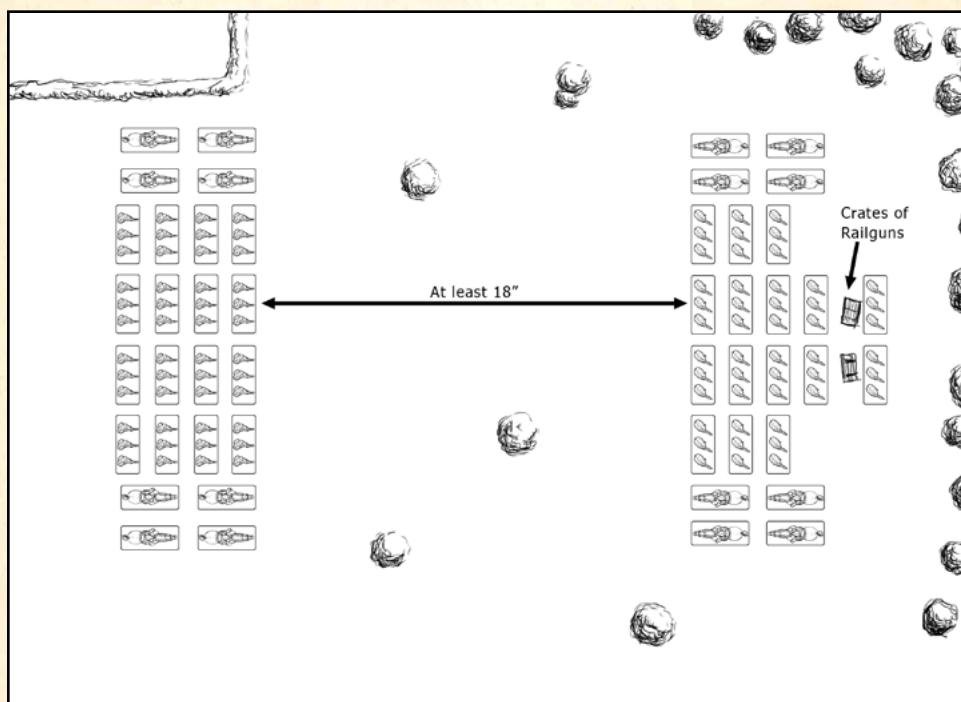
Time Limit

There is a time limit of 8 turns. This battle takes place at night, so the Darkness rule is in effect the entire battle.

Situational Rules

The Darkness condition applies for the entire battle. To capture the weapons, the Samsut unit protecting them must be engaged in melee and defeated. Once that happens, the British unit automatically takes possession of the weapons. The British unit may be engaged in melee, and if defeated the Samsut unit reclaims the weapons. Note that the weapon crates count as one asset, not multiple, as represented by the single token. A unit currently in possession of the weapon crates may move but is considered Encumbered, moving at a penalty of -1".

Victory Conditions

The British force must capture the weapons and exit the battlefield before the end of turn 8 to be victorious. The Samsut force must retain possession of the weapons and prevent the British force from capturing them, or retake them if captured, by the end of turn 8. The next battle, regardless of victor, is Perdition's Flames.

The Retaking of Bourne's Hill

Setup

Both British and Samsut forces are built using an even number of points (1500 to 3000). A Samsut force is currently holding Bourne's Hill, but the British are determined to reclaim it. The settlement of Bourne's Hill is represented by an 18" by 18" deployment area in the center of the battlefield. The edge of the area is considered rough terrain, due to a sturdy wooden fence. Each force deploys units in the standard fashion. The Samsut force is restricted to deploying within the center area. The British force must deploy at least 12" from the center area, although they may be on any side.

Time Limit

There is no time limit.

Situational Rules

None.
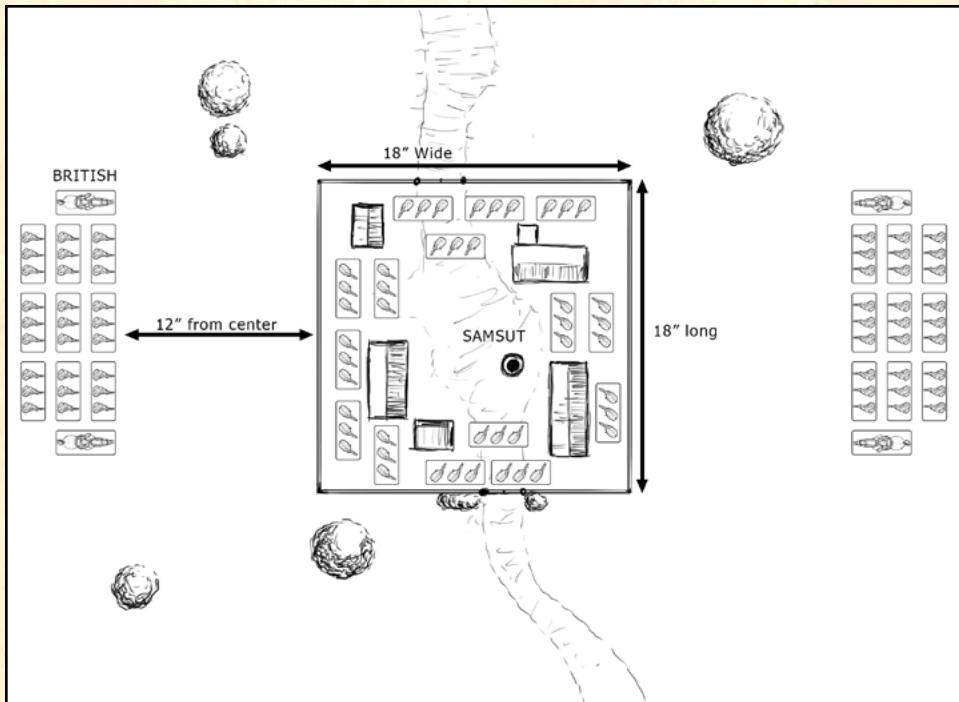
Victory Conditions

The Samsut force must defeat the entire British force (100% of Point Value). The British force must defeat the entire Samsut force (100%) and occupy the location. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions. The next battle, regardless of victor, is Perdition's Flames.

Perdition's Flames

Setup

Both forces are built using an even number of points (3000+). Each force deploys in the standard fashion (pg.29), with a no-man's land space of at least 18" between them. Terrain features may be added to the battlefield by each player, on their own side, and both players may place terrain in the no-man's land space.

Time Limit

This battle has no time limit.

At least 18"
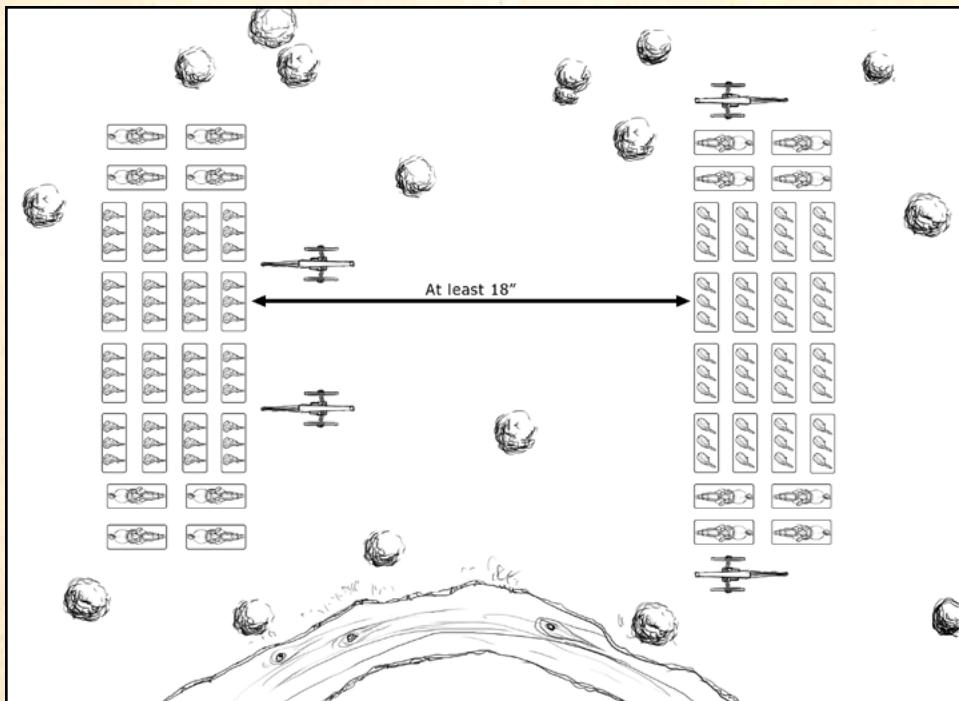
Situational Rules

The Royal Corps of Engineers has prepared a trap for the Samsut, one that could prove deadly for both sides. As soon as the Samsut forces enter the battlefield, they ignite a fire that quickly swells to enormous size thanks to strong winds. The winds sweep down into the battlefield valley, pushing the firestorm along. The Wildfire rule is in effect for the entire battle, or until it consumes the battlefield.

Victory Conditions

Victory conditions are identical for both forces: complete (100%) annihilation of the opposing force. Routed units that flee the battlefield count as casualties for the purpose of fulfilling victory conditions. If the forces are forced to flee the battlefield due to the wildfire, victory is determined by total Point Value killed or routed.

The following flowchart shows how to structure the series of battles we just described into a campaign.
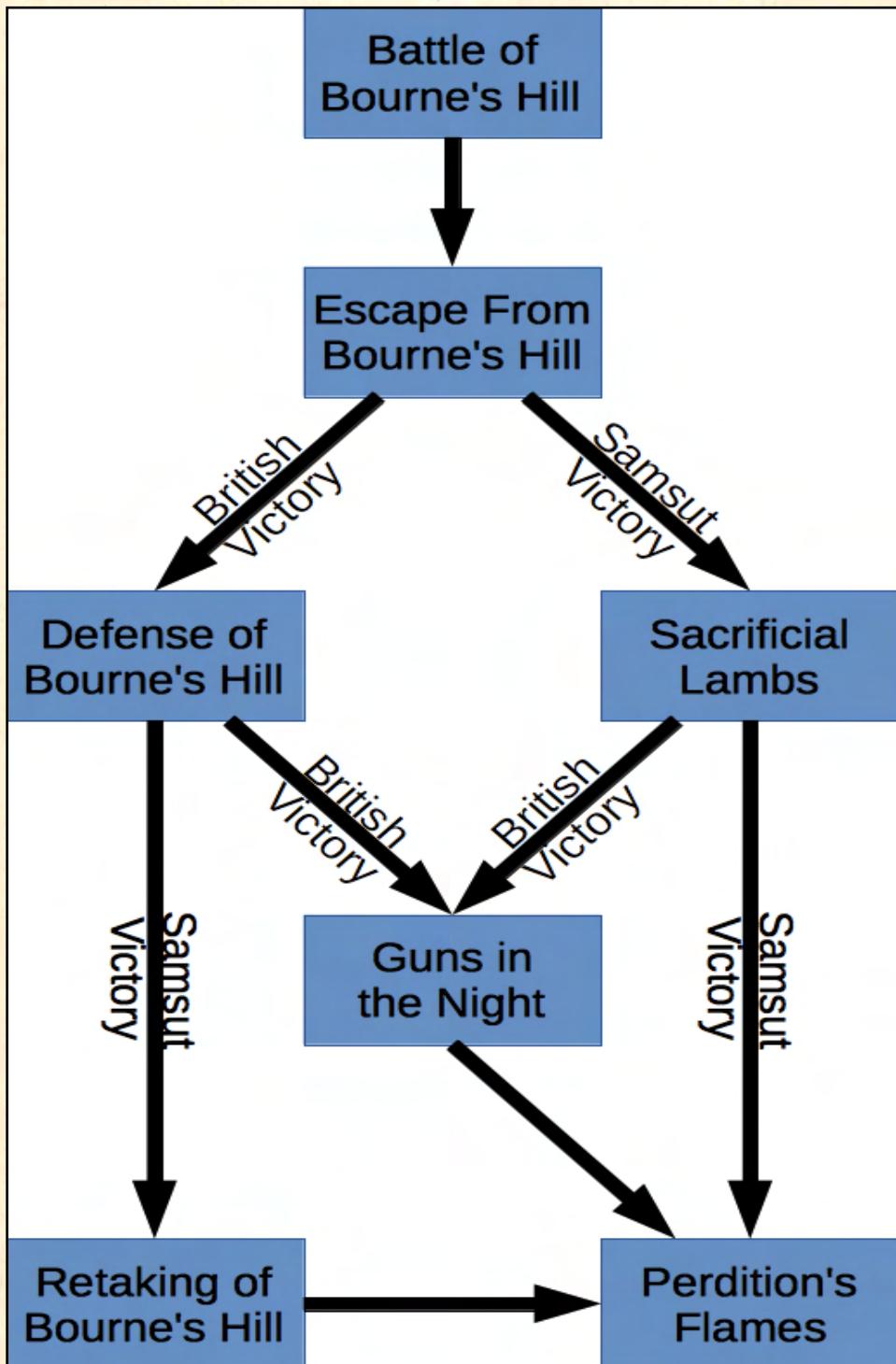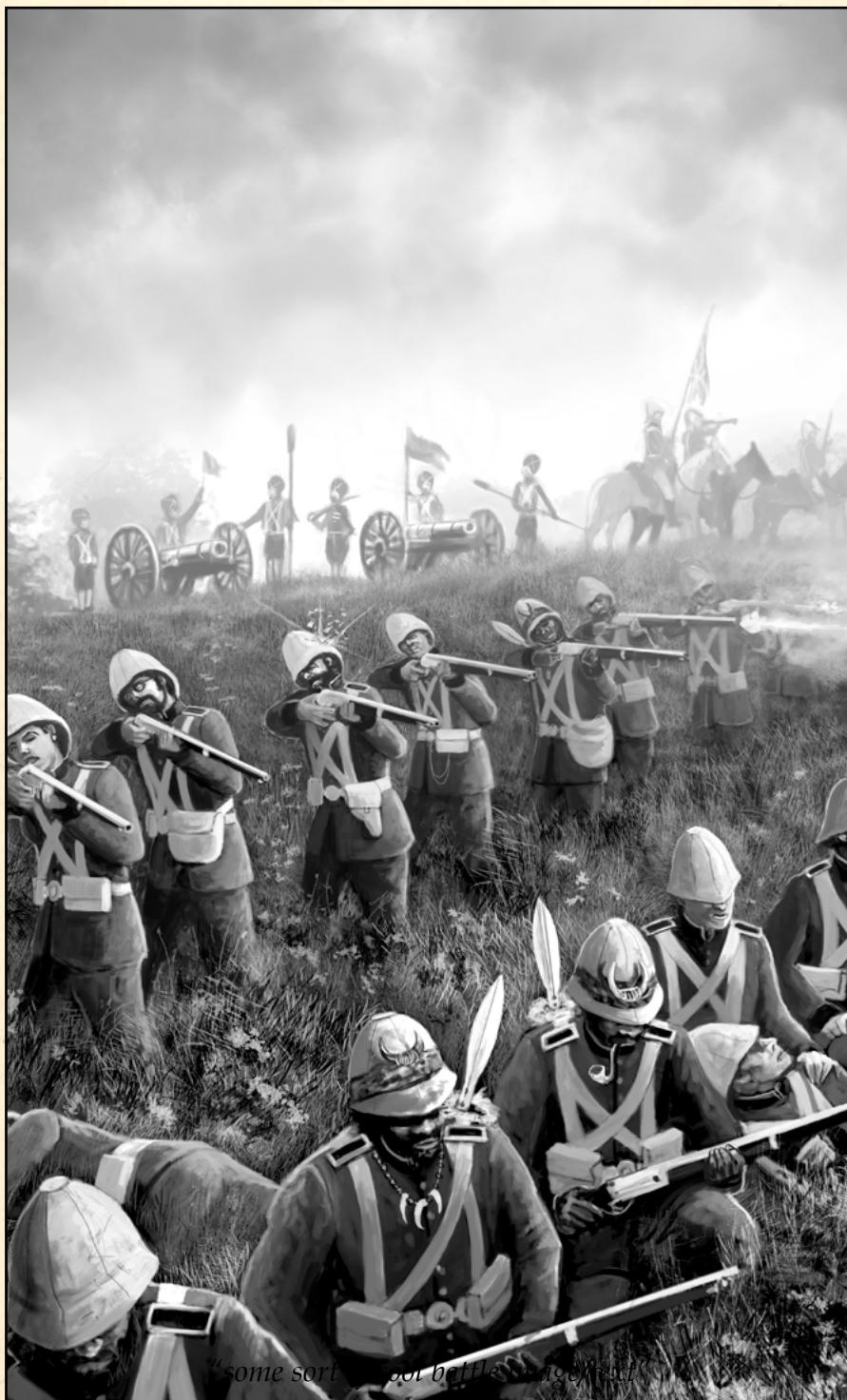
"some sort ... got battle ... ment"

BUILDING A FORCE

Concepts

Creating your own customized force starts with a concept, which helps determine the composition of the force. Such concepts could include forces that are primarily infantry, cavalry, or even artillery, or a force that is balanced with some of all unit types. We suggest you start out with a balanced force, one that contains a variety of unit types to handle various situations. A balanced force would have plenty of infantry units for small arms fire, melee ability, and taking objectives; some cavalry units for their speed and ability to break infantry, a commander appropriate to the size of the force with his or her own unit of soldiers, and a few artillery pieces to provide fire support. The Samsut lack battlefield artillery, but make up for it with their units of undead troops. Long ago, the Samsut had field artillery, but the energy consumption of the contra-gravity sleds led to its abandonment centuries ago. Some city-states are redeveloping this technology. See the *Samsut Force Book* for details.

Other concepts rely on one type of unit being the dominant, or only, one present in the force. A purely infantry force would not have speed, but would have an advantage in massed ranged fire and melee ability. A cavalry force would have the ability to cover ground quickly, and the advantage in melee against infantry units, but would lack firepower at range.

An artillery force would be fearsome at long range, but would be vulnerable to close range attacks with no other type of unit present to screen or protect it. Forces that concentrate on one unit type can be interesting to play, but tend to have weaknesses that can be exploited by a clever opponent.

The Force Books offer many more unit options for force building, including skirmish units, specialty infantry and cavalry units, artillery, and vehicles. They will add variety to your force and allow you to build exactly the type of force you want.

Force Size

Once you have an idea how you want to construct your force, you should decide on a Point Value. Some of the battle scenarios presented in this and other books assign a specific Point Value for forces, but others are flexible, allowing you and your opponent the freedom to set the size of the engagement.

For initial force construction, we recommend a Point Value of 4000 to 6000. This point range will allow you to construct a force of reasonable size without requiring enormous effort on your part. Once you're comfortable with the force building process, you'll find it easier to build large forces. We suggest building a core force in this point range, then create a selection of units on the side that can be slotted into the force as needed. You'll find this will greatly reduce the amount of work to do when getting prepared for a battle. If you want a truly "plug and play" modular force, then create stat blocks for each one of your units and print them onto cardstock. Cut them into individual cards and you'll be ready to go on short notice.

Units in a Force

The composition of a force can be anything the player wants, but there is merit to creating a balanced force. A balanced force can handle changing battlefield conditions easier than a force comprised primarily, or solely, of one unit type. For those wishing to build a balanced force, we offer the following guidelines, based on typical order of battle for both the British and Samsut. Other forces may have different orders; these will be covered in their respective force books.

A starting Point Value of 5000 points should allow you to field anywhere from 10 to 18 units. This is enough units to form a battle line, and develop tactics more sophisticated than simply running up to the opposing force and slugging it out. As you gain more experience playing and your collection grows, you can increase the Point Value.

British Guidelines

The following are our guidelines for building a balanced British force. You do not have to conform to these guidelines, except for commanders which are per standard rules.

Infantry units form the bulk of any British force, and include standard British soldiers, auxiliaries, and specialty troops like Shock Troops. While historically they would be comprised of all British soldiers, the reality is that there simply aren't enough men (or women) in the army to maintain forces on two worlds. The British army on the Gruv is a melting pot of various nationalities and comprised of both genders, although still separated by unit to keep soldiers with others of their kind. This isn't segregation – it's based purely on effectiveness. A Zulu soldier is going to be more comfortable and confident surrounded by other Zulus, and will perform better on the battlefield. This will change over time, but for now they remain separated. Standard infantry is three models to a stand, so unit sizes will be in increments of three, with 12 models to a unit being standard. There are no restrictions on infantry units, except for the overall force point total. Auxiliary and specialty units are covered in the *British Empire Force Book*.

Cavalry units serve a number of duties in battle. Their speed allows them to range around the battlefield faster than infantry. The combination of size and speed allows them to break infantry units with charges. Cavalry includes both British and auxiliary units. Cavalry is two models to a stand, so unit sizes will be in increments of two, with six models to a unit being standard. Each model will have two Hits. Cavalry comprises quite a bit less of the overall force than infantry; anywhere from one unit of cavalry to four or five units of infantry. The exception is when the entire force is cavalry.

Artillery is used to counter enemy artillery, attack units and positions at extreme range, and break close range units with devastating volleys of canister shot. Artillery doesn't have a Move score. While it doesn't have to stay in its initial placement for the entire battle, several turns are required to limber up a field piece to animals or a vehicle, move it at a reduced pace based on the Move of the animals or vehicle, and unlimber it so that it can be fired again. Some battles simply won't be long enough for this to happen.
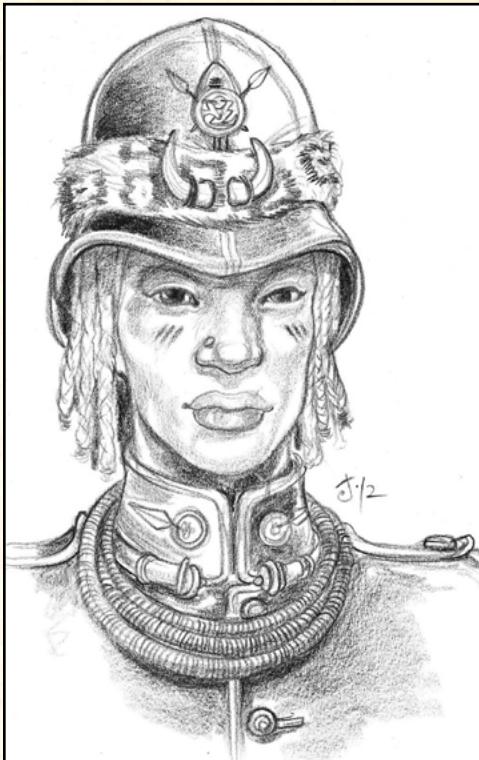
As a result, artillery must be placed carefully to maximize its usefulness. Artillery pieces are often fielded in multiples, referred to as batteries. One battery may be fielded per five units of any other type. A battery consists of one to three 3 or 7pdr cannons, one or two 9 pdr cannons, or one 12 pdr cannon. The 3 pdr cannon is covered in this book. Other field guns may be found in the *British Empire Force Book*.

Vehicles are a new addition to the British forces. The two vehicles currently approved for field use are the Self-propelled Mortar and the Assault Carrier. The mortar is usually positioned with long range artillery, while the Assault Carrier is used to break light fortifications and disgorge Shock Troops into close quarters with the enemy. Mainly due to short supply, only one is fielded per ten other units of any type. Both vehicles are detailed in the British Empire force book.

Commanders are attached to forces as per the standard rules (pg.57). More than one commander may be attached to the same unit, but they must be of different levels, and the highest level commander is used for all relevant checks.

Skirmish units may be fielded in addition to standard units. One skirmish unit may be fielded for every five infantry/cavalry units. Skirmish units are based two models per stand.

As you can see from these guidelines, a beginning force of twelve units could include eight infantry units, two cavalry units, and up to two batteries of artillery. The force could have up to six Level 2 commanders, and two Level 3 commanders, who could be attached to infantry or cavalry units as appropriate.

Samsut Guidelines

The following guidelines will help you build a balanced Samsut force. As with the British, conformation is not necessary except for commanders and number of undead units per commander.

Infantry units for the Samsut refer to units of living humans, either of the Ardite or Mushkenite caste. They are usually not in the majority, unlike typical infantry, but are even more important as skeleton units can't hold positions and zombie units are vulnerable to having their controller killed. Because of this, infantry still has a necessary place in the Samsut order of battle. This also includes specialty infantry such as sniper squads or special forces which are covered in the *Samsut Force Book*. There are no restrictions on infantry units.

Undead units are the mainstay of the Samsut forces and almost always comprise the majority of any Samsut force. While they are an infantry unit, their lack of intelligence and reason makes them ill-suited for any activity other than killing. Skeleton units are simply unleashed on the enemy and continue until destroyed. They never check morale, but can't do anything more than run at and attack a specified unit. Zombie units have a living human controller who can direct their movements, but without him they stop and do nothing, not even defend themselves against attack. Undead units have no restrictions except a minimum number based on the level of commander present. The table below shows the minimum for force composition, which is also the maximum controllable by the leader.

Samsut Command-Undead Ratio

Commander	Level	Undead Units
Waklum	2	2
Nesum	3	3
Abum	4	4
Sarrum	5	5

The minimum number of undead units is cumulative per highest level of commander present. If a Waklum (Level 2 commander) is the highest rank on the battlefield, there must be a minimum of two undead units in the force. If there is a Nesum (Level 3 commander) also present, making a cumulative level of 5, there must be a minimum of five undead units in the force.

Cavalry units for the Samsut are used much the same way they are by the British. Riding mounts hybridized from horses, they wield swords, lances, and rail carbines or pistols, depending on the unit. One cavalry unit is fielded per five units of any other type. The Samsut almost never field purely cavalry forces.

The Samsut don't field artillery by itself, only mounted on vehicles or fortifications. The light rail cannon is used on the Command Carrier, one each on the port and starboard sides, and is the equivalent of the British 3 pdr cannon. It has a shrapnel mode that mimics canister shot. The heavy rail cannon is mounted on fortifications such as outposts and city walls, and is not movable. It is the equivalent of the British 12 pdr cannon, and also has a shrapnel mode. As stated elsewhere, the Samsut are rethinking their artillery tactics in light of British strategy. See the Samsut force book for further details.

The Command Carrier and Glider are the two vehicles most frequently used on the battle-field. The Glider is launched from afar and circles the battlefield, dropping shrapnel bombs while remaining relatively safe at high altitude. The Command Carrier is used as a personal transport for the highest Samsut commander, protecting him and extending his command influence. Only one Command Carrier is assigned to a force, although multiple Gliders may be utilized – one per ten units is typical. Both vehicles are covered in the *Samsut Force Book*.

Skirmish units may be fielded in addition to standard units. One skirmish unit may be fielded for every 5 infantry/cavalry units.

Creating a New Model

The force lists presented in this book give players a good selection of troops with which to build a force. The expanded lists in the Force Books add even more unit options. However, you may have an idea for a unit that isn't covered in either the core rulebook or Force Books, and want to make a set of statistics for it so you can use it in your battles. This section will show you how to create statistics for new models, so you may field new units of your own creation on the battlefield. The first step is to have a firm concept in mind. Remember that no one model is supposed to do everything. Most have a particular purpose or area of focus. Once you have the concept down, you can move on to point calculation.

The Point Value for any given model is based on three factors: Mobility, Hit and Survival. These are added up to determine the Point Value of the model. Mobility factor includes all movement modes. Attack Factor includes melee and/or ranged abilities. Survival factor includes Save and Morale scores. Multiply the Point Value of the model by the number of models in the unit, and you have the point cost for the unit. Since models are typically on the battlefield in units, we'll be referring to units throughout this section.

Special Qualities also affect the point cost of the model. Movement-based special qualities are figured into the Mobility Factor. Other special qualities simply increase the final cost of the model by a certain percentage. If the model has any of the latter qualities, the Point Value of the model is increased by the listed percentage to obtain the final cost.

Mobility Factor

Mobility factor is simply a measure of how quickly the unit can move around the battlefield. It is the sum of the point costs of all movement modes available to the unit. Most units will have only a ground Move score, but some may have another movement type in addition, such as Flight or Swim.

A Move score is the walking movement rate for the unit in column formation. It is the base amount of distance in inches that the unit can move in a single turn, excepting special movement actions such as Run (pg.31). It takes into account weight of armor worn, Column formation modifier (pg.37), and any special quality that affects movement. Some of these qualities, such as Mob or Skirmisher, change the formation the unit uses, which alters the unit's Move score and final cost. Ground Move scores cost one point per inch of final movement.

Base Move scores by model type are: Human or human like 9", Horse or other mount 12", Skeleton 8", Zombie 7".

Movement Modifiers

Condition	Move reduction to Base Move
Column formation	-2"
Line formation	-4"
Unarmored	-0"
Light armor	-1"
Medium armor	-2"
Heavy armor	-3"
Superheavy armor	-4"

Example: A British infantry trooper begins with a base Move score of 9". This is modified by -2" for Column formation, and -1" for light armor. This gives a final Move score of 6, which costs 6 points. The model has no other movement types, so its Mobility Factor is 6.

A British light dragoon (cavalry) begins with a base Move score of 12" (that of the horse). This is modified by -2" for Column formation, and -1" for light armor (the horse is armored too!). This gives a final Move score of 9, which costs 9 points.

A skeleton begins with a base Move score of 8" The skeleton carries no gear, wears no armor, and has the Mob quality. The Mob quality locks the skeletons into an Unformed mob, which carries no Move penalty. The skeleton's final Move score is 8", which costs 8 points.

Alternate Movement Types

Some units will have models with an alternate form of movement, such as Flight, Glide, or Swim. In some cases, they will have only that form of movement, with no ground Move score. The point cost of the movement type is based on whether it is an additional movement type or the only type the unit possesses.

Flier

Fliers have a Flight Move score, sometimes in addition to a ground Move score. Due to the advantages conferred by Flight, cost is the same whether Flight is an additional movement type or the only movement type. Cost is equal to one point per inch of final Flight movement.

Glider

Gliders have a Glide Move. Due to the advantages of Glide Move, cost is the same whether Glide is the only movement type or an additional movement type. Cost is equal to one point per two inches of final Glide movement.

Swimmer

Creatures with the Swimmer special quality have a Swim Move. If the Swim Move is secondary to ground Move, then the cost is one point per two inches of final movement. If the unit has only a Swim Move, the cost is one point per inch of final movement.

Attack Factor

Attack Factor is the combination of point values from the ranged and melee weapons carried by a unit. The Ranged Weapon chart (pg.145) and Melee Weapon chart (pg.146) list Target Numbers for both types of weapons, as well as their point costs. Most units are armed with one ranged weapon and one melee weapon. The point values of both the ranged and melee weapons are added together to get the Attack Factor. If the unit has only one type of weapon, then that weapon's cost determines the Attack Factor. If the unit has more than one type of ranged or melee weapon, then only the most expensive of the weapons is counted. Units may carry multiple weapons of each type but carrying an additional ranged weapon counts as encumbrance. Melee weapons are a bit more complex. Those usually requiring two hands to use, pole arms for example, count as the equivalent of a ranged weapon. Those normally used with one hand, such as a sword or revolver, can be carried in pairs with no penalty. Carrying three or more once again counts as encumbrance. As only one ranged attack or one melee attack may normally be made per turn, only the point cost of the most expensive weapon is counted towards the cost of the unit. Always consider that there may be other game factors that limit the quantity of material carried by any given unit.

Example: The British infantry trooper carries a Martini-Henry rifle as a ranged weapon, which is 14 points. He fights with a fixed bayonet as the melee weapon, which is 5 points. This gives the model an Attack Factor of 19, the sum of both weapons' point costs.

The British light dragoon carries a Martini-Henry carbine and saber into battle. The carbine costs 11 points, and the saber costs 5 points. The cavalryman's Attack Factor is 16.

The skeleton carries no ranged weapon, and a sword which costs 5 points. The skeleton's Attack Factor is 5.

Survival Factor

Survival Factor is a combination of two values: the model's Save score and Morale score. The point costs of both scores are listed below. Some models have a split Save score due to armor, worn or natural. When this is the case, the model pays for the best (most expensive) Save score.

Mounted models will usually have a Save score one point better than the same model on foot. Base save scores are as follows: Human 8, Ardite Skeleton 7, Ardite Zombie 7, and Amelite 6. Special creatures may have even lower Save scores.

Save Score

Save Score	Point Cost
10	0
9	1
8	2
7	3
6	5
5	7
4	10
3	13
2	17

Morale Score

Morale Score	Name	Point Cost
10	Conscript/Levy	-3
9	Militia	-1
8	Regular	0
7	Regular	1
6	Regular	2
5	Veteran	4
4	Veteran	6
3	Elite	9
2	Elite	12
1	Guard	16
0	Special	21

Armor protects a model in melee by lowering its Save score, but reduces its Move score as a trade-off.

Armor Save and Move Modfiers

Armor	Description	Save modifier	Move penalty
Unarmored	Clothing only	+1	-0"
Light	Heavy cloth, leather armor	-0	-1"
Medium	Brigandine, scale armor	-1	-2"
Heavy	Coat of plates, maille armor	-2	-3"
Superheavy	Plate armor	-3	-4"

Armor is only protection against hand-held weapons. Thus a unit may have a Save score versus ranged weapons and a Save score versus handheld or powered weapons in melee. Units attacked by gun powder or rail gun weapons in melee, such as shot guns and revolvers, do not receive any armor bonus for this Save.

A shield serves to protect a model in melee, but prohibits the model from using a two-handed weapon, including two-handed swords, halberds, bows, crossbows, rifles, or carbines. Such a weapon may be carried, but the shield must be discarded to use it (pg.33), and once discarded may not be retrieved. A shield grants a -1 Save bonus to a model.

Example: The British infantry trooper has a Save score of 8 for both ranged and melee, and a Morale score of 8 (Regular). A Save score of 8 costs 2 points, and a Morale score of 8 costs 0 points. The model's Survival Factor is 2.

The British light dragoon has a Save score of 7 for both ranged and melee (thanks to his tough horse), and a Morale score of 4. The Save cost is 5 and the Morale cost is 6, making the model's Survival Factor 11.

The skeleton has a Save score of 7 for ranged and melee, which costs 3 points. It has a Morale score of 0, which costs 21 points. The skeleton's Survival Factor is 24.

Once all three factors, Mobility, Hit, and Survival have been figured, add them together to obtain the point cost of the model. If the model has any special qualities, increase the point cost by the percentage indicated to obtain the final point cost.

Number of Hits

Number of Hits also factor into the cost of the model, but only after the base three factors – Mobility, Attack, and Survival – have been totaled. Most models will have only one Hit. However, some models, such as commanders, cavalry, or large monsters, have multiple Hits per model. When this is the case, multiply the point cost by the number of Hits to find the total point cost of the model.

All multi-hit models gain one attack per Hit they possess in each combat phase. This is figured into the point cost. All normal Cavalry are considered two Hit models. Leaders have a number of Hits equal to their level. Monsters and other special beasts can have multiple Hits.

When the final cost of the model has been determined, multiply by the number of models in the unit to obtain the unit point cost.

Example: Our British infantry trooper has a Mobility Factor of 6, Attack Factor of 19, and Survival Factor of 2. The total point cost of the model is 6+19+2=27 points. Infantry stands hold three models, so units will be formed in increments of three. A typical unit size is 12, so a unit of these infantrymen would cost 324 points.

A British light dragoon has a Mobility Factor of 9, Attack Factor of 16, and Survival Factor of 11. This gives him a base point cost of 36. However, since he is Cavalry, he has two hits.. Therefore his base point cost is multiplied by 2, for a final point cost of 72. A typical unit of six cavalryman would cost 432 points.

The skeleton has a Mobility Factor of 8, Attack Factor of 5, and Survival Factor of 24. This gives the model a point cost of 37. A unit of 12 skeletons would cost 444 points.

Special Qualities

A special quality is an ability a unit has that sets it apart from other units. The ability could be due to training, cultural influence, or even physiology of the species. The special qualities used in *1879* are as follows.

Ambush

Ambush is a unit's ability to move about unseen until they appear in an advantageous position to attack. In game terms, a unit with Ambush may be held until all other units are placed on the battlefield. When all units without Ambush have been placed on the battlefield, then the player(s) with Ambush units may place them. Being able to place the unit after the opposing force has set up is a large tactical advantage if played right. The Ambush unit may be placed

anywhere on the battlefield not specifically prohibited by the scenario, so long as they are at least 12" from the nearest enemy unit. You'll find more about setup and deployment under Battlefield Setup (pg.28).

Controlled

A unit with the Controlled quality consists of mindless automatons that must be directed by a separate model called a controller. A Controlled unit acts just like a normal unit as long as the controller is alive. If the controller is killed, the unit can no longer take actions in the game, including defending itself. The unit uses the controller's Morale for all morale checks.

Controller

This quality is assigned to single models. This model is considered a controller when it is part of a unit with the Controlled quality. A commander model with this quality can be a controller for all Controlled units within its command radius (pg.57).

Fast

A Fast unit has a higher Move score than normal. The additional Move is indicated with the Fast quality and is already calculated into the unit's Move score.

Fierce

A Fierce unit is adept at charging into melee at first opportunity. The unit gains a -1 TN bonus to the morale check made when beginning a charge.

Flier

A unit with the Flier quality can fly above the battlefield, allowing it to avoid terrain obstacles. A flier has a Flight Move listed in inches, and an altitude level, usually expressed as zero to four, with zero being ground level. Elevation levels (pg.65) for hills are the same as altitude levels. The flier can ascend altitude levels by paying an extra inch of Move per level of altitude. There is no cost to descend altitude levels, and the flier gains +2" to its Move for that turn only. A flier cannot pass movement in the Movement phase unless it also has the Hover ability. A flier cannot be attacked in the Melee phase unless its altitude is zero, or it makes stand contact with an enemy unit at its altitude, such as another Flier or a unit on an elevation of the same level. A flier may be attacked in the Ranged Fire phase, with each difference in altitude level adding +1 to

the final Target Number. If the flier has a ranged weapon, it may attack in the Ranged Fire phase using the same altitude penalties, unless otherwise noted in the unit description.

Altitude Change Example: A flier with a Flight Move of 8", at Altitude level 2, wants to ascend to Altitude level 4 as part of its movement. Changing altitude level costs one inch of Move per level, so the flier must spend 2" on altitude change. This leaves the flier with 6" of Move for flying over the battlefield that turn.

Ranged Fire Example: A ground level unit (Altitude level 0) fires on a flier at Altitude level 2. Their final ranged Target Number is modified by +2. Another unit on a hill at Elevation level 1 fires on the flier at Altitude level 2. Their final ranged TN is modified by +1.

Glider

A unit with the Glider quality functions similar to a Flier unit, with one important difference. A glider can only decrease altitude, never increase, and automatically decreases altitude by one level every two full game turns. A glider cannot have the Hover ability. Otherwise, the glider follows all the same rules as a Flier.

Mob

A unit with the Mob quality is an unthinking horde or swarm. The unit is always Unformed (pg.39) and may not assume any other formation. The only actions a Mob unit can perform are move, run, or charge in the Movement phase, and attack in the Melee phase. However, they do not suffer any penalties for acting while Unformed. The player may also pass during the Movement phase.

Mounted

The models for this type of unit consist of a rider and an animal of some kind (horse, dinosaur, &c.). Each model gains one additional Hit that represents the mount. Mount and rider are considered together in the stat block. Both Hits must be lost to remove a model. Hits must be applied completely to one model before applying Hits to additional models. A Mounted model's Save score is typically one better than normal, to reflect the added Hit capacity of the mount.

Example: A unit of British cavalry takes five hits from enemy attacks. Each model has two Hits. The player must allocate two Hits to a model, thus removing it, before allocating further Hits. In this case, the player would allocate two Hits to two different models, removing them both, and the remaining one Hit to a third model, marking it with a token.

Natural Armor

The unit is made up of creatures that have natural armor, like leathery skin, tough hide, or bony plates. The unit has the equivalent of a particular kind of armor, but without the associated Move penalty. The unit's stat block will list the natural armor equivalent.

Skirmisher

This unit may act as a Skirmish unit (pg.61).

Swimmer

A unit with the Swimmer quality may move quickly and easily through shallow or deep water (pg.66). The unit will have a Swim Move listed, either solely or in addition to ground Move, and may move at this speed when in water. The unit may remain in formation while swimming, doesn't have to make a Morale check while in deep water, and may fight normally in melee in deep water. Swimmers in deep water may not participate in the Ranged Fire phase. This ability is present in creatures adapted to living in water, such as Saurids.

Tenacious

This unit has a better morale than normal in the flurry of melee. A Tenacious unit gains a -2 TN bonus to Morale checks that result from casualties in the Melee phase.

Unnerving

An Unnerving unit is terrifying to face in melee combat. Whether it's their appearance, savage war cries, or the weapons they wield, an Unnerving unit is more likely to break the will of the unit they fight. When a unit makes a Morale check from casualties resulting from a melee with an Unnerving unit, that unit suffers an additional +1 Target Number penalty to the check.

Special Quality Point Costs

A special quality grants the unit an advantage of some kind, which increases the cost of the model, and thereby the unit. If the quality modifies a factor directly, like Aquatic or Flier, then the cost is figured by the preceding rules. If the quality grants something not directly linked to a statistic or factor, then the cost of the model increases by the percentage given. Any such model would have the final point cost multiplied by the percentage increase of the special quality to obtain the model's final point cost. The table below shows the qualities, their percentage cost increase, and a simple multiplier to use to figure the final point cost. When multiplying, round the result up.

Special Quality Point Cost

Special Quality	Cost Increase	Multiplier
Ambush	20%	x1.20
Fierce	10%	x1.10
Natural Armor		
-Light equivalent	5%	x1.05
-Medium equivalent	10%	x1.10
-Heavy equivalent	15%	x1.15
-Superheavy equivalent	20%	x1.20
Tenacious	10%	x1.10
Unnerving	10%	x1.10

The qualities Fast, Flier, Glider, and Swimmer are accounted for in the Mobility Factor, and so aren't listed here. Mounted grants an additional Hit, so it is treated like any other multi-hit model. The qualities Controlled, Controller, Mob, and Skirmish are self-balancing and so incur no additional cost to the model.
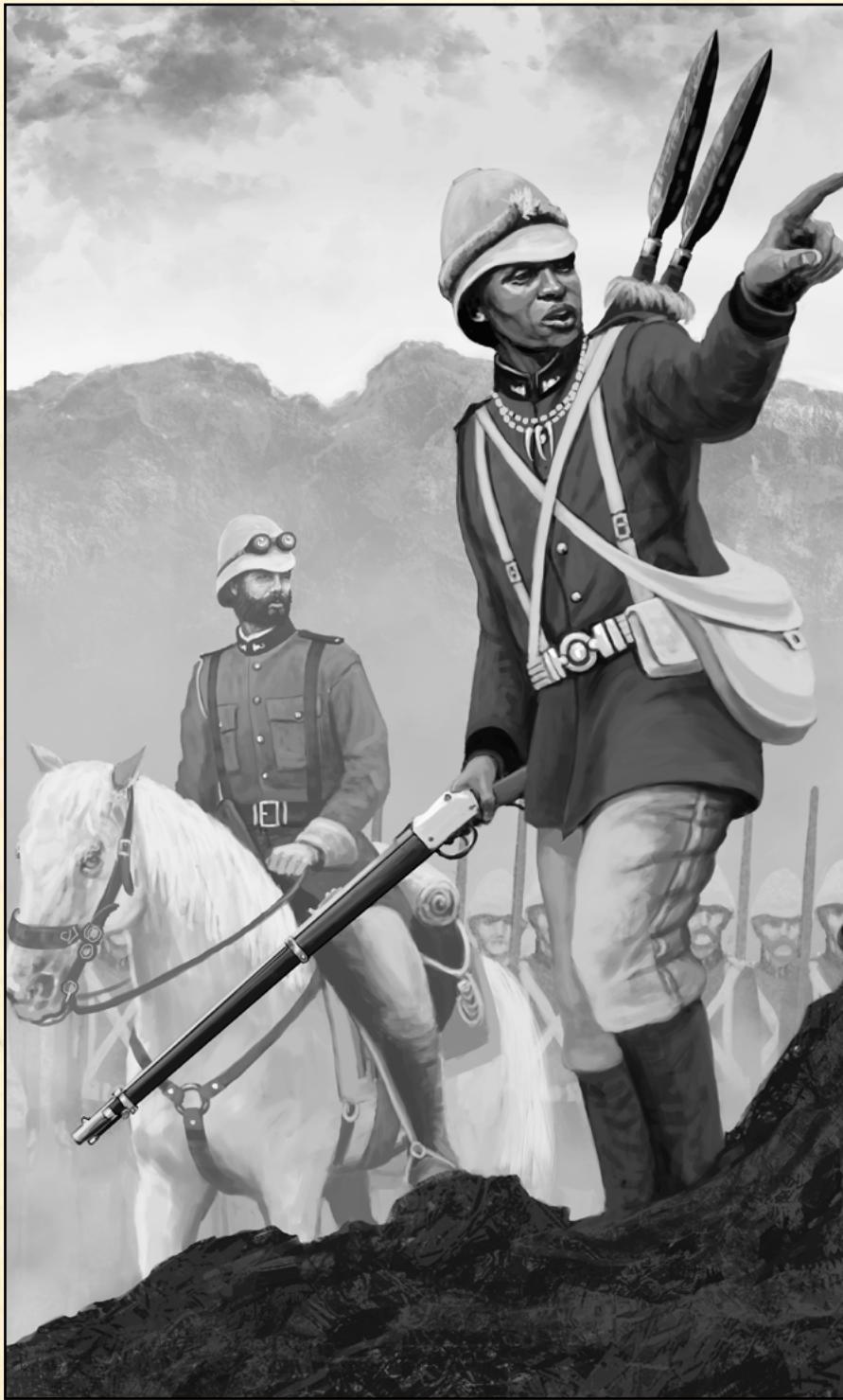
FORCES OF THE BRITISH EMPIRE

History Of The British Army

Since the Napoleonic Wars, the British Army has a worldwide (except perhaps in Prussia) reputation for fielding the best soldiers in the world. Their reputation for courage and fighting ability survived the Crimean War of 1854-55 intact, but the reputation of their officers, their equipment, and their strategic and tactical structures suffered greatly. The Charge of the Light Brigade was not the only glorious blunder committed by the British Army during that bloody, messy, and ultimately futile exercise.

In 1870, the British Army was reorganized with the establishment of localized regiments. New battalions were organized with a new enlistment period of six years in the regular army and six years in the reserves. This was a marked contrast to the twelve year enlistments of the past. Moreover, floggings for offenses committed when not in battle were banned and officers, for the most part, were compelled to share the rations and accommodations of the men they led.

The British Army found itself faced with two crises in 1877. It was still undergoing the intense overhaul described above in almost every facet of its operation, and suddenly it had a whole new land to explore and police, much as it was already doing in the Empire where the Sun never set.

Deploying to the New Land

The discovery of a whole new world to explore and colonize presented the General Staff with a quandary. The Army was already spread all over the original globe. There simply wasn't enough manpower to cover the assignments.

Formerly, regiments were virtually identical to battalions. In 1870, the Army began to reorganize into regiments consisting of two battalions. Under the new organization scheme, one battalion was assigned to field duty in a distant part of the Empire, while the other stayed in England recruiting and training, and available as a defensive force if England should be invaded. When most of the enlistments of the deployed battalion were nearing their end, that battalion would return to its home base and the other battalion would be deployed. The cadre of the new home battalion, consisting of officers, NCOs, and soldiers who had extended their enlistments, would recruit more men from the locality both for their own ranks and to be sent as replacements to the away battalion.

When the Rabbit Hole opened, this reorganization had been extended to only about 100 infantry regiments. Other infantry regiments and cavalry still consisted of just one battalion, and were in the process of either creating their second battalion or being merged into regiments with other singleton battalions. At that point, demand for troops throughout the Empire was so intense that there were already cases where both battalions of a regiment were deployed at the same time.

Several regiments have extended their rosters to include a third battalion dedicated to the Grosvenor Land. These battalions are intended to serve their entire enlistments on the far side of the Rabbit Hole. When the regular army enlistment is over, the reserve troops will settle in a town (or create a new settlement), and the cadre of regulars who retain their enlistment will split up, part staying in the Gruv to recruit more enlistees and train them, and part returning to England to recruit there and ship the recruits over to the Gruv for training. Thus far, only a few recruiting battalions have been formed in England. Not enough time has passed to implement the process in the Gruv.

Probably the most controversial expansion of the British Army has been the extension of enlistment to women. Without the support of Queen Victoria and Prince Albert, it probably would not have happened. The monarchs saw that opening a whole new world to Imperial expansion called for drastic measures, and a royal decree was issued stating that the British Army welcomed female persons to its ranks.

The General Staff has held onto the regular physical requirements for all recruits, but has found that standards that allow semi-consumptive male day laborers from the slums of London admission into the ranks cannot keep out women who have done farm or factory work since childhood. A few ladies from the upper class and aristocracy have even provien themselves capable, and won admission to Sandhurst Academy for officer training. A few have even won field commissions. Most female officers thus far have taken staff positions rather than line commands, but there are exceptions which may become the rule.

Just how the women have been integrated into the fighting forces has been left to the colonels in command of the regiments. Some have segregated male and female companies, all of them commanded by men. Others have fully integrated women into each company, including in the command structure. A few regiments have managed to avoid enlisting any women due to very active recruiting of men in their recruitment areas.

Extending the Empire

A long range plan was developed, making use of the principle of the carrot and the stick. The Imperial Army was already being supplemented by native troops like the sepoys of India and Natal Native Horse of the Cape Confederation in South Africa. Regiments of these auxiliary troops would be regularized for duty in the Gruv, being offered the same enlistment bonus that Regular Army soldiers received. It was deemed unlikely that a large proportion of these auxiliaries would initially take up the offer. After all, few of them had any reason to believe that such a new country even existed. It was just another White Man's Fable, but once the veterans returned and described the new land to their friends and neighbors, it was hoped that their tales would attract settlers from all the ends of the Empire. With luck, most of the time and expense of transferring these populations could be handled by the potential settlers themselves, with a bit of assistance from the Empire.

In southern Africa, the plan has worked beyond all expectations. In early 1878, the Zulu King Nbomani took the initiative by ordering Prince Dabulamanzi KaMpande to take his entire ikhanda (essentially the equivalent of an army corps) and its supporting villages through the Rabbit Hole. Besides the Africans, recent additions to the regularized colonial troops include a Gurkha regiment from Nepal, made up mostly of transfers from the six extant British Indian Army Gurkha regiments, and a regiment-strength brigade of sepoys from India, including both infantry and cavalry. A regiment of Maori warriors from New Zealand has also been recruited.

Expanding the Mission

When the Saurids were contacted, the mission expanded a bit. Some of their tribes proved friendly, and were even recruited as auxiliaries, just like the sepoys and other Imperial auxiliaries. Adapting the uniforms to tails was something of a challenge, but the clothiers of the Gruv were up to the task. The Saurids did not inhabit the entire territory, or even a very large percentage of it, so plans for continuation of the colonization were modified slightly to avoid unnecessary friction with the natives. Since some of the Saurid tribes were not particularly friendly, the colonial troops had to go on more of a patrol and policing footing, ready to fight to protect the settlers' plantations and new towns just as they would elsewhere in the Empire. The Saurids proved relatively unorganized and primitive in their technology, but brave and cunning, like many of the primitive tribes Imperial forces have dealt with in the deserts and jungles of Earth.

Order of Battle

When assembling a force of greater than one regiment strength, the regiments are attached to one or more brigades. The brigade is a collection of two to four regiments formed for a particular task. A minor rank general or senior colonel is usually put in charge of a brigade, giving rise to the rank of "brigadier." Generally a brigade consists of regiments of either infantry or cavalry, plus one or more batteries of artillery. Combined arms brigades of both infantry and cavalry are not unknown.

Infantry

The basic building block of the British Army is the infantry battalion. Under the recent reorganization of the Army, two battalions form a regiment, but the two battalions are rarely in the same place at the same time. Under the basic doctrine of the British Army established by the Caldwell Reforms of 1870, one battalion is home recruiting and training while the other is on duty somewhere in the far-ranging Empire. Each regiment has a number and is also generally referred to by the district that has deployed it. Individual battalions within a regiment are referred to as 1st or 2nd Battalions, and are generally designated in orders and dispatches as, for instance, 1/24 for 1st Battalion, 24th Regiment (Warwickshires), or 2/3 for 2nd Battalion, 3rd Regiment (Kents).

Each battalion is divided into eight companies of 107 enlisted troops and three officers. Each company has an alphabetical designation. Some battalions adopt names for the companies with a first initial of their designation (such as Alpha or Able or Adam for Company A), but this is not official policy. A single letter is much easier and quicker to write in a report. Due to the usual toll of accidents, disease, and casualties, as well as the occasional desertion, companies are rarely up to their full roster.

Cavalry

The basic organization of British Army cavalry is the regiment. The regiment is divided into four squadrons of 120 privates, 22 NCOs (including four artificers and two trumpeters) and six officers. Ideally, the Headquarters staff brings the total of the regiment up to 653 men. Again, this ideal is rarely realized, with various accidents and diseases of the horses adding to the casualty list. A cavalry regiment is about the size of an infantry battalion – unless you count the horses. Individual squadrons have number designations, and may be further divided into troops of 20 with alphabetical designations.

Artillery

Artillery units are organized in batteries, frequently of just two or four guns. Individual batteries are attached to brigades, and then further assigned to regiments if more division is needed. The number of men in a battery depends on the size of the gun and the transportation needed to carry it. The roster of a battery might consist of more drayers than gunners, depending on the stock and carriages needed to convey the guns to their designated position. Alternately, some batteries might depend on civilian drayers, depending on the assignment.

Wagon Train

A relatively new innovation in British Army organization has been the addition of baggage wagons. The drayers and handlers of the wagons report to the quartermaster, who is on the regimental commander's staff. The wagons carry rations, extra ammunition, cooking and camping supplies. On long marches where the infantry is not expected to part company with the train, it also carries their packs. The wagons are normally pulled by teams of dray horses or oxen, although garnickeys and other Gruv beasts of burden have been adopted by a few handlers, often by field expedient.

Command

The overall command of all units, from battalions to regiments to brigades to a corps or an army, generally consists of a commander, his adjutant, and his staff. Each staff officer has a particular specialty such as strategic and tactical planning, logistics, native relations, or liaison with other units, with all staff handling other jobs as they arise. The number of staff members and their specialties vary between units. General officers usually have escorts, often detached companies from a regiment (usually cavalry) under their command. Medical detachments are generally under the authority of the central command organization.

Deployment to Grosvenor Land

Initially, with the establishment of Fort Alice, the Army sent two infantry battalions to safeguard the settlers and perform initial exploration. These units were the 1/21 (First Battalion, 21st Regiment of Foot, Royal Scots Fusiliers) and the 1/19 (First Battalion, 19th Regiment of Foot, Prince of Wales Own Regiment of Foot). With them were dispatched two squadrons of the 17th Lancers (Duke of Cambridge's Own), three batteries of seven-pounder (7pdr) Horse Artillery, two batteries of 12pdr cannon meant for defense of the Fort, and two companies of the Royal Engineers. The brigade was put under the command of Brigadier General Nicholas Lethbridge-Stewart, and named the 1st Grosvenor Colonial Brigade.

This brigade largely consisted of units that had been confined to England since the Napoleonic Wars and had very little colonial experience. With the discovery of the Saurid natives, it was felt that some units with recent colonial experience would be of better use in keeping the peace between the British colonials and the newly discovered natives. Three new brigades were hastily assembled.

The 1st Grosvenor Cavalry Brigade consisted of the remaining two squadrons of the 17th Lancers and transferred to itself the nominal command of the squadrons sent with the first brigade, though those squadrons initially kept their original dispositions. Two other cavalry regiments were included, the 11th Hussars (Prince Albert's Own) and the 7th Queen's Own Hussars. Two batteries of 7pdr Horse Artillery were attached to the Brigade.

The 2nd Grosvenor Colonial Brigade consists of the 1/4, 1st Battalion of the 4th King's Own Royal Lancaster Regiment, the 26th Regiment of Foot (the Cameronians, a single battalion regiment), the 36th Herefordshire Regiment of Foot (another single battalion regiment), and the 32nd Regiment of Foot (Cornwall Light Infantry, yet another single battalion regiment). The Lancasters had seen extensive service in Africa and Australia and in the Crimean War. The other three regiments had only recently returned to England after extensive tours in India. Four batteries of 9pdr field cannon were attached to the brigade as well as three companies of engineers to develop the necessary roads, bridges, and fortifications to protect the colonists from possible native attacks. Of course, most of these units had just suffered a large turnover in troops as soldiers had reached the end of their enlistments. However, their cadres provide a firm basis of experience to season the Other Ranks.

The 3rd Imperial Brigade consists entirely of regiments brought in from other parts of the Empire. It consists of four infantry regiments and one cavalry regiment. It is the largest brigade because entire villages from their home countries were also transported to the new world to act as support (including future recruitment) for the soldiers. The regiments each have two battalions, both of which have been sent to the Grosvenor Land. In each case, the first battalion is in full service and the second battalion is quartered at their supporting colonial village(s) training and recruiting. The five regiments are made up of transfers from their former regiments, so they have gained new designations in the new world.

The regiments include:
- 1st Imperial Zulu Regiment
- 2nd Imperial Gurkha Regiment
- 3rd Imperial Sepoy Regiment
- 4th Imperial Maori Regiment
- 5th Imperial Bengali Lancers (which for administrative purposes includes two squadrons of the Natal Light Horse from South Africa)

Equipment and Weapons

Standard Gear

A regular infantryman of the British Army used to carry all of his worldly possessions around in a 60 pound (or more) pack that, among other things, drastically reduced his ability to cover ground. Ten miles a day was considered a lightning advance. Fortunately for the soldiers confronting the unpaved vastness of the Gruv, recent innovations in policy and materiel have reduced that load to 40 pounds, and supplied a baggage train that packs can be stored on for long marches when the infantry is not expected to be separated from its baggage train, or is swinging into battle and has time to deposit belongings in the laager.

Special Equipment

Gehrlaus Ammunition

The new rocket-assisted ammunition gets its name from its inventor, Gyro Gehrlaus, and is also known as Gyrocket rounds. Under the official name, Thunderbolt ammunition (so called for the distinctive whip and bang the bullets make when the rockets fire), it is being supplied to special forces who are

expected to need its longer range and improved accuracy. Soldiers equipped with Gehrlaus ammunition have fewer rounds due to the size and expense of the ammunition. For the most part, forces using this ammunition are specialists who are unlikely to have the same need for extensive ammo loads that line troops do.
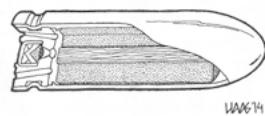
Gehrlaus ammunition is also being supplied to designated cavalry and command units as .476 pistol ammunition.

Miasma Masks

The nauseating miasma surrounding the zombie troops of the Samsut has significantly impaired operations. While it is possible to grow accustomed to the effluvia, as evidenced by the living Samsut warriors who don't seem particularly bothered by the stink of their reanimated co-combatants, the British Army has no inclination to station its troops in charnel houses to get them used to this byproduct of the struggle.
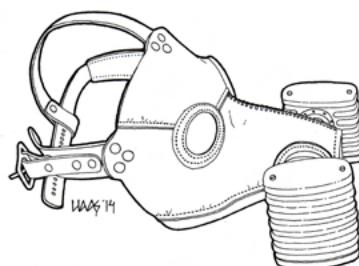
Instead, Prince Albert's scientists have developed the Miasma Mask. Absorbent materials in the nose and mouthpiece filter out the noxious scents and leave the wearer able to function normally in face-to-face combat with zombie foes. The masks have also proven useful when dealing with some of the exotic plants of the Gruv, and in fighting fires. The manufacturers are finding excellent customers in the fire departments of England, the Empire, and even foreign fire fighting establishments.

Problems of the mask include a narrowed range of vision, goggle lenses that can be obscured by scratches and dirt unless carefully maintained, and weight issues (the masks are about three pounds of metal, canvas, absorbent material, and glass). As well, the masks must be removed on the quick march to allow the wearer to breathe well enough to keep up the pace.

Longarms

Martini-Henry Mk-II rifle

The Mark I Martini-Henry was introduced in 1870. It is a breech-loading single shot rifle with excellent accuracy out to 300 yards and a maximum effective range of about 500 yards. A sharpshooter can hit targets out to 1000 yards. It is being replaced with the Mark II rifle. All units sent through the Rabbit Hole are being equipped with the Mark II model, which is slightly more efficient and easier to use. The cartridge is a .577/.45 caliber Boxer-Henry type. It has a pronounced recoil and with frequent use the barrel becomes hot and fouled, which increases the recoil. Sergeants and above have sword bayonets that can be used on or off the gun. Lower ranks have socket bayonets which have to be used with the rifle.

Martini-Henry cavalry carbine

The Martini-Henry cavalry carbine is a shorter, lighter version of the infantry weapon. It does not have the long range accuracy of the original, but the accuracy is sufficient for the close combat techniques of cavalry units.
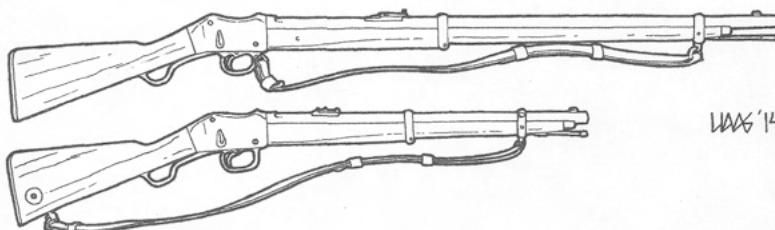
Sidearms

Enfield Mk-I revolver

The Enfield revolver is a self-extracting six shot revolver issued to officers and some cavalrymen. It fires a .476 cartridge and is considered to be somewhat underpowered against determined opponents, such as zombies and some of the animals that roam the forests and plains of the Gruv. It can be used with Gehrlaus ammunition, which extends its range and accuracy.

Hand Weapons

Bayonet

As stated above, there are two different bayonets in use. Sergeants and officers are supplied with a sword-bayonet which can be affixed to the socket of a Martini-Henry rifle, or used independently as a regular sword. The lower ranks are equipped with the socket bayonet, which has no grip and must be affixed to the socket provided on the rifle's barrel to give the soldier a useful spear. The bayonet is a sturdy blade, and its weight can be tiresome to a trooper trying to maintain sustained fire with a nine-pound rifle in an established position, but troops going into a situation that could devolve into a hand-to-hand melee at a moment's notice are generally ordered to "fix bayonets" as they go into action. At full thrust, a soldier can extend his reach about five feet.
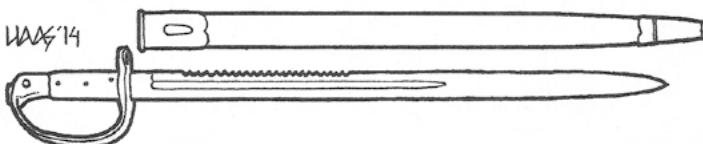
Lance

The lance used by the light cavalry of the British Army is a nine foot bamboo shaft with a steel point. It is light and intended to skewer unarmored enemies, preferably ones that are running away from the user. The sight of a mass of horsemen (and horses) racing forward with a forest of shining points in front can be daunting. Generally, a lance is used once and then abandoned, while the lancer draws his sword and continues the pursuit.

Ranged Weapons

Weapon	Point Cost	Target Number by Range in Inches																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Martini-Henry rifle Mark II	14	6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10
Martini-Henry rifle, Gehrlaus rounds	16	-	-	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10
Martini-Henry cavalry carbine Mark I	11	6	6	7	7	7	8	8	8	9	9	9	10	10	10	-	-	-	-
Enfield revolver Mark I	6	6	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-
Enfield revolver, Gehrlaus rounds	7	-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Saber/Sword

Swords used by the Army's officers sometimes differ by regiment or individual preference, depending on the rank and influence of the wearer. Swords issued to cavalrymen are the 1864 pattern swords, a 35" curved blade with a saber grip. They are somewhat blade heavy, but deadly in the hands of a competent user on horseback.
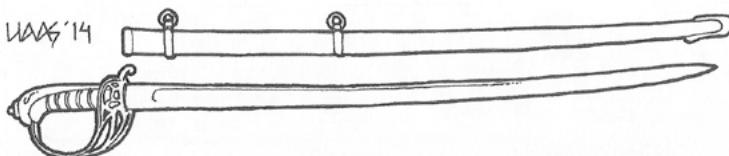
The bayonet swords issued to Sergeants and above in the infantry are about 30" long and better balanced for hand-to-hand fighting on foot.
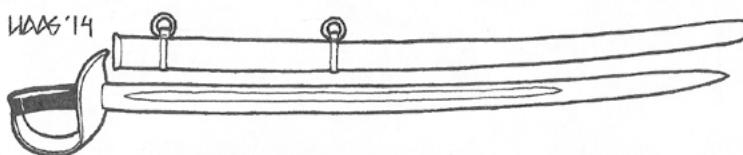
Melee Weapons

Weapon	Point Cost	Target Number
Unarmed	0	10
Saber	5	6
Sword	5	6
Fixed Bayonet	5	6
Lance	7	4

Strategy and Tactics

Infantry

From the time when the musket drove the crossbow and pike from the battlefield, the object of infantry has been to line up in such a way that the most weapons can hit the most enemy with one volley of fire.

Formations and Firing Lines

In the days of the Brown Bess musket, the object was to advance your line to within about 50 yards of the enemy, discharge all of your smooth bore weapons in one or two volleys, then fix bayonets and charge. To achieve this, the troops were drilled in marching and changing direction of march so to facilitate the approach. They were also drilled in holding formations in open fields wearing gaudy uniforms that made them easy to distinguish by generals sitting on horseback on a nearby hill. This derived from the essential inaccuracy of the musket. In theory, the losses brought about by massing all the men in a large group would be offset by the effect of their fire on the mass of troops facing them. This held true through the Napoleonic Wars.

In the modern (*1879*) era of breech loading rifles with a range extending out to 350 yards, the same theory holds true, with a few adjustments. The line should form quite a bit further from the enemy. Use of cover against the enemy's own rifles is considered reasonable, as is firing at specific targets rather than volleying at massed enemy formations.

Cavalry

The main advantage of a cavalry force is its mobility. For this reason, they are often used as scouts and skirmishers.

Charges and Breaking Infantry

One advantage a cavalry unit has is that men on foot can be scattered by a cavalry charge, because having 700 pounds of horse and rider bearing down on one can be very disconcerting. Disciplined troops in a solid mass can stop this kind of charge, either by decimating the attacking cavalry with accurate rifle fire or presenting a hedge of bayonets or pikes that the horsemen cannot break. Once a cavalry force has been stopped, they are, if anything, in worse position than the infantry they are fighting, if only because they are bigger targets. Estimating what infantry force can be overwhelmed by a cavalry charge and which should be avoided is a skill cultivated by the good cavalry commander, as well as the general officer who commands cavalry as part of a mixed force.

Artillery

Originally, the term artillery was used to describe any troops who used ranged weapons. By our time, it refers to the units using field cannon to shoot large caliber ammunition longer distances than man-carried armaments are capable of firing.

Infantry Support

Whenever possible, artillery is used against massed formations. A cannon ball properly fired hits just in front of the troops and then skips through the ranks, striking as many as a dozen soldiers before expending all of its energy and coming to rest. With luck, it will hit a rock and split into shrapnel, doing even more damage to the troops around it.

If a battery of artillery is confronted by a charging mass of infantry or cavalry, they can shift from cannon balls to canister, which is a bag of a dozen or so smaller balls that will scatter like shotgun pellets and take out many more troops at once; or even grapeshot, which is essentially a bag of bullets that can take out entire platoons with one shot. Canister and grapeshot do not have the range of regular cannon balls so are used for close action, where they are deadly. Rules for grapeshot and cannon other than the 3pdr are found in the *British Forcebook*.

British Units

The following are game statistics for British units used in a miniatures battle. In all descriptions, "Light Armor" refers to the heavy coat and gear worn by a British soldier, which is the game equivalent of Light Armor.

A unit refers to one group of infantry, cavalry, artillery, or command. Units are made up of several stands of models. Infantry models are mounted three to a stand, cavalry models are two to a stand, artillery and vehicles (and crews) have their own stands, and commanders of Level 2 and higher are mounted singly on their own stands. Level 1 commanders are assumed to be one of the figures in an infantry unit. It's worth noting that while commanders are mounted singly, they may be attached to an infantry or cavalry unit as appropriate.

For most circumstances, a unit equals one platoon of infantry (about 4-6 stands), a troop of cavalry (also 4-6 stands), a single gun in an artillery battery, a single vehicle, or a single commander. In very large scale games, one unit could represent an entire battalion of infantry, a regiment of cavalry, or several combined batteries of artillery. Players are free to scale their battles as they see fit.

Infantry

Regular Infantry

These are the basic units of the British Army, a mix of recruits and veterans led by a cadre of experienced non-coms and a brave young officer. Regiments assigned to the Gruv and in line to be assigned in this category include:

* 1/2 (1st Battalion, 2nd Queen's Royal Regiment)
* 1/6 (1st Battalion, 6th Royal Warwickshire Regiment)
* 1/7 (1st Battalion, 7th Royal Fusiliers (City of London))
* 1/10 (1st Battalion, 10th The North Lincolnshire Regiment of Foot)
* 1/12 (1st Battalion, 12th The East Suffolk Regiment of Foot)
* 1/19 (1st Battalion, 19th Regiment of Foot, Prince of Wales own Regiment of Foot)
* 1/20 (1st Battalion, 20th The East Devonshire Regiment of Foot)
* 1/21 (1st Battalion, 21st Regiment of Foot, Royal Scots Fusiliers)
* 1/22 (1st Battalion, 22nd The Cheshire Regiment of Foot)
* 28th The North Gloucestershire Regiment of Foot (a single battalion regiment)
* 32nd Regiment of Foot (Cornwall Light Infantry (a single battalion regiment))
* 37th The North Hampshire Regiment of Foot (a single battalion regiment)
* 41st The Welsh Regiment of Foot (a single battalion regiment)
* 53rd The Shropshire Regiment of Foot (a single battalion regiment)
* 58th The Rutlandshire Regiment of Foot (a single battalion regiment)
* 76th Regiment of Foot (a single battalion regiment)
* 94th Regiment of Foot (The Scotch Brigade) (a single battalion regiment)

Unit	
Regular Infantry	
Move: 6	Save: 8
Morale: 7	Hits: 1
Special: Light Armor	
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6
Model point cost: 28	Unit point cost (12): 304

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Veteran Infantry

This unit is an experienced unit in which all the members are battle-hardened and ready for anything. It is likely to have fewer actual soldiers than a regular unit, but they make up for that in expertise. Units sent or in line to be sent to the Gruv in this category include:

* 1/1, 1st Battalion of the 1st The Royal Scots – recently back from India

* 1/4, 1st Battalion of the 4th King's Own Royal Lancaster Regiment – recently back from India and Abyssinia

* 36th Herefordshire Regiment of Foot (a single battalion regiment) – recently back from India

Unit		
Veteran Infantry		
Move: 6	Save: 8	
Morale: 5	Hits: 1	
Special: Light Armor		
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6	

Model point cost: 31	Unit point cost (12): 372

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Elite Infantry

This unit is as experienced as a veteran unit, but also has a background of tradition and specialized recruiting that advances them in skill and morale past even veteran troops. Often members of the unit are second or even third generation members of the regiment. Units sent to the Gruv in this category include:

* 26th Regiment of Foot (the Cameronians, a single battalion regiment) –very recently back from India and Abyssinia – ranked as the 3rd best shots in the British Army

Unit Elite Infantry		
Move: 6	Save: 8	
Morale: 3	Hits: 1	
Special: Light Armor		
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6	

Model point cost: 36	Unit point cost (12): 432

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Guard Infantry

The Guard unit has hundreds of years of tradition and success behind it, and is composed of selected troops who have an extremely high level of discipline. These units, when sent to the Gruv, are equipped with Gehrlaus ammunition.

Unit		
Guard Infantry		
Move: 6	Save: 8	
Morale: 1	Hits: 1	
Special: Light Armor		
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6	
Model point cost: 43	Unit point cost (12): 516	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Cavalry

Regular Lancers

This represents a squadron of light cavalry. Lancers are usually equipped with carbines as well as their signature lance, but are expected to use the lance unless they have to dismount. The troops represented here are a mixture of recruits and experienced, with experienced non-coms and dashing young cavalry officers. Among the units dispatched or in line to be sent to the Gruv in this category are:

* 16th The Queen's Lancers
* 17th Lancers (Duke of Cambridge's Own)

Unit	
Regular Lancers	
Move: 9	Save: 7
Morale: 6	Hits: 2
Special: Light Armor, Mounted, 2 melee attacks	
Ranged: None	Melee: Lance, TN 4 Saber, TN 6
Model point cost: 42	Unit point cost (6): 252

Veteran Hussars and Light Dragoons

The cavalry represented here are all seasoned veterans, though their officers are no less dashing and young. These are generally considered heavy cavalry. They use their carbines from horseback and still depend on a saber charge to bring their foes to their knees. Units in this category sent or considered for sending to the Gruv include:

* 7th Queen's Own Hussars – recently returned from India
* 20th Hussars – recently back from India

Unit		
Veteran Hussars/Light Dragoons		
Move: 9	Save: 7	
Morale: 4	Hits: 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: Martini-Henry Rifle	Melee: Saber, TN 6	

Model point cost: 68	Unit point cost (6): 408

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	8	8	8	9	9	9	10	10	10	-	-	-	-

Elite Lancers

These are elite cavalrymen. Some might be recruits, but they are well trained and have a long tradition of bravery and dash to live up to. Units sent to the Gruv that fall in this category include:

* 11th Hussars (Prince Albert's Own)

Unit Elite Lancers		
Move: 9	Save: 7	
Morale: 2	Hits: 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: None	Melee: Lance, TN 4 Saber, TN 6	
Model point cost: 62	Unit point cost (6): 372	

Guard Lancers

This is an innovative unit that has been equipped with revolvers using the new Gehrlaus ammunition. Guard units are highly disciplined and often are third or fourth generation soldiers.

Unit Guard Lancers		
Move: 9	Save: 7	
Morale: 1	Hits: 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Lance, TN 4 Saber, TN 6	
Model point cost: 84	Unit point cost (6): 504	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Artillery

Light Field Gun – 3 pounder

The 3pdr cannon is the minimum size for artillery, and is mostly used to break up infantry formations and accompany cavalry. Of course, if it is caught moving it is just a target, which is why its combat mobility is zero. The cannon is generally on a very light frame and can be drawn by a couple of horses with a simple lighter (which holds its immediate supply of ammunition).

Unit	
Light Field Gun	
Move: 0, may pivot 45°	Save: 8
Morale: 6	Hits: 5 (1 per crew)
Special: Canister shot, Light Armor, 5 man crew	
Ranged: 3 pdr cannon	Melee: Bayonet, TN 6

Model point cost: 47	Unit point cost (1): 47

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	5	6	7	8	8	9	9	10	10	-	-	-	-	-	-
1	2	2	4	6	8	10	-	-	-	-	-	-	-	-	-	-	-

Commanders

Captain

One Captain may be fielded for every 2 units in the force. They represent captains in charge of the lieutenants or NCOs who serve as unit leaders. They are the most common independent commanders in any scale battle. Infantry Captains serve as company commanders for standard infantry as well as specialty units like Shock Troops and Marines. They are usually attached to a Regular or Veteran infantry or specialist foot units. Cavalry Captains serve the same role for Dragoons, Hussars, and Lancers, and are usually attached to a Regular or Veteran unit.

Unit		
Infantry Captain		
Move: 8		Save: 8
Morale: 2		Hits: 2
Special: Command - 3" radius, Light Armor, Skirmisher, 2 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Sword, TN 6	
Model point cost: 68		Unit point cost (1): 68

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit	
Cavalry Captain	
Move: 11	Save: 7
Morale: 2	Hits: 3
Special: Command - 3" radius, Light Armor, Skirmisher, 2 melee attacks	
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Lance, TN 4 Saber, TN 6

Model point cost: 120	Unit point cost (1): 120

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Major

One Major may be fielded for every 6 units in the force. They represent company level commanders, in charge of three Captains , and start appearing at battles of that level. Infantry Majors are usually attached to a Veteran infantry or specialist foot unit. Cavalry Majors are usually attached to a Veteran Dragoon, Hussar, or Lancer cavalry unit.

Unit		
Infantry Major		
Move: 8	Save: 8	
Morale: 1	Hits: 3	
Special: Command - 5" radius, Light Armor, Skirmisher, 3 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Sword, TN 6	
Model point cost: 114	Unit point cost (1): 114	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit		
Cavalry Major		
Move: 11	Save: 7	
Morale: 1	Hits: 4	
Special: Command - 5" radius, Light Armor, Skirmisher, 3 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Lance, TN 4 Saber, TN 6	
Model point cost: 176	Unit point cost (1): 176	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Lieutenant Colonel

One Lieutenant Colonel may be fielded for every 12 units in the force. They represent battalion level commanders, in charge of 2 Majors. There will generally be only one commander of this level in a battalion level battle. Infantry Lieutenant Colonels will be attached to an Elite infantry or specialist foot unit. Cavalry Lieutenant Colonels will be attached to an Elite Lancer cavalry unit.

Unit		
Infantry Lieutenant Colonel		
Move: 8	Save: 8	
Morale: 1	Hits: 4	
Special: Command - 7" radius, Light Armor, Skirmisher, 4 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Sword, TN 6	
Model point cost: 152	Unit point cost (1): 152	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit		
Cavalry Lieutenant Colonel		
Move: 11	Save: 7	
Morale: 1	Hits: 5	
Special: Command - 7" radius, Light Armor, Skirmisher, 5 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Saber, TN 6	
Model point cost: 210	Unit point cost (1): 210	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Colonel

One Colonel may be fielded for every 24 units in the force. They represent regiment level commanders, in charge of 2 Lieutenant Colonels. There will be only one commander of this level in a regiment level battle. Colonels are always mounted, and will be attached to a Guard cavalry unit. In battles greater than a single regiment, additional commanders may be fielded, but will be of correspondingly higher rank, although they will use the same statistics as the Colonel.

Unit		
Cavalry Colonel		
Move: 11	Save: 7	
Morale: 1	Hits: 6	
Special: Command - 10" radius, Light Armor, Skirmisher, 6 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	Melee: Saber, TN 6	
Model point cost: 252	Unit point cost (1): 252	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

FORCES OF THE SAMSUT

SAMSUT HISTORY & CULTURE

The people who would come to be known as the Samsut first came to the Grosvenor Land as the ancient empire of Babylon was falling. The current Samsut population is large but grows slowly, as it is limited by the nature of its supporting technology.

The Sack of Babylon

The date of the sack of Babylon by the Hittite king Mursilis I is still a mystery to modern scholars. According to ancient records, both a solar and a lunar eclipse are said to have occurred in the month of Sivan that year. The eclipses actually marked the opening of a Portal, allowing a large number of ancient Babylonians to come to the Gruv. The precise date of the fall is not known, and could vary by as much as 150 years. Scholars place the sack of Babylon at one of these four years: 1499 BC, 1531 BC, 1595 BC, or 1651 BC.

Settling the New World

The original settlers of what would come to be known as the Grosvenor Land were Babylonians fleeing the attack on Babylon and the surrounding lands. The refugees named themselves the Children of Samsuditana, after the king of Babylon at the time of the attack. They believed he was responsible for entreating the god Marduk to find a safe haven for his people as well as holding off the Hittite army, giving his people time to escape. The Children of Samsuditana used this name for several centuries before eventually shortening it to Samsut. This abbreviation granted them a sense of their own cultural identity, while preserving the origin of the name.

The Portal appeared and disappeared at random intervals over the next several centuries. The original settlers were all Babylonian, but over the next several centuries members of the Akkadian, Sumerian, and Assyrian cultures stumbled through the Portal and contributed to the Samsut culture. About three hundred years after it first appeared, the Portal disappeared permanently, and immigration ceased.

The Discovery

After arrival in the new world, the first several decades were spent building the foundations needed to sustain life: crops and livestock for food, homes for shelter, and plants and animals for clothing. The Samsut adapted to their new home with a combination of cunning and perseverance. Seeds from Earth, wheat, barley, chickpeas, lentils, onions, garlic, lettuce, mustard, and dates, were all successfully cultivated, and new edible plants were discovered to add to their diet. Cattle, goats, and pigs were brought through as food animals, with oxen and donkeys serving as beasts of burden.

Life was difficult, especially dealing with the deadly local fauna, but the Samsut thrived, spreading out from the initial colonization area. The Samsut were well-established by the fiftieth anniversary of their arrival, so well that exploration became a primary activity. Ruins near the Portal site, previously ignored in favor of necessities, now became the focus of intense interest. Some thought this world was the land of the gods, and the ruins might be heavenly domains.
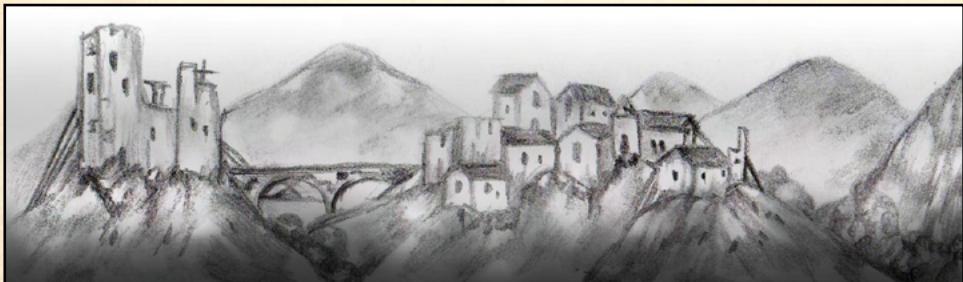
Exploration of the ruins turned up strange artifacts of inexplicable purpose and design. The ruins themselves were enormous, at least the size of Babylon. The real discovery, though the significance would not be realized for centuries, was found at the center of the city ruins. A large, tower-like device was found in the ruins of a huge building at the heart of the city. Standing over 35 cubits (60 feet) high, the device was also sunk some distance below ground level. It had many moving parts, strange symbols, and metal plates and pins, whose purpose was a complete mystery. As the Samsut ranged farther from their arrival point, more city ruins were discovered, all having the same device at the exact center of the city. Centuries were spent studying the devices, often by descendants of the men who first started the process. After over three centuries of study and a few accidents of activation, the nature of the device was understood. It drained living things of their life energy and stored it, releasing it to provide a variety of benefits.

The discovery was a major turning point in Samsut culture. The device could be used to power smaller artifacts found around the city ruins, heal injuries, cure disease, and even extend life. It led to arguments over who deserved the benefits and who, if anyone, should provide the life energy to do so. Arguments led to factionalism, which led to splits over moral and ethical differences, and eventually people gravitated to the city that best exemplified the ideals they held. Cities became city-states. Some allied together while others stood alone.

More discoveries were made, including the one that would forever shape the Samsut: the creation of undead. Armies of the city-states marched against each other, and the living and dead both littered battlefields. City-states pulled more and more power from their Life-Givers to fuel their wars, not realizing they were a hand-span from dooming themselves.

After decades of open warfare, the land suffered. What began as mysterious plant blights and animal diseases spread across the land. Both Earthly crops and native plants began to die off in huge areas. The ground itself would no longer support plants of any kind. Animals moved away as the land could no longer support them. When the effect finally became apparent to the leaders of the city-states, it was almost too late. The devastation spread out from each city-state in an almost perfect circle. The scholars realized that the Life-Givers themselves were the cause. Pulling life energy not just from sacrificial people and animals, but from the earth itself, was killing everything around them. Greed and the desire to rule had nearly led the Samsut to destroy the land that sustained them. After a few months, all the leaders saw the truth, but the damage was done. Land for hundreds of miles around many of the cities had become devastated, barren zones where little or nothing would grow. What were once forests and fertile plains were now desert, and the Samsut had to learn again how to live in a land where things would not grow easily. Some city-states had not siphoned as much life energy from the land and were better off, such as the lumber-rich regions surrounding Eridu. Other lands near sources of water revived over time, as the water brought life back. Irrigation techniques, long unused, became common again. Slowly, the Samsut pulled themselves back from the brink of extinction or forced migration.

Samsut Culture

After the Samsut society's near-death experience, the leaders of the city-states came together and drafted a set of strict laws to govern their use of the Life-Givers. These laws, called the Balance, created the Samsut three-level caste society that still governs them today. The Balance also spells out the rules for the Great Game, the political maneuvering between city-states that keeps Samsut culture from stagnating. All warfare between city-states occurs in ritualized forms under the laws of the Balance.

The top tier caste are called the Amelites, humans rendered effectively immortal by regular infusions of life energy from the Life-Giver devices at the core of each city-state. In turn, the Amelites control the Life-Givers, granting them absolute authority over life and death within the Samsut lands. While they can die by violence, they are tougher than the average person. They are the ruling class, making all laws and significant decisions for the populace. They provide military commanders from the young and ambitious, young in this case being anywhere from decades to a century old, since most of those older than a century are not willing to risk actual death. Amelites enjoy an aristocratic lifestyle with the benefits of use of harvested life energy, which appears much like magic to people from Earth. The Amelites do not have children often, either out of practicality or as a side effect of the technology. New members can be elevated from the middle caste, the Mushkenites, but this is not a common occurrence. Only one or two Mushkenites every few years are elevated to the ranks of Amelites.

No Amelite remembers the original emigration to the new world. By the time the immortality process was discovered, all of the original refugees were dead. However, the priests of Ea kept very thorough records, which were transcribed from cuneiform bricks onto papyrus when later refugees brought that technology. The dry air of the Samsut lands and the lack of local insects who eat the processed papyrus kept these records mostly intact.

The middle tier are called the Mush-kenites. They are the civil servants, engineers, and others that perform the skilled labor that makes Samsut society work. Mushkenites are the most educated of all the Samsut. They receive occasional life treatments that extend their lives to nearly a century, and can get promoted to the Amelite caste if they spend that lifetime truly excelling at their duties, putting the city-state and Amelite leaders' well-being ahead of their own. This caste provides both military leaders and elite units to the Samsut forces.

The Mushkenites have children like normal humans, but older parents (60+) are common, and their population count is limited by resources and the dictates of the Amelites. The Mushkenite standard of living varies between a low middle that lives little better than those in the slums of London and an upper middle enjoying life comparable to a successful London shopkeeper.

The lowest tier are called the Ardites. At the bottom of the caste are the skeletons, then the zombies, then live humans born into the caste, and finally demoted Mushkenites at the top.

The undead are human corpses and skeletons, harvested of their own life energy, fitted with arcane technology and animated by the Life-Giver. Skeletons can follow simple directions and do tasks by rote, continuing until destroyed. Zombies must be controlled at all times or they simply mill about. Both are used as expendable troops.

In peacetime, skeletons are put to work doing routine tasks like cleaning streets. Zombies are used on the big plantations to plant and water crops. Only a zombie crew commanded by an exceptional Mushkenite overseer is trusted with harvesting.

The living Ardites are not only allowed to have children, but are encouraged and rewarded for it. City-states always need Ardite troops, and they are usually created from the live humans of this caste. Any casualties left behind in battles between the city-states show up as troops for the other side in the next battle.

In peacetime, Ardites are the craftsmen, skilled workmen, and personal servants of the higher classes. At harvest time, they are all drafted to harvest the fields, leaving the cities almost deserted for several weeks. Under the rules of the Great Game, only undead troops are used for combat during harvest time. Ardites in personal service to higher castes, or possessed of skills critical to the continuation of Samsut society such as cooks and religious icon sculptors, are considered too valuable to send to the fields.

Governance

The Samsut have a city-state society. Each city-state is ruled by an individual or a council of the Amelite caste. City-states all have one shared goal: survival. Early abuse of the Life-Giver technology turned once-fertile land to desert. The city-states formed a league to monitor the effects on the land, and are now careful to ensure that the limited resources of their territories are not abused. They would rather unite against an upstart to maintain their current situation instead of aggressively pushing their boundaries.

In ancient times, over-harvesting of life energy of all living things created the deserts. The enclaves that remain are balanced between harvesting more life energy for more power and longevity, and the cost of reclaiming barren ground. Each city-state is tied to its Life-Giver to collect and dispense life energy. The creation of another Life-Giver is possible, but requires such an enormous investment in time and resources that it has only been done six times over the past two thousand years. The Samsut began with seven cities, but have expanded to thirteen over the centuries. The newest city, Borsippa, is still considered new even though it's over a hundred years old.

To settle disputes without killing everyone or razing the land, the city-states engage in ritual war games, the physical conflict part of the Great Game. They also do this to measure themselves against each other. Each battle is scheduled in advance with limits on the technology and troop count stipulated prior to battle. Two city-states can battle with all types of available tech and any set number of troops, including limits on the quality of troops. Compliance with the agreed terms is monitored by representatives of the league.

The Samsut Point of View

"It's been thousands of years since our fathers came to this land. It's been thousands of years since we discovered the secret of life and created our cities. But at the same time the way home was lost and now this land is our home. It's been two thousand years since the greedy among us almost destroyed us. The land still shows the ruin of wanting too much. It's been two thousand years since we learned of and enforced the Balance. Life is good. We have what we need. We can create what we want within the Balance. We measure ourselves against each other in the Great Game and in the creation of new life.

But there is word of newcomers to this land. They come from outside the Valley. They bring different and sometimes terrible things with them. They know nothing of Life and nothing of the Balance. I am afraid they bring a second time of ruin. I do not want to live through that time again. We must do everything we can to prevent that from happening."

The league may unite to meet an enemy outside force, but it may take time as they do not tend to consider an enemy force to be a threat, but rather a potential ally, a curiosity, or a movable resource. The Amelite leaders do not believe it possible to lose a city-state to an invader, as they have never had opposition besides the Saurids, who lacked the strength to pose a real threat. The nature of the Life-Giver artifacts makes it very difficult to take a city-state center. The closer one gets to a Life-Giver, the easier it is for the artifact's Amelite controllers to raise more troops from the battlefield. Any force assaulting a Samsut city-state will see its own fallen raised in place to attack their former comrades.

Samsut Technology

The Life-Giver

This is the root of city-state power, the device that enables the harvesting of life energy. There is an effective radius of 1.43 British miles within which all forms of healing and resurrection are possible, but beyond which there is little or no effect. As might be expected, Samsut cities rarely have a breadth of more than 2 British miles, though there may be slums beyond the Life-Giver perimeter, marked by the city wall, that extend to the horizon. The effects of the Life-Giver are usually directed at a specific target. Besides turning the recently dead into undead and healing the wounded, the Life-Giver powers itself by harvesting life energy from a specific area within its range. A Life-Giver with no power cannot power itself, but it can initiate harvesting of a close target with very little residual power.

Once harvested, life energy is used for a variety of effects. This includes the periodic treatments that grant immortality to the Amelites, healing injuries, charging of skeleton and zombie power packs and logic modules, and the charging of weapon power packs.

The amount of energy used varies by application. The power needed for an undead or weapon is small compared to the amount harvested from a living being. The amount used to extend life, however, is much greater. The more treatments a person has had, the more is required to sustain them. Power may also be directly stored in portable "life batteries", allowing an Amelite leader away from the city center to recharge weapon or undead power packs, or even create new undead troops.

Undead are created by insertion or mounting of logic modules and power packs into a skeleton or corpse. The process is quick, requiring only a few minutes for an experienced corpse handler. The bones of a skeleton are held together by the strange attractant force emitted by the power pack. This makes them surprisingly durable, but the logic module is capable of little more than attacking a specified target until shut down or destroyed. Corpses made into zombies are capable of more sophisticated actions, but do require a live controller to issue them specific orders. This makes them able to handle missile weapons and firearms, as well as perform maneuvers like flanking and ambushing. However, they do whatever the controller does. If the controller flees, the zombies under his control flee as well. If the controller is killed, the zombies stand idle, even if being shot, beaten, or hacked to pieces.

Immortality

Amelites receive an extensive treatment at coming of age (adulthood, 17 -20) that gives them the basis of their immortality. Periodic refreshes are needed for maintenance. An Amelite knows she needs a refresh treatment when she finds signs of aging. Amelites do age slowly, but no one has died of old age since the perfection of the Life-Givers.

Mushkenites who qualify can get maintenance refreshes which stretch out life, but without the basic treatment, time eventually runs out. Once basic treatment has been given, then all other benefits can apply.

While rare, it is possible that an Ardite can perform well enough to be elevated to the Mushkenite caste. These Ardites-turned-Mushkenites are generally distinguished by a long old age, as they start receiving Life-Giver treatment late in life.

Power Packs

Power packs come in a variety of sizes and capacities. They provide motive power for skeletons and zombies, as well as weapons. They recharge automatically within the radius of an operating Life-Giver and can also be recharged by a life battery.

Ranged Weapons

Weapon	Point Cost	Target Number by Range in Inches																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Rail rifle	20	6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10	-	-	-
Rail sniper	25	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8	8	9	9	10
Rail carbine	16	6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-	-	-	-
Rail pistol	8	6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-	-	-	-
Bow	8	5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Crossbow	10	5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-

Life Battery

This portable device, about the size of a three gallon water cask, is used to carry a charge of life energy away from the city for recharging weapon or undead power packs, or providing healing to living people. The battery carries enough energy to recharge weapon or undead power packs for several weeks, re-energize up to a dozen undead who have been "killed" in battle, or to heal injuries. Using the battery to raise or heal a defeated unit once drains the battery completely. It must be taken back to a city-state and recharged at the Life-Giver before it may be used again.

Contra-Gravity

Besides life force manipulation, the Samsut discovered the principles of contra-gravity within the ruins of the former inhabitants' cities. Based on the same principal as the military's rail guns, these devices negate the effects of gravity when close to the surface of the world. This does not provide any angular acceleration. Contra-gravity chariots must be drawn by skeletal constructs or riding beasts.

Weaponry

The Samsut have all of the traditional hand weapons they brought to this world: swords, spears, axes, and clubs. They also have spear throwers, bows, and light crossbows. Under the rules of the Great Game, they sometimes limit their battles to these weapons for reasons of tradition and energy conservation.

The Samsut never discovered gunpowder. Instead, they developed magnetic weaponry from artifacts they discovered in the abandoned cities. Rail guns use twin steel rails and a wave of magnetism to accelerate a projectile to ballistic speed. These come in sizes ranging from pistols to long arms, and may also be found as fixed position guns used for city defense. They are powered by life energy packs or direct links to the city-state Life-Giver. For foot troops, a Rail rifle with a built-in extendable bayonet, called a Rail blade, is the standard weapon. The Rail blade is built into the Rail rifle. When the Rail blade is extended, the Rail rifle cannot be fired, unlike the British rifle and bayonet. Cavalry carry Rail carbines with no blade, and a separate bladed weapon. Higher caste officers may carry Rail pistols. Some Rail pistols are also bladed weapons, much like early gunpowder pistols often were.

The Samsut have not developed a repeating mechanism for their rail guns. Each projectile must be loaded individually, though some rail guns are used like shotguns, firing a load of small slivers of iron in a thin papyrus cartridge. Lining up the projectile to keep the shot from veering wildly after launch requires a very short but measurable time. The rate of fire from a rail gun is thus essentially the same as the rate of fire of a British rifle.

Centuries ago, field artillery was abandoned. Wheeled carriages were slow, ungainly, and vulnerable in rough or steep terrain. Contra-gravity sleds ignored terrain, but were costly in terms of energy use. While slower than cannon projectiles, the undead offered substantial gains in energy efficiency, and could be redirected after launch. With the advent of the British, some of the city-states have looked into redeveloping field artillery, but this has led to a schism over the impact of field artillery on the Balance.

Overall, the available technology depends on the caste and the abilities of the troop type. Skeletons and zombies use mostly simple melee or missile weapons. Low caste Ardite live humans and zombie units with very good controllers may be granted Rail rifles. Middle caste Mushkenite troops use Rail rifles, provide most of the cavalry, and make up the crews of the stationary guns.

Melee Weapons

Weapon	Point Cost	Target Number
Unarmed	0	10
Mace	3	8
Combat Dagger	4	7
Sword	5	6
Two-handed Sword	7	4
Halberd (Reach)	6	5
Rail Blade	5	6
Lance	7	4

Combat Units

Ardite Units – Skeletons

These are the lowest on the caste list and treated more like tools than slaves, skeletal remains held together by the force that animates them. Skeletons are mindless, only able to follow the simplest of commands. In terms of military use, they are cannon fodder that can be pointed in the direction of an opposing force, move at their best movement rate until they contact the enemy and attack until destroyed. Stopping them requires either physical destruction or a hit on the power pack or logic module. The power pack is mounted in the rib cage, attached to the spine, and has the appearance of a glowing sphere or globe of light. The logic module is mounted in the skull, is similarly spherical, and has the same glow emanating from all orifices (eye sockets, nasal opening, mouth, and so forth). The color of the glow depends on the city-state that created it. Colors range from cool blues and greens to hot reds, oranges and yellows. All tend to give the skeletons a demonic appearance to British eyes.

As these forces can only follow simple commands, they can only be armed with smashing and slashing hand weapons such as rocks, knives, swords, and pole arms. Ranged weapons are beyond them. They have no morale, and once released, engage the unit in front of them (not the one closest) until they are destroyed. If they break contact with their target unit, they attempt to follow it to regain contact. If their target is destroyed, they attack the closest unit to their front. They are limited to looking to their front arc for a target. When in doubt, roll a die to determine which unit becomes the new target.

Skeletons cannot stay in formation and are fielded as mobs. Some skeleton controllers are skilled enough to alter their programming to different patterns of blows and blocks, but all the changes level out in the end.

Skeleton units are relatively cheap and abundant. There are likely to be two to three times as many of them as any other type of ground troop in any given Samsut force. They can be from any humanoid or animal source or they can be constructs, pieced together from whatever bones are available. They can hold their weaponry or it can be built in for purpose-created constructs.

Skeletons need no logistics other than a link to their energy source. This can come from their own city-state artifact or a local commander's battery. One city-state can create them and then lend or sell them to another. This involves recharging their power pack at the hiring city's Life-Giver. Their internal color becomes a blend of their creator's and owner's colors.

Unit		
Skeleton Soldiers		
Move: 8	**Save:** 7	
Morale: 0	**Hits:** 1	
Special: Mob, Natural Light Armor		
Ranged: None	**Melee:** Sword, TN 6	
Model point cost: 39	**Unit point cost (12):** 468	

Unit		
Skeleton Soldiers		
Move: 8	**Save:** 7	
Morale: 0	**Hits:** 1	
Special: Mob, Natural Light Armor		
Ranged: None	**Melee:** Two-handed Sword, TN 4	
Model point cost: 41	**Unit point cost (12):** 492	

Unit		
Skeleton Soldiers		
Move: 8	**Save:** 7	
Morale: 0	**Hits:** 1	
Special: Mob, Reach, Natural Light Armor		
Ranged: None	**Melee:** Halberd, TN 5	
Model point cost: 40	**Unit point cost (12):** 480	

Skeleton Constructs

Particularly skillful Amelites who have studied the powers of the Life-Giver can create skeletal constructs, substituting weapons and armor for body parts. For most purposes, this is just an artistic statement, since the skeletons respond only to simple programs. However, by making weapons part of the skeletal structure, the creator can at least be sure the skeleton will not drop them.

Unit		
Skeleton Constructs		
Move: 8	**Save:** 7	
Morale: 0	**Hits:** 1	
Special: Mob, Natural Light Armor		
Ranged: None	**Melee:** Integral Weapons, TN 6	
Model point cost: 39	**Unit point cost (12):** 468	

Ardite Units – Zombies

Zombie forces are next on the caste list. They are more or less fully fleshed, and depending on their state of decay may still seem to be living, though with no will of their own. Their brains have been replaced with a logic module. They are capable of more complex actions and can take verbal direction from a dedicated source. They have no initiative. The actual Samsut term for zombies translates to the "Near Alive". British troops with experience in the West Indies first started calling them zombies and the name stuck.

As they can be commanded, they can be armed with any type of weapon. They can use bows and rail guns. They are subject to all game rules except that their Morale is that of their controller. If their controller is killed, they stand idle until another leader can link with them. They do not defend themselves if attacked while not controlled. Zombies use all normal formation rules.

As a side effect of their state of decay, zombies have a distinct smell that can nauseate those who are not used to them. Any troops coming into melee range with zombie units without proper protection (such as Miasma Masks) must make Morale checks or be subject to disrupted Morale. The miasma is a byproduct of the slow decay they are going through. Eventually, the neural paths decay enough that the zombie logic module no longer functions. Zombies that are no longer viable due to excessive damage are stripped of all flesh and converted to skeletons. This is a matter of changing the logic module. The original animation that made them zombies continues to animate them as skeletons.

Controllers for the zombies are described in the Command section following.

Unit		
Zombie Swordsmen		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor		
Ranged: None	Melee: Sword, TN 6	
Model point cost: 13	Unit point cost (12): 156	

Unit		
Zombie Swordsmen		
Move: 4	**Save:** 7	
Morale: 5	**Hits:** 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: None	**Melee:** Sword, TN 6	
Model point cost: 16	**Unit point cost (12):** 192	

Unit		
Zombie Swordsmen		
Move: 4	**Save:** 7	
Morale: 3	**Hits:** 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: None	**Melee:** Sword, TN 6	
Model point cost: 21	**Unit point cost (12):** 252	

Unit		
Zombie Swordbearers		
Move: 4	**Save:** 7	
Morale: 7	**Hits:** 1	
Special: Controlled by Regular (7), Light Armor		
Ranged: None	**Melee:** Two-handed Sword, TN 4	
Model point cost: 15	**Unit point cost (12):** 180	

Unit		
Zombie Swordbearers		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 18	Unit point cost (12): 216	

Unit		
Zombie Swordbearers		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 23	Unit point cost (12): 276	

Unit		
Zombie Halberdiers		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor, Reach		
Ranged: None	Melee: Halberd, TN 5	
Model point cost: 14	Unit point cost (12): 168	

Unit	
Zombie Halberdiers	
Move: 4	Save: 7
Morale: 5	Hits: 1
Special: Controlled by Veteran (5), Light Armor, Reach	
Ranged: None	**Melee:** Halberd, TN 5
Model point cost: 17	Unit point cost (12): 204

Unit	
Zombie Halberdiers	
Move: 4	Save: 7
Morale: 3	Hits: 1
Special: Controlled by Elite (3), Light Armor, Reach	
Ranged: None	**Melee:** Halberd, TN 5
Model point cost: 22	Unit point cost (12): 264

Unit	
Zombie Bowmen	
Move: 4	Save: 7
Morale: 7	Hits: 1
Special: Controlled by Regular (7), Light Armor	
Ranged: Bow	Melee: Sword, TN 6
Model point cost: 21	Unit point cost (12): 252

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit	
Zombie Bowmen	
Move: 4	Save: 7
Morale: 5	Hits: 1
Special: Controlled by Veteran (5), Light Armor	
Ranged: Bow	Melee: Sword, TN 6
Model point cost: 24	Unit point cost (12): 288

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit	
Zombie Bowmen	
Move: 4	Save: 7
Morale: 3	Hits: 1
Special: Controlled by Elite (3), Light Armor	
Ranged: Bow	Melee: Sword, TN 6
Model point cost: 29	Unit point cost (12): 348

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit	
Zombie Crossbowmen	
Move: 4	Save: 7
Morale: 7	Hits: 1
Special: Controlled by Regular (7), Light Armor	
Ranged: Crossbow	Melee: Sword, TN 6
Model point cost: 23	Unit point cost (12): 276

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit		
Zombie Crossbowmen		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: Crossbow	Melee: Sword, TN 6	
Model point cost: 26	Unit point cost (12): 312	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit		
Zombie Crossbowmen		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: Crossbow	Melee: Sword, TN 6	
Model point cost: 31	Unit point cost (12): 372	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit	
Zombie Gunners	
Move: 4	Save: 7
Morale: 7	Hits: 1
Special: Controlled by Regular (7), Light Armor	
Ranged: Rail Rifle	Melee: Rail Blade, TN 6
Model point cost: 33	Unit point cost (12): 396

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Zombie Gunners		
Move: 4	**Save:** 7	
Morale: 5	**Hits:** 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 36	**Unit point cost (12):** 432	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Zombie Gunners		
Move: 4	**Save:** 7	
Morale: 3	**Hits:** 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 41	**Unit point cost (12):** 492	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Living Ardite Soldiers

These are normal humans who form units of living soldiers and can act as controllers for zombie units. They are assigned this position through birth or demotion. A Mushkenite who commits a terrible infraction or fails in a critically important effort may end up here. If an Ardite succeeds as a controller or warrior, they have a chance to rise or return to the middle caste. They can do some things very well, but are generally not regarded as being as good as those forces from higher castes.

Ardites make up the bulk of the lower ranked officers and non-com equivalents. They may be unit commanders or in command of several units under a Mushkenite commander. Units of living Ardites are traditionally armed with Babylonian weapons, but those city-states in contact with the British Empire have replaced them with advanced weaponry. Living Ardite units use all normal formation rules.

Unit		
Ardite Zombie Controller		
Move: 8	Save: 8	
Morale: 7	Hits: 2	
Special: Controller, Light Armor, Skirmisher		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 36	Unit point cost (1): 36	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Ardite Zombie Controller		
Move: 8	Save: 8	
Morale: 5	Hits: 2	
Special: Controller, Light Armor, Skirmisher		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 39	Unit point cost (1): 39	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Ardite Zombie Controller		
Move: 6	Save: 8	
Morale: 3	Hits: 1	
Special: Controller, Light Armor, Skirmisher		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 44	Unit point cost (1): 44	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Regular Infantry	
Move: 6	Save: 8
Morale: 8	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	Melee: Rail Blade, TN 6
Model point cost: 33	Unit point cost (12): 396

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Veteran Infantry	
Move: 6	Save: 8
Morale: 5	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	Melee: Rail Blade, TN 6
Model point cost: 37	Unit point cost (12): 444

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Elite Infantry	
Move: 6	Save: 8
Morale: 3	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6
Model point cost: 42	Unit point cost (12): 504

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Mushkenites

Forming the working middle caste, Mushkenites are mid-range officers or hold technical positions on the battlefield. They also command other Mushkenites and Ardite normals for crew-served weapon systems and vehicles. Exceptional Mushkenites, probably ones very close to Amelite promotion, can be found as field commanders. There are formed units of Mushkenites, but they are the exception and are highly trained and equipped, customarily held back in battle and used to exploit an enemy weakness.

Unit	
Mushkenite Regular Infantry	
Move: 6	Save: 7
Morale: 6	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6
Model point cost: 36	Unit point cost (12): 432

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Mushkenite Veteran Infantry		
Move: 6	Save: 7	
Morale: 4	Hits: 1	
Special: Light Armor		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 40	Unit point cost (12): 480	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Mushkenite Elite Infantry		
Move: 6	Save: 7	
Morale: 2	Hits: 1	
Special: Light Armor		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 46	Unit point cost (12): 552	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Veteran Mushkenite Cavalry

Cavalry units are entirely made up of members of the Mushkenite caste. The Samsut brought horses with them when they came to the Gruv. Since then, they have been interbred (with an assist from Life-Giver technology) with some local beasts to create their beasts of burden and cavalry. The unique horses of the Samsut are valuable and not trusted to Ardites. Higher level Mushkenites are cavalry officers, and lower rank Mushkenites are cavalry troopers. Ardites newly promoted to Mushkenite are often inducted into the cavalry. Due to the long lives of the Mushkenites and the proven experience of the Ardite promotees, all cavalry units are considered veteran.

Unit		
Mushkenite Veteran Cavalry		
Move: 9	Save: 6	
Morale: 5	Hits: 2	
Special: Light Armor, Mounted, 2 attacks		
Ranged: Rail Pistol	Melee: Lance, TN 4 Sword, TN6	
Model point cost: 66	Unit point cost (12): 396	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Commanders

Commanders for Samsut forces tend to be at least one social rank higher than the troops they command. Under special circumstances, a Mushkenite might control a unit of zombies, but generally that is an Ardite position, just as Ardites command units of Skeletons. Mushkenites generally control units of Ardites, as well as units of Mushkenites. Ardite living units with Ardite commanders are generally under the command of an Ardite very close to being promoted (or a just-demoted Mushkenite desperate to regain his status).

Unit commanders will be mounted or on foot depending on the troops they are leading. If a Sarrum (see sidebar) takes the field, he or she is mounted. Amelite chariots are ostentatious but not fast, and are rarely risked on the battlefield. Amelite Abums on foot are rare, but the occasional eccentric has been known.

Unit		
Ardite Infantry Waklum		
Move: 8		Save: 8
Morale: 2		Hits: 2
Special: Command - 3" radius, Controller, Light Armor, Skirmisher, 2 attacks		
Ranged: Rail Rifle		Melee: Rail Blade, TN6
Model point cost: 94		Unit point cost (1): 94

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Samsut Ranks

Rank Name	Translation	British Equivalent	Game Stat	Notes
Sarrum	king	General	level 5 commander	Amelite only
Abum	father	Colonel	level 4 commander	
Nesum	lion	Major	level 3 commander	
Waklum	overseer	Captain	level 2 commander	

Unit

Ardite Infantry Nesum

Move: 8	Save: 8
Morale: 2	Hits: 3
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks	
Ranged: Rail Carbine	**Melee:** Combat Dagger, TN7

Model point cost: 94	Unit point cost (1): 94

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-

Unit	
Ardite Infantry Nesum	
Move: 8	Save: 7
Morale: 2	Hits: 3
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks	
Ranged: Rail Carbine	Melee: Combat Dagger, TN7
Model point cost: 141	Unit point cost (1): 141

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-

Unit	
Mushkenite Infantry Waklum	
Move: 8	Save: 7
Morale: 2	Hits: 2
Special: Command - 3" radius, Controller, Light Armor, Skirmisher, 2 attacks	
Ranged: Rail Rifle	Melee: Rail Blade, TN6
Model point cost: 96	Unit point cost (1): 96

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Mushkenite Infantry Abum	
Move: 8	Save: 7
Morale: 1	Hits: 4
Special: Command - 7" radius, Controller, Light Armor, Skirmisher, 4 attacks	
Ranged: Rail Pistol	Melee: Combat Dagger, TN7
Model point cost: 148	Unit point cost (1): 148

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Mushkenite Cavalry Nesum	
Move: 11	Save: 6
Morale: 1	Hits: 4
Special: Command - 5" radius, Controller, Light Armor, Mounted, Skirmisher, 4 attacks	
Ranged: Rail Pistol	Melee: Lance, TN4 Sword, TN6
Model point cost: 180	Unit point cost (1): 180

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Mushkenite Cavalry Abum	
Move: 11	Save: 6
Morale: 1	Hits: 5
Special: Command - 7" radius, Controller, Light Armor, Mounted, Skirmisher, 5 attacks	

Ranged: Rail Pistol	Melee: Lance, TN4 Sword, TN6
Model point cost: 225	Unit point cost (1): 225

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Infantry Nesum	
Move: 8	Save: 7
Morale: 1	Hits: 3
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks	

Ranged: Rail Pistol	Melee: Combat Dagger, TN6
Model point cost: 111	Unit point cost (1): 111

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Nesum	
Move: 11	Save: 6
Morale: 1	Hits: 4
Special: Command - 5" radius, Controller, Light Armor, Mounted, Skirmisher, 4 attacks	
Ranged: Rail Pistol	**Melee:** Lance, TN4 Sword, TN6
Model point cost: 180	Unit point cost (1): 180

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Abum	
Move: 11	Save: 6
Morale: 1	Hits: 5
Special: Command - 7" radius, Controller, Light Armor, Mounted, Skirmisher, 5 attacks	
Ranged: Rail Pistol	**Melee:** Sword, TN6
Model point cost: 215	Unit point cost (1): 215

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Sarrum	
Move: 11	Save: 6
Morale: 1	Hits: 6
Special: Command - 10" radius, Controller, Light Armor, Mounted, Skirmisher, 6 attacks	
Ranged: Rail Pistol	**Melee:** Sword, TN6
Model point cost: 258	Unit point cost (1): 258

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Order of Battle

The Samsut are based in thirteen city-states that surround a large interior sea in the center of the continent. Each city-state maintains its own military. Each has its own way of naming its regiments. One may number them, another may give them elaborate names, a third may name the regiments for their commanders, and so on. Elite companies are named after the deities revered by that particular city-state. Units from different city-states rarely mix.

The Samsut have, of course, forged alliances and broken them repeatedly in the many centuries of the Great Game, so they have protocols for working together if they get drawn into a major battle with the British. If there is more than one city-state's Amelite commander on the field, however, the followers of each commander operate independently, and the various sections coordinate only on the most general levels.

Force Composition

Detailed Samsut force composition is addressed in Chapter 5. In general, a Samsut expeditionary force, such as one a British expeditionary force might run into, consists of about two-thirds undead, one-twelfth cavalry, and the rest Ardite infantry, with the possibility of a Mushkenite infantry unit or two. A minimum force could have five units of Skeletons, three units of zombies, one unit of Mushkenite cavalry, and three units of Ardite infantry, plus appropriate commanders.

Notes on Tactics

Amelite field commanders oversee the field of battle. There may be only one per ten to twelve units. Most of their experience is in the city-state games. These are ritualized battles between mutually selected forces whose results help establish a status hierarchy. Some have specialized in specific modes of battle or specific weapon mixes. The more rigid have trouble adapting to the brand new weapons and tactics the British bring. Others are great tacticians and adapt to circumstances with the resources they have. Most have a point where they leave the field in a hopeless or threatening situation. Being immortal, they can live to fight another day.

The Samsut have a great store of tactical knowledge to draw upon. When the British arrived, the Great Game had fossilized into a rote pattern of attacking first with skeletons to try to break up the enemy's formations, then following up with zombies to take advantage of any breaks while rifle units open fire on the opposition's own ranged troops. Final position has become the major deciding factor and most casualties are reserved to the Ardites, living and dead.

However, there are many tactics that have been tried in ages past that are available with a little research. For instance, in the early days some generals made use of the innate stillness of the undead to arrange ambushes that were almost impossible to detect. Active scouting by the potential ambushees eventually took this tactic out of the usual playbook, but British scouts are not used to the utter stillness of such ambushes, and the tactic may very well work for some encounters.

A common tactic used against the Saurids in times past was to send skeletons in a charge into the center of Saurid formations, meanwhile hooking zombies in two flanking operations. The living members of the force would hang back until the Saurids were fully engaged with the flanking movements after being disrupted by the center charge, then exploit the resulting holes in the center of the Saurid force. Again, this has not been used in centuries, since the Saurids present in the Samsut homeland have either been destroyed or driven from those particular lakes and rivers.

Another arrow in the Samsut quiver is that skeletons and zombies do not breathe. They can be sent through water over their heads and march along the river or lake floor until they reach their objective. Of course, they can't do this in any active body of water. Their bodies are as subject to water impact as any breathing human. Having a mob of skeletons charge into the water and emerge again on the other side of a quiet pond or gentle river, however, can be disconcerting, and zombies can follow orders to march along a river bed and come out after traveling a certain distance.

The lack of field artillery can be considered a flaw in Samsut organization until one realizes that the skeletons perform essentially the same duties of formation disruption and mass damage as cannon balls. Their morale cannot be altered, and they continue as long as one skeleton is left. They move more slowly than a cannon round, but skeletons can follow their targets if they try to flee. They don't slow down a column marching on rough terrain the way artillery can. Given time, some of the Samsut city-states may resurrect their old field artillery, although the impact on their energy budget and the political schism that may ensue could seriously restrict its use.
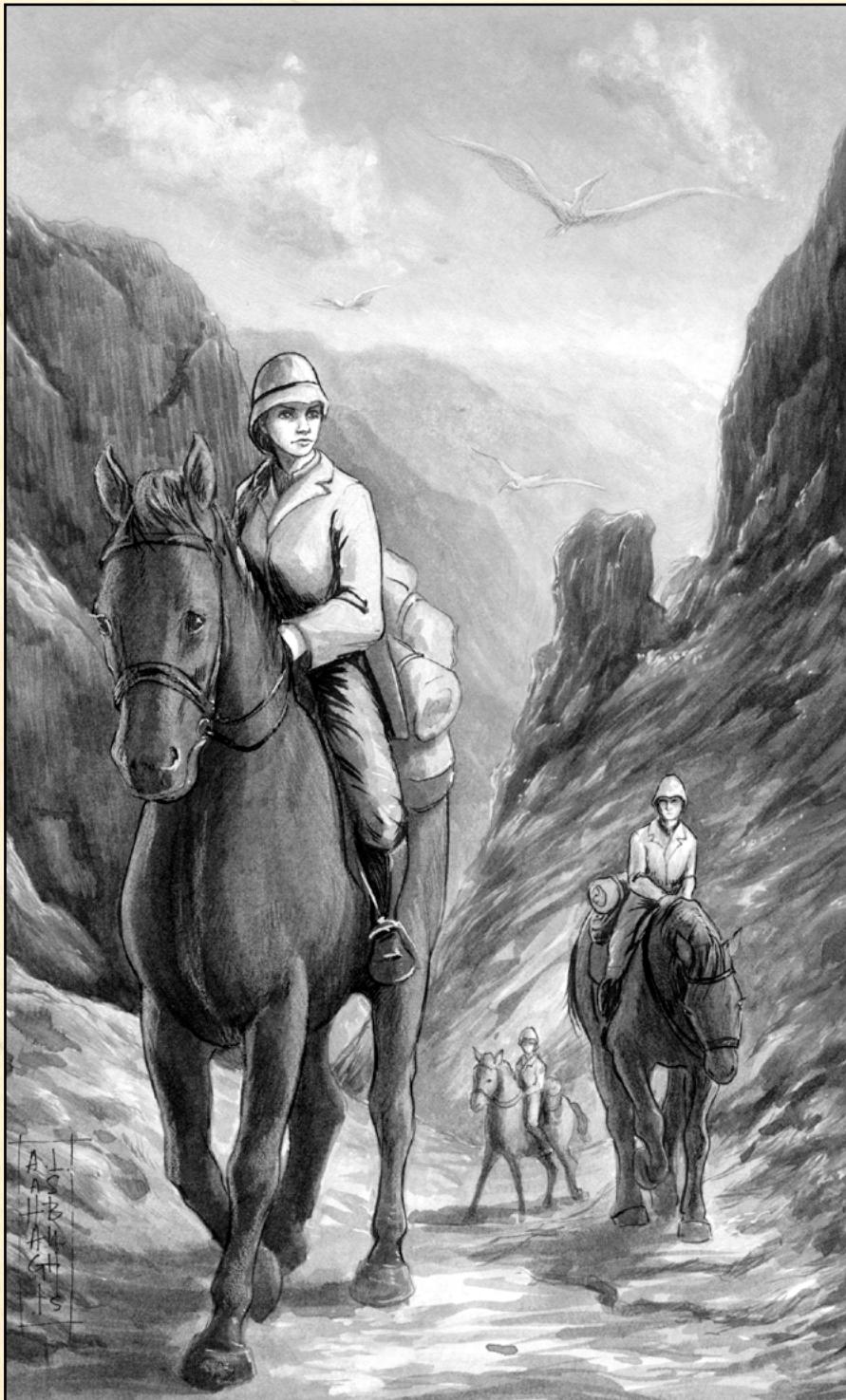
THE WORLD OF 1879

A Guide to Modern Day Britain, and Her New Colony the Grosvenor Land

It has been my honor and challenge to prepare this guide for those courageous people who will traverse the Rabbit Hole to our newest colonial holding, the Grosvenor Land. I sincerely hope that you will find this guide to be most useful, if not utterly indispensable.

Owing to the fact that you, gentle reader, may not have been fortunate enough to be born into the greatest nation on Earth, this guide also speaks at length about our recent history, so that you may better understand what is expected of you, as well as what lies ahead. I do not use the word courageous lightly. The Grosvenor Land is full of perils both obvious and subtle, and only well-prepared individuals will succeed in the tasks set before them. Whether you are here as a fortune seeker, sanctioned explorer, or hearty settler makes no difference. This guide is one of the keys to being well-prepared, and thus a key to your success.

This guide is divided, like Gaul, into three parts: a recent history of Britain; a description of Britain's Earthly possessions and protectorates, and the other political powers of our world, along with some reference to cultural and legal situations; and a survey of the Grosvenor Land. Part the first provides context for all the rest. Part the second enables you to understand your place, either as a subject of the British crown representing your land in a new world, or as a foreigner expected to exhibit proper conduct as outlined in The Gentleman's Code, a separate publication available from the esteemed MacMillan and Company. Part the third covers the geography and settlements of the Grosvenor Land as they exist at the time of this writing.

I should like to thank Dr. William Stubbs, Regius Professor of Modern History at Oxford, for his invaluable advice and critique of my work on recent history. I also extend my gratitude to all the brave souls who have ventured into the New Land to bring back tales for the rest of us.

I wish you the best of luck in your endeavors. What you do is not only for you, but for all of Britain, and the world. God Save the Queen!

Edward H. Bentley, M.A.

Professor of Modern History

Oxford University

Part the First:
A Brief History of Britain to 1879

After Prince Albert's crippling fall in 1860, a distraught Queen Victoria spent all of her available time at her consort's side. Desperate to help him recover, she spent over a year calling in doctors, healers, mystics, and religious figures, all with no apparent effect. It was in May of 1862 when, at Prince Albert's insistence, Queen Victoria attended the International Exhibition of Industry and Science, and the spark of scientific potential lit within her. From that moment forward, she threw the entirety of her being into technological pursuits in hopes of finding some sort of cure for Albert's enfeebled state.

Our Queen offered lavish rewards and entitlements to anyone in England who could make significant breakthroughs, regardless of social class or nationality. This caused quite the uproar, but Queen Victoria would not be denied. She was a ruler newly empowered by a just and righteous cause, and ruthlessly dealt with any who stood in her way.

With all the false modesty of a quiet uprising, the International Workers Association formed in 1864, uniting anarchist political groups with trade unions, along with all the working class innovators too poor to afford laboratories or scientific equipment. Their leaders swore dedication to curing Prince Albert's condition, thus earning a level of protection and modest funding from the Throne. Millions joined the organization, but initial scientific progress produced only novelty level technological advancements. A resource they secretly provided, which Queen Victoria readily exploited in exchange for continued funding, was an endless number of eyes and ears to seek out progress in all of its forms. This covert offshoot group, the Working Reliables, maintained a public dislike for the Crown within the IWA, while remaining her faithful servants in private. Rumor has it the Levellers are also at work within the IWA, but no hard evidence of the latest incarnation of that most secretive organization has yet turned up.

By 1865, the Working Reliables had discovered James Clerk Maxwell and John Alexander Reina Newland, two promising scientists with breakthroughs in electromagnetism and chemistry. With Maxwell and Newland as the founding members, Queen Victoria funded a generous institute of research, The Royal Science Conservatory, a unified council of scientific societies under a single roof, complete with staff and annual budget for materials. The Queen established the Royal Conservatory in the recently refurbished Burlington House, which had been originally designated for the Royal Academy of the Arts. A vocal but initially ineffectual group, the Anarcho-Artists, protested the choice of science before art in the streets, fearing that progress would entirely overshadow art in all of its forms. The previously all but defunct Pre-Raphaelite Brotherhood, led by William Morris, changed its core purpose and formed a secret society in Chelsea with a charter specifically to champion art over anything else.

The first major Conservatory breakthroughs brought steam-driven water and sewerage systems to London, starting a new era of healthier living for the City's residents. As reports of the success of the Royal Conservatory spread, the Great Game (the cold war of espionage among the European nations) expanded from political maneuvering to international scientific espionage. Information, discovery, and ingenuity became the quiet currency of the global shadows. New societies formed, along with organizations created for stealing and/or protecting scientific discoveries and experiments.

In 1868, Queen Victoria and Prince Albert attended the Royal Aeronautical Society exhibition at London's Crystal Palace. Seeing John Stringfellow's new steam engine design inspired her to add a new wing to Burlington House dedicated to the study of steam technology. The IWA began to incorporate steam technology into their factories and the tools of the fields. While the IWA leaders touted this as a way of reducing the reliance of the commoners on the Crown, the Reliables remained silent on where they had procured their funding, and the implementation of these devices actually increased unemployment throughout England, especially in and around London.

Independent of the Royal Conservatory's steam engineering efforts, the following year a young engineer named Charles Parsons, who worked at the firm of W.G. Armstrong, made a singular breakthrough. He developed a micro steam engine the size of a bushel basket, with the output of an engine many times its size. These micro steam engines revolutionized industry, leading to further breakthroughs in steam-powered vehicles, assembly line factories, and much more.

Even as the Royal Conservatory continued to publish papers recognized around the world, Prince Albert remained an invalid. The Queen increased her reward offers and reached out to every university in England. During this tour of academic institutions, Elizabeth Garrett Anderson, Britain's only woman doctor, petitioned Queen Victoria for women's rights in the fields of science and medicine. The University of Bombay, in British India, and the Ecole de Médicine de Pondichéry, in the French Puducherry region of India, had already been granting medical degrees to women for many years. Queen Victoria remained unsympathetically neutral on the subject, but did give Dr. Anderson a modest grant to research the common diseases of London, including cholera and typhoid.

A year later the Queen's son, Albert Edward VII, Prince of Wales, contracted typhoid. Queen Victoria quickly called in Doctor Anderson to demonstrate what progress she had made in her medical exploration. While it is unclear how much Dr. Anderson did to help, Albert Edward survived, and the Queen's posture on women and science and medicine radically transformed.

Queen Victoria sought out John Stuart Mill, who had proposed an act to grant women the vote years earlier. While he was no longer in Parliament, he still held influence, and with the support of the Crown, he managed to convince the House of Commons to pass three critical laws throughout 1872. The Medical Act gave women the right to hold medical degrees and the requirement for medical and university institutions to allow them equal access to education. The Married Women Property Act enabled wives to buy, own and sell property and to keep their own earnings. The New Reform Act of 1872 gave urban woman who were heads of households and were once married (i.e., widows) the right to vote in the elections of the House of Commons. While this resulted in only a very small minority of women voters, it sent a strong and empowering message to the female population of the nation.

By the time these acts passed, the Queen had admitted Doctor Anderson to the Royal Conservatory, along with Joseph Lister for his groundbreaking work in surgical sterilization through carbolic acid, and had completed construction on the Elizabeth Anderson Women's School of Medicine. The "Edinburgh Seven," a group of women previously denied an education in the medical field, were the first admitted.

That same year, Gyro Gehrlaus, an engineer at the Royal Small Arms Factory, developed a self-propelled round for the Martini-Henry rifle. Dubbed a Gyrocket, or Thunderbolt round, it had significantly more range than the standard Boxer-Henry cartridge, with a flatter trajectory that afforded greater accuracy. However, difficulties in mass production led to it being issued only to elite military units and commanders.

Following the Franco-Prussian War, Prussia forsook the silver standard, throwing Europe into economic turmoil. To combat the Panic of 1873, boost the morale of her subjects, and stimulate both the British economy and international trade, Queen Victoria ordered the release of several technological innovations from the Royal Conservatory to the general public. This included aspirin, flush toilets, bicycles, incandescent lamps, steam carriages, and antiseptic carbolic soap. The most well received development, however, was the steam powered personal walking frame, a large, bulky metal bubble with mechanical legs designed to allow invalids (most notably Prince Albert) to be independently mobile. At last Victoria's darling husband could leave the palace on his own, and the Queen was ecstatic.

As part of the celebration of this event, she funded a project to illuminate the streets of Godalming with hydroelectrically powered arc lights. The Royal Conservatory subsequently announced Burlington House as the world's first electrically illuminated building. (Baron Armstrong's Cragside manor had been fitted with a Siemens dynamo in 1870, but wouldn't get an arc lamp in the Gallery until 1874, replaced with Joseph Swan's incandescent bulbs in 1876.)

Just a few months later, John Tyndall discovered the antibiotic properties of the penicillium mold. He recognized the significance thanks to his familiarity with the work of Louis Pasteur, with whom he maintained a regular discourse. Penicillin production headed off numerous diseases throughout the Empire. Tyndall was rewarded with a knighthood and substantial monetary endowment.

The sight of Prince Albert at the Queen's side again made the Royal family more popular than ever. Hundreds of thousands regularly turned out to see him walk around in his monstrous machine. On the first of May, 1875, in front of one of the largest crowds ever assembled in London, the Prince announced that the 25th Anniversary of the Crystal Palace Exhibition would be celebrated with the Great Silver Exhibition, to open 1st May of the following year.

The great minds of the time, including Alexander Graham Bell and Alfred Nobel, approached the Queen and Prince with their latest inventions, and obtained grants and sanctions to greatly expand their work. Then Professor Oswald Meredith Grosvenor's device seized the focus of the nation. The story of the Grosvenor Experiment, and the resulting Greenwich Anomaly, has already been told sufficient times that we will not bore the reader by repeating it here.

The significance of the swirling disc still being unknown, Queen Victoria ordered the assignment of a dedicated research team from the Royal Conservatory, and moved on to more immediate matters. Annie Besant and Charles Bradlaugh, as the Freethought Publishing Company, had published Charles Knowlton's 1832 birth control manual *Fruits of Philosophy*, for which they were prosecuted under the Obscene Publications Act of 1857. Prompted by the urgings of Doctor Anderson, Queen Victoria intervened, pardoning the authors and subsidizing the book's publication. Almost immediately, the rampant population expansion in London fell away. The book and the royal approval of the idea gave women an even greater sense of independence and control over their lives. In response to this and other issues, American suffragettes Victoria Woodhull and Tennessee Claflin traveled to England, and began a movement to expand voting rights across England.

Meanwhile, the appearance of the "Rabbit Hole" sent shock waves through the communal awareness of the known world. In New York City, Helena Petrovna Blavatsky (a Russian occultist author), speaking on behalf of the Theosophical Society, declared that the Portal was the singular most significant event in all history, and belonged to the world, not to a nation. She claimed it connected to the world of the spirits, which she called the Mahatmas. This led to the formation of the Neo Hinduism movement which quickly gained popularity in the United States and parts of London.

Neighborhood watch groups formed to protect themselves from whatever they imagined lurked just beyond the Portal. William Morris helped found the Society for the Protection of Ancient Buildings as a front for the Pre-Raphaelite Brotherhood, intending to use their access to ancient places and artifacts to learn more about the Portal, and possibly gain power over anything that might come through it.

A new malady appeared in London a few months after the Portal opened. Dubbed Looking Glass Fever, the illness struck people in a random fashion, baffling doctors as to the means of its spread. People afflicted by the disease either shook off the effects, delirium and high fever, within a few days, or changed physically. Many afflictions, including some of the swiftest witnessed where the victim changed within minutes, occurred during transit through the Rabbit Hole itself. Some people grew taller, with lithe bodies and pointed ears, losing much of their body and facial hair in the process. Others contracted in height and broadened across the shoulders, chest, and hips, the men's beards thickening substantially. Some victims gained a bit of height and considerable muscle and bone mass, and sprouted tusks, always on the lower jaw. Still others continued to grow to nearly eight feet in height, developing tusks, scaly or bony plates in places across their skin, and horns somewhat like a ram or antelope. People changed by Looking Glass Fever came to be collectively known as Boojums, although mythological and literary terms such as elf, dwarf, snark, and troll gained use for common variants. While Looking Glass Fever was attributed to the Portal, no definitive proof was ever established. The appearance of LGF in other parts of the world only added to the confusion.

In December of 1878, Victoria's second daughter Alice contracted diphtheria in the city of Darmstadt, Prussia. The recent construction of an international telegraph system brought the news to the Palace quickly enough that the bulk of the Edinburgh Seven and Dr. Elizabeth Anderson herself were able to travel to assist the princess. This time, using a method of heat-treated diphtheria toxin, it was clear that the medical advancements of the Women's School of Medicine saved their patient's life. The same day she heard that Alice recovered, Queen Victoria called for the House of Commons to consider a law granting women in general the vote.

That New Year's Eve, the Royal Conservatory presented Prince Albert with a new personal walking frame. With the ingenuity and leadership of James Clerk Maxwell, and the incorporation of Charles Parson's micro steam technology, the device had been refined into an exoskeleton with half the mass and bulk of the original clumsy and primitive prototype. The Anarcho-Artists immediately censured the device for its implied potential to be used as a tool of warfare.

Passed in February, the Suffrage Act of *1879* gave all men and women who owned a house or paid at least 10 pounds a year in rent the right to vote. This granted approximately sixty percent of the men and fifty percent of the women of England voting rights, and marked the last bit of social change before events surrounding the Portal finally consumed the collective consciousness of the nation.

After the brutal defeat of British forces by the Samsut in April of that year, Victoria added a Military Applications Branch to the Royal Conservatory, and the focus of the Royal Family shifted towards the possibility of war.

Part the Second: The World of 1879
Internal Politics and Government

Politics and government have always been regarded as dreadfully boring by the larger part of the population. However, a subject of the Crown should have an understanding of how Her Majesty's government works. in the interest of painting as clear a picture as possible of the world as we know it, here is the short version.

The British government is overseen by the Queen, but run by Parliament, with guidance from the Prime Minister. Parliament is divided into the House of Lords and the House of Commons.

The House of Lords verifies the bills the House of Commons passes for legal validity and the best interest of the Empire and Crown. Once a bill passes the House of Lords, the Queen signs it into law. The House of Lords is further divided into the Lords Spiritual and the Lords Temporal. The Lords Spiritual are chosen by the Church of England from the ranks of the archbishops and bishops, charged with seeing to the morality of the Empire. The Lords Temporal either have an inherited title, have done something spectacular for the Empire and been rewarded with a title, or simply bought a title, which can readily happen with a title that has land attached thereto. The qualifications for a seat among the Lords Temporal are being of minimum age, being descended from a distinguished lineage or having otherwise been ennobled, and having no obvious outward signs of being an imbecile, although that final requirement has often been debated in the Lords' chamber.

The House of Commons writes the bills that may eventually become laws. The members of the House of Commons are elected by the voting populace. Subjects fighting for the right to vote were demanding the right to elect these politicians. General elections are held every five years or so, whenever the Queen or Prime Minister calls for them, and while the original concept was for those elected to come from all levels of society (hence the name 'common'), the reality is that the bribes and socializing and advertising required to get elected demand a heavy purse. Seats in the House of Commons are non-paying positions. This results in almost every seat in the House of Commons being held by the aristocracy. The next general election will be held in 1880, which means on top of everything else, political debates and arguments over the thorny issues of the day are rising in intensity while the government is trying to see to the Portal business.

Within the House of Commons, the party that holds the majority is known as Her Majesty's Government. The other party or parties are referred to as Her Majesty's Most Loyal Opposition. The leader of the party in majority is usually chosen by the Queen to be the Prime Minister, although legally Her Majesty could name anyone to the post. The Prime Minister effectively runs the day-to-day business of the country. In *1879*, the Prime Minister is currently Benjamin Disraeli, the Earl of Beaconsfield.

The two primary parties are the Liberal Party, descended from the Whigs, the Radicals, and the Peelites, and the Conservative Party, better known by their ancestral name of the Tory Party or the Tories. Liberals believe that the rights of individuals are the most important things to strive for, and that those freedoms should be independent of the government. They believe change should happen quickly, and in ways that take restrictive abilities away from the government. Their Whig predecessors espoused the ideas of constitutional monarchy and moral reform, such as the abolition of slavery and the emancipation of the Catholics. Conservatives believe that historical governments are there for a reason, and should be preserved, and that change should always come slowly. Currently, the Conservative party holds the majority, but with every push Queen Victoria makes for laws removing voting restrictions, the Liberals gain more popularity.

There are, of course, other political parties with representation in Parliament, such as the Liberal Unionist Party, and numerous politically-minded organizations with their own agendas. Most of these political societies push for one of the two primary political parties, although there are also societies striving for or against various religious issues or women's issues, striving to reform treatment of the insane, poor, or elderly, and pushing for legislation governing the Portal and the lands beyond. Unlike secret societies, these groups have open membership and are registered as legal organizations.

External Politics

"If we are to maintain our position as a first-rate power, we must be prepared for attacks and wars, somewhere or other, continually."
– *Queen Victoria*

Despite what some irreverent wags have said, the expansion of the Empire has been good for everyone. The people of the British Empire believe that they have an obligation, a burden, as it were, to enlighten and civilize the 'ill-fated barbarians' of the world. They maintain absolute confidence that England is destined to rule the globe, and, with the discovery of the Portal, the universe. Beyond ideology, Britain needs the money, natural resources, commodities, and labor, and the new markets for its products that come with conquering less able nations.

After the Samsut defeated the British forces in their initial battles, the Empire realized that the world on the other side of the Portal was already inhabited by hostile forces. A war with no known boundaries would cause a significant manpower shortage, both in the ranks and in the civilian industries that supplied the military. With approval from the Queen, Prime Minister Disraeli began incorporating colonial auxiliaries into the British military, along with allowing women to take up arms. Firms that supplied the military were given preferential treatment in terms of loan availability, tax relief, and access to the Rabbit Hole and the resources in the world beyond it.

Gender Issues

1879 is a tumultuous time for gender issues. Women have been expected to be both the self-sacrificing angel and the servant-driving general of the home, tending to their husband's needs, organizing and implementing social functions, and raising the children, all while having no legal rights to property or wages. Now, thanks to Her Majesty and the urgings of Dr. Elizabeth Anderson, within the last seven years women have suddenly found themselves able to maintain their own wages, earn degrees at universities, have some modest control over their reproductive systems, and for those who, either by themselves or with a spouse, own houses or rent moderate apartments, even vote. Combine that with the push for everyone to contribute to science wherever possible, plus the Prime Minister's call for all able-bodied hands to consider service in the military, and a new world of opportunities has opened for women in Britain.

Laboratory coats and military uniforms now compete with fashions designed to accentuate a woman's separation from the world of work. Men now find the fair gender sitting beside them in college lecture halls, or offering them medical services, or accompanying them to the rifle range. Politicians have to rethink their strategies, finding new means of dealing with the electorate beyond the cigar smoke-filled parlors of men's clubs and brothels.

The women of the working and lower classes do not enjoy the right to vote, for the most part being unable to afford a proper home and sometimes sharing an apartment with several other families. They are, however, most likely to be drawn into the enlisted ranks of the military or, where permitted, the machine operators of factories.

The publication of *Fruits of Philosophy* not only addressed the issue of reproductive control, but brought into question the generally accepted sexual practices of the era. Upper- and middle-class women were expected to have no more physical contact with a man before marriage than passionate hand holding, modest public dancing, or the very occasional kiss. One out of every three working- and lower-class women, on the other hand, was pregnant when she got married. *Fruits of Philosophy* presented the ideas that working-class families could decide how many children they would have, and that it might be possible for upper-class women to practice more amorous behavior without bringing scandal to their family names. The resulting geological shift in morals and mores still rumbles through society, the tremors not yet subsided.

World Situation Report
General Observations

The complete report, assembled at the request of the Diplomatic Office, runs to several volumes. While this makes for good reference material, it is not what one could truthfully call light reading, nor concise enough for the purposes of this committee. Following is a precis for each region, summarizing the information to be found in the full report. While not being a substitute for an in-depth analysis, it will do for the purposes of quick reference.

– Ewan Harper, Her Majesty's Foreign Service

Africa

To understand the British position in Africa, one must examine its origins. Part of the problem in doing this is that Africa is not a country, but a continent. Trying to assess an entire continent in one report is rather like being served a dish that's larger than one's head. Deciding where to put the fork in requires some study. Attempting to devour the entire beastly thing by oneself would be foolhardy, and bad manners besides. As any gentleman knows, proper manners count for quite a lot, and part of the problem of Africa is that there have been so many gaffes and misunderstandings that achieving a gentlemen's agreement at this point has about as much chance of success as trying to organize a waltz in an Irish brothel.

Shamefully, our history on the African continent as a power in residence begins with the trans-Atlantic slave trade. Britain established several ports on the western coast specifically for this purpose. While we still hold James Island and the fortress at Accra, they no longer serve such a foul purpose, after the abolition of British involvement in the slave trade some seventy years ago.

Colonization for more noble purposes began with Napoleon. When French forces invaded the Netherlands in 1795, the Dutch, long our rivals in South Africa, handed over the Cape Colony to Britain so that the French could not claim it as spoils of war. At the end of the Napoleonic Wars in 1815, the Treaty of Nantes formally ceded the colony. This upset the Boers, farmers of Dutch descent who comprised much of the Colony's population, partly because they didn't want to be ruled by Britain and forced to learn English, and partly because Britain had outlawed slavery entirely throughout the Empire. Many of the Boers left during the Great Trek period, founding the Transvaal Republic and the Orange Free State, recognized by Britain in 1852 and 1854 respectively. This created a situation that, twenty years on, would turn potentially explosive.

In the same year that the Transvaal received recognition, Mpande, king of the Zulus, invaded Swaziland. King Mswati II appealed to the British Empire for aid. Faced with the arrival of British forces, Mpande retreated back across the border. In the process, his son Mbuyazi was captured, and later ransomed back to his father. During his captivity, Mbuyazi met with British diplomats, and the groundwork was laid for a possible alliance. Shortly after Mbuyazi's return to the Zulu Kingdom, he clashed with his brother Cetshwayo over the succession. Arguments led to fights, which led to open warfare between the factions. At the Battle of Ndondakusuka in 1856, Cetshwayo's forces pinned down Mbuyazi's, and all hope seemed lost, when British reinforcements arrived. Cetshwayo's forces, caught between the British and the rallying troops of Mbuyazi, were slaughtered. Mbuyazi returned home with his brother's head on the end of a spear, deposed his father, and took the throne. Mbuyazi then signed a treaty of mutual support with the British Empire. While the treaty was broken a few times by renegade Zulus who disagreed with their king about standing beside the white men, each time Mbuyazi tracked down the men responsible, and either executed them himself or handed them over to the British for trial.

Maintaining a hold over a people as proud and independent as the Zulus proved difficult. Mbuyazi died in 1869, prematurely aged by the stress of his position. His second son Nbomani took the throne, but given the instability of his nation, signed a treaty of protection in 1870, bringing in British troops and administrators to help hold his people in check. Even with British guidance, outbreaks of rebellion still occur, a notable example being the Battle of Isandlwana earlier this year, where over a thousand British soldiers died in a single day defending against a massive raid. The British military has nonetheless profited from the treaty, organizing regiments of Zulu auxiliaries for border enforcement and maintenance of order in the Zulu Protectorate, and recruiting the best of these auxiliaries into British ranks. Anyone who has ever dealt with the Zulus knows that it is much better to have them filling out your own ranks than facing you from across the field.

Moshoeshoe, the Great Chief of the Basotho, signed a treaty with Britain in 1868, making Basutoland a British protectorate and ending threats from the Zulus and the Boers. This also put an end to a source of embarrassment for Britain, which had lost battles with the Basotho in 1851 and again in 1852. As a British protectorate, Basutoland could not be invaded by the Zulus under the terms of the mutual support treaty with the British Empire. The Boers had fought several wars with the Basotho and recently captured the western lowlands of Basutoland. The Treaty of Aliwal, signed between the British and the Boers in 1869, defined the borders of Basutoland, leaving the Lost Territory west of the Caledon River in Boer hands and effectively halving the Basotho's range. Moshoeshoe died in 1870, and the following year Basutoland was annexed to the Cape Colony, a move that has not gone well. Moorosi, one of the southern chiefs, rose in revolt earlier this year, and when he was killed in battle, the rest of the southern chiefs fell to fighting amongst themselves over the division of Moorosi's lands. Currently, the British military is attempting to disarm the Basotho under the auspices of the Cape Peace Preservation Act of 1878, but that effort is not meeting with much in the way of success.

To further complicate matters, diamonds were discovered at Kimberley in 1867, touching off a rush. Britain annexed the lands, creating another diplomatic incident between the British and the Boers. Cecil Rhodes, a British entrepreneur backed by Rothschild money, had already bought most of the mining concerns in the area, including the De Beers claim, making the annexation little more than a formality.

The efforts of the Colonial Secretary to organize a federation between the British territories in Africa, the Orange Free State, and the Transvaal Republic failed in 1875, partly because the Boers were still smarting over the loss of Kimberley. In 1877, Britain attempted to annex the Transvaal by a special warrant, based on the threat posed to the Transvaal by the Zulu Kingdom. If the Transvaal became a British possession, it would be off limits to Zulu encroachment under the treaty between Britain and the Zulus. The Boers objected strenuously to this, but have yet to put up a fight about it, resorting to some very strong name-calling and visits to London by Paul Kruger, their leader. Diplomatically speaking, the Boers are boxed in. If they obviate the warrant, or take up arms against the British, the Zulus will sweep in and obliterate them. If they don't oppose the British, they'll end up like Cape Colony, thoroughly Anglicized, their cultural inheritance washed down the river to the sea. The region is a powder-keg. All that is needed is a spark.

The Americas

This section covers the North American continent. The Southern American continent does not have sufficient British presence at this time to justify its inclusion.

The United States of America (the "Union") /
The Confederate States of America (the "Confederacy")

Like Siamese twins who cannot abide each other, these two nations are joined inseparably in a state of eternal conflict. While the American Civil War ground to a halt in 1866, the Confederacy still holds out, both sides too exhausted to continue but neither willing to concede defeat. Considerable history comes both before and after the conflict, but the American Civil War remains the defining event of both nations.

As a side note, the name applied to the conflict depends on location. Most of the world refers to it as the American Civil War, to differentiate it from all the other civil wars known to civilization. The Union refers to the conflict as the War of Southern Secession. The Confederacy knows it officially as the Confederate Revolution, but more often refers to it as the War of Northern Aggression, never mind that the Confederacy fired the first shots at Fort Sumpter. We will use the more common name throughout this report.

While the origin of the United States of America as British crown colonies is well worth substantial examination, the key point is that those colonies rebelled against the Empire and broke away to form a new nation. The American Revolutionary War began in 1776, when the colonies declared themselves free and independent, and ended in 1783, with the new United States of America ratifying its Constitution. One should hardly be surprised, then, that less than a hundred years later, half of this new nation seceded, intent on forming yet another new country.

South Carolina led the charge in 1860, following the election of President Abraham Lincoln, a staunch Unionist and abolitionist. Its economy dependent on cotton, which in turn depended upon African slaves, South Carolina saw in Lincoln's election the end of their economy and their cherished way of life. Parenthetically, for those eager to condemn the Confederacy for its continued practice of the abhorrent institution of slavery, one must remind these individuals that the textile mills of Manchester and the fortunes of many British subjects were dependent upon American cotton. Britain may have outlawed slavery in its own empire years before, but contributed substantially to the continued practice of slavery in the Southern states by purchasing the cotton that the use of slaves kept so cheap.

Mississippi, Florida, Alabama, Georgia, Louisiana, and Texas followed South Carolina away from the Union in the early part of 1861. The Articles of Confederation were signed at Montgomery, Alabama. Later, after the war began and the states of Virginia, Arkansas, North Carolina, and Tennessee joined the Confederacy, the capitol was moved to Richmond, Virginia, putting the Confederate seat of government as close to the border as Washington, D.C, the seat of the Union. Later, when Richmond fell to Union forces, the capitol would be moved back to Montgomery, where it remains to this day.

Entire libraries have been written examining in minute detail the battles, the politics, the economics, and even the manufacturing of shoes during the American Civil War. This condensed report will confine itself to the major turning points and most significant events. In the end, the Union had greater resources of manpower, industry, and raw materials. The Confederacy had greater resourcefulness, smarter engineers, and a few technological visionaries whose work changed the course of the war.

The Union sought early on to blockade the Confederacy, denying it both supplies and the ability to communicate with other nations. This failed for a number of reasons. First, the Union expected the British Empire to stand aside, especially in light of the slavery issue. In the beginning, the Empire refused to extend recognition of any sort to the Confederacy. However, the Union breached the Empire's sovereignty in a series of incidents in Trent and Merseyside. The Confederacy had commissioned ships from English yards, with the intent of delivering them to points where Confederate crews and guns could be brought aboard without violating English neutrality. The Union decided not to wait until the ships reached international waters, and seized the vessels at the British dockside. The insult sent the population into an uproar. The cost of the seized vessels sent repercussions through the naval insurance firms and into the economy at large. Pressure from the textile mills of Manchester, desperate for Confederate cotton, pushed the issue from the diplomatic arena to the military. British warships sailed for the Americas, and engaged the Union vessels blockading Confederate ports and hunting Confederate ships. While the strikes were perforce in international waters, kept to punitive levels, and not allowed to escalate into support actions for the Confederate war effort, they opened sufficient holes in the naval barrier to allow Confederate vessels some ability to pass. Later in the war, Brazilian ships fought alongside the British, and beside the Confederates as well.

The second reason that the blockade failed lies with three developments in technology in different areas that acted, in the grand scheme of things, similarly. The Confederacy made a breakthrough in lighter than air ship design. Marketing their expertise brought badly needed funds, and the airships themselves allowed the Confederates to ignore the Union naval blockade, bringing in critical supplies and carrying out cargo far above the reach of the Union's shipboard guns. Airship technology has since spread rapidly from the Confederacy to other nations, even, through a roundabout path, to the Union.

The Confederacy also made serious advances in underwater craft. Armed with a spar torpedo that used a novel electrical detonator, the H.L. Hunley carried out her maiden mission with flying colors, sinking the USS Housatonic on 17th February, 1864, leading to her commission as a naval vessel. The success of CSS Hunley led to a series of further missions and the building of more submarines, which had significant impact on the blockade.

CSS Virginia, launched in 1862, changed the game when it came to battles on the surface of the ocean. Virginia sat low on the water, her casemate ironclad superstructure rising above the waves like the roof of a submerged house. She carried considerable firepower and substantial armor, but moved sluggishly, her steam engines not being quite up to the task of getting all that iron under way. More of a mobile fort than a warship, CSS Virginia nevertheless acquitted herself well in combat, sinking two Union vessels at the Battle of Hampton Roads. The next day CSS Virginia nearly met her end, as the Union ironclad USS Monitor arrived on the scene. While attempting to withdraw to shallow water after being crippled by Virginia, Monitor took a round of hot-shot through the cannon slit of her turret. The resulting magazine explosion tore the turret off Monitor, broke her keel, and killed half of her crew. The Union abandoned the Monitor design, and spent the rest of the war trying to copy Confederate ironclad designs and come up with a better one of their own. The Confederacy launched nine more casemate ironclads, with more up to date engines and other design improvements over Virginia, before the war's end, doing substantial damage to the conventional vessels of the Union.

Other Confederate technological breakthroughs included firearms. Christopher Spencer was unable to get through the highly conservative Department of War with the design for his falling-block lever-action carbine, a substantial improvement over the muzzle-loading rifles in use at the time. Frustrated by this, Spencer accepted the offer of a consortium of wealthy Southerners who saw potential in the weapon. Production of the Spencer repeating rifle began in 1860, shortly after the inauguration of President Lincoln.

In 1861, when Union forces abandoned their forts in the Utah Territory to march east for the war, the Confederacy signed a treaty with the Mormon Church, acknowledging it as the rightful government of the territory. In return, the Confederacy was able to purchase copper from the Utah Territory's mines at rock-bottom prices. This assured the Confederacy of plenty of raw material for the cartridges for the Spencer carbine, which had notable impact at the Battles of Gettysburg and Hoover's Gap.

Gettysburg could have been a turning point either way. If not for a long range cavalry patrol and a bad night for a commanding general, the Union might have won a decisive victory and halted Lee's northward march in its tracks. Realizing that Hill was about to start a debacle, Lee ordered Hill to slow his advance and wait for reinforcements. Unfortunately, Hill had already ordered a charge, and Lee's order did not arrive in time to stop it. Lee had Stuart's cavalry split their forces and flank the Union, harassing the enemy from the sides and rear and instructed Ewell, who led the forward troops, to seize the high ground and hold it at any cost. Ewell subsequently took Cemetery Hill despite substantial losses. The sacrifice of much of his command gave the Confederacy the high ground advantage. Hill's Charge went down in history next to the Charge of the Light Brigade during the Crimean War as an example of a commanding officer slaughtering his own unit. Stuart's cavalry, on the other hand, armed with Spencer repeating rifles, inflicted tremendous casualties on the Union forces while taking few themselves. With the Confederacy able to lob artillery fire down onto the Union from the heights, breaking up the Union formations, the numerically inferior Confederacy won the day.

Sadly, the victory at Gettysburg was forgotten seven months later. Jefferson Davis, the stern, autocratic President of the Confederacy, had suffered bouts of intermittent blindness and headache for years. On 17th January, 1864, the weakened artery in his brain finally burst. Alexander Stephens became President of a nation in desperate straits. The newly elevated Stephens proposed a measure that was rejected out of hand at first hearing, but given serious consideration once tempers cooled.

"Gentlemen, the institution of slavery in these Confederate States of America is dead as a doornail, and it is high time we not only admitted it, but drove the final nail into its coffin. What I propose is to then ship the box off to Washington, DC, and let them choke on it. We must give up an institution that, for reasons of economy, manpower, and developments in mechanization, we can no longer support. The Union has claimed for years that slavery is the primary reason for their waging of war upon us. If we put an end to our peculiar institution, we deprive the Union of their justification for this war. If the North then continues to prosecute the war against us, we can lay their naked aggression before the entire world for judgment."

– from a speech to the Congress of the Confederate States of America by President Alexander Stephens, 1864

In October of 1864, the institution of slavery became illegal in the Confederacy. Overnight, thousands of slaves became free men, women, and children. This was only a small percentage of the slaves that the Confederacy had held at the beginning of the war, but four years of armed conflict had taken their toll on more than just the white soldiers. With the repeal of slavery, Britain, France, and Bolivia signed alliances with the Confederacy, not only recognizing it as a nation, but stepping into the war alongside Brazil.

Between the failure of the blockade, the demonstrated tactical superiority of the Southern command, and Confederate technological advances, the Union's superiority in manpower, manufacturing capacity, and supplies simply did not suffice. With the War dragging into Lincoln's second term, political pressure to end it one way or another threatened to blow the Union government apart like an overstressed boiler. Desperate measures were considered. General Sherman proposed a strike down into the heart of the Confederacy, a fast march with troops supplied by what could be commandeered along the way, cutting a swath of destruction across the enemy's territory. The Union command peremptorily dismissed his plan, saying that winning the war by terrorizing the civilian population was unacceptable. When Sherman attempted to take his forces into Confederate territory anyway, he was removed from command. The War ground on, slow and bloody, with the Confederacy worn away in fits and starts. Finally, in 1866, an armistice was declared. Enough Confederate territory had been conquered by the Union to assuage the politicians and justify at least part of the economic cost. Further hostilities would require resources that neither side could any longer afford to spend. The right of secession became law. The Confederacy consisted of Florida, Southern Georgia, Southern Alabama (including the Confederate capitol of Montgomery), Southern Mississippi (including Jackson, the former state capitol), and Eastern Louisiana (including New Orleans and Baton Rouge). The Union consisted of thirty-six states, including Northern Georgia, Northern Alabama, Northern Mississippi, and Western Louisiana.

Over the next several years, a number of states exercised that right. North Georgia seceded from the Union and rejoined South Georgia. The Georgian Reunification was soon followed by the reunifications of Alabama, Mississippi, and Louisiana. South Carolina was the only former Confederate state wholly retaken by the Union where a plebiscite to secede carried by the required two-thirds margin. Arkansas, Tennessee, North Carolina, and Virginia continue to have active secessionist parties, but thus far they have not passed fifty percent in their popular support.

Today, the Confederacy consists of Florida, Georgia, Alabama (including the Confederate capitol of Montgomery), Mississippi, Louisiana, and South Carolina. The Confederacy survives partly because of its continued production of high-quality cotton, and partly because of its war materiel manufacturing. Importing vast quantities of raw materials and churning out guns, warships, and the like have given the Confederacy the capital needed to repay its war debts and hire mercenaries from all over the world to fill out its military. Half the standing troops in the modern Confederacy are of foreign origin, leading to a highly diverse culture as these troops bring their families to their duty stations. Slavery is gone, but blacks throughout the rest of the Confederacy still face hardships, thrown out on their own with no means of support, and open prejudice, many whites blaming the blacks for the war in a twist of logic peculiar to the South.

The Union consists of thirty-one states, having added Nebraska in 1867 and Colorado in 1876, although for how much longer remains to be seen. Poverty grips a considerable portion of its citizens, with the costs of the War still being felt thirteen years later. Taxes remain high, the cost of living higher. The massive casualties of the war left many factories unable to hire enough manpower to continue operating. The labor laws of a more enlightened age prevent those gaps from being filled with orphans and the children of widows. An entire generation of children were born after their fathers had died in battle, leaving the Union with yet another war debt, the pensions to the bereaved families. Social progress has at least been made. With the majority of the Union's surviving population being female, the women's suffrage movement won the vote with scarcely any effort. While the Union would no doubt be a more palatable ally than the Confederacy, its ability to contribute to the efforts of the Empire are virtually nil.

The Mormons reverted the name of the former Utah Territory back to Deseret, the name they had given their proposed State before the War, and proclaimed sovereignty. Brigham Young, President of the Church of Latter-Day Saints and former governor of the Utah Territory, took office as Deseret's first President, openly merging church and state. Marketing the Territory's natural resources to the Confederacy during the War paid for substantial amounts of weaponry and fortification. At this point, the Union is simply too exhausted to push the issue, but has thus far refused to extend any form of recognition to the Mormons. Deseret remains an ally of the Confederacy under the Copper Treaty of 1861.

Texas declared independence, and has thus far held off being swallowed up by Mexihco, largely because the Mexihcans are too busy dealing with the Mayan breakaway state. The Lone Star Republic exports beef and minerals, and imports pretty much everything else. How long its economy can hold up in the face of poor cropland and a series of droughts is anybody's guess.

Toward the end of the War, a considerable number of Confederate soldiers deserted. Some of these soldiers turned to banditry, and remain a problem in Florida. Others left North America entirely, turning mercenary, along with units that refused to stop fighting when the armistice was signed. These mercenary units now roam the world, looking for conflicts where one side or the other might have the ready cash to bring in paid assistance. Mercenaries have been considered for use in the New World, to bolster Her Majesty's forces. Care should be taken in selecting these units. Some of the more notable individuals from the War are reputed to travel with mercenary units, and would no doubt leap at the chance to pass through the Rabbit Hole incognito and re-establish themselves on the far side. The Empire does not need Confederate leaders attempting to build a New Confederacy in the New World.

Asia

This section shall concern itself with the lands between Europe and the Orient.

India

Properly, India refers collectively to British India, the Princely States, and all other territories governed by Her Majesty through the Governor-General of India (more commonly called the Viceroy) and his subordinates, a political structure known as the Raj. In actual use, most people intend the name India to refer to British India by itself, the land formerly ruled by the British East India Company. A look at how this territory came under the authority of the British Crown is in order.

The East India Company was granted its charter in 1600 by Queen Elizabeth. By 1757, the Company had multiple private armies and a system of political administration throughout the territory from which it derived its profits. After the Nawab of Bengal was defeated at Plassey and his French allies sent packing, the Company took over rule in earnest, collecting taxes, passing laws, and acting as a government in all but name.

Sadly, what the Company lacked most was diplomacy. Exotic goods and money rolled back to Britain by the shipload, and nobody really cared if the natives were overworked. The Company officials felt themselves justified in ignoring local customs and turning a blind eye to the excesses of their private military. As long as the books balanced and the profits continued, why worry?

Tensions among both the civilian population and the sepoys, natives recruited into the Company military, continued to rise. Ancient traditions had been swept aside by Company policy. Land reforms that gave property as rewards to Company allies left an entire class of formerly landed nobility out on the street, their estates divided up among peasant farmers beholden to the Company and members of lower castes who had profited by turning against their countrymen. Promotions tended to skip over the sepoys and go to men of British origin with less experience.

In 1853, the sepoys nearly mutinied over their ammunition supply. The new Enfield rifle required a pre-greased cartridge opened, like other cartridges, by biting off the end. Enfield cartridges made in England were greased with tallow, which usually meant a mix of beef and pork fat. Upon hearing of the impending shipment of Enfield rifles to India, the sepoys, a mix of Muslims and Hindus, raised a terrific protest. In a flash of common sense that later earned him a commendation, Colonel Richard Birch, the Military Secretary, refused to allow the manufacture of tallow cartridges at Calcutta, not out of respect for the religions of the sepoys, but out of fear of operational disruptions. This touched off a brief power struggle within the East India Company, and between the Company and Her Majesty's government, with direct appeals to the shareholders and to the Crown by both sides. The crisis was resolved by ordering production of a "Calcutta Special" cartridge greased with ghee, or clarified butter. The Calcutta Special cartridges were clearly marked with a red stamp on the end, and the factory was approved by both an imam of the Muslim faith and a priest of the Hindus.

The sepoys continued to grumble about preferential treatment and other insults. The last stroke came in 1856, when a new regulation discontinued the payment of pensions. The one thing that will rouse a soldier to anger faster than an insult to his mother is trifling with his pay. While the rule applied only to soldiers recruited after the date of issuance, rumor spread that it applied to all sepoys. Within days, the Muslim and Hindu units had joined with the displaced former landowners and anyone else with a grievance, marched to Delhi, and placed themselves under the command of the Mughal Emperor. The war that followed took months to resolve. British regular troops had to be brought in from distant lands, stretching manpower thin across the Empire. The Canadians went so far as to form a new regiment specifically for the war. Much of central and northern India went up in flames. By late 1857, Crown troops had restored order, but at terrific cost. The British government, aghast at the disaster, revoked the Company's charter, nationalized its assets, and brought India under direct Crown rule, installing the first Governor-General, later to be known as the Viceroy.

Since then, relations between the British and Indian populations have improved. Policies of the Raj encourage the British to associate with the Indians socially, not just in official capacities. An expert council in London, formed of men who have resided in India for at least ten years, advises the Secretary of State for India, who in turn dictates policy to the Viceroy. Exports now include people as well as products. In Manchester, a thriving community of expatriate Indians supplies hot meals to the roustabouts and textile factory workers.

The UK, including Wales, Ireland, and Scotland

There's very little to be said about our native isle that every school child has not already learned, or that cannot be known from picking up a broad-sheet. Her Majesty Victoria, long may she reign, commands the loyalty of subjects in England proper, and in the United Kingdom territories of Scotland, Wales, and Ireland.

It is worth noting that, while Scotland contributes mightily in the field of engineering and in service to the Empire both foreign and domestic, and Wales keeps its eyes down and its hands to the plow and the coal-shovel, Ireland's chief export these days seems to be political unrest. The Emancipation Act resolved some tensions in allowing Catholics (and other non-Anglican Christians) to take seats in Parliament, but created new tensions by the very same. Sadly, the Irish don't seem to be able to restrict themselves to incendiary speeches and bills introduced regarding home rule. Far too many Irish fleeing their nation during the Famine, or driven from it during the Clearances, ended up in America where they learned military skills in that nation's recent Civil War. May Almighty Providence grant that the Clerkenwell Outrage be the last detonation set off by the Fenians, and that the rioters do not resort to firearms. Let us all, of whatever faith, pray that the Irish determination to govern themselves, as they are proving ungovernable by anyone else, does not require the intervention of Her Majesty's military.

As Empress of India, the Queen holds authority through the Raj. Although no titles confer with the lands, our gracious queen also wields suzerainty over much of southern Africa, including the Zulu protectorate and the disputed lands in the Transvaal region. The Treaties of Nanking and Tientsin grant Her Majesty's diplomatic and mercantile interests in China rights to land and trade. The island of Hong Kong gives the British fleet a much-needed port in the Far East. Through Her Majesty's Diplomatic and Foreign Services, the British presence is seen throughout the world.

While the sun actually does set on the British flag, the Laws of Nature not yielding to the patriotic fervor of the common saying, it rises on the flag at the same moment in another part of the globe. Thus, the Empire's moment in the sun becomes unending. God save the Queen!

Europe

While Europe is vast, and comprised of many powers, we shall concern ourselves only with the greater. Such lesser lights as Serbia, Montenegro, and Romania may be safely glossed over as politically less important.

Prussian Empire

There's not much in the way of individual freedom in Prussia, but there's not much discontent either. Every person has a place in society, and keeps to it unless there's an advantage to society of them moving. It's very difficult to become wealthy, and people will look at you with suspicion, wondering about your greed. Then again, there's no real poverty to speak of. The economy has been flattened out with ruthless Prussian efficiency. The Prussians have sacrificed individualism for the success of society, given up personal liberty for long-term safety and security. There's something of the ant-hill about the place. Everyone bustles about, intent on their part in the societal whole, and they can spot an intruder in their midst from a distance just by the scent on the breeze.

– George Herbert, Fifth Earl of Carnarvon, Her Majesty's Ambassador to the Prussian Empire

The local name is the Deutsches Reich, or German Empire, but Prussia so dominates culturally, financially, and in terms of government that Prussia and Germany are for all practical purposes interchangeable terms. Thus, the older name persists in the English-speaking world.

The most rigidly unified empire in the world, the Prussians owe their cultural and governmental structure to two men: Frederick II and Ferdinand Lassalle. In 1763, Frederick II, the king of Prussia, made the Volksschule educational system compulsory for all children ages five through thirteen. This public schooling not only taught literacy and basic mathematics, but indoctrinated children in the Prussian concepts of duty, discipline, and obedience, making them ready for either factory work in a rapidly industrializing Prussia, or, if from affluent families, secondary education and a career in politics, management, or military leadership. At the end of the century, all schools and universities through the Prussian Empire were nationalized. In 1863, Ferdinand Lassalle, a left-leaning political activist roundly criticized by Marx and Engels as not being a true Communist, gained the ear of Otto von Bismarck, the recently-appointed Minister President of Prussia. Socialism had become the hobgoblin of European monarchs and their appointed ministers, looming large in everyone's minds since the revolutions of 1848. Lassalle, a staunch nationalist who believed that a Socialist state was an end unto itself, rather than a stepping-stone to a utopian classless communistic society, began arguing Bismarck round to a new way of thinking. By 1864, Lassalle was meeting regularly with von Bismarck in talks lasting for hours, as the two men worked out how Socialism and a monarchy could co-exist.

All of this might have come to naught if a nobleman's pistol hadn't misfired. Early in the summer of 1864, Lassalle met the daughter of a Bavarian diplomat, Helene von Donniges, and the two decided to marry. Unfortunately Count Bajor von Racowitza, a Wallachian nobleman, decided to make Helene his own for political reasons. The Count imprisoned Helene and coerced her to renounce her fiance. Lassalle issued a formal challenge to duel. He and the Count met in the early hours of 28th August. Ferdinand's second had tried to convince Lassalle to stand down the challenge, as the Count was well known as a crack marksman. Lassalle would not retreat. The pistols were loaded, the two men paced off the distance, and the handkerchief was dropped. The count, first to raise his pistol, suffered a misfire, and Lassalle calmly shot him down.

With marriage to Helene, Lassalle gained a measure of political legitimacy. Von Bismarck's companions eased their criticisms of the Minister President's long meetings with a leftist. Over the next few years, Lassalle provided a structure that von Bismarck implemented piece by piece. All adult men were given the vote. The wage structure was regulated. Two attempts by radicals to assassinate Kaiser Wilhelm were headed off by the newly-formed Stadtswache, or State Watch, an idea of Lassalle's to protect the ideological purity of the Empire. Preußische Sozialismus, Prussian Socialism, changed the Prussian Empire from a collection of fractious states united by war under the iron fist of von Bismarck into a well-oiled machine under the iron spanner of the engineers, its economy ticking over like a steam turbine, and the Germanic tendency toward order and conformity being taken to something of an extreme. In modern Prussia, the pervasive government directs everything, from shop hours to education to career choices. Simultaneously, every citizen is effectively part of the government, through their local councils, the representatives they send to regional councils, and the upward cascade to the Minister President himself. Operating both bottom-up and top-down, there is no aspect of Prussian life that is not monitored, regulated, or overseen by an official at some level of the government, and no citizen who does not participate in the government to some degree.

This efficiency, at the cost of individualism, is both Prussia's greatest threat to the British Empire and its greatest weakness. Subjects of the Crown look to Prussia and see no poverty, no great wealth being flaunted, the ideals of the Levellers fully implemented. The attraction of such ideas may well lead Britain's own left away from Marxist purity and toward a Socialism that a larger part of the population would find palatable. As was seen with the repeated rebirth of the Levellers, one cannot extinguish an idea by hanging those espousing it. On the other hand, the Prussians lack for initiative and inventiveness on the individual scale. Everything gets accomplished by committee, and any Englishman who has ever served in governance knows how that works, or does not as the case may be. Their military operates like a clockwork, set on a particular course and not able to deviate without a good deal of tinkering. Predictability on the battlefield does not lead to victory. Force of arms will be sufficient to hold the Prussians at bay in the physical world. It is in the rarified atmosphere of the intellect where the true war shall be fought.

Austro-Hungarian Empire

Creating a constitutional monarchy out of the wreckage of the Austrian Empire is rather like cobbling together a locomotive out of the bits and pieces of two other engines that have collided. The result may work for a short time, but will be ugly, inefficient, and difficult to operate. It will not hold up under serious pressure, possibly exploding catastrophically while trying to haul more of a load than its impaired capacity will allow. And everyone looking on will know it for a bodge-up by its appearance.

– Lord Odo Russell, Baron Ampthill, British Ambassador to the German Empire, in a letter to Sir Andrew Buchanan, Ambassador Extraordinary to Russia on his being named Ambassador to Austro-Hungary

Following Austria's defeat at the hands of the Prussian Empire in 1866, the loss of Venetia and Mantovano to Italy, and rising internal turmoil secondary to the adoption of a Constitution in 1861 that granted nothing but half-measures to a populace very nearly in open revolt, the House of Habsburg implemented a desperate compromise. Hungary, its people, and its ancillary lands were granted equal status to Austria. Parallel governments, each with their own parliament, were set up in Austria and Hungary. Franz Joseph I, Emperor of Austria, was crowned King of Hungary, and ruled over both parliaments. The resultant Austro-Hungarian Empire took its place, or places, on the world stage, with no one, including its Emperor and King, quite sure of whether it was one land or two.

While Austro-Hungary is the second largest nation in Europe by acreage, and the third in terms of population, its fractious politics keep it from being effective in the realms of diplomacy and military action. Its machine industry supports its economy, the lands having plentiful rivers for hydraulic power, and the population, in a region only suited for subsistence farming and mining, having plenty of hands to operate the factories. The only real threat this fractured semi-empire represents to the United Kingdom is its accumulating wealth, and its tendency to supply machinery and armament to any other nation with ready coin. The possibility of British soldiers equipped with Austro-Hungarian weaponry facing off against an enemy likewise outfitted must be reduced as nearly to zero as our diplomats and foreign operatives can manage.

GROSVENOR LAND
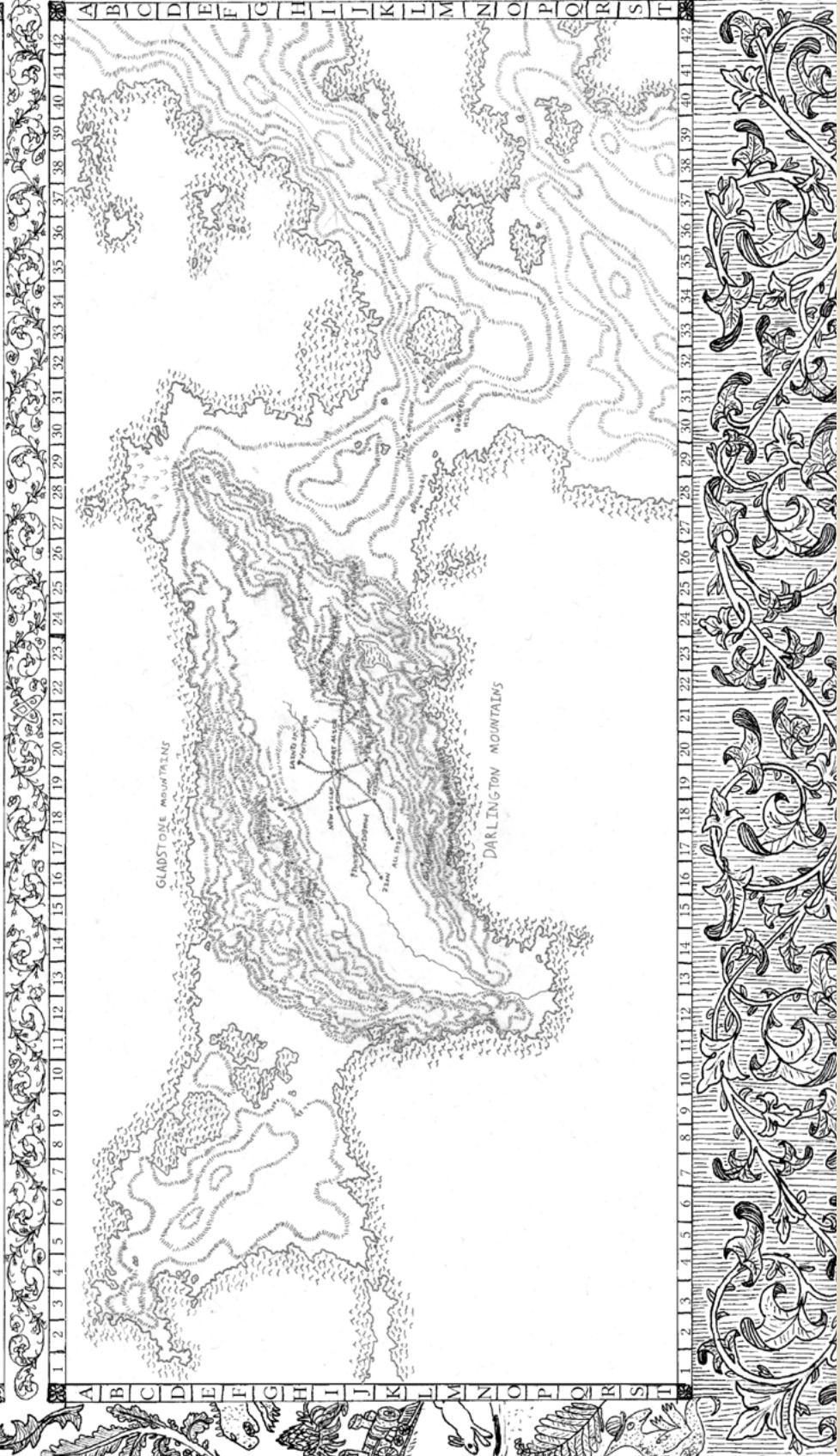
Part the Third: The Grosvenor Land

Introductory Remarks

Approximately two years ago, the British Empire gained access to a New World through the Grosvenor Portal, better known as the Rabbit Hole. Since that time, our military has explored north, west, and south as far as the coastlines of what we have come to realize is a peninsula extending from a much larger continent, and east to the three land bridges that connect the Grosvenor Land, or "The Gruv", to the continent proper. Privately funded expeditions and task forces from other nations have added to the effort. Numerous fortifications, settlements, work camps, and other human presences have been established. Denoting these as human became more important when the Empire encountered the Saurids of the western regions. The fortifications became more important when the Empire met, and subsequently was attacked by the Samsut, descendants of the ancient Babylonians from our world who long ago had their own Portal.

We have reached a point where a Domesday Book is required, an accounting of the human presence for reasons of strategy, economic planning, and responsibility. Our military and our allies must know the location of each fortification, what sort of armament they possess, and how many troops are stationed at each. Revenue from the civilian and industrial settlements must be properly calculated and collected, to continue funding for the exploitation of the New World and to finance the war against the Samsut. We must know not only the number of civilians in each settlement, but their political leanings and their state of preparedness, so that we might have a measure of their reliability in time of crisis.

With this in mind, this volume will describe in detail the geography of the Gruv, the location and nature of its settlements, and the location and readiness of its military installations. A few definitions and prefacing remarks are in order.

Standard geographic survey terminology is used. Explanation of such is beyond the scope of this document. In deference to the intended audience, proper geological terminology shall be deferred in favor of colloquial names.

Settlements and fortifications divide into the following categories.

Settlements and Fortifications

Type	Definition
Military/Fort	A fortification in a dangerous or unsettled area. May or may not offer shelter for nearby civilian population in time of emergency.
Military/Support	Supply depots, reserve troop housing, homes for dependents, and quarters for rear-echelon support in safe areas. May include transportation hubs and light industry, which in turn may be provided by civilians engaged by the military.
Civilian	An independent settlement formed by private enterprise. Usually agrarian. Often funded by a religious group or social organization. May have received government funding and/or support in its inception. Primary crops, livestock, and other resources produced are noted.
Industrial	Built and managed by a firm, or consortium of firms, to exploit a natural resource. Having learned an expensive lesson from India, there shall be no chartered companies in the New World.
Workhouse	A labor encampment initially populated with the inhabitants of a large workhouse, or cluster of smaller ones.
Penal Colony	Prisoners imported from Earth for hard labor.
Prison Colony	Those convicted of crimes in the Gruv and not sent back to Earth
Saurid	Not, strictly speaking, part of the survey of human habitations, but one should keep track of one's allies. Saurid settlements listed in this survey maintain cordial relations with the Empire. No hostile settlements currently exist on the Grosvenor Land peninsula. Settlements on Boynton Island and Chaffee Island, and on the far side of the Straits of Darwin, are another matter entirely.

Population count can be difficult to determine. While a count of individuals passing through the Rabbit Hole has been kept, movement from settlement to settlement cannot be rigidly controlled. Births and deaths are not always reported, for a variety of reasons. With multiple nations now involved in the colonization effort, diplomatic issues alone have rendered the idea of a single centralized record-keeping authority implausible. The following table provides broad categories of population size that shall be applied to the habitations recorded herein, with true count to be determined at some point, once a generally accepted method can be adopted.

Settlement / Fortification Category by Population

Category	Minimum Population	Maximum Population
Negligible	1	50
Small	51	200
Hamlet	201	500
Village	501	2000
Town	2001	5000
Large Town	5001	10,000
City	10.000+	--

Habitations may be connected by roads, rails, horse-paths, walking trails, or any combination thereof. The predominant methods of transport rely upon animal power, with a roughly equal division between terrestrial draft animals (horses, oxen) and Gruv draft animals (hunchbeaks, buffs, garnickeys). Only a few privately owned steam carriages have been put into service at this time, with most of them being used at industrial settlements for cargo and personnel transport rather than on the open road. Funicular railways, which use water power and cables on an inclined track, have been built in the mountains by a few of the more successful mining settlements. British locomotives dominate the broad-gauge rail system, which connects the largest and most important habitations. Most are operated by the military, in order to give precedence to strategic cargo and troop movements. Engines owned by other political powers and private industrial concerns must give way to military trains, being shunted onto sidings or re-routed as necessary. Differences in rail gauge between British and European standards preclude bringing European engines into the Gruv. Thus all engines in the Gruv, regardless of ownership, are either of British make or are built to British specifications.

Maintenance of order has become an issue. During the initial exploration, the military was sufficient unto itself. Once a civilian population was introduced however, friction arose. Civilians accused of breaching the Queen's peace complained, justifiably, when brought up before a military tribunal. That sort of thing just simply hasn't been proper since Magna Carta. Creating a system of civilian courts and a police force to support it poses its own challenges, among which are building the necessary facilities, bringing in properly trained officials, ensuring that there are enough barristers in the Gruv that the accused may have representation, and obtaining a Royal charter for the enterprise as a whole. In the meantime, a number of stopgap systems have been implemented. In some agricultural settlements, the Church holds authority. In others where faith is not as strong, militias have been organized. Industrial settlements tend to employ private security, creating their own Pinkertons to keep the workers in line. Sooner rather than later, a territorial governor must be appointed, British law extended to the Gruv and the entire creaking system of regulation, litigation, and adjudication installed in all of its glory.

The Royal Alice and Grosvenor Railroad

Initially, the rails into the Gruv terminated at Fort Alice, and were only used for ferrying goods and people back and forth through the Rabbit Hole. Now, two years on, the Royal Alice and Grosvenor Railroad has a charter from the Crown. Rails extend from Fort Alice south to All Saints and Ganjshekar, west to New Wigan and Zion, and east to Fultingham. North of Fort Alice, the Bolthole Tunnel project works at drilling through two and a half miles of rock to connect Fort Alice with Shillington, Gorran Wood, and King Edward, in an effort worthy of Brunel. Plans have been drawn up to go through the southern ridge and connect with the south coast. No further eastward expansion will be done until the Samsut are pushed back from the land bridges, with the exception of two supply lines being laid out to Fort Wellington.

The Alice and Gruv has its own security forces, both uniformed and plainclothes. Between the Samsut and the thorny molecrabs, an armed response to threats to the rail lines and trains needed to be readily available, and the military was already stretched thin. Given the massive profits to be made in smuggling through the Rabbit Hole, and the ever present problem of illicit traffic along any rail line, an investigative task force simply could not be done without. As with the Pinkertons in the Union, these men and women have not enjoyed any popularity with the populace, who refer to them as "raggers", a derogatory name that refers both to the initials of the Railroad and to their low pay in comparison to their criminal opponents.

A special unit, the Tunnel Patrol, maintains security on the iron tunnel through the Rabbit Hole. Comprised entirely of men and women who volunteered for the risky duties, and paid (so it is rumored) over twice what any other railroad security agent receives as salary, the Tunnel Patrol constantly advertises for new recruits, as their turnover and loss ratios are roughly equal to front line troops. Despite iron and lead lined protective suits, the finest of weaponry, and the best of equipment, Tunnelers going into the passage on patrol face poor odds indeed of emerging alive and unchanged. While they suffer no greater incidence of Looking Glass Fever than anyone else, roughly three out of every hundred people exposed to the Rabbit Hole, their changes tend to be more pronounced. Very rarely do they revert to normal, and when they do, the process tends to be fatal. Far more frequent are derangements, ranging from withdrawal to paranoia to ranting hysteria, striking approximately fifteen percent of the work force, sometimes on their first trip into the Rabbit Hole, other times not until they have become seasoned veterans. These poor souls end up either in an asylum, or the government's Portal research centre, where they are studied in the hope of finding both a cure and a preventative. One out of a hundred men entering the Rabbit Hole simply vanishes. Some reappear days or weeks later, usually changed, insane, or mutilated in terrible ways, but once in a great while having no clue that anything untoward has occurred (referred to by the Tunnelers as Van Winkles).

Guarding the switchyards at either end of the Rabbit Hole is no safer. The regular guards call in the Tunnelers at least once a month to deal with something that has escaped from the Rabbit Hole. Usually, it's just a gremlin or two, and they're caught before they cause too much equipment damage to be quietly covered up. A few times, however, larger creatures have emerged. Seven Tunnelers died in a recent incident on Earth, where a covey of shardraqx burst out of the Rabbit Hole. Of the incidents inside the Rabbit Hole where Tunnelers have died in combat defending the passage, no word is spoken in public. Only the highest levels of the railroad company and the military know the truth.

Headquartered at Fort Alice, the railroad employs thousands of men and women across the Gruv, from the navvies who dig the beds and lay the rails, to the coal miners who provide the fuel, the mechanics who build the locomotives, the engineers who drive the trains, and the ticket clerks and stationmasters at the depots. Besides locomotives, passenger cars, and freight cars, the railyard at Fort Alice is starting to build steam-powered cranes for loading and unloading the trains, which will be distributed to rail stations across the Gruv. The Alice and Gruv intends to build more and more of its own equipment, and the heavy equipment required throughout the New World, of local materials with local labor as a lower-cost alternative to bringing everything in through the Rabbit Hole.

While the trains within the Gruv run on a precise schedule, trains passing through the Rabbit Hole are less predictable. Time does not seem to move at the same speed within the passage as in the worlds at either end. More often than not, the locomotive emerges from the far end before the last car passes into the near. About three times out of a hundred, similar to the incidence of Looking Glass Fever, the train may be delayed, sometimes for only a few minutes, sometimes for hours or days, and in one case a month and a half passed before the train, long since given up for lost, emerged, its crew and passengers having no idea that anything untoward had happened. Two trains are still missing.

Fort Alice and Its Environs

This section describes the primary British-held fortification where the Rabbit Hole is located, and the region surrounding it, comprising the savannah between the northern and southern mountain ranges.

Fort Alice

Type: Military/Support
Form of Law: Military code of justice, military tribunal
Population: Large Town

The name conjures up pictures of a tiny cluster of wood and plaster buildings huddled inside a wall of upended logs, out in the middle of nowhere. Far from this image of a few desperate heroes holding out against an implacable wilderness, Fort Alice outgrew its original palisade wall a year ago, has sprawled farther and faster than San Francisco during the Gold Rush, and serves as the focus of all New World human activity. Now covering an area roughly equivalent to the East End of London, Fort Alice is by far the largest of any human habitation in the Gruv.

At the centre of Fort Alice lies the railroad terminal and the Rabbit Hole. Four tracks emerge from the iron tunnel. Bunkers with steel blast shields flank the tracks, occupied at all times by squads of crack riflemen and a double rank of cannon. The arc of fire for each sweeps around both sides, with overlap, so that nothing can approach the tracks nor leave the rails without passing through multiple kill zones. While many consider these ramparts a final bastion, a few strategists have noted that they constitute a first line of defense for anything that might emerge from the Rabbit Hole unexpectedly. At least once a month, a fusillade announces the arrival, and subsequent departure, of a gremlin. Nearby stand the Tunnel Patrol's barracks, armory, mess hall and pub. Anyone asking why the Tunnel Patrol has their own pub is reminded that firstly, they deserve it for what they do, and secondly, they can't go drinking in a public place in case they forget themselves and speak of things they shouldn't.

Beyond the Portal area, the rail tracks enter a switchyard, no different from any such found in the British Isles save for its being operated by the military and closely watched thereby. Turntables and switches allow for the rapid distribution and assembly of trains. Coaling and water facilities line both sides of the switchyard, so that locomotives coming from and going to the Rabbit Hole can be tended simultaneously. To the west of the switchyard, the railroad maintenance yard spreads across several acres, with large-scale foundries and work areas, spare parts and tool storage, and a scattering of cars and the odd locomotive in for repair. To the east of the switchyard, cranes and platforms interspersed with warehouses make up the cargo facilities. Passenger platforms are found at the south end of the cargo yard. Two stations have been built, one for the military with rows of wooden benches, and one for civilians which is quite a bit nicer, and has its own tearoom. The far end of the cargo yard adjoins the main road that runs through the old front gate and on out into the Gruv, which sees heavy traffic for much of the day and sometimes into the night. The rails likewise extend beyond the switchyard and out of the fortress, although the trains have their own gate west of the main one. Eventually, this facility will have to be expanded, but that will require relocation of nearby facilities to make room, a not inconsiderable effort in and of itself.

To the south of the cargo yard, the transient housing marches in neat rows, first the barracks for arriving and departing soldiers, then rowhouses that look suspiciously Irish for officers and civilians. Those of higher social or military rank must walk a bit further to reach the passenger stations, but are thus further away from the noise and smoke of the trains. Dining facilities for both sorts of travelers may be found at the end of each block of housing. The old palisade wall marks off the southern edge of this area. A few sections have been removed to allow the streets to continue on into the newer region beyond. Residents refer to the two areas as Move Through and Staying, as the inner part remains operated by the military and designated for transients, while the outer part, past the old wall, is under civilian authority and occupied by permanent residents and small tradesman's shops.

West of the switchyard sprawls the headquarters of Her Majesty's Grosvenor Colonial Corps. A central, three-story building of stone reinforced with steel armor plating known to the troops as the Flagship, it holds the central offices, including those of Major-General Nicholas Lethbridge-Stewart, commander of the Corps, his senior staff, and Brigadier Sir Ainsley Roke, the fort commander. The compound, with its own defensive wall, also contains senior officers' housing, the command officers' club, and the regimental halls of the 21st Foot Royal Scots Fusiliers, 19th Foot Prince of Wales' Own, and 17th Lancers Duke of Cambridge's Own. These were the first regiments to be posted to the Gruv, and thus hold pride of place. Regimental halls for successive units deployed to the Gruv have been built next to the barracks where those units are stationed.

The far west of the fort, the largest of the areas enclosed by the old palisade wall, holds barracks for the resident troops, their training yards, mess halls, rifle ranges, supply storage, the main armory, the stockade, and so forth. Housing for officers, military dependents, and civilian personnel form a buffer zone between the main road and the soldiers' area. Ammunition bunkers are located at both the north and south end of the soldiers' area, well away from any neighboring buildings and surrounded by high walls of dry-set local stone. Being assigned to guard these expresses the deepest of displeasure on the part of one's superiors.

At the eastern end of the fort, past the rails and the maintenance yard and the manufacturing facilities where cartridges are rolled and other small necessities created, the Perth River passes through the fortress. At the upstream end, once past the extensive grillwork and guard posts that watch for any attempt to enter the fortress along the riverbed, massive Cornish-made beam engines chuff day and night, rocker arms the size of a ship's mast balanced atop four-story high brick and stone towers pumping water from the river through the purification systems and into the fort's holding tanks. Smaller beam engines the far side of the holding tanks maintain the water pressure for the fortress. Downstream, another row of beam engine towers draw waste water from the settling tanks and send it on down the river. Being assigned to clean the grillwork at the downstream end of the river's passage indicates that one has transgressed so badly that a tour of guard duty at the ammunition bunkers is simply not sufficient.

Outside the old palisade wall, the town of Fort Alice spreads in all directions, clustered most thickly along the rails and roads that extend out into the Gruv. As with most frontier settlements, wood frame buildings dominate, single-story homes or two-story shops with living quarters above the storefront. Stonework takes more time, not only in construction but in gathering and transport of materials, but has the advantage of fire resistance. Thus, more prosperous settlers tend to have a stone building under construction near their current wooden-frame one, with plans to move once the work is complete. Like the American West, the streets are unpaved, with wooden sidewalks to keep people's shoes out of the mud when it rains. Some of the more well to do areas spray their streets, or at least the areas in front of their shops and houses, with oil to keep down the dust.

Effort has been made to maintain some semblance of control, with streets laid out in an orderly fashion, sewage systems constructed, and the like, but the rapid growth has in some areas outstripped the planning committee. Most readily noticeable are the three Zulu villages that abut the British-built town on its south, east, and west sides. These comprise Prince KaMpande's ikhanda, the civilian dependents of and support for the Zulu contingent sent by King Nbomani. The Prince commands the Impi, the native Zulu forces, coordinating with the British command structure. The First Imperial Zulu regiment, under direct British command, is based in the western Zulu village, causing some confusion as to which Zulu warriors are Impi and which are British regulars. As a rule of thumb, if the warrior is in a red coat or has a Martini-Henry rifle, they're a regular, and if armed with assegai and shield, they're Impi. The large herds of African Watusi and Ankole cattle brought by the ikhanda have proven hardier in the Gruv than British shorthorns, Lincoln Reds, and Herefords. Farmers from the British Isles have thus become a common sight in the Zulu villages, buying calves for stock, arranging breedings, and learning about the specifics of care for the African animals.

Well out from everything else lies the airship yard. The three-mile distance from Fort Alice proper provides a safety margin. Giffards, the Confederate-design airships most prevalently in use, require hydrogen for lift. One spark touching a thin spot in the gasbag and a very large fireball results. Tall wooden scaffolds serve as piers for the Giffards. A three-story wooden tower provides observation for the field controllers. At its base, the single-story pilots' shack contains the chart room, the registry office, and the airfield bar, where those waiting to to board can pause in cramped and rustic surroundings for a beer, assuming that they are not on duty.

At the south end of the airfield, a five-story structure, more scaffold than building, houses the Kipp generator. Three massive cylinders, stainless steel lined with poured glass, each the size of the boiler in a beam engine, stack atop each other, festooned with pipes and valves and rubber tubing. The top cylinder has a capacity of three thousand gallons, but is never loaded with more than half that of hydrochloric acid. The central cylinder contains zinc chips, with a capacity of four tons. The bottom cylinder catches the effluent. Releasing acid from the top cylinder into the central one produces hydrogen gas, which is then piped off through rubber hoses to the airships. Closing the stop-cock on the outflow hose causes a pressure build-up in the central cylinder, which then forces the remaining acid back up into the top cylinder, eventually halting the reaction. A skilled Kipp operator can bring the generator to a halt without having to vent excess hydrogen by carefully timing the closure of the acid release valve and the stop-cock. An unskilled operator could quite easily over-pressurize the generator and set off a devastating explosion. Safety regulations forbid transfer of hydrogen on days when the Kipp generator undergoes maintenance, involving the effluent being drained, the zinc chips and acid replenished, and the fittings tested with soapy water for gas leaks. The acid comes from mining settlements around the Gruv, left over as a waste product in the manufacture of sodium carbonate, or soda ash. Bringing it to the airfield poses its own set of risks.

At the northern end of the airfield, a series of wooden sheds house the repair facilities, the rope twisting apparatus, and the fuel storage. Drainage ditches surround the coke bunkers, usually half full of slurry draining off from the bins inside and the fuel press outside. Ordinary lump coal has to be wetted down to keep the dust from accumulating, which would pose yet another risk of explosion. Microsteam engines use powdered coke, which is stored as a thick, wet sludge, and put through a press when fuel canisters are to be filled. While the resulting mess is unsightly, it's better than risking a coal-dust explosion in the vicinity of large volumes of hydrogen.

Ancient Ruins / Camp Burlington

Type: Military/Support

Form of Law: Military code of justice, military tribunal

Population: Village

East of Fort Alice by approximately a hundred miles, and north about fifty, on the western slopes of Mount Somerville, the early scouting parties made a most remarkable discovery. Massive stone buildings, obviously hundreds and possibly thousands of years old, rose from the foothills, the last being halfway to the peak. These cubical structures are still in reasonable condition considering the weather at the site, being half buried in an old lava flow, and obviously having been abandoned centuries before. They contained huge chambers, far out of normal human scale, and precious little else. Not so much as a potsherd turned up in the first several chambers explored. The colossal rooms stood empty, devoid even of ornamentation or engraving. Successive expeditions, with scholarly teams highly skilled in the exploration of ancient ruins and the study and preservation of antiquities, have found little more.

Only a small portion of the complex has thus far been explored. The great windowless halls extend into the mountain as well as up its flank, chamber after chamber of echoing emptiness. The base camp at the foot of the mountain has expanded into a research station, named Camp Burlington after the home of the Royal Conservatory, Burlington House, where laboratories have been set up in case anything is ever found in the ruins that can be brought out for study. Given the mapping that has been done thus far, substantial additional manpower, supplies, and funding must be obtained, or exploring the rest of the city will require years and perhaps decades.

Archaeologists continue to hope that preserved areas might be found, or acid used to raise engravings from the eroded walls, but thus far the only clue to the beings that created the complex is a single, enigmatic artifact. Shaped like a child's spinning top, conical, with a small handle at the top and tapering to a point, the Hat lay discarded in a corner, half buried in dust. A soldier, poking at the area with his boot, sent it rolling out into the middle of the room, causing an immediate withdrawal by the rest of his unit, until they were assured that the device was not some sort of bomb. While the Hat has thus far not exploded, it has caused considerable mayhem and confusion. Attempts to send it back to Earth for study have met with a succession of disasters. The soldier assigned to carry the Hat through the Portal on the footpath exploded the instant he stepped across the threshold. Sealing the Hat into a strongbox and putting it aboard a railway car resulted in the destruction of both, and the derailment of several cars on either side, blocking a rail line for three days. An attempt to shield the Hat from the Portal's energies with living tissue, by sewing it into the stomach of a cow, distributed the poor beast across a wide area. Dr. Finkleshteyn's Etheric Vibration Compensator, which theoretically should have damped out the effects of taking the Hat into the Portal, likewise exploded on entry, with a harmonic that shattered every bit of glass in the area and temporarily deafened all attending the experiment. None of these events left so much as a mark on the Hat itself. Additional equipment has been requested to examine and possibly transport the Hat, but given the destructive nature of such experimentation, the Home Office has been reluctant to expend further resources.

Northern Mountain Range

This section describes the settlements of the foothills and mountains that extend across the north of the Grosvenor Land peninsula.

King Edward

Type: Industrial
Form of Law: Company administrative council, English common law (more or less)
Population: Village

The King Edward Mining Consortium made its operating capital in the tin mines of Camborne in central Cornwall. Since coming to the Gruv, the firm has expanded its operations considerably. Seven mines comprise the fields of King Edward, two producing tin, two iron, one copper, one antimony and bismuth, and one coal. Each mine head has its own processing facility, and access to the funicular tramway that connects King Edward with the rail depot in the foothills. Much of the coal produced goes straight into the beam engines that keep the mines clear of water, and the lift engines that send miners down and bring ore up. Some goes to feed the furnaces at the smelting facilities, where processed ore is reduced to metal ingots. As with any coal mining community, each household receives a coal allotment for cooking and heating, although in King Edward the amount delivered tends to run out before the next batch arrives if it's not hoarded in a miserly fashion. The mining and ore processing produce arsenic as a byproduct, but since it does not fetch a high price, it's not generally collected and is allowed to run off in the waste water. The land downstream of King Edward has thus become toxic, and had to be abandoned for farming purposes after a few deaths from tainted vegetables.

Southern Mountain Range

This section describes the settlements of the foothills and mountains across the southern part of the Grosvenor Land peninsula, that divide the central plains from the southern coast.

All Saints Labor Settlement

Type: Workhouse
Form of Law: Civilian tribunal, English common law
Population: Village

The collapse of the paper industry and the explosion of the powder works in 1868 left the Surrey district with no real industry to speak of, and the expansion of London into Surrey County necessitated a clearance of the region. The slums would prove a larger problem, but relocating the workhouse population to the Gruv took care of a substantial part of the effort required. Nine workhouses were shut down, their able-bodied inmates packed onto trains departing for the Rabbit Hole. Wandsworth workhouse remained open, taking in all those found unsuitable for relocation due to age, infirmity, or other disqualifying conditions.

All Saints established itself with an initial complement of twelve hundred workhouse inmates, and another one hundred and eighty administrators, guards, skilled tradesmen, medical professionals, and other support staff. Following the same basic plan as all other workhouse settlements, All Saints put up barracks for the workhouse inmates, a palisade wall with guard towers, a central administration building, small houses for the non-workhouse residents, and a few additional buildings for workshops, storage, and the medical clinic.

Torgau Freistadt

Type: Civilian/Industrial
Form of Law: Administrative tribunal, Prussian law
Population: Town

If one wanted an example of how Prussians run on beer and clocks, one need only visit Torgau Freistadt. The Prussian government established its first settlement in the Gruv with the intent of having their own source of ironwork, locomotives, dressed stone, and so forth. With over three thousand people in its initial population, the settlement rapidly developed mining and heavy industry efforts, in less than a year going from orderly rows of identical tents to orderly rows of identical houses with a coal and iron mine at one end and a foundry at the other. Neatly terraced fields surround the town on both the up and down slope of the ridge, with crops and goats flourishing. Steam whistles sound throughout the day, announcing the opening and closing of the town gates at sunrise and sunset, the beginning and ending of work shifts at the mine and the foundry, the opening and closing of the stubes, and the hourly whistle from the steam clock next to the town hall site, which eventually will be in the hall's tower. The town hall is little more than an overgrown gazebo at present, the barns are slapdash ridgepole affairs, and the streets are mostly unpaved, but the brewery makes enough beer to keep both the stubes supplied. The Prussians work hard, but also play hard. Everyone goes to Der Lachende Adler or Die Volle Kanne after work, for beer, music, and social time. (There is no rivalry. People who live on the east side of the town hall go to Der Lachende Adler, people on the west side go to Die Volle Kanne. There's no rule or law about which stube people attend, but just like in Britain, people tend to go to their neighborhood pub rather than the one across town.)

Western Temperate Forest

This section describes the lands between the central plains and the western coast. Note should be made that the Western Saurid tribes also live in this region.

New Wigan

Type: Civilian
Form of Law: Civilian tribunal, English common law
Population: Hamlet

In the early days of the Gruv, settlers from Lancashire brought their expertise in mining, textiles, and porcelain to the forest west of Fort Alice. They founded a village and named it New Wigan, in honor of the mill town that was the county seat back home. They built a ten foot palisade wall around their village, and hung a sign on the gate: New Wigan – Forever Loyal. They set about doing a bit of mining, growing some crops, and raising a few sheep.

Then the giant fleas came.

Once a year, *Introvector wiganii* hits its reproductive surge, and shifts from a dangerous solitary predator to a devouring wave that rolls over anything in its path. The swarm hit New Wigan like a pyroclastic flow, sudden, violent, and lethal. The settlers barely had time to barricade their women and children in the church and pick up rifles from the village's small armory. They fought to the last man, but had no chance at all.

A few days later, a military patrol came by on routine rounds, checking up on settlements that didn't have telegraph wires strung yet. They made it as far as the church and the mine entrance before the remaining *I. wiganii* set upon them. There were no survivors.

When the patrol failed to check in, a reconnaissance in force was sent. A company of fusiliers marched into New Wigan, every fifth man armed with a Chinese dragon, the rest carrying heavy rifles and plenty of ammunition. Four cannons brought up the rear. This time, when the nest guardians attacked, they were met with streams of liquid fire from the Chinese dragons, providing screening for the troops to fall back out of the way of the artillery. The cannons, loaded with canister, were brought to bear and the battle was over in minutes.

The cleanup effort took many days longer. The commanding officer had his men set the church ablaze, he and the chaplain agreeing that a mass funeral pyre was better than trying to sort out the jumbled and partly dismembered dead inside. Several more buildings were lost to fire as egg sacs were discovered and the soldiers turned their Chinese dragons on the potential threat. Finally, New Wigan was declared cleansed. Then came the hardest part: rebuilding and recolonizing.

Putting the buildings and the mine back to rights was relatively easy. Finding people willing to live in the rebuilt village was quite another effort entirely. Nearly half of the current residents are former soldiers who took the option to settle in the Gruv when they mustered out, and were given land in New Wigan. This has resulted in considerable resentment against the military in general, and the office of land grants specifically. The rest are a mix of opportunists willing to risk being eaten, new settlers from Earth who accepted a ten sovereign bonus to be part of the repopulation effort, and convicts who were given a choice between New Wigan and the penal colony at Hornblower's Hill. It's said that there's plenty of gold in New Wigan, but what they really need is steel and lead.

Eastern Boreal Forest

This section describes the high-elevation forest that covers the peaks to the north and east of Fort Alice.

Fultingham

Type: Civilian

Form of Law: Civilian tribunal, English common law

Population: Town

East of Fort Alice and south of Camp Burlington and the Ancient Ruins, the town of Fultingham would be typical of British settlements in the Gruv except for one thing: overpopulation. Fultingham's woes lie at the feet of the saints of agriculture and charity, one of whom reached out when the other failed. Six months ago, the nearby settlement of Peltingsford found itself in desperate straits. The terrestrial crops they'd brought along, that had been doing so well, suddenly fell over and died. The entire lot, from beans to marrows to barley, all came down with some sort of wilt or root-rot or nutritional deficiency.

The people of Fultingham, who had not experienced the blight, and whose crops were in fact doing quite well, reached a decision. Christian charity demanded that they open their homes to Peltingsford. Convoys of wagons were sent, bringing to Fultingham not only the settlers, but everything that could be readily carried – tools, household goods, and any supplies that were still under seal. Peltingsford's fields were burned, the remaining seed tossed into the flames, and everything brought to Fultingham wiped down with Javel water or carbolic acid to prevent the spread of any infection. The tents that Fultingham's people had resided in when they first arrived were set back up, along with those from Peltingsford that hadn't been salvaged for their canvas and rope. A somewhat meager Christmas was held, supplies stretched too thin for a proper dinner to be had, but the people of the conjoined towns made it through to spring.

Fultingham today totters along as best it can. Its people, still not quite unified, some still living in tents, try to get through the day without tripping over each other in the tight quarters. The town council, nearly doubled in size, tries to figure out where food will come from, how more seed can be brought in, and how many people can be spared from agricultural duties to go back to the remains of Peltingsford to salvage it for building materials. Somewhere, the paperwork that would bring relief to the town lies buried on some minor bureaucrat's desk, and maybe, someday, it will rise to the top of the stack and finally be acted upon. Until then, the people of Fultingham will keep a stiff upper lip, and do their best to not let the side down. Hanging on in quiet desperation is the English way, after all.

Southern Scrublands and Coast

This section covers the region that extends from the southern mountain range to the sea.

Kaushaldesa

Type: Civilian
Form of Law: Civilian tribunal, Hindu religious law
Population: Village

Drawing its initial population from the largely Hindu residents of the North-Western Provinces, Punjab, and Bengal, many of the residents of Kaushaldesa emigrated to the Gruv because of pressure, both political and financial, from the British Raj. The northern and north-eastern regions of India had never quite settled back down after the Sepoy Rebellion of 1857. The Raj began offering financial incentives to individuals and families willing to emigrate to the Gruv as soon as the new world was opened for colonization.

As with many Gruv settlements, Kaushaldesa has a perimeter wall, although at present it only stands two to three feet high for much of its length. With few trees in the region, the wall must be made of stone, and even with dry rubble construction, building a wall long enough to go around an entire village will take considerable time. Housing likewise has been slow to construct, with people still mostly living in British military surplus tents, decorated with whatever paint or ribbons or what-have-you they could lay hands to. The foundations have been laid for a temple, and the land sanctified, but the roof and the support beams are all that have been put up yet. Most of the colony's efforts have gone into getting crops into the ground and getting their livestock secured. Given the importance of ahimsa, or universal non-violence, to followers of the Hindu faith, defensive measures such as paddock walls and guard dogs have taken priority, where a British colony would have set lethal traps for predators and perhaps set out guards with rifles.

Hornblower's Hill

Type: Penal Colony
Form of Law: Governmental tribunal, English common law
Population: Town

The British government ceased transporting convicts to Australia in 1867, following a rising movement among Australia and New Zealand's free colonists opposing the practice. This left the question of what to do with the ever-rising tide of convicted criminals.

Chapter 8

And then the Rabbit Hole opened, and a solution suggested itself. The Gruv did not have sufficient population to raise an anti-transportation movement. Instead of four months' travel aboard a crowded sailing ship, and the perils of crossing two oceans and rounding one Cape or the other, two days' train ride with a layover in a military fortress and two days' forced march from the railhead to the coast would put the prisoners out on a rocky peninsula, with ocean on three sides and the Gruv on the fourth. The first few batches of prisoners themselves would provide the labor to build the penal colony. And thus Hornblower's Hill was created.

A year later, the prisoners still live mostly in surplus military pup tents, leaky canvas affairs with no floor that blow over in every storm. The guards, colony officials, and staff reside in wooden buildings put up by the prisoners. A mess hall and kitchen, a line of privies, a bathing hall, the chapel, and one cell block have been completed. Being housed in the cell block is something of a mixed blessing, as it has proper walls and a roof, but only the most intractable prisoners are sent there, and the guards treat them cruelly in order to break their spirits and make them manageable. Guard stations and a palisade wall have been erected across the north of the peninsula, cutting it off from the mainland, both to keep the prisoners in and to keep the larger denizens of the Gruv out. Very little effort is made to recapture prisoners who get past the palisade wall. After all, it's two days' hard slog to the railhead, and much further than that to the nearest bit of civilization. The gnawed remains that have been brought in twice by arriving prisoner coffles have been sufficient to discourage any but the most desperate.

As with the Australian transports, prisoners at Hornblower's Hill convicted of non-violent offences will be given the option of settling in the Gruv or returning to England at the end of their sentence. Violent offenders will not be given the second option, but may earn it by serving out an enlistment in Her Majesty's Army. Prisoners on whole-life tariff, of course, would remain at Hornblower's Hill for their remainder of their existence, although no prisoner of such standing has yet been transported.

Land Bridges: Northern, Central, and Southern

This section describes the settlements and fortifications of the region that connects the main part of the Grosvenor Land with the Samsut lands.

New Capetown

Type: Military/Support

Form of Law: Military tribunal, English military law

Population: Town

Located on the southern coast, New Capetown was meant to be the site of the first seaport in the new world, an honor which has since fallen to Beercrombie. New Capetown's location, at the foot of the land bridge connecting the British territory with an obviously larger land mass, was chosen for strategic reasons. The mountains visible in the far distance would have great mineral wealth, as mountains always do, and a large industrial town would be needed to exploit those resources. The mining colonies would require not only transportation and processing of ore, but cultivation of food crops, raising of livestock, and a large rail depot capable of acting as a way station for the goods flowing to the mines and the wealth flowing back.

The intended direction changed sharply on 4th January *1879*, when a delegation from Earth met with senior officials of the Samsut. Nearly two months had passed since the initial encounter between scouting parties, during which arrangements had been made for the meeting, and language barriers addressed, but not entirely overcome. The Samsut made a request for the British dead as payment for use of the land. An undead servant was displayed. Shocked at the desecration, some of the British troops, without orders, opened fire. The Samsut senior official was hit, whether by stray rounds or directed fire will never be known. No apologies could recover the situation. War ensued.

New Capetown took the brunt of the first wave of attacks. Weeks passed before the British Army worked out tactics that would succeed against a foe whose infantry felt neither pain nor fear. Months went by in a haze of gunpowder and gore. The palisade wall, sufficient to hold back the larger carnivores, tumbled down like matchsticks under fire from Samsut artillery. More troops arrived, the vital rail link back to Fort Alice having been defended at tremendous cost, and eventually the Samsut were pushed back. Stone walls rose where wooden had fallen. Settlers returned, unwilling to give up their homes and their investment. New settlers arrived, knowing full well that they would be living in a war zone, but fiercely determined that the British flag should continue to fly over the territory.

Half military base, half frontier town, with flocks and fields on one side, battlements and bombardment on the other, New Capetown soldiers on, a testament to British determination. The planners laid New Capetown out with straight avenues and a green space at the center, the government buildings placed around the square in neat procession. Now the streets run higgledy-piggledy, routing around old craters and burned-out wreckage. Where the park was to have been stands a hospital. Instead of warehouses by the railroad station, there are barracks. But shops still line the high street, the church still rings its bell on Sunday morning to call the faithful to services, and shepherds still bring the flocks in every evening. The British flag still flies over New Capetown.

Bourne's Hill / Maksuddum-matam

Type: Former Civilian Settlement, now Samsut Armed Camp

Form of Law: Samsut law

Population: Town

With New Capetown established as the railhead, supply depot, and processing center, the next logical step was to establish a series of mining villages. A year after the Samsut and the British Empire collided, some of the villages still exist as such. Others have been converted into armed camps or outlying fortifications. Bourne's Hill, captured on the twelfth of March, *1879*, remains in the hands of the Samsut, who have renamed it Maksuddum-matam, "we conquered this land", and made it their forward base. Thus far, efforts to dislodge the Samsut by force or starve them out through siege have failed, and discussion of tactics has now turned from recovery of the former settlement to its destruction.
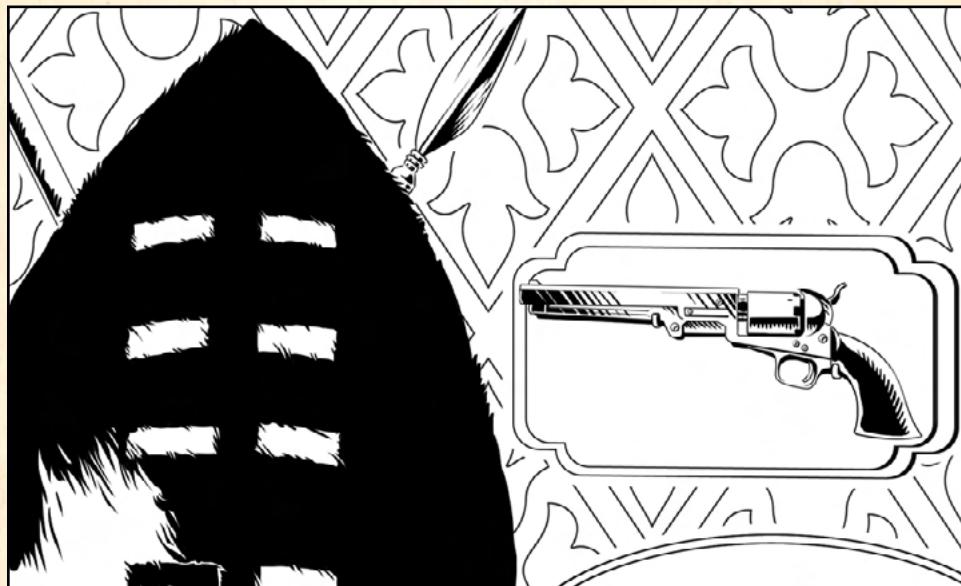
The original wooden palisade wall was quickly replaced with drystone, massive blocks levered into place with contra-gravity lifters and squads of undead workers. The British remain uncertain as to how so much stone was cut so quickly and so well that the wall required no mortar and went up in less than a month, but assume that the tirelessness of a zombie workforce had something to do with it. Rail gun and ballista emplacements atop the wall, sheltered behind crenellations, preclude any sort of frontal assault. Attempts at sapping have run afoul of buried stinkers, undead troops deliberately placed in the foundations and left as traps for anyone attempting to tunnel. The gates, made primarily of iron, weigh so much that they cannot be moved without teams of oxen and contra-gravity devices, the latter of which are removed and locked away when the gates are closed. The sally ports are of course too small to bring an invading force through, but do quite nicely for letting out defenders who enjoy the protection of covering fire from the top of the wall.

Within, the fortress has been divided into three areas, each controlled by a different city-state. Ur rules the northern half. The city of war provides most of the military presence, and holds the larger part of the fortress by necessity. The southeastern quarter belongs to Lagash, whose miners came to continue the work begun by the British. Eridu controls the southwestern quarter, and sees to the management of the surrounding forest and fields. The dividing line between Lagash and Eridu's portions has been a source of contention since the occupation. One of the settlement's wells lies directly on the border, and both sides constantly accuse the other of taking more than their share of water from it. Countless other disputes, some more petty than others, keep the officers and fort commander busy resolving an endless series of diplomatic crises.

Some of the British-constructed buildings remain, having been either relatively undamaged in the takeover or readily repaired, and suitable for Samsut purposes. Others have been demolished, some because they were too badly damaged from the battle, some because they did not meet the Samsuts' needs. Several barracks, storehouses, armories, and undead troop containment buildings have been erected. The town hall has been extensively remodeled to convert it into the military headquarters, providing not only offices and meeting rooms but quarters for the senior officers, their staff, and their servants. The stables have also been remodeled to render them suitable for the beasts of burden and cavalry mounts used by the Samsut, some of which require quite different facilities from the oxen and horses used by the British. The town's Anglican church, repurposed into a temple for the Babylonian deities, has had the cross removed from the steeple, as well as all of the stained glass, and has been redecorated by the priests and acolytes into a proper temple in the Akkadian style. If nothing else speaks of the Samsut determination to hold the land, the effort put into establishing a presence for their faith certainly does.

Fort Wellington

Type: Military/Fort
Form of Law: Military tribunal, English military law
Population: Town

Fort Wellington has two concentric palisade walls, with fifty yards of empty space between. Most of the buildings are either under construction or under repair. A series of outlying bulwarks and cannon emplacements provide some degree of protection from Samsut assaults, but very little can be done about long-range artillery using indirect fire, or grenades dropped from high altitude by airborne enemies. Contra-gravity makes Samsut artillery pieces more mobile than the Empire's, able to cross terrain that would bog down a cannon, and to be relocated quickly after firing just a few rounds, before an assault force can reach their location. While units of airborne cavalry are training with the Saurids, these units are not yet ready for combat. The few Saurid flying cavalry that are available have found themselves outmatched in numbers and firepower by the Samsut flying chariots.

Very few civilians reside at Fort Wellington, and those only because they hold vital posts in the war effort. Fort Wellington is a military base in hostile territory and not a place for anyone without the training and experience to handle the environment. Facilities are restricted to barracks for the soldiers, minimalist housing for the officers, stables for the animals, an armory, scattered supply bunkers so that a direct hit from an artillery shell won't take out everything in one go, and a hospital. This last holds most of the civilians, including the nursing staff and the base's Catholic priest. (The base chaplain is a proper Anglican.) Plans have been proposed for an airship dock, but until either a refueling station can be designed that won't destroy the entire fort if it takes an artillery hit, or high command overrides Col. Orrick, no such facility will be constructed.

Fort Wellington has no civilian facilities nearby. The usual clutter of bars, brothels, and gambling dens has not been allowed. The last group of prostitutes that tried to set up shop in a tent out in the woods were sent packing for their own safety. Two of them didn't make it, picked off by Samsut sharpshooters as they rode away.
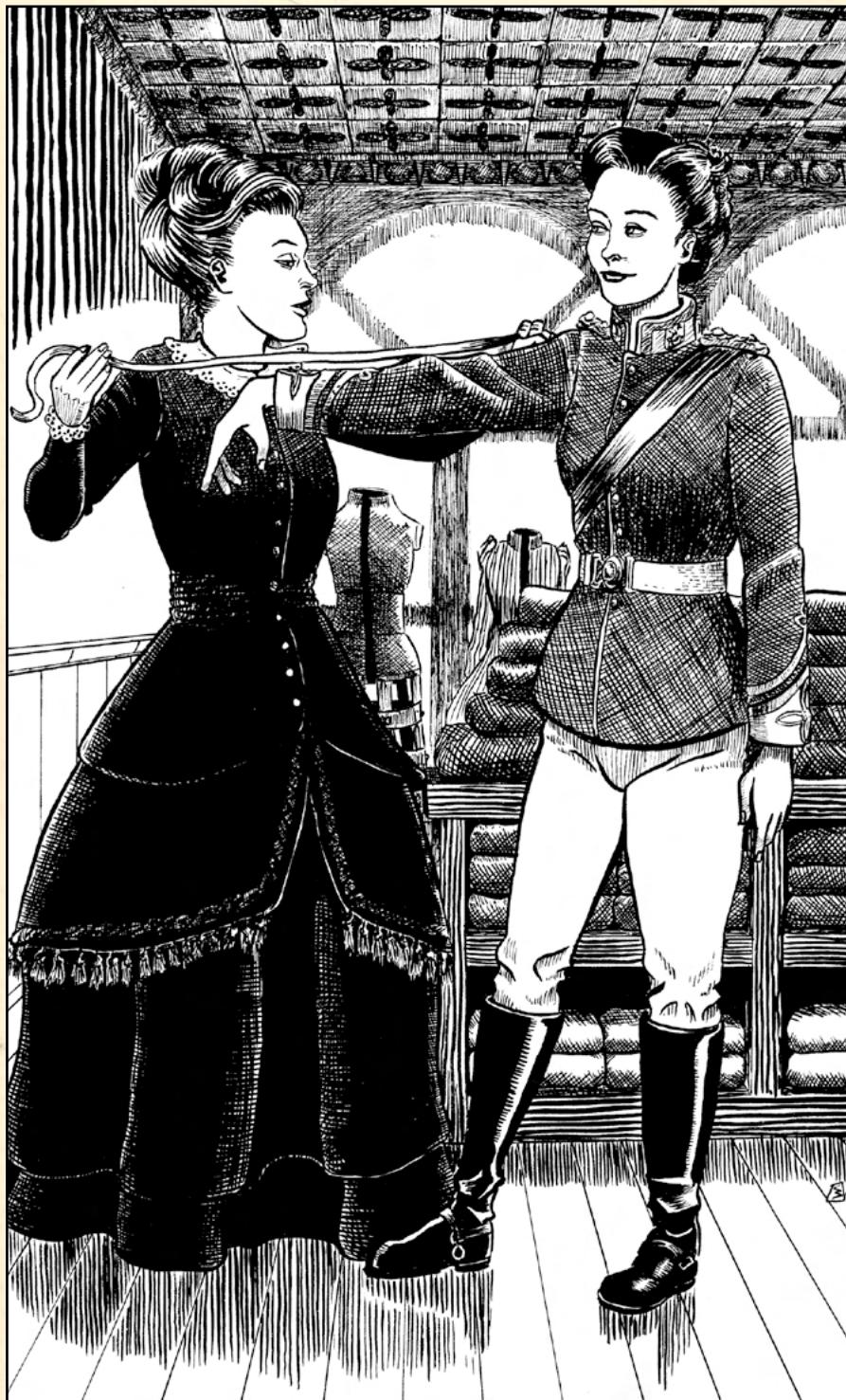
BRITISH STAT BLOCKS

This chapter supplies copies of all of the unit stat blocks from **Chapter 6: British Empire Forces** in a ready reference for tableside use.

Infantry

Regular Infantry

Unit		
Regular Infantry		
Move: 6	Save: 8	
Morale: 7	Hits: 1	
Special: Light Armor		
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6	
Model point cost: 28	Unit point cost (12): 304	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Veteran Infantry

Unit	
Veteran Infantry	
Move: 6	Save: 8
Morale: 5	Hits: 1
Special: Light Armor	
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6
Model point cost: 31	Unit point cost (12): 372

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Elite Infantry

Unit	
Elite Infantry	
Move: 6	Save: 8
Morale: 3	Hits: 1
Special: Light Armor	
Ranged: Martini-Henry Rifle	Melee: Bayonet, TN 6
Model point cost: 36	Unit point cost (12): 432

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Guard Infantry

Unit		
Guard Infantry		
Move: 6	**Save:** 8	
Morale: 1	**Hits:** 1	
Special: Light Armor		
Ranged: Martini-Henry Rifle	**Melee:** Bayonet, TN 6	
Model point cost: 43	**Unit point cost (12):** 516	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10

Cavalry

Regular Lancers

Unit		
Regular Lancers		
Move: 9	**Save:** 7	
Morale: 6	**Hits:** 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: None	**Melee:** Lance, TN 4 Saber, TN 6	
Model point cost: 42	**Unit point cost (6):** 252	

Veteran Hussars and Light Dragoons

Unit		
Veteran Hussars/Light Dragoons		
Move: 9	Save: 7	
Morale: 4	Hits: 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: Martini-Henry Rifle	Melee: Saber, TN 6	
Model point cost: 68	Unit point cost (6): 408	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	7	8	8	8	9	9	9	10	10	10	-	-	-	-
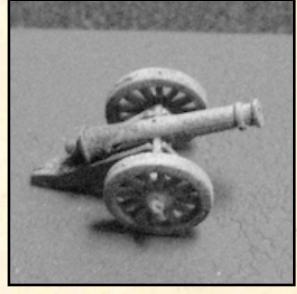
Elite Lancers

Unit		
Elite Lancers		
Move: 9	Save: 7	
Morale: 2	Hits: 2	
Special: Light Armor, Mounted, 2 melee attacks		
Ranged: None	Melee: Lance, TN 4 Saber, TN 6	
Model point cost: 62	Unit point cost (6): 372	

Guard Lancers

Unit	
Guard Lancers	
Move: 9	Save: 7
Morale: 1	Hits: 2
Special: Light Armor, Mounted, 2 melee attacks	
Ranged: Enfield revolver, Gehr-laus rounds	Melee: Lance, TN 4 Saber, TN 6
Model point cost: 84	Unit point cost (6): 504

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Artillery

Light Field Gun – 3 pounder

Unit	
Light Field Gun	
Move: 0, may pivot 45°	Save: 8
Morale: 6	Hits: 5 (1 per crew)
Special: Canister shot, Light Armor, 5 man crew	
Ranged: 3 pdr cannon	Melee: Bayonet, TN 6
Model point cost: 47	Unit point cost (1): 47

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	2	3	5	6	7	8	8	9	9	10	10	-	-	-	-	-	-
1	2	2	4	6	8	10	-	-	-	-	-	-	-	-	-	-	-

Commanders

Captain

Unit		
Infantry Captain		
Move: 8	Save: 8	
Morale: 2	Hits: 2	
Special: Command - 3" radius, Light Armor, Skirmisher, 2 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Sword, TN 6	
Model point cost: 68	Unit point cost (1): 68	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit		
Cavalry Captain		
Move: 11	Save: 7	
Morale: 2	Hits: 3	
Special: Command - 3" radius, Light Armor, Skirmisher, 2 melee attacks		
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Lance, TN 4 Saber, TN 6	
Model point cost: 120	Unit point cost (1): 120	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Major

Unit	
Infantry Major	
Move: 8	Save: 8
Morale: 1	Hits: 3
Special: Command - 5" radius, Light Armor, Skirmisher, 3 melee attacks	
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Sword, TN 6

Model point cost: 114	Unit point cost (1): 114

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit	
Cavalry Major	
Move: 11	Save: 7
Morale: 1	Hits: 4
Special: Command - 5" radius, Light Armor, Skirmisher, 3 melee attacks	
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Lance, TN 4 Saber, TN 6

Model point cost: 176	Unit point cost (1): 176

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Lieutenant Colonel

Unit	
Infantry Lieutenant Colonel	
Move: 8	**Save:** 8
Morale: 1	**Hits:** 4
Special: Command - 7" radius, Light Armor, Skirmisher, 4 melee attacks	
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Sword, TN 6
Model point cost: 152	**Unit point cost (1):** 152

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Unit	
Cavalry Lieutenant Colonel	
Move: 11	**Save:** 7
Morale: 1	**Hits:** 5
Special: Command - 7" radius, Light Armor, Skirmisher, 5 melee attacks	
Ranged: Enfield revolver, Gehrlaus rounds	**Melee:** Saber, TN 6
Model point cost: 210	**Unit point cost (1):** 210

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

Colonel

Unit		
Cavalry Colonel		
Move: 11	Save: 7	
Morale: 1	Hits: 6	
Special: Command - 10" radius, Light Armor, Skirmisher, 6 melee attacks		
Ranged: Enfield revolver, Gehr-laus rounds	**Melee:** Saber, TN 6	
Model point cost: 252	Unit point cost (1): 252	

Target Numbers by range in inches, shot/canister

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-

SAMSUT STAT BLOCKS

T his chapter supplies copies of all of the unit stat blocks from **Chapter 7: Samsut Forces** in a ready reference for tableside use.

Ardite Units – Skeletons

Unit		
Skeleton Soldiers		
Move: 8	Save: 7	
Morale: 0	Hits: 1	
Special: Mob, Natural Light Armor		
Ranged: None	Melee: Sword, TN 6	
Model point cost: 39	Unit point cost (12): 468	

Unit		
Skeleton Soldiers		
Move: 8	Save: 7	
Morale: 0	Hits: 1	
Special: Mob, Natural Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 41	Unit point cost (12): 492	

Unit		
Skeleton Soldiers		
Move: 8	Save: 7	
Morale: 0	Hits: 1	
Special: Mob, Reach, Natural Light Armor		
Ranged: None	Melee: Halberd, TN 5	
Model point cost: 40	Unit point cost (12): 480	

Skeleton Constructs

Unit		
Skeleton Constructs		
Move: 8	Save: 7	
Morale: 0	Hits: 1	
Special: Mob, Natural Light Armor		
Ranged: None	Melee: Integral Weapons, TN 6	
Model point cost: 39	Unit point cost (12): 468	

Ardite Units – Zombies

Unit	
Zombie Swordsmen	
Move: 4	Save: 7
Morale: 7	Hits: 1
Special: Controlled by Regular (7), Light Armor	
Ranged: None	Melee: Sword, TN 6
Model point cost: 13	Unit point cost (12): 156

Unit	
Zombie Swordsmen	
Move: 4	Save: 7
Morale: 5	Hits: 1
Special: Controlled by Veteran (5), Light Armor	
Ranged: None	Melee: Sword, TN 6
Model point cost: 16	Unit point cost (12): 192

Unit	
Zombie Swordsmen	
Move: 4	Save: 7
Morale: 3	Hits: 1
Special: Controlled by Elite (3), Light Armor	
Ranged: None	Melee: Sword, TN 6
Model point cost: 21	Unit point cost (12): 252

Unit		
Zombie Swordbearers		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 15	Unit point cost (12): 180	

Unit		
Zombie Swordbearers		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 18	Unit point cost (12): 216	

Unit		
Zombie Swordbearers		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: None	Melee: Two-handed Sword, TN 4	
Model point cost: 23	Unit point cost (12): 276	

Unit		
Zombie Halberdiers		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor, Reach		
Ranged: None	**Melee:** Halberd, TN 5	
Model point cost: 14	Unit point cost (12): 168	

Unit		
Zombie Halberdiers		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor, Reach		
Ranged: None	**Melee:** Halberd, TN 5	
Model point cost: 17	Unit point cost (12): 204	

Unit		
Zombie Halberdiers		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor, Reach		
Ranged: None	**Melee:** Halberd, TN 5	
Model point cost: 22	Unit point cost (12): 264	

Unit	
Zombie Bowmen	
Move: 4	Save: 7
Morale: 7	Hits: 1
Special: Controlled by Regular (7), Light Armor	
Ranged: Bow	Melee: Sword, TN 6
Model point cost: 21	Unit point cost (12): 252

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit	
Zombie Bowmen	
Move: 4	Save: 7
Morale: 5	Hits: 1
Special: Controlled by Veteran (5), Light Armor	
Ranged: Bow	Melee: Sword, TN 6
Model point cost: 24	Unit point cost (12): 288

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit		
Zombie Bowmen		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: Bow	Melee: Sword, TN 6	
Model point cost: 29	Unit point cost (12): 348	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-

Unit		
Zombie Crossbowmen		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor		
Ranged: Crossbow	Melee: Sword, TN 6	
Model point cost: 23	Unit point cost (12): 276	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit		
Zombie Crossbowmen		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: Crossbow	**Melee:** Sword, TN 6	
Model point cost: 26	Unit point cost (12): 312	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit		
Zombie Crossbowmen		
Move: 4	Save: 7	
Morale: 3	Hits: 1	
Special: Controlled by Elite (3), Light Armor		
Ranged: Crossbow	**Melee:** Sword, TN 6	
Model point cost: 31	Unit point cost (12): 372	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-

Unit		
Zombie Gunners		
Move: 4	Save: 7	
Morale: 7	Hits: 1	
Special: Controlled by Regular (7), Light Armor		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 33	Unit point cost (12): 396	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Zombie Gunners		
Move: 4	Save: 7	
Morale: 5	Hits: 1	
Special: Controlled by Veteran (5), Light Armor		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 36	Unit point cost (12): 432	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Zombie Gunners	

Move: 4	Save: 7
Morale: 3	Hits: 1

Special: Controlled by Elite (3), Light Armor	

Ranged: Rail Rifle	Melee: Rail Blade, TN 6

Model point cost: 41	Unit point cost (12): 492

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Living Ardite Soldiers

Unit	
Ardite Zombie Controller	

Move: 8	Save: 8
Morale: 7	Hits: 2

Special: Controller, Light Armor, Skirmisher	

Ranged: Rail Rifle	Melee: Rail Blade, TN 6

Model point cost: 36	Unit point cost (1): 36

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Ardite Zombie Controller		
Move: 8	**Save:** 8	
Morale: 5	**Hits:** 2	
Special: Controller, Light Armor, Skirmisher		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 39	**Unit point cost (1):** 39	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Ardite Zombie Controller		
Move: 6	**Save:** 8	
Morale: 3	**Hits:** 1	
Special: Controller, Light Armor, Skirmisher		
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6	
Model point cost: 44	**Unit point cost (1):** 44	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Regular Infantry	
Move: 6	Save: 8
Morale: 8	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	Melee: Rail Blade, TN 6
Model point cost: 33	Unit point cost (12): 396

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Veteran Infantry	
Move: 6	Save: 8
Morale: 5	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	Melee: Rail Blade, TN 6
Model point cost: 37	Unit point cost (12): 444

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Elite Infantry	
Move: 6	Save: 8
Morale: 3	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6
Model point cost: 42	Unit point cost (12): 504

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Mushkenites

Unit	
Mushkenite Regular Infantry	
Move: 6	Save: 7
Morale: 6	Hits: 1
Special: Light Armor	
Ranged: Rail Rifle	**Melee:** Rail Blade, TN 6
Model point cost: 36	Unit point cost (12): 432

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Mushkenite Veteran Infantry		
Move: 6	Save: 7	
Morale: 4	Hits: 1	
Special: Light Armor		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 40	Unit point cost (12): 480	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit		
Mushkenite Elite Infantry		
Move: 6	Save: 7	
Morale: 2	Hits: 1	
Special: Light Armor		
Ranged: Rail Rifle	Melee: Rail Blade, TN 6	
Model point cost: 46	Unit point cost (12): 552	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Veteran Mushkenite Cavalry

Unit	
Mushkenite Veteran Cavalry	
Move: 9	Save: 6
Morale: 5	Hits: 2
Special: Light Armor, Mounted, 2 attacks	
Ranged: Rail Pistol	Melee: Lance, TN 4 Sword, TN6

Model point cost: 66	Unit point cost (12): 396

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Commanders

Unit	
Ardite Infantry Waklum	
Move: 8	Save: 8
Morale: 2	Hits: 2
Special: Command - 3" radius, Controller, Light Armor, Skirmisher, 2 attacks	
Ranged: Rail Rifle	Melee: Rail Blade, TN6
Model point cost: 94	Unit point cost (1): 94

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Ardite Infantry Nesum	
Move: 8	Save: 8
Morale: 2	Hits: 3
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks	
Ranged: Rail Carbine	Melee: Combat Dagger, TN7
Model point cost: 94	Unit point cost (1): 94

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-

Unit	
Ardite Infantry Nesum	
Move: 8	Save: 7
Morale: 2	Hits: 3
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks	
Ranged: Rail Carbine	**Melee:** Combat Dagger, TN7
Model point cost: 141	Unit point cost (1): 141

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-

Unit	
Mushkenite Infantry Waklum	
Move: 8	Save: 7
Morale: 2	Hits: 2
Special: Command - 3" radius, Controller, Light Armor, Skirmisher, 2 attacks	
Ranged: Rail Rifle	**Melee:** Rail Blade, TN6
Model point cost: 96	Unit point cost (1): 96

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10

Unit	
Mushkenite Infantry Abum	
Move: 8	Save: 7
Morale: 1	Hits: 4
Special: Command - 7" radius, Controller, Light Armor, Skirmisher, 4 attacks	
Ranged: Rail Pistol	**Melee:** Combat Dagger, TN7
Model point cost: 148	Unit point cost (1): 148

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Mushkenite Cavalry Nesum	
Move: 11	Save: 6
Morale: 1	Hits: 4
Special: Command - 5" radius, Controller, Light Armor, Mounted, Skirmisher, 4 attacks	
Ranged: Rail Pistol	**Melee:** Lance, TN4 Sword, TN6
Model point cost: 180	Unit point cost (1): 180

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit		
Mushkenite Cavalry Abum		
Move: 11	**Save:** 6	
Morale: 1	**Hits:** 5	
Special: Command - 7" radius, Controller, Light Armor, Mounted, Skirmisher, 5 attacks		
Ranged: Rail Pistol	**Melee:** Lance, TN4 Sword, TN6	
Model point cost: 225	**Unit point cost (1):** 225	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit		
Amelite Infantry Nesum		
Move: 8	**Save:** 7	
Morale: 1	**Hits:** 3	
Special: Command - 5" radius, Controller, Light Armor, Skirmisher, 3 attacks		
Ranged: Rail Pistol	**Melee:** Combat Dagger, TN6	
Model point cost: 111	**Unit point cost (1):** 111	

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Nesum	
Move: 11	Save: 6
Morale: 1	Hits: 4
Special: Command - 5" radius, Controller, Light Armor, Mounted, Skirmisher, 4 attacks	
Ranged: Rail Pistol	Melee: Lance, TN4 Sword, TN6

Model point cost: 180	Unit point cost (1): 180

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Abum	
Move: 11	Save: 6
Morale: 1	Hits: 5
Special: Command - 7" radius, Controller, Light Armor, Mounted, Skirmisher, 5 attacks	
Ranged: Rail Pistol	Melee: Sword, TN6

Model point cost: 215	Unit point cost (1): 215

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

Unit	
Amelite Cavalry Sarrum	
Move: 11	Save: 6
Morale: 1	Hits: 6
Special: Command - 10" radius, Controller, Light Armor, Mounted, Skirmisher, 6 attacks	
Ranged: Rail Pistol	Melee: Sword, TN6
Model point cost: 258	Unit point cost (1): 258

Target Numbers by range in inches

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-

TABLES & CHARTS

This chapter supplies copies of all of the tables and charts from the rest of the book in a ready reference for tableside use.

Unit Morale

Morale	Typical Unit Type	Description
10	Conscripts or levies	Terrible
9	Militia	Shaky
6-8	Standard	Normal to nervous
4-5	Veteran	Determined
2-3	Elite	Resolute
1	Guard	Unfaltering
0	Special	Unbreakable

Movement / Circumstance TN Modifers

Circumstance	Modifier
Unit ran in movement phase.	+2 TN penalty
Unit force marched in movement phase.	+2 TN penalty
Unit is in open formation.	+2 TN penalty

Movement

Move Type	Move Distance	Special Rules
Walk	Move	None
Run	Move x 1.5	+2 TN ranged and +1 TN melee attacks that turn
Charge	Move x 1.5	Morale check to succeed, gain Charge bonus to attacks and initiative in Melee phase that turn, no run penalty for combat
Force March	Move x 2	Morale check to avoid casualties, +2 TN to ranged attacks, can't initiate melee that turn
Strategic Movement	Move x 2	Must be at least 18" away from closest enemy unit, can't perform any attack but may defend with +2 TN
Pass	None	Counts as a move

Move Adjustments for Formation and Encumbrance

Condition	Move reduction
Encumbered	-1"
Column formation	-2"
Line formation	-4"
Unarmored	0"
Light armor	-1"
Medium armor	-2"
Heavy armor	-3"
Superheavy armor	-4"

Move Cost for Formation Change

Formation Change	Move Cost
From a non-Line formation to another non-Line formation	No cost
From Unformed to a non-Line formation	No cost
From a Line formation to any other formation	Half Move
From Unformed or non-Line formation to a Line formation	Half Move

Turning Costs

Degree of turn	Movement cost
Up to 45 degree change	No extra cost
46 to 90 degree change	Half Move
Over 90 degree change	Not allowed

Cover TN Adjustments

Cover Type	Examples	TN Penalty
Light	Smoke, light foliage, or tall grasses.	+1
Medium	Forest, dense foliage, and basic fortifications such as overturned wagons, furniture, piled dirt or sand bags.	+2
Heavy	Stone walls, dense forest, built fortifications such as walls with firing ports or arrow slits.	+4

Melee Combat TN

Weapon	Point Cost	Target Number
Unarmed	0	10
Combat Dagger	4	7
Saber	5	6
Sword	5	6
Two-handed Sword	7	4
Mace	3	8
Fixed Bayonet	5	6
Rail Blade	5	6
Spear (Assegai/Iklwa)	6	5/6*
Lance	7	4
Halberd (Reach)	6	5
Shotgun	10	1/5**
Pistol***	5	6

*Spear has a TN of 5 on the first turn it is used in melee, every turn thereafter it has a TN of 6.

**Shotgun has a TN of 1 on the first turn it is used in melee, every turn thereafter it has a TN of 5.

***Standard ammunition only. Gehrlaus ammunition has a minimum range that makes it useless in melee.

Melee TN Modifers

Condition	Melee TN modifier
Attacker contacted unit in flank	-2 TN bonus
Attacker contacted unit in rear	-4 TN bonus
Attacker charged	-2 TN bonus
Attacker unformed before contact	+2 TN penalty
Defender unformed before contact	+2 TN penalty
Defender contacted in flank	+2 TN penalty
Defender contacted in rear	+4 TN penalty

Cavalry / Infantry TN Adjustments

Condition	Melee TN modifier
Cavalry fighting Infantry	-1 TN bonus
Infantry fighting Cavalry	+1 TN penalty

Armor Modifiers

Armor	Melee Save modifier	Move penalty
Unarmored	+1	0"
Light	0	-1"
Medium	-1	-2"
Heavy	-2	-3"
Superheavy	-3	-4"

Commander Statistics

Level	Number of Commanders	Radius	Own Stand?	Rank
1	One per unit, integrated	Unit	No	Lieutenant
2	One per two units	3"	Yes	Captain
3	One per six units	5"	Yes	Major
4	One per 12 units	7"	Yes	Lt. Colonel
5	One per 24 units	9"	Yes	Colonel

Morale Modifers

Condition	Morale modifier
Unit lost 25% of Hits cumulative	No modifier
Unit lost 50% of Hits cumulative	+1 TN penalty
Unit lost 75% of Hits cumulative	+3 TN penalty
Unit was attacked in the flank	+1 TN penalty
Unit was attacked in the rear	+3 TN penalty
Unit in command radius of enemy commander	Penalty equal to rating*
Unit in command radius of friendly commander	Bonus equal to rating
*Only Level 3 and higher commanders.	

Morale Check Failure

Morale check failed by	Effect on unit
1	Unit becomes Disordered.
2-3	Unit becomes Disordered, loses one model, and moves immediately at half Move away from enemy unit although still facing it.
4	Unit becomes Disordered, loses one model, and moves immediately at full Move away from enemy unit although still facing it.
5	Unit retreats, becomes Disordered, loses two models, and immediately turns its back to the enemy unit and moves away at full Move. The unit must continue to move a full Move away from the enemy until rallied or it leaves the playing area.
6+	Unit is Routed, loses three models, and immediately turns its back to the enemy unit and moves away at double normal Move. The unit must continue to move a full double Move away from the enemy until rallied or it leaves the playing area.

Fortification Value by Structure

Material	Fortification Value (FV)
Hay Bale	0
Thin wooden wall (1"-2" thick)	1
Mud or sand wall (4"-6" thick), Thick wood wall (2"-4")	2
Wood-backed brick wall	3
Log palisade (8"-10" thick)	4
Small-stone wall (6" thick)	5
Large-stone wall (6" thick)	6
Stone block wall (1' thick)	7
Stone block wall (2' thick)	8
Stone block wall (4' thick)	9
Stone block wall (8' thick)	10

PV and DV by Weapon

Weapon	PV	DV
Melee weapon	0	0
Pistol	1	0
Rifle/carbine	2	0
Rifle/carbine with Gehrlaus ammo	3	0
Samsut Rail pistol or rifle	3	0
3 pdr cannon (solid shot)	4	2
7 pdr cannon (solid shot)	5	3
9 pdr cannon (solid shot)	6	4
12 pdr cannon (solid shot)	7	5
Canister shot (all cannons)	3	1
18 pdr mortar (high explosive)	8	6
18 pdr mortar (fragmentary)	3	1
18 pdr mortar (incendiary)	2*	2*
Samsut light rail cannon (as 3 pdr)	4	2
Samsut heavy rail cannon (as 12 pdr)	8	5
*Incendiary weapons have special rules, see (pg.73).		

Canister Shot Attack Dice

Field Gun Size	Number of dice rolled for canister shot
3 pounder	1
7 pounder	2
9 pounder	4
12 pounder	8

Mortar TN Modifers

Condition	Modifier
Target visible from firing site	+0
Target not visible from firing site	+6 penalty
Firing at a particular point (not a unit)	+2 penalty
Per turn firing at same stationary unit	-2 bonus cumulative
Per turn firing at the same moving unit	-1 bonus cumulative
Firing at target visible to a Standard Forward Observer	-1 bonus
Firing at target visible to a Veteran Forward Observer	-2 bonus
Firing at target visible to a Elite Forward Observer	-3 bonus
Firing at target visible to a Guard Forward Observer	-5 bonus

Scatter Table

Roll	Direction	Roll	Distance
1	North	1	1"
2	North-east	2-3	2"
3	East	4-5	3"
4	South-east	6-7	4"
5	South	8-9	5"
6	South-west	10	6"
7	West		
8	North-west		
9-10	Misfire		

Battle Time Limit

1d10 Roll	Duration
1-3	5 turns
4-6	6 turns
7-9	7 turns
10	8 turns

WildFire Movement

Roll	Distance wildfire moves
1	Retreats 4"
2	Retreats 3"
3	Retreats 2"
4	No movement
5	Advances 4"
6	Advances 5"
7	Advances 6"
8	Advances 7"
9	Advances 8"
10	Advances 10"

Battle Points Earned

Result of battle	Battle Points earned
Victory with less than 25% casualties by point value	7
Victory with less than 50% casualties by point value	6
Victory with more than 50% casualties by point value	5
Victory with more than 75% casualties by point value	4
Defeat with less than 25% casualties by point value	4
Defeat with less than 50% casualties by point value	3
Defeat with more than 50% casualties by point value	2
Defeat with more than 75% casualties by point value	1

These bonuses are gained regardless of outcome:
- Force was the escaping force in an Escape battle   +2 BP
- Force was the ambushing force in a Diversion battle   +2 BP

Battle Type Random Selection

1d10 Roll	Battle
1	Ambush
2	Annihilation
3	Betrayal
4	Capture Asset
5	Defense
6	Diversion
7	Escape
8	Skirmish
9	Take and Hold Ground
10	Test of Strength

Samsut Command-Undead Ratio

Commander	Level	Undead Units
Waklum	2	2
Nesum	3	3
Abum	4	4
Sarrum	5	5

Movement Modifiers

Condition	Move reduction to Base Move
Column formation	-2"
Line formation	-4"
Unarmored	-0"
Light armor	-1"
Medium armor	-2"
Heavy armor	-3"
Superheavy armor	-4"

Save Score

Save Score	Point Cost
10	0
9	1
8	2
7	3
6	5
5	7
4	10
3	13
2	17

Morale Score

Morale Score	Name	Point Cost
10	Conscript/Levy	-3
9	Militia	-1
8	Regular	0
7	Regular	1
6	Regular	2
5	Veteran	4
4	Veteran	6
3	Elite	9
2	Elite	12
1	Guard	16
0	Special	21

Armor Save and Move Modfiers

Armor	Description	Save modifier	Move penalty
Unarmored	Clothing only	+1	-0"
Light	Heavy cloth, leather armor	-0	-1"
Medium	Brigandine, scale armor	-1	-2"
Heavy	Coat of plates, maille armor	-2	-3"
Superheavy	Plate armor	-3	-4"

Special Quality Point Cost

Special Quality	Cost Increase	Multiplier
Ambush	20%	x1.20
Fierce	10%	x1.10
Natural Armor		
-Light equivalent	5%	x1.05
-Medium equivalent	10%	x1.10
-Heavy equivalent	15%	x1.15
-Superheavy equivalent	20%	x1.20
Tenacious	10%	x1.10
Unnerving	10%	x1.10

Ranged Weapons

Weapon	Point Cost	Target Number by Range in Inches																				
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Martini-Henry rifle Mark II	14	6	6	7	7	7	7	7	8	8	8	8	9	9	9	10	10	10	10	-	-	-
Martini-Henry rifle, Gehrlaus rounds	16	-	-	5	5	6	6	6	7	7	7	7	8	8	8	9	9	9	10	-	-	-
Martini-Henry cavalry carbine Mark I	11	6	6	7	7	7	8	8	8	9	9	9	10	10	10	-	-	-	-	-	-	-
Enfield revolver Mark I	6	6	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Enfield revolver, Gehrlaus rounds	7	-	-	6	6	6	7	7	9	10	-	-	-	-	-	-	-	-	-	-	-	-
Rail rifle	20	6	6	6	6	6	6	6	6	7	7	7	7	7	8	8	8	9	10	-	-	-
Rail sniper	25	5	5	5	5	5	5	6	6	6	6	6	7	7	7	7	8	8	8	9	9	10
Rail carbine	16	6	6	6	6	6	7	7	7	7	7	8	8	9	9	10	-	-	-	-	-	-
Rail pistol	8	6	6	7	7	8	8	9	9	10	-	-	-	-	-	-	-	-	-	-	-	-
Bow	8	5	5	6	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Crossbow	10	5	5	6	6	7	7	8	9	10	-	-	-	-	-	-	-	-	-	-	-	-

Melee Weapons

Weapon	Point Cost	Target Number
Unarmed	0	10
Saber	5	6
Sword	5	6
Fixed Bayonet	5	6
Lance	7	4
Mace	3	8
Combat Dagger	4	7
Two-handed Sword	7	4
Halberd (Reach)	6	5
Rail Blade	5	6

Samsut Ranks

Rank Name	Translation	British Equivalent	Game Stat	Notes
Sarrum	king	General	level 5 commander	Amelite only
Abum	father	Colonel	level 4 commander	
Nesum	lion	Major	level 3 commander	
Waklum	overseer	Captain	level 2 commander	

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W

Welcome to 1879!

The British Empire, passing through an interdimensional portal, has found a new world, the Gruv, chock-full of resources and land to be exploited. In the process, though, they've run headlong into the Samsut, descendents of ancient Babylonians who've been living there for over three thousand years. Now the might of the Empire clashes with the weird science of the Samsut. The Saurids, a reptilian race native to the new world, contest with both empires to retain their ancestral lands. Who will control the Gruv? That's up to your battles to decide!

The 1879 Miniatures Wargame Core Rulebook provides all the information needed to play the game. From descriptions of table layout and the mechanics of battle resolution, to statistics for British and Samsut basic forces, this volume will get your table up and running. Included are examples of multiple types of battle, rules for artillery and fortifications, and a complete battle campaign to determine the fate of Bourne's Hill, a settlement in a strategic position between the British and Samsut lines.

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