

BITTEREINDER

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. Each Module can have as many as ninety-nine Sections and each Section can have as many as ninety-nine Cases. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

Learning to Play the Game

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible - but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 3.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

I have considered the existence of God and decided there is an even chance that He exists. If He does exist, He must be working to a Plan. Therefore, if I am to serve God, I must find out the Plan and do my best to assist Him in its execution.

How to discover the Plan? First look for the race that God has chosen to be the Divine instrument of future evolution.

Unquestionably that is the white race. Whites have clearly come out on top in the struggle for existence and achieved the highest standard of human perfection. Within the white race, English-speaking man, whether British, American, Australian or South African has proved himself to be the most likely instrument of the Divine Plan to spread Justice, Liberty and Peace over the widest possible area of the planet.

Therefore I shall devote the rest of my life to God's purpose, and help Him to make the world English.

Cecil Rhodes: 'Confession of Faith'

This Imperial Imperative, in a rather more pragmatic form, led President Paul Kruger of the Zuid Afrikaansche Republiek (ZAR) to issue an ultimatum on October 9, 1899, demanding:

- The withdrawal of British troops on the borders of the ZAR,
- Discontinuing the British military build-up in South Africa, and
- Settling all differences between Britain and the ZAR through arbitration.

The Republic of the Orange Free State threw its lot in with their Boer (*literal translation: farmers*) brethren in the ZAR. At 17:00 on October 11, 1899 the ultimatum expired. The British Empire was at war with the Boers, the white tribe of Africa that found the Imperial Imperative less compelling. The war would straddle the centuries, ending on May 31, 1902. It was a bitter defeat for the Boers, and a victory bereft of glory for the world's mightiest empire. Queen Victoria and Cecil John Rhodes did not live to see it.

Bittereinder is a simulation of the Anglo-Boer War of 1899 to 1902. The two-player game covers the entire war. One player represents the British Empire, henceforth known as the Empire, and his opponent represents the Boer Republics, henceforth known as the Republicans.

2.0 COMPONENTS

Bittereinder consists of the following:

one 22 x 34 map

one rules book

one and half sheets of 264 5/8inch counters

one cardstock display (players cut in half)

Some six-sided dice (ideally, three) are also required for play, but not included.

If any of these parts are missing or damaged, write to:

Against the Odds Magazine
PO Box 165
Southeastern, PA 19399-0165 USA
Attn: *Bittereinder*

Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: support@atomagazine.com phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.1 The Map

The map of *Bittereinder* shows the eastern portion of South Africa and its significant political divisions in 1899.

The map has been divided into areas to regulate the movement and positions of troops. The significant political borders are shown with thick, brown lines.

Each area has a unique two or three-character ID number, the first of which is a letter that ties it to a political or regional entity. The first letter for the ID number of an area is:

- C** Cape Colony
- T** the ZAR (Zuid Afrikaansche Republiek or Transvaal)
- F** Free State
- N** Natal
- B** Rhodesia and Bechuanaland
- M** Mozambique
- W** Swazi
- Z** Zulu
- S** Sotho
- X** Xhosa

The two Boer Republics, the Oranje Vrij Staat (Orange Free State) and the Zuid Afrikaanische Republiek (ZAR) are respectively at the center and the upper-center of the map. Each Republican combat unit, also called a Kommando, has a home area, named after the major town in that area. In the Free State, home area towns (fourteen in number) are white dots in black circles. The Free State capital is Bloemfontein (F1). In the ZAR, home area towns (twenty-one of them) are also white/black dots. The ZAR capital is Pretoria (T8). The Swazi tribal land falls within the ZAR borders.

The striped zone in the upper right portion of the map is the Portuguese province/colony of Mozambique. Neither side controls that area.

The remainder of the map starts out under the control of the (British) Empire. The significant towns in the Empire colonies are shown as white/black dots. Five of the Empire-controlled towns are ports indicated by an adjacent anchor symbol: Durban, East London, Port Alfred and Port Elizabeth along the coast; and Cape Town (see Section 5.5). The identifiable British colonies are the Cape Colony, Natal and large portions of Rhodesia and Bechuanaland.

Other towns (Johannesburg, Maseru, Umtata and Delagoa Bay) are on the map mostly for informational and decorative purposes; although Johannesburg may be besieged (see Section 8.4).

The yellow/green-bordered zones are tribal lands. There are four: Swazi, Zulu, Sotho and Xhosa (although its northern portion is really also inhabited by Zulus). They affect movement for Republican Kommandos (see Case 7.5.3).

Rivers appear on the map for informative purposes only. They never affect movement or combat.

There are three Mountain areas on the map: one (T35) east of Lydenburg in the ZAR, and two (S1;S7 - the Drakensberg) in the eastern part of the Sotho tribal land. Mountains affect movement (see Case 7.1.3).

There are small diamond icons on points on the map where four or more areas converge at a single corner (diagonal or blocking node), but where there is no shared area border between the areas at that point. Movement across these nodes is prohibited (see Case 7.1.4). They represent geographic obstacles between areas.

The brown lines across the map are railway lines. They play a significant role in the game (see Module 6.0).

Seven of the larger areas have a Blockhouse in them. This relates to blockhouses (see Section 10.1).

2.2 Counters

The 264 counters represent the fighting forces on each side and markers used to facilitate the flow and status of the game.

The Boer Republican counters come in various shades of purple and blue (distinguishing ZAR units from Free State units).

The British Empire infantry counters are in shades of red. The Empire Supply units, though not combat units, are vital for attacks and sieges in the Empire combat phase (see Cases 8.3.1 and 11.4.2).

2.3 Display Sheets

Each player is provided with a display sheet containing display boxes, status tracks, and the Combat Results Table. These sheets should be kept at hand during the play of the game.

2.4 The Rules Booklet

Throughout these rules there are frequent cross-references to other, related rules.

2.5 Game Scale

Each turn represents one month. Each combat factor represents about 400 effective combatants.

3.0 PREPARATION FOR PLAY

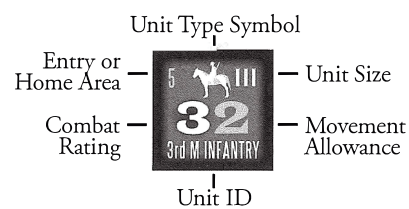
Separate the forces by side. Separate the Empire units by turn of entry. Players then, simultaneously, set up their units on the map. Empire units that start the game on the map have their set-up area printed on the counter. If a unit or a marker is not explicitly mentioned here (e.g., Blockhouse counters), it is not placed on the map.

3.1 Empire Set-up

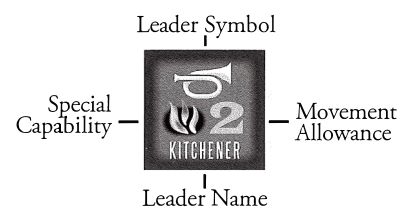
The four garrison units with town names are placed in the designated towns (e.g., the Mafeking garrison is placed in Mafeking (B13)). The Natal garrison is placed in one of Colenso (N4), Estcourt (N3) or Pietermaritzburg (N2). The two Cape Colony garrisons are placed in any two towns in the Cape Colony, south of the Orange River, that is, in any area with an ID that starts with a C, but not in Cape Town (C9).

- The Royal Munster Fusiliers (infantry battalion) are placed at Orange River Station (C11).

Sample Combat Unit



Sample Leader



Unit Type Symbols



Leader



Cavalry



Infantry



Supply

Game Markers



Republican Supply



Imperial Morale



Turn



Imperial Force



Brick Blockhouse



Pre-fab Blockhouse



Control



Siege

4 BITTEREINDER rules

- The Royal Berkshires (infantry battalion) are placed at Stormberg (C20).
- The 8th Infantry Brigade, one supply unit, and the 19th Hussars (cavalry) are placed in Dundee (N7).
- The Rhodesian Regiment is placed in Mafeking (B13).
- The Diamond Fields Horse is placed in Kimberley (B2).
- The 5th Dragoon Guards, 5th Lancers, 18th Hussars, the Imperial Light Horse, the Natal Carbineers and the Natal Mounted Rifles are placed in Ladysmith (N6).
- The Umvoti Mounted Rifles go to Estcourt (N3).
- The Natal Border Mounted Infantry go to Pietermaritzburg (N2).
- Bethune's Mounted Infantry go to one of Colenso (N4), Estcourt (N3), Pietermaritzburg (N2), or Durban (N1).
- The Empire Morale marker is placed at level 7 of the Empire Morale Track on the Empire player's display sheet.

3.2 Republican Set-up

- Each Kommando (citizens' militia units) is placed in its home area (e.g., the Bethal Kommando is placed in T44).
- The leader De la Rey is placed in Lichtenburg (T4). The other two Republican leaders enter the game later (see Section 13.2).
- The Natal Army is placed anywhere within the ZAR (T-areas). Any ZAR Kommandos may be removed from their home areas and placed in the Natal Army Box on the Republican display sheet. Such units are deemed to be a part of that army until they are no longer in the same area as the Natal Army (see Section 7.6).
- The Western Army is placed anywhere within the Free State (F-areas). Any Free State Kommandos may be removed from their home areas and placed in the Western Army Box on the Republican display sheet. Such units are deemed to be a part of that army until they are no longer in the same area as the Western Army (see Section 7.6).
- Set the level of the Republican War Commitment Points (on the Republican display sheet) to 156.
- 5 Siege markers are available for use in the game (see Section 8.4).

Place the turn marker on Turn 1 (October 1899) of the Turn Track (on the map sheet). Play then begins with the Republican land movement phase of turn 1; skip phases 1-4

on turn 1. Follow the sequence of play (see Module 4.0), phase by phase, for each turn. At the end of a turn, advance the Game Turn Marker one space along the Turn Record Track. Continue playing until one side achieves victory (see Module 12.0), or until the end of Turn 32.

3.3 Area Control

At the start of the game the Republican player controls all areas within the Republics (i.e., those with ID numbers prefixed with a T or an F). The Empire player controls all other areas with the exception of Mozambique (M).

A named area is controlled by the player who, at the end of any phase of a game turn, was the last one to have it solely occupied by a friendly, un-besieged combat unit (not a leader or a supply unit). There may not be an enemy unit, besieged or otherwise, in the area at that instant. Control by a side remains in an area until the opposing side can effect similar conditions that will change it.

The Empire player indicates his control of named (town) areas within the Republics by placing Empire control markers on them. The Republican player indicates his control of named (town) areas outside the Republics by placing Republican control markers on them. Neutral towns can never be controlled by either side, although Empire units can be besieged (see Section 8.4) in Johannesburg (T7).

4.0 SEQUENCE OF PLAY

Each turn of *Bittereinder* is subdivided into phases followed in the order listed below:

1 Reinforcements, Empire Replacements and Sea Movement

The Empire player receives any reinforcements and replacement (see Sections 5.1; 5.3). Units may be moved by sea movement (see Section 5.6).

2 Republican Rail Movement Phase

The Republican player may move units by rail (see Section 6.2).

3 Empire Rail Movement Phase

The Empire player may move units by rail (see Section 6.3).

4 Empire Land Movement Phase

The Empire player may move his un-besieged units (see Module 7.0; Section 7.4).

5 Republican Land Movement Phase

The Republican player may move his units (see Module 7.0).

6 Republican Combat Phase

The Republican player may initiate combat with Empire units in the same area (see Module 8.0). Empire units may opt to be besieged (see Section 8.4).

7 Empire Combat Phase

The Empire player may initiate combat with Republican units in the same area (see Module 8.0).

8 Republican War Commitment Phase

The Republican player counts the number of home areas in his control that are un-raised and adds this to the Republican War Commitment Total (see Module 9.0).

9 Empire Blockhouse and "Barbarism" Phase

Starting on turn 16, the Empire player may build blockhouses (see Section 10.1). While Kitchener is on the map, the Empire player may raze Republican home areas (see Section 10.2).

10 Empire Morale Phase

The Empire player rolls for effects of "barbarism" (see Section 11.3). He then rolls three dice for effects of lost terrain (see Case 11.4.1). On every third turn, the Empire player rolls for the possible surrender of each siege (see Case 11.4.2).

11 Victory Determination Phase

Automatic victory conditions are considered (see Section 12.1). At the end of turn 32, final victory conditions are determined (see Section 12.2).

5.0 REINFORCEMENTS, EMPIRE REPLACEMENTS AND SEA MOVEMENT

A reinforcement unit is one that has not yet appeared on the map. It is introduced into play for the first time in the game. A Replacement unit is one that is re-entered into play after being removed earlier through elimination (Empire units only).

5.1 Empire Reinforcements

Most Empire units enter the game after turn 1. The turn of entry is printed as a beige-pink number on the top of the counter.

Example The 3rd Brigade arrives on turn 3 (December 1899), while the Scottish Horse arrives on turn 17 (February 1901).

Empire supply units enter the game in the same way as combat unit reinforcements.

5.2 Republican Reinforcements

The only Republican reinforcements are two leaders. De Wet enters the game on the turn

after the elimination of the Western Army. Botha enters the game on the turn after the elimination of the Natal Army.

5.3 Replacements

A replacement is an Empire unit that had been in play during a previous turn, and was eliminated, and is then reintroduced into the game. There are no Republican replacements. When a Republican unit or leader is eliminated, it is never returned to the game

Exception Random Events, see Module 15.0.

Empire units that are eliminated are returned to the game after a number of turns equal to the result of a single six-sided die roll. This is done immediately after the elimination of a unit during the combat phase, and it is done separately for each unit. Should the DR exceed the number of turns in the game remaining to be played the unit may not return to play. Empire units that have surrendered during a siege (Case 11.4.2) or been exchanged for Blockhouses (Case 10.1.1) may not be replaced/returned to play.

***Example** A unit is eliminated during the Republican combat phase on turn 5; the die roll for its replacement return is a 3, thus it returns during the Empire reinforcement and replacement phase of turn 8.*

Eliminated supply units are returned the same as combat units. Garrisons are normal combat units for replacement purposes.

Leaders that are eliminated may never be replaced.

5.4 Placement of Reinforcements and Replacements

Except for the four garrison units assigned to specific towns (Ladysmith, Durban, Kimberley and Mafeking), all new and returning units are placed in the Cape Town area (at the south edge of the map).

Each town-bound garrison is returned to its respective town if that town is Empire-controlled, not besieged, and has an unobstructed rail or sea link to an un-besieged, Empire-controlled port; otherwise, its return is delayed until the replacement phase of the first turn during which these conditions are met.

5.5 Ports

Ports are towns on the map, along the coastline, and identified by an anchor symbol. The port of Delagoa Bay in Mozambique is only shown for informational and decorative purposes. It plays no part in the game. No Republican unit or leader may enter the

Cape Town area through land movement or as a result of combat.

5.6 Sea Movement

All Empire units, including reinforcements and replacements, starting the sea movement phase in an Empire-controlled port (Cape Town, Port Elizabeth, Port Alfred, East London or Durban) may be moved to any other Empire-controlled port. Such a port may be besieged at the time.

Any number of units may be moved by sea. Sea movement does not preclude rail movement or land movement. A unit may move during all three of the friendly movement phases of a given turn.

6.0 RAIL MOVEMENT

During a player's rail movement phase, the phasing player may move any number of eligible units by rail. Rail movement does not preclude sea or land movement. A unit may move during all three of the friendly movement phases of a given turn.

6.1 Rail Movement Requirements

To be eligible for rail movement, a unit or a leader must start the rail movement phase in an area with a passable rail line. The unit then moves along a continuous, passable rail line and ends the phase on a passable rail line. A rail line is continuous if it passes between contiguous areas at the same point along the border between those areas; otherwise, it is not continuous and, thus, not passable. To be passable, a rail line has to:

- be continuous,
- not start in, end in, or pass through an area containing enemy units,
- not pass through an enemy-controlled town, even if that town is besieged, and
- start, end or pass through at least one un-besieged, un-raided, friendly-controlled town.

Within these restrictions and the limits of the map, a unit may move an unlimited distance by rail.

6.2 Republican Rail Movement

The Republican player may move any number of combat units and/or leaders during the Republican rail movement phase subject to the above rail movement rules.

Before moving any of his units during this phase, the Republican player should detach any Kommando units or leaders currently in an army box, but not moving with that army, and place them in the same land area as the army.

Once all towns in the ZAR and the Free State are under Empire control or have been razed, the Republican player loses the ability to conduct rail movement. Skip the Republican Rail Movement phase for the remainder of the game.

6.3 Empire Rail Movement

The Empire player may move any number of combat units (including garrisons), leaders and supply units during the Empire rail movement phase subject to the above rail movement rules.

The Empire player never loses the ability to conduct rail movement, though that ability may be temporarily suspended in the unlikely event that Republican actions render all rail lines impassable for the Empire.

7.0 LAND MOVEMENT

During a player's land movement phase, the player may move all, some or none of his units on the map up to the limit of their respective movement allowances: typically 1 for infantry, and 2 for mounted units. A unit may be moved regardless of whether it had moved by rail or by sea during a preceding phase of the turn. Besieged and Empire garrison units cannot move.

Each unit has a movement allowance consisting of a number of movement points. Each movement point allows a unit to move into an adjacent land area subject to certain movement restrictions. Once a unit has exhausted its movement allowance, or stopped moving for the turn, it may move no further during the current land movement phase.

A Republican leader imparts movement bonuses to the Kommando units under his command. (See Section 13.2)

7.1 General Movement Restrictions

The following are unique restrictions for certain areas of the map.

7.1.1 Mozambique No units from either side may ever be moved into or through the Portuguese colony/province of Mozambique. If a Republican unit has retreated into Mozambique, it has to leave that area during its next land movement phase; otherwise it is eliminated. Empire units are eliminated if forced to retreat into Mozambique.

7.1.2 Rivers Rivers never affect movement or combat.

7.1.3 Mountains Any unit that enters a mountain area during its land movement phase must cease moving. Supply units cannot enter mountain areas.

7.1.4 Blocking Nodes Movement across blocking nodes (diamond icons) is prohibited.

7.2 Stacking

Any number of units may enter a land area during a land movement phase or as a result of a retreat. Any number of units from both sides may simultaneously occupy the same land area.

Stacks may become unwieldy, thus the Empire player may represent a large stack on the map by placing the stack in a box on the Empire Force Display, and placing the corresponding (numbered) force marker on the map.

All Republican units and leaders stacked in the same area with an army at the end of any game phase are deemed to be absorbed into that army. They are automatically placed in the appropriate box on the Republican Army Display.

Both of the armies may be stacked in the same area, allowing the Republican player complete freedom to arrange the units in and between the army boxes as he sees fit.

All units in Force/Army Display Boxes and all units in stacks on the map may be examined by any of the players at any stage of the game. There are no hidden units or stacks in the game.

7.2.1. Limited Intelligence (Optional Rule) Both players can deploy the following units upside down (showing the generic unit type) in order to conceal from their opponent the exact deployments of their forces:

- All combat units (infantry, cavalry, Kommando, garrisons, and leaders)

Army units, Empire Force Markers, as well as blockhouses and siege markers, may never be turned upside down. Any upside down unit is turned right side up whenever any of the following occur:

- Units engage in rail or sea movement (*spies were everywhere!*).
- Units are in the same area as enemy units and screening is not successful (see below).
- Opposing units are in the same area after ending movement.
- Units engage in combat.

Units not in an enemy area can be turned upside down again during the reinforcement/replacement phase.

7.3 Screening

Units from one side may move into any adjacent area that contains enemy units, but for

a mounted unit to move through an enemy-occupied area, the enemy units in that area must be screened. To screen an enemy unit, the total number of (printed) enemy combat factors in that area must be declared and matched by an equal or greater number of friendly (printed) declared combat factors of units that are not moving further during the current land movement phase. Blockhouses need not be screened; but a blockhouse area, teamed with a mobile combat unit (patrolled), will become an impenetrable barrier to a Republican unit not commanded by a leader.

Example A British infantry brigade and some mounted units are adjacent to an area containing a Republican Kommando unit with a printed combat factor of 6. The brigade (combat factor of 10 (> 6)) moves first and screens the Republican unit. The mounted units may then move into the same area, and may proceed to areas beyond that area.

Moving units that are successful in screening do not have to be turned right side up if playing with the Limited Intelligence rule (see above).

Exception Republican units (not armies) moving under the command of a leader may move through an enemy-occupied area without having the enemy units therein screened.

7.4 Movement Restrictions - Empire Units

7.4.1 Sieges Besieged units may not move.

7.4.2 Garrisons Garrison units have no movement allowance and, thus, may not move during the land movement phase. They may be moved by sea or rail if eligible.

7.4.3 Supply Units Supply units may never enter a mountain area, not even as the result of a retreat. If forced to do so the supply unit is eliminated.

7.5 Movement Restrictions - Republican Units

7.5.1 Cape Town The Cape Town area may not be entered by Republican units, even as the result of a retreat.

7.5.2 Blockhouses A Republican unit may not end its land movement phase in a blockhouse area. A Republican unit or leader may not retreat into a blockhouse area. If forced to do so the unit is eliminated.

7.5.3 Tribal areas A Republican unit may never end its land movement phase in a tribal area. It may move through a tribal area. It may retreat into a tribal area but it must leave during its next land movement phase, else it is eliminated.

7.6 Republican Armies

All Republican units and leaders stacked in the same area with an army at the end of any game phase are deemed to be incorporated (absorbed) into that army. They are automatically placed in the appropriate box on the Republican Army Display.

Republican armies and all units absorbed by the army move as one unit. They add their combat factors to that of the army. All the incorporated units and leaders share the army's fate under all conditions.

Units may detach themselves from an army during the Republican rail or land movement phases before the army unit moves, although they would be reabsorbed if they end the phase in the same area as the army.

8.0 COMBAT

Combat may occur during a combat phase in any area that contains units from both sides. Attacking is voluntary. Combat may occur once only per phase in each area; that is, no unit may attack more than once per turn.

Exception Under special circumstances, Empire units stacked with Buller or Roberts may attack twice (see Cases 13.1.1 and 13.1.2).

Any unit with a combat factor greater than 0 (zero) may attack and defend during a combat phase.

8.1 Procedure

Each combat is resolved in the following sequence:

- 1 Determine the combat strength of the opposing forces.
- 2 Empire Player only:
 - a Opt for a siege, bypassing the remainder of the combat procedure, **or**
 - b Accept combat and continue with this procedure.
- 3 Calculate the combat odds.
- 4 Adjust the Republican War Commitment.
- 5 Resolve the combat with a die roll.
- 6 Apply the combat results.

8.2 Combat Coordination

Some combats may benefit from coordination.

8.2.1 Empire Co-ordination All Empire units in the same area may coordinate to combine their printed combat factors into a single combat strength for both attack and defense.

8.2.2 Republican Co-ordination Republican units in the same area may combine their potential combat factors into a single combat strength for defense only; but generally only one Republican unit in an area may conduct an attack. The exception to this is Republican attack co-ordination by one of the two Republican armies or a leader.

Republican leaders may co-ordinate a limited number of Kommando units, up to the limit of their respective command numbers. If there is more than one leader in an area, they may co-ordinate the sum of the combat factors of all of the Kommando units stacked with them into a single combat strength.

A Republican army may co-ordinate the sum of the combat factors of all of the units stacked with it into a single (potential) combat strength, including the army's own, organic combat factor. All Republican units and leaders incorporated into an army will share the army's fate under all conditions.

8.3 Combat Strength

The combat strengths of the various combat units will vary depending upon supply and Republican War Commitment.

8.3.1 Empire Combat Strength Empire combat strength for both attack and defense is determined by the sum of the combat factors of all of the supplied combat units in the same area.

Empire units are always supplied when defending. Infantry and garrison units (the red units) can only attack when they are stacked with a supply unit; otherwise they may only defend. Mounted (blue) Empire units are supplied for an attack if they are able to reach a supply unit in a single land movement phase, typically two areas from the supply unit. This hypothetical move must take screening into account through an area that contains Republican units.

Note that supply units are not consumed when supplying combat. They may be attacked as normal units during the course of play (affecting Republican war commitment; see Section 9.2).

8.3.2 Republican Combat Strength The potential Republican combat strength for defense is determined by the sum of the combat factors of the Republican units in the same area. The potential Republican combat strength for an attack is determined by the sum of the combat factors of coordinated Republican units in the same area; or, failing co-ordination, the combat factor of any single unit in an area.

Each army has an organic combat factor printed on the counter.

The actual Republican combat strength, for both attack and defense, is determined by the number of Republican War Commitment Points that the Republican player is willing to spend, up to the limit of the potential combat strength in an area.

Every Republican strength point used in combat consumes a War Commitment Point except for a Kommando unit attacking or defending in its un-raised (See Section 10.2) home area. This is valid regardless of whether the strength point was contributed by a Kommando unit or by an army.

If the Republican player is unwilling to spend War Commitment Points in an area during the Republican combat phase, the Republican units in that area may not attack. If, during the Empire combat phase, the Republican player cannot or will not spend at least one War Commitment Point in an area where a Republican unit is being attacked, there is no defensive combat strength and thus no defense. The Republican units in such a situation are deemed to have surrendered, and are eliminated.

Note This rule allows the Republican player to optimize his combat strength relative to the Empire combat strength in a combat phase.

8.3.3 Leaders Leaders have no combat strength, and if unaccompanied by combat units are eliminated if attacked.

8.4 Siege

When, during a Republican combat phase, a force of Republican units declares an attack on Empire units defending any area with a town currently under Empire control, the Empire player may opt for a siege. This happens prior to combat resolution, and relieves the Republican player of the expenditure of War Commitment Points. Place a siege marker on the besieged units.

All of the Empire units in the area under attack are treated as a single force. They all are either besieged or they all defend against the attack. The Empire player may not opt to have some units in the area besieged while defending with the remainder.

There are only five siege markers in the game. If they are all in play, the Empire player may not opt for a sixth (or any further) siege, and combat is resolved normally.

Exception a Random Event may allow up to six siege markers to be in play, see Module 15.0.

A besieged Empire force stacked with a besieged supply unit may attack the besieging Republican force. If the besieged force is not stacked with a besieged supply unit, it

may not attack, not even in concert with a relieving force.

Besieged Empire units may never be attacked, nor are they required to attack.

In order to maintain a siege, the sum of the printed combat factors of the besieging units must equal or exceed the sum of the combat factors of the besieged units. If this state is not in effect at the end of any game phase, the siege is lifted, and the siege marker is removed. A siege is also lifted if the besieging Republican units are forced to retreat as the result of combat with any force: either an attack by the supplied, besieged units, or combat with a relieving force that had moved into the area. Remove the siege marker.

If besieged units are forced to retreat as a result of launching an attack with an adverse outcome against the besiegers, they are eliminated and the siege marker is removed. This can have dire consequences for the Empire's morale.

A siege can also end as a result of low Empire morale. This is checked on turns naturally divisible by three (turns 3, 6, 9, etc). In this case the besieged units are deemed to have surrendered without a fight, most likely as the result of starvation (see Case 11.4.2).

8.5 Combat Resolution

During the Republican combat phase, the Republican units are the attackers and the Empire units are the defenders. During the Empire combat phase, the roles are reversed. Combat strengths are determined in the following sequence:

- 1 Add up the combat factors of all of the Empire units involved in the combat to arrive at the combat strength for the battle.
- 2 Add up the potential combat factors of all coordinated Republican units involved in the combat. Republican defenders are always coordinated. If the combat is not a coordinated Republican attack, designate one unit as the attacker.
- 3 Arrive at the actual Republican combat strength by spending Republican War Commitment Points less than or up to the maximum determined by the potential combat strength.

No War Commitment Points are deducted for a unit in its un-raised (See Section 10.2) home area.

If a Republican defenders' actual combat strength is zero, all of the defending units are eliminated.

8.5.1 Combat Odds The attacker's combat strength is divided by the defender's combat strength, and rounded off in favor of the defender to arrive at the combat odds.

Example An attack strength of 19 to a defense strength of 10 is 1.9:1, which, checking the column headings of the Combat Results Table (CRT), rounds off to 1.5:1.

Odds less than 1:2 are deemed to be 1:2. Odds greater than 4:1 are deemed to be 4:1.

Roll a single six-sided die, and cross-reference the die-roll result with the combat odds column on the CRT to arrive at the combat result. Apply the combat result immediately after the die roll for all affected units and/or leaders.

8.6 Combat Results

All un-besieged units from one side in an area suffer the results of combat, regardless of whether or not they had participated in the combat. All besieged units in an area suffer any adverse combat results in which one or more of the besieged units had been the attackers.

AR (Attacker Retreat): All units and leaders of the attacking side must vacate the area. If any besieged units participated in the attack, then all besieged units are eliminated; otherwise, they remain under siege. Units that cannot retreat are eliminated.

— (Standoff): The battle is indecisive. Nothing happens.

DR (Defender Retreat): All units and leaders of the defending side must vacate the area. Besieged and relieving forces are separate forces for these purposes, and only the relieving force has to retreat. Besieged units are never defending units. Units that cannot retreat are eliminated.

DE (Defender Eliminated): All defending units and leaders in the area are eliminated. Besieged units are never defending units.

Supply units that are eliminated or forced to retreat yield extra war commitment points for the Republican.

8.7 Elimination

Eliminated units are immediately removed from the map. Afterwards, their fate is as follows:

8.7.1 Republicans The war is over for eliminated Republican units. They are not returned to the game. A Republican leader shares the fate of his units, be it retreat or elimination.

An eliminated Republican Army raises the Empire morale. (Module 11.0)

8.7.2 Empire Eliminated Empire units (excluding leaders) are returned to the game as a replacement during a later Empire reinforcement and replacement phase. (See Section 5.3)

An eliminated Empire Brigade lowers the Empire morale. (Module 11.0)

8.7.3 Leaders Eliminated leaders are never returned to the game as reinforcements.

8.8 Retreat

A unit that retreats has to vacate the area it currently occupies. Failure to retreat results in the elimination of the unit and any leader(s) stacked with it.

8.8.1 Retreat Priority A retreating unit has to move to an adjoining area; however, this occurs under the strict guidelines of a descending retreat priority list to:

- An area containing at least one friendly unit and no un-besieged enemy units.
- An area containing no units from either side. For Republican units there is an additional Priority List in this case:
 - 1 a vacant area in one of the Republics;
 - 2 a vacant area in Empire territory, excluding Cape Town;
 - 3 a vacant area in Mozambique or a tribal area.
- An area containing both un-besieged friendly and un-besieged enemy units. However, a unit retreated to such an area may not participate in subsequent combat in the area during the current combat phase, but it will share the fate (possible retreat or elimination) of the un-besieged friendly units in the event of combat.

Outside of these restrictions, a unit may retreat into any area, even into enemy territory.

8.8.2 Retreat Prohibitions Cases where retreat is prohibited and results in elimination:

- No unit or leader may be retreated off the map.
- Empire supply units may not retreat into mountain areas.
- Empire garrison units may never retreat.
- Empire units may not retreat into Mozambique.
- Besieged units may never retreat.

- Republican units and leaders may not retreat into a blockhouse area.
- Republican army units, and all Kommandos and leaders attached to them, may never retreat.

Where a unit is required to retreat, but cannot do so due to the above restrictions, the unit is eliminated instead. This could affect the Empire morale.

A unit that is required to retreat but cannot do so without retreating into an area that contains enemy units and no un-besieged friendly units, suffers a penalty:

- For an Empire unit the penalty is elimination.
- For a Republican unit or stack of units there is a choice:

Enter an area containing only Empire units, and pay a number of War Commitment Points equal to the sum of the printed combat factors of those Empire units. Units retreated this way may be attacked again by the Empire units in the area to which they had retreated, provided that those Empire units had not participated in combat during the Empire combat phase of the current turn,

OR refuse to pay the War Commitment Points, and eliminate the retreating units.

9.0 REPUBLICAN WAR COMMITMENT

War Commitment is a composite of morale, material supply and hubris. It reflects the Republican Kommandos' ability and willingness to engage in and endure combat.

9.1 Republican Combat Strength

The actual combat strength of a Republican unit, as opposed to its potential or printed strength, depends on the number of War Commitment Points that is spent in a battle, whether attacking or defending.

Exception When a Republican Kommando unit is defending or attacking in its un-raided home area, that unit (only) does not consume any War Commitment Points.

Keep track of the Republican War Commitment Points on the War Commitment Points Track on the Republican Display Sheet. Three green counters, marked 100, 10 and 1, are provided for use in the respective 100s, 10s and 1s columns. A maximum of 399 War Commitment Points may be accumulated.

9.2 Increasing Republican War Commitment

During the Republican war commitment phase of each turn, tally the number of Republican home areas (those with ZAR and Free State towns, see the map) that are under Republican control and un-raised. The maximum number is thirty-five. Add this tally to the current Republican War Commitment total.

When an Empire Supply unit is eliminated or forced to retreat as a result of combat, roll two six-sided dice. The sum of the roll is added to the Republican War Commitment pool. If either of the leaders De la Rey or De Wet (use only 1 if both are present) was part of the attacking force add his Command Rating to the DR total.

If an Empire force surrenders the Republican player is awarded a number of War Commitment points equal to the roll of one die plus the number of surrendered combat units (make a separate DR should a supply unit also be surrendered per the above. See Case 11.4.2).

9.3 Reducing Republican War Commitment

War Commitment Points are consumed during combat. For each actual combat strength point that a Republican attacker or defender uses in a battle, 1 War Commitment Point must be consumed. A unit is never required to use a number of War Commitment Points equal to its printed combat factor. The latter is the maximum number of War Commitment Points that a unit may use in a single battle.

Example The Pretoria Kommando (printed combat factor of 11) is attacking. It may use any number of War Commitment Points from 1 through 11 to arrive at its actual combat strength.

War Commitment Points can also be consumed as the result of a last resort (choice) retreat by a Republican force after combat. (See case 8.8.2)

The Republican War Commitment pool is drastically diminished each time a Republican capital is controlled by Empire forces for the first time. This reduction occurs only once per game for each capital:

- When the Empire player captures Bloemfontein for the first time, reduce the War Commitment pool by 60 minus the number of the current turn on the Turn Track.
- When the Empire player captures Pretoria for the first time, reduce the War Commit-

ment pool by 96 minus the number of the current turn on the Turn Track.

Example Pretoria is captured on turn 11. The War Commitment pool is reduced by 85 points (96 - 11 = 85).

10.0 EMPIRE BLOCKHOUSES AND “BARBARISM”

The Anglo-Boer War was, in many ways, the precursor of things to come in regards to wars fought in the 20th Century.

10.1 Blockhouses

A blockhouse is a mini-fort. The Empire forces built long lines of blockhouses tied together with barbed wire fences, first along railway lines and later across the open veldt, to impede the mobility of the Kommandos and to protect their own lines of communication and supply.

10.1.1 Blockhouse Deployment Starting in the Empire blockhouse and “barbarism” phase of turn 16 (January 1901), the Empire player may exchange infantry and garrison units for blockhouses. Blockhouse counters come in two types: Pre-fabricated and Brick (the front and backs of the Blockhouse counters differ). The Pre-fabricated blockhouses may be placed in any land area of the map (excluding Mozambique) that does not have the Brick Blockhouse icon in it. Only a Brick blockhouse may be placed in one of these areas.

It costs the exchange (permanent removal) of an entire infantry brigade for a Brick blockhouse counter. The price for a Pre-fabricated blockhouse counter is:

- 1 infantry brigade for 2 blockhouse counters, or
- 2 infantry battalions and/or garrison units for 1 Pre-fabricated blockhouse counter.

Any un-besieged infantry or garrison unit may be exchanged for blockhouses. A maximum of 2 Pre-fabricated blockhouse counters or 1 Brick blockhouse may be purchased and placed per turn. The exchanged infantry or garrison units are removed for the remainder of the game.

A blockhouse counter is placed in any area that contains an Empire unit, and that contains no Republican unit at the time of placement. Note that those areas marked with a Brick Blockhouse icon cannot deploy/erect a Pre-fabricated Blockhouse.

A unit exchanged for a blockhouse counter does not have to come from the area where the blockhouse counter is actually placed. Blockhouses may **not** be dismantled once

erected by the Empire player, nor may the units exchanged for constructing them replaced/returned to play (the decision is irrevocable).

10.1.2 Blockhouse Effects A blockhouse counter in an area has the following effects:

A Republican unit may not end any movement phase in a blockhouse area, although it may move through a blockhouse area during its land movement phase if that area does not contain another Empire combat unit that would normally need to be screened.

A Republican leader may not end any movement phase in a blockhouse area, although the leader and any units under his command may move through a blockhouse area. In this case, the blockhouse area does not need to be screened if it contains a mobile Empire combat unit. This is a special attribute of Republican leaders.

A Republican unit or leader may never retreat into a blockhouse area.

Note For all intents and purposes once a Blockhouse goes up the area it is pretty much beyond the control of the Republican player. These cannot be destroyed by the Republicans, and only traversed at some degree of planning. Depending on how blockhouses are deployed, some areas may become impossible for the Republican player to reach. This is war, deal with it!

10.2 “Methods of Barbarism”

When the capture of the Republican capitals (Bloemfontein and Pretoria) failed to produce the anticipated surrender of the Republican forces, Field-Marshal Lord Roberts issued orders to burn Boer farms, exterminate livestock, and to gather Boer civilians into concentration camps. It was expected that these tactics would deny the Kommandos their bases of support. More than 4,000 of the women and 23,000 of the children in the camps died as the result of diseases brought on by exposure, unsanitary, crowded conditions and malnutrition. This number was a significant portion of the total population, and at least equaled the number of fatalities among combatants from both sides from combat and disease. It did break the fighting spirit of some Kommandos, but it also strengthened the resolve of others. There was an outcry from the opposition benches in parliament in London. The Liberal leader, Henry Campbell-Bannerman, referred to the events as “methods of barbarism.” General Kitchener was tasked with the execution of the bulk of these orders.

10.2.1 Resorting to “barbarism” At the instant that both Republican capitals

(Bloemfontein and Pretoria) are under Empire control, the Roberts leader counter is removed from the game and replaced by the Kitchener leader counter. This is not historically correct, but necessary for playability.

During the Empire blockhouse and “barbarism” phase of each turn during which Kitchener is on the map, any named Republican home area in which Kitchener is present, and any named Republican home area adjacent to that area may be razed. Such an area has to be under Empire control and there may not be a Republican combat unit in the area at the time. When an area is razed, remove the control flag marker, and replace it with a “barbarism” marker.

10.2.2 Immediate Repercussions of Razing

Tally the number of areas razed during the current turn only. Roll one six-sided die. If the die-roll result is less than the number of areas razed during the current turn, the Empires morale is reduced by one level.

Note It pays to do the razing slowly and gradually.

Roll a die for each area razed for which there is a named Kommando unit in play during the turn when the area is razed. If the die-roll result is a 1, 2, or 3, the particular Republican Kommando with the corresponding name surrenders and is removed from the game; otherwise the unit remains in the game.

10.2.3 Lasting Effects of Razing For the remainder of the game a razed area no longer yields War Commitment Points for the Republican player (*it cannot be “unrazed”*). The Kommando from the razed area cannot attack or defend in its home area without expending War Commitment Points. The Empire player no longer needs to guard a razed area. It no longer qualifies for making a railway line passable, though rail movement through the area is not affected. Control of the area becomes irrelevant for all purposes, including sieges, for the remainder of the game.

No more than 20 “barbarism” markers can be put in play during the game. That is the maximum number of areas that may be razed. (*There is a limit to which even the Victorians won't exceed!*)

11.0 EMPIRE MORALE

This is a measure of the willingness of Her (later His) Majesty's Government to continue the war. Certain events may lead to adjustments to the morale level, displayed on the Empire player's Morale Track.

11.1 Increasing the Morale Level

The morale level is immediately increased by one level when:

- A Republican army (not Kommando) is eliminated.
- A Republican capital (Pretoria or Bloemfontein) comes under Empire control for the first time. Thereafter the exchange of control over these capitals does not affect the Empire morale.
- Certain Random Events occur (see Module 15.0).

11.2 Lowering the Morale Level

The Empire morale is immediately lowered by one level when:

- A besieged force surrenders or brings an AR combat result upon itself.
- A garrison unit is eliminated.
- An infantry brigade (not battalion) is eliminated.
- Loss of territory (Case 11.4.1).
- Certain Random Events occur (see Module 15.0).

11.3 “Barbarism” and Morale

During the Empire blockhouse and “barbarism” phase, tally the number of areas razed during the current turn only. Roll one six-sided die. If the die-roll result is less than the number of areas razed during the current turn, the Empire morale is reduced by one level.

11.4 Empire Morale Phase

During the Empire Morale Phase, the following rolls are conducted.

11.4.1 Lost Territory Each turn during the Empire Morale Phase, three six-sided dice are rolled. If the sum of the three dice is less than the number of towns in the Cape Colony (C areas), Bechuanaland (B areas), and Natal (N areas) that are currently under Republican control and not under siege, the Empire morale is reduced by one level.

11.4.2 Sieges Each third turn (indicated in red numbers on the Turn Track), and following the roll for lost territory, each ongoing siege is evaluated against the morale level (see also Random Events, Rule 15.0). Starting with any current siege of the Empire player's choice, roll one six-sided die per siege. Add one to the DR if there is not a supply unit stacked with the besieged force. If the DR is greater than or equal to the current Empire morale level the siege ends and the besieged units are eliminated (deemed to have sur-

rendered). Remove a supply unit from a besieged force, if one is present, following a siege resolution DR. The Empire morale level is immediately lowered by one level for the surrender, as well as additional levels for each garrison or infantry brigade that surrenders. This adjustment is made immediately prior to evaluating and resolving other ongoing sieges during the current phase.

Note that a turn of bad morale events can escalate rapidly and impact other sieges. However, a competent Empire player will never allow the morale to deteriorate to such a disastrous level.

Surrendered Empire units may **not** be replaced. The Republican player is awarded a number of War Commitment Points equal to the roll of a die plus the number of surrendered units following a successful siege.

12.0 VICTORY DETERMINATION

Players can win *Bittereinder* one of two ways, via Automatic Victory or by calculating at the end of the last turn of the game. There is also an optional rule to determine a victor.

12.1 Automatic Victory

During the victory determination phase, the game ends immediately when:

- The Empire's morale level is less than 1. The Empire forces are withdrawn, resulting in a decisive Republican victory or
- The Republican War Commitment level is less than 1. The Republics surrender, resulting in a decisive victory for the British Empire or
- There are no Republican combat units in play on the map. The Republics surrender, resulting in a decisive victory for the British Empire or
- On turn 13 the Empire player rolls a single six-sided die and the result of that die-roll is greater than the current Empire morale level. Her Majesty's Government goes down to defeat in the Khaki Election. The new anti-war government ends the war and all Empire forces are withdrawn, resulting in a Republican victory.

If no such condition is met, advance the turn marker one space and continue the struggle.

12.2 End of the Game

If automatic victory is not achieved, play proceeds until the victory determination phase of turn 32. Victory is then determined as follows:

- If there are more than 10 Republican combat units, excluding leaders, remaining in play on the map, the result is a marginal victory for the Republican player.
- If there are exactly 10 Republican combat units, excluding leaders, remaining in play on the map, the result is a draw.
- If there are fewer than 10 Republican combat units, excluding leaders, remaining in play on the map, the result is a marginal victory for the Empire player.

12.3 Optional Empire Morale Determination

This optional Empire Morale Determination rule was created by Consimworld member and game player, Karl Laskas.

12.3.1 Republican Victories Each turn count the number of Republican Victories. A Republican Victory is defined as:

- Any Republican attack that achieves a DR or DE result.
- Any British attack that achieves an AR result.
- Any British decision to allow a siege instead of combat.
Note The Republicans get credit for a victory only on the first turn a siege is initiated, no matter how long the siege endures.

During the Empire Morale Phase, after determining the number of Republican Victories, roll one die. If the DR is less than or equal to the number of Republican Victories the Empire Morale level is reduced by one.

12.3.1.1 Alternative Republican Victory DR For even more variability roll one die for each Republican Victory instead as in Case 12.3.1 above. For each DR that equals 6 reduce the Empire Morale Level by 1. Add 1 to a DR if besieging units include a Republican Army.

13.0 LEADERS

There are six significant leaders, three per side, represented in the game. These are the personalities who, to a large degree, shaped the military events during the war (though they are but a small sample of the gallery of personalities who were influential in the Boer War and on the world stage during the decades that followed).

The leaders move about the game map in exactly the same manner as other units. They each have a land movement allowance, though in the case of the Republican leaders, that number is 1 or 2 factors above the standard movement allowance.

A leader has no combat strength, and, if unaccompanied by combat units, is eliminated if attacked.

13.1 British Empire Leaders

13.1.1 Buller, General Sir Redvers (1839-1908) Enters the game as a reinforcement unit on turn 3.

If the Empire conducts an attack in an area where Buller is present, he may opt to exercise the double-or-nothing capability (2 or 0). This only occurs if Buller is present in an area where Empire units are attacking Republican combat units during the Empire combat phase. The attack is declared and the odds calculated.

Prior to combat resolution, a single six-sided die is rolled.

- If the die-roll is a 1 or a 2 the attack is called off. No combat takes place in the area, and the Republican War Commitment Points that would have been expended, are restored to the pool.
- If the die-roll is a 3, 4, or 5, the attack is conducted normally.
- If the die-roll is a 6, the attack is conducted normally. If the combat result of the first attack is not an AR, all or some of the Empire forces with Buller may immediately, before any combat in another area is resolved, attack Republican forces remaining in the same area. Failing that, Buller and all or some of the units with him may move to an adjacent area and, if there are Republican forces in that area, attack again. The 2 or 0 option may not be used in the second attack.

Buller remains in the game until eliminated, or, as with Roberts, until the end of the turn during which both Republican capitals are Empire controlled for the first time; whichever comes first.

13.1.2 Roberts, Field-Marshal Lord Frederick (1832-1914) Enters the game as a reinforcement unit on turn 4. At the end of any Empire combat phase, all or some of the units in the area where Roberts is present may be used to exercise the double once capability (1 x 2). This amounts to a double move-attack sequence that may be conducted once per game.

If there are Republican units in the area with Roberts at the end of the Empire combat phase, they may be attacked for a second time that turn. If there are no Republican units in the area with Roberts at the end of the Empire combat phase, Roberts and all or some of the units stacked with him may move to an adjacent area. If there are Repub-

lican forces in the area to which the Roberts force moves, they may be attacked. Any attack is conducted using the normal combat procedure.

Roberts remains in the game until eliminated, or, as with Buller, until the end of the turn during which both Republican capitals are Empire controlled for the first time; whichever comes first.

13.1.3 Kitchener, Field-Marshal Horatio (1850-1916) Enters the game (takes command) as a reinforcement unit on the turn after the departure of Roberts.

His special capability is carrying out the "methods of barbarism" (see Section 10.2). Kitchener remains in the game until eliminated.

13.2 Republican Leaders

13.2.1 Botha, General Louis (1869-1919) Botha enters the game during the reinforcement phase of the turn after the elimination of the Natal Army (see Section 7.6 and Case 8.3.2), and is placed with any ZAR Kommando.

13.2.2 De la Rey, General Jacobus Hercules (Koos) (1847-1914) De la Rey is placed in Lichtenburg (T4) at the start of the game. If an Empire supply unit is forced to retreat or is eliminated in an attack led by De la Rey his command rating is added to the War Commitment Point DR total (see Section 9.2).

13.2.3 De Wet, General Christiaan Rudolf (1854-1922) De Wet enters the game during the reinforcement phase of the turn after the elimination of the Western Army (see Section 7.6 and Case 8.3.2), and is placed with any Free State Kommando. If an Empire supply unit is forced to retreat or is eliminated in an attack led by De Wet his command rating is added to the War Commitment Point DR total (see Section 9.2).

13.4 Boer Republic Leaders' Special Rules

13.4.1 Command Number Each Republican leader has a command number. This is the number of Kommando units that he may command at one time. It is the number of units that he may co-ordinate in an attack. It is also the number of units that may move with the leader, to the fullest extent of the leader's movement allowance, in excess of a commanded unit's printed movement allowance.

A Republican leader cannot command or move or impart any bonuses to an army. When stacked with a moving army the leader is deemed to be absorbed into that army.

13.4.2 Units Moving with a Republican Leader A Republican leader moving during the land movement phase may have a number of Kommando units equal to his command number move with him to the fullest extent of his movement allowance. This is provided that each unit moving in this fashion starts and ends the movement phase in the same area with the leader.

13.4.3 Republican Leader Special Movement Capability A Republican leader and the units moving under his command ignore the screening restriction when moving through an enemy-occupied area. This implies that they may move through patrolled blockhouse areas. However, when moving through a blockhouse area, a Republican leader and the units under his command must end their movement in the first area beyond the blockhouse area, upon exiting the blockhouse area.

Note This may make some areas impossible for the Republican player to reach).

14.0 BOBS' WAR

Bobs' War is a shorter scenario intended to capture the first year of the conflict. "Bobs" was the nickname for Field-Marshal Lord Frederick Roberts of Kandahar (1832-1914).

14.1 Winning Bobs' War

The Empire player has to capture both Republican capitals before the end of turn 12 while no more than one siege is still in effect. The game ends at the instant (not the end of the turn) that both capitals are under Empire control, and the loss of War Commitment Points has been accounted for.

If, by the end of turn 12, the Empire player does not control both Republican capitals and/or more than one siege is still in effect, the Republican player wins the game.

When the Empire player attains the basic victory conditions (controlling both capitals, and no more than one siege is in progress), the victory level is determined by the number of remaining War Commitment Points (WCP).

141 or more	Republican Victory
78 -140	Draw
29 -77	Marginal Empire Victory
28 or fewer	Decisive Empire Victory

All the rules of the full game apply to the Bobs' War scenario, except those that do not apply before a later turn or after the capture of the Republican capitals.

15.0 RANDOM EVENTS

For players desiring a bit more adventure, try these!

15.1 Random Event Determination

Roll two dice at the beginning of the Reinforcement/Replacement phase on even-numbered game turns (except the last game turn).

DR = 2 or 12 Increased foreign support to the Republicans. 1 additional siege marker (a 6th) is made available to the Republican player (this represents additional Krupp field artillery and ammunition). Alternatively 1 Kommando unit that was previously eliminated can be returned to play at either Republican capital (represents additional foreign volunteers and arms). Treat as No Event if both Republican capital cities are under Empire control, or if the railroad from Delagoa Bay to Pretoria is not under Republican control.

DR = 10 Piet Joubert over-ruled. Republican Commandant-General Piet Joubert sincerely believed the British would choose a negotiated peace and not wage a protracted war. In this event Joubert has been temporarily over-ruled by the Republican leadership. The Republican Player can exercise any **one** of the following:

- Roll to resolve any and all sieges this turn per Section 8.4, regardless of the actual number of turns that have elapsed since the start of any of the sieges (i.e., this doesn't have to be the 3rd turn of the siege cycle).
- Use only half of the required War Commitment Points to resolve any **one** battle in the remainder of the game.
- Allow one Republican Army to conduct a second move-attack sequence in this turn, similar to Case 13.1.2 with British General Lord Roberts.

This event can occur only once per game. If none of the above options can be exercised by the Republican Player, too bad. This is war, deal with it!

DR = 3 or 11 Marching to Pretoria! A force with at least 1 Empire/non-British unit must attack this turn. If an attack does not occur lower the Empire Morale Level by 1. Treat as No Event if both Republican capitals are under Empire control.

DR = 6 Her/His Majesty is not amused. Any 1 Empire reinforcement unit that is scheduled for a later-turn entry is immediately made available (Empire player's choice). Alternatively, 1 additional replacement unit is available this turn to the Empire player.

DR = 4, 5, 7, 8 or 9 No Event.

16.0 PLAYERS' NOTES

The following comments are not meant as strict rules, but more as hints and observations based upon play-test reports, as well as the designer's insights. Enjoy!

16.1 Empire Player

During the first few turns of the game you will probably be pre-occupied with survival and maintaining the Empire Morale Level. Once your copious reinforcements show up, the advised strategy should be offense. Attack! Attack! Attack! and get on with the job of occupying the Republican capitals and every Republican town at the earliest date possible. Occupation will not win you the war, but along with "methods of barbarism" and engaging the Republican forces in combat at every opportunity, even at unfavorable odds, it is the strategy that will contain and whittle down the Republican War Commitment.

Maintaining the Empire Morale Level should still be an important, though secondary objective. It, too, will not win you the war, but you may ignore it at your peril. It is advisable not to lose garrisons or entire infantry brigades. When such units are defending an area with a town at unfavorable odds, they can avoid combat by opting for a siege. However, this is a double-edged sword. Having besieged units surrender can devastate the Empire morale, and truncate the war in favor of the Republican player. So, relieve sieges with urgency, and, above all, keep those Kommandos from controlling your towns. Keep up and improve the morale level, and face the Khaki election on turn 13 with confidence.

Guard your supply units at all times. Every time a supply unit is eliminated or forced to retreat, the Republican War Commitment pool will benefit.

The later (guerrilla) stages of the game may be frustrating as you struggle to corner those elusive Kommandos. This will be the time where your earlier efforts to keep the Republican War Commitment level in check will bear fruit. Consolidate your hold over territory through the use of blockhouses and "methods of barbarism". You should always be torn between urgency and patience.

16.2 Republican Player

At the start of the game you have a long shot at a quick victory by collapsing the Empire Morale. To pull it off, you will have to occupy and hold as many Empire towns as you can as soon as you can, and hope that your opponent suffers from bad luck compounded by some bone-headed decisions. It

is usually unwise to rely on the later conditions, but the choice is yours.

The more attainable path to victory lies in survival. This calls for a defensive strategy, but more important than defending territory, as desirable as that may be, is preserving your War Commitment Points -- your ability to wage war.

Unlike the Empire player, your ability to co-ordinate multiple combat units for an attack is limited. You may be seduced by the prospect of crushing Empire combat units with one of your armies, but that will ultimately be counter-productive. Firstly, large battles consume War Commitment Points at a prodigious rate, something that plays right into your opponent's hands. Secondly, a Republican army is a fragile beast, and its loss, with all the units and leaders attached to it, could be catastrophic. At some point an army will prove to be more of a liability than an asset, and besides, you may find the leadership skills of De Wet and Botha far more useful as the war drags on. When that point is, is your decision.

The expansion of your War Commitment Points pool depends on your ability to delay the occupation and razing of your capitals and home areas by the Empire forces for as long as possible. Beware of sneaky raids by Empire mounted units or those that retreat into your territory. Have some units on rails to guard against the unexpected.

The preservation of your War Commitment Points pool depends on your ability to avoid those costly big battles, or any other unnecessary combat for that matter. A Kommando unit that engages in combat in its un-raided home area does not consume War Commitment Points. You cannot avoid combat altogether, but you have to be smart in picking your battles. The sequence of play is on your side. Use it to your advantage.

Your troops are largely a citizens' militia. Is it wise to go toe-to-toe with the might of the British Empire?