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1.0 OVERVIEW

1.1 GENERAL COURSE OF PLAY

'Hill of Doves' is a solitaire boardgame in which the player controls An Imperial British Army at war with a programmed non-player Transvaal Republican Army in 1881. The

British army's aim is to win the war by controlling the area known as Laing's Nek which lies on the border between Natal and the Transvaal. The British army has up to twelve weeks to achieve this, failing which, the Boers will win the war.

'Hill of Doves' is played at a strategic, operational and tactical level simultaneously. There are three phases to the game which are detailed on the Game Sequence Chart. The Operational Phase is the heart of the game and represents a seven-day cycle, with a Strategic Phase being referred to at the end of each Operational Phase to resolve situations occurring during the week just passed and a Tactical Phase representing a variable number of hours being referred to each time the British carry out an assault.

'Hill of Doves' is played using a programmed system whereby the player follows the instructions on the Game Sequence Chart aided by the step marker and the Quick Reference Card. If any battles are to be fought the player will be referred to the Assault Chart or the Ambush Chart to resolve the battle and then the player will be prompted to return to the Game Sequence Chart to continue the war. Prompts on these charts referring to phases or segments out of the present game sequence being followed are noted in italic text. A game component is referred to with bold text.

'Hill of Doves' is played on three boards simultaneously. These are the Strategic Board, Operational Board and Tactical Board. Game information is recorded on these boards and British strategic, operational and tactical columns are manoeuvred on the maps located on these boards.

Once the rules have been mastered, 'Hill of Doves' can be played solely by referring to the three charts mentioned above and a game can be concluded in a single evening. To start 'Hill of Doves' refer to the Set-Up Card and follow the instructions.

1.2 BRITISH STRATEGY

The British position is tricky. At first it is difficult to get far with assaults due to

shortages of both men and supplies, but at the same time, just waiting for reinforcements and doing nothing is not really an option because the Boers will start to gain ground strategically. So it is important to get both men and supplies up to the British Camp speedily and in enough quantity so that assaults can commence on the Boer-held objectives before things start to unravel on the strategic front. Just the same, until reinforcements start arriving from Durban, there are not really enough forces available to do much damage to the Boers. But then again, small scale assaults are risky but on the other hand, objectives hit with overwhelming force can result in a wastage of ammunition. From a defensive point of view, the Boers were known to utilize snipers and commando warfare. The British need to be aware of this when troops are out on garrison duties or in camp and defend accordingly.

1.3 ABBREVIATIONS

The following abbreviations are used throughout this Rules Booklet:

| | |
|-----|----------------------|
| AC | Attack Card |
| GSC | Game Sequence Chart |
| OB | Operational Board |
| QRC | Quick Reference Card |
| SB | Strategic Board |
| TB | Tactical Board |

1.4 TIPS

- It is of the utmost importance to follow the instructions on the Game Sequence Chart, Assault Chart and Ambush Chart to the letter.
- Throughout the game the Step marker must always be marking a particular step on one of these charts.
- To find detailed rules for reference during the game don't forget the Contents List on page 1 of the Rules Booklet.

2.0 GAME COMPONENTS

All counters and markers shown in the Introductory Booklet are displayed showing both sides.

- 1 Introductory Book
- 1 Rules Book
- 1 22" x 34" Game Board
- 1 8.5" x 11" Battle Board
- 141 0.6" Square Playing Pieces
- 40 0.6" Round Playing Pieces
- 38 2.5" x 3.5" Event Cards
- 1 11" x 17" Quick Reference Card
- 1 11" x 17" Attack Card
- 1 8.5" x 11" Set-Up Card
- 1 Six-Sided Dice

2.1 DICE

The game system uses a single six-sided dice numbered one to six to resolve all random situations. This dice is referred to as a D6 in the rules.

The terminology **RESULT #+** means that if the result of a D6 and any modifiers is equal to or greater than the number (#) then it is deemed a successful roll and the action is carried out.

The second type of **RESULT** is where the result of a D6 and any modifiers are listed in a table. In this case locate the result you generated and cross-reference it to find the outcome of the randomizer.

2.2 EVENT CARDS

The complete 38 card deck consists of:

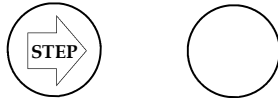
- 3 A Turn of Events
- 2 African Natives
- 6 Boer Duplicity
- 12 Boers Raid
- 3 Boers Reinforce
- 3 Boers Sabotage

- 3 Fever Strikes
- 2 Regimental Draft
- 2 Royal Engineers
- 2 Storms

2.3 STEP MARKER

The Game Sequence Chart, Ambush Chart and Assault Chart are each divided into Phases, Segments and Steps.

Steps are the individual actions within a segment which are required to be resolved in sequence from top to bottom to complete that segment. Each step can easily be located because each is a paragraph with a bullet.



The step marker is used to remember which step is being resolved. Simply point the step arrow at the bullet on the chart. Should a step not apply, ignore it and move on to the next step.

2.4 BATTLE BOARD

A battle may be either a British assault or a Boer ambush..

The Battle Board is provided as an optional aid to resolve the more complex British assaults.

3.0 STRATEGIC GAME COMPONENTS

3.1 STRATEGIC BOARD

Strategic time, the political situation, ownership of Transvaal towns, the number of Boer victories and the last British assault date are recorded on the Strategic Board. British strategic columns are manoeuvred on the map located on this board.

Connection

- The Newcastle Hex (SB) links to the Fort Amiel Hex (OB) on the Operational Board.

Abbreviations

| | |
|------------|------------------------|
| AUCH | Auchinleck |
| BELL | Bellairs |
| BRIT TER | British Territory |
| Dip | Diplomacy |
| Feb | February |
| Jan | January |
| Mar | March |
| MONT | Montague |
| SAUND | Saunders |
| TRNSVL IND | Transvaal Independence |
| WINS | Winsloe |

Symbols



Town



Port



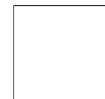
British Assault

3.2 STRATEGIC BOARD MARKERS (13)

Abbreviations

| | |
|--------|---------------|
| ERAS | Erasmus |
| F.JBRT | Frans Joubert |
| LOMB | Lombaard |
| LYDEN | Lydenburg |
| MARAB | Marabastad |
| POTCH | Potchefstroom |
| PRET | Pretoria |
| RUSTN | Rustenburg |
| STAND | Standerton |
| VORST | Vorster |
| V.STAD | Van Staden |
| WAKKR | Wakkerstroom |

1 Strategic Time Marker



1 Politics Marker



3 Boer Victories Markers

One each of 5/4, 3/2 and 1/0



1 British Assault Marker



7 Town Markers

One each of ERAS, STEYN, VORST, CRONJE, F.JBRT, LOMB and V.STAD



Besieged



Captured

4.0 OPERATIONAL GAME COMPONENTS

4.1 OPERATIONAL BOARD

Operational time, the weather and wagon supplies are recorded on the Operational Board. British operational columns are manoeuvred on the map located on this board.

Connections

- The Fort Amiel Hex (OB) links to the Newcastle Hex (SB) on the Strategic Board.
- The Mount Prospect Hex (OB) links to the British Camp Hex (TB) on the Tactical Board.

Abbreviations

| | |
|------|-----------|
| Mon | Monday |
| Tues | Tuesday |
| Wed | Wednesday |
| Thur | Thursday |
| Fri | Friday |
| Sat | Saturday |
| Sun | Sunday |

Symbols

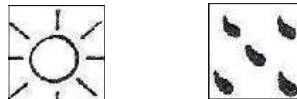


4.2 OPERATIONAL BOARD MARKERS (3)

1 Operational Time Marker



1 Weather Marker



Fine

Rain

1 Drifts Marker



Shallow

Flooded

4.3 OX WAGON CONVOY SUPPLY COUNTERS (12)

Abbreviations

Quantity of supplies

2 Rations Counters

One each of 25/13 and 7/4



2 Cartridges Counters

One each of 12/6 and 3/2



2 Shells Counters

One each of 4/3 and 2/1



2 Case Shot Counters
One each of 3/2 and 1/-



1 Rockets Counter



2 Medical Supplies Counters
One each of 4/3 and 2/1



1 Herds Counter



5.0 TACTICAL GAME COMPONENTS

5.1 TACTICAL BOARD

Tactical time, control of objectives, state of laagers, camp supplies, firepower, British assault times and the number of night assaults are recorded on the Tactical Board. British tactical columns are manoeuvred on the map located on this board.

Connection

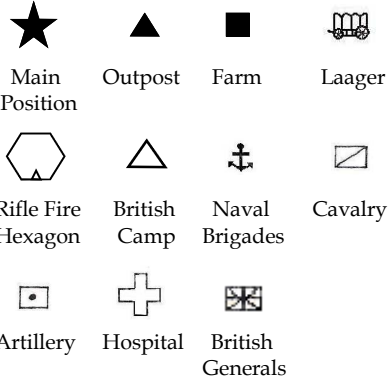
The area encompassed by the Tactical Map is known as Laing's Nek.

- The British Camp Hex (TB) links to the Mount Prospect Hex (OB) on the Operational Board.

Abbreviations

AM Morning
PM Afternoon

Symbols



5.2 TACTICAL BOARD MARKERS (46)

Abbreviations

CAMP British Camp
F Field guns
FP Firepower
KOP Brownlow's Kop
LAING'S Laing's Farm
MAJUBA Majuba Mountain
M Mountain guns
NEK The Nek
NKWELO Nkwelo Plateau
O'NEILL'S O'Neill's Farm
R Rocket tubes
RIDGE The Ridge
SLOPES Majuba Slopes
TABLE Table Mountain
 Fortification

1 Tactical Time Marker



2 Night Assault Markers

One each of 3/2 and 1/0



6 Orders Markers

One each of COLLEY, WOOD, HQ 58, HQ 2/60, HQ 3/60 and HQ 92



Mass



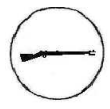
Line

6 Orders/Ambush Markers

One each of COLLEY, WOOD, HQ 58, HQ 2/60, HQ 3/60 and HQ 92



Extended



Boer Ambush

12 Bombardment Markers

Three each of N/5, 10/7, 60 and BOAD

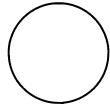


Section

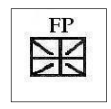


Target

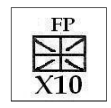
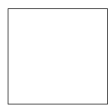
5 Sangers Markers



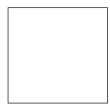
2 British Firepower Markers



Units



Tens



2 Boer Firepower Markers



Units



Tens



10 Objective Markers

One each of NEK, TABLE, MAJUBA, CAMP, SLOPES, KOP, RIDGE, NKWELO, LAING'S and O'NEILL'S



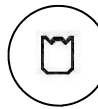
British Controlled



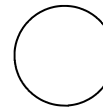
Boer Controlled

5.1 BRITISH CAMP SUPPLY MARKERS (9)

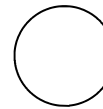
2 Rations Markers



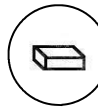
Units



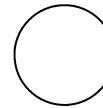
Tens



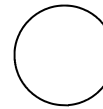
2 Cartridges Markers



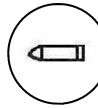
Units



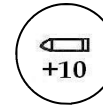
Tens



1 Shells Marker

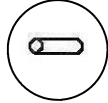


Units

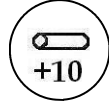


Units + Ten

1 Case Shot Marker

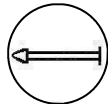


Units

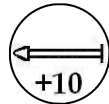


Units + Ten

1 Rockets Marker

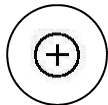


Units

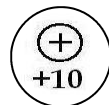


Units + Ten

1 Medical Supplies Marker



Units



Units + Ten

1 Herds Marker



Units



Units + Ten

6.0 THE BRITISH ARMY

6.1 BRITISH ORDER OF BATTLE

The Natal Field Force

Colley
HQ and 5 companies 58
HQ and 5 companies 3/60
1 troop DG/58
1 troop SC/60
1 troop NMP
1 field gun section N/5
1 field gun section 10/7
1 mountain gun section 60

The Naval Column

1 naval brigade BOAD
1 gatling gun section BOAD
1 rocket section BOAD

The Indian Column

Wood
HQ and 5 companies 2/60
HQ and 5 companies 92
1 naval brigade DIDO
4 troops 15 HUS

The Pretoria Garrison

Colonel Bellairs
4 companies 2/21
1 company 94
1 troop 94
1 field gun section N/5

The Lydenburg Garrison

Long
1 company 94

The Marabastad Garrison

Brook
1 company 94

The Potchefstroom Garrison

Winsloe
2 companies 2/21
1 troop 2/21
1 field gun section N/5

The Rustenburg Garrison

Auchinleck
1 company 2/21

The Standerton Garrison

Montague
2 companies 94

The Wakkerstroom Garrison

Saunders
1 company 94

6.2 BRITISH WEAPONS, MANPOWER AND HERDS

A British Infantry Company

Armed with Martini-Henry rifles and bayonets. Has a full-strength complement of 75 men, a reduced strength of 50 men and a hospitalized strength of 25 men.

A British Cavalry Troop

Armed with Martini-Henry carbines and sabers. Has a mounted strength of 50 men and 50 horses, a dismounted strength of 50 men and a hospitalized strength of 25 men.

A British Field Gun Artillery Section

Armed with two 9-pounder rifled muzzle loaders. Has an animal-drawn strength of 25 men and 25 horses, a manhandled strength of 25 men and a hospitalized strength of a few men.

The British Mountain Gun Artillery Section

Armed with two 7-pounder rifled muzzle loaders. Has an animal-drawn strength of 25 men and 25 mules, a manhandled strength of 25 men and a hospitalized strength of a few men.

A British Naval Brigade

Armed with Martini-Henry rifles and bayonets. Has a full-strength complement of 75 men, a reduced strength of 50 men and a hospitalized strength of 25 men.

The British Gatling Gun Artillery Section

Armed with two gatling guns. Has an animal-drawn strength of 25 men and 25 horses, a manhandled strength of 25 men and a hospitalized strength of a few men.

The British Rocket Artillery Section

Armed with three 24-pounder rocket tubes. Has an animal-drawn strength of 25 men and 25 mules, a manhandled strength of 25 men and a hospitalized strength of a few men.

A British Ox Wagon Convoy

An average convoy consists of 15 tons of supplies carried in 15 ox wagons and pulled by 240 oxen. The convoy will also be accompanied by a water cart, 50 horses and mules, and 25 cattle. The entire train takes up half a mile of road.

6.3 BRITISH GAME COUNTERS (43)

The counters are coloured according to the actual colour of the jackets worn by each regiment involved in the war.

Abbreviations

- F Field guns
- G Gatling guns
- IC Indian Column
- M Mountain guns
- NC Naval Column
- NFF Natal Field Force
- R Rocket tubes
- # Firepower
- ☀ May bombard

2 British General Counters

One each of COLLEY and WOOD



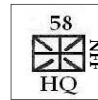
Alive



Dead

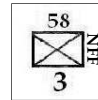
4 British Regimental Headquarters Counters

One each of 58, 2/60, 3/60 and 92

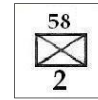


20 British Infantry Company Counters

Five each of 58, 2/60, 3/60 and 92



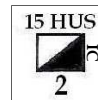
Full-strength



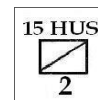
Reduced

7 British Cavalry Troop Counters

Four of 15 HUS and one each of DG/58, SC/60 and NMP



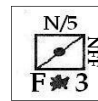
Mounted



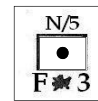
Dismounted

2 British Field Gun Artillery Section Counters

One each of N/5 and 10/7

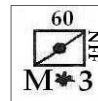


Animal-drawn

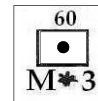


Manhandled

1 British Mountain Gun Artillery Section Counter



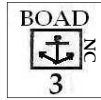
Animal-drawn



Manhandled

2 British Naval Brigade Counters

One each of BOAD and DIDO



Full-strength

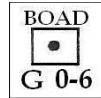


Reduced

1 British Gatling Gun Artillery Section Counter



Animal-drawn

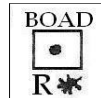


Manhandled

1 British Rocket Artillery Section Counter



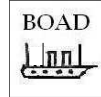
Animal-drawn



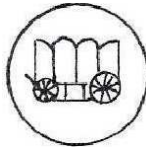
Manhandled

2 British Ship Counters

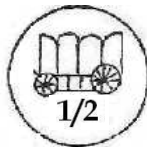
One each of BOAD and DIDO



1 British Ox Wagon Convoy Counter



Undamaged



Damaged

6.4 BRITISH MILITARY UNIT ABBREVIATIONS

Generals:

Colley Major-General Sir George Colley
Wood General Sir Evelyn Wood

Infantry:

HQ Regimental Headquarters
2/21 2nd Battalion 21st Infantry
58 58th Infantry
2/60 2nd Battalion 60th Rifles

3/60 3rd Battalion 60th Rifles
92 92nd Highlanders
94 94th Infantry

Cavalry:

15 HUS 15th Hussars
2/21 21st Mounted Infantry
94 94th Mounted Infantry

DG/58 1st Dragoon Guards
and 58th Mounted Infantry
SC/60 7th Company Army Service Corp
and 60th Mounted Rifles
NMP Natal Mounted Police

Artillery:

N/5 N/5 Battery Royal Artillery
10/7 10/7 Battery Royal Artillery
60 60th Rifles

Royal Navy:

BOAD HMS Boadicea
DIDO HMS Dido

7.0 THE TRANSVAAL REPUBLICAN ARMY

7.1 BOER ORDER-OF-BATTLE

Commandant-General Petrus Joubert
Commandant Nicholas Smit
2 commando Heidelberg
1 commando Lydenburg
1 commando Marabastad
1 commando Middelburg
1 commando Potchefstroom
3 commando Pretoria
1 commando Rustenburg
1 commando Standerton
1 commando Wakkerstroom

Besieging Pretoria

1 veldkornetskap Erasmus

Besieging Lydenburg

1 veldkornetskap Steyn

Besieging Marabastad

1 veldkornetskap Vorster

Besieging Potchefstroom

1 veldkornetskap Cronje

Besieging Rustenburg

1 veldkornetskap Frans Joubert

Besieging Standerton

1 veldkornetskap Lombaard

Besieging Wakkerstroom

1 veldkornetskap Van Staden

7.2 BOER WEAPONS, MANPOWER AND HERDS

A Boer Crack, Veteran, Experienced or Green Veldkornetskap

Armed with Westley Richards rifles. Has a strength of 50 men and 50 horses.

A Boer Patrol

Armed with Westley Richards rifles. Has a strength of 25 men and 25 horses.

7.3 BOER GAME COUNTERS (54)

Abbreviations

- # Firepower
- 1 HEID 1st Heidelberg
- 2 HEID 2nd Heidelberg
- LYDEN Lydenburg
- MARAB Marabastad
- MIDDL Middelburg
- POTCH Potchefstroom
- 1 PRET 1st Pretoria
- 2 PRET 2nd Pretoria
- 3 PRET 3rd Pretoria
- RUSTN Rustenburg
- STAND Standerton
- WAKKR Wakkerstroom

2 Boer General Counters

One each of JOUBERT and SMIT



Alive



Dead

1 Crack Boer Veldkornetskap Counter



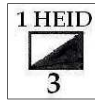
12 Veteran Boer Veldkornetskap Counters

One each of 1 HEID, 2 HEID, LYDEN, MARAB, MIDDL, POTCH, 1 PRET, 2 PRET, 3 PRET, RUSTN, STAND and WAKKR



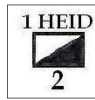
12 Experienced Boer Veldkornetskap Counters

One each of 1 HEID, 2 HEID, LYDEN, MARAB, MIDDL, POTCH, 1 PRET, 2 PRET, 3 PRET, RUSTN, STAND and WAKKR



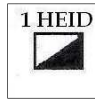
12 Green Boer Veldkornetskap Counters

One each of 1 HEID, 2 HEID, LYDEN, MARAB, MIDDL, POTCH, 1 PRET, 2 PRET, 3 PRET, RUSTN, STAND and WAKKR



6 Boer Patrol/Smit Counters

One each of 1 HEID, 2 HEID, LYDEN, MARAB, MIDDL and POTCH



Patrol



General Smit

3 Boer Patrol/Crack Counters

One each of 1 PRET, 2 PRET and 3 PRET



Patrol



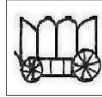
Crack Veldkornetskap

3 Boer Patrol Counters

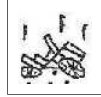
One each of RUSTN, STAND and WAKKR



3 Boer Wagon Counters



Laagered



Destroyed

8.0 HISTORY

8.1 THE FIRST ANGLO BOER WAR 1880-81

Since 1854 the Transvaal had been a republic; had a constitution by 1856, with the South African Republic finally coming into being in 1858--in which incidentally there was to be "no equality between coloured and white."

Living on isolated farms surrounded by game in plenty encouraged marksmanship and a spirit of independence, which fostered a disinclination to pay taxes.

Years of ineffective government, an empty national kitty, and low morale made the surrounding tribes, in particular the Zulus, seem ever more threatening. London judged the time to be ripe for annexation.

In January 1877 Sir Theophilus Shepstone arrived in Pretoria on what was supposed to be no more than a fact finding mission, but actually having the authority to take over the Transvaal if it could be done peacefully.

By now the Transvaal national exchequer was so low that the Postmaster General had to take his salary in stamps.

Cetewayo, King of the Zulus and nephew of the legendary Chaka, was restrained by Shepstone from attacking the weak and unorganized farmers. All this helped to make the British proclamation of annexation on 12th April 1877 an event which met with no resistance; and soon British regimental bands were giving concerts to appreciative Boers in the centre of Pretoria. And as soon as possible the Transvaalers were to be given a say in affairs.

Discontent began to grow as time passed and there was no sign of the granting of representative government; nor did it help

when Shepstone was replaced by the far less diplomatic Colonel Sir Owen Lanyon.

The plea of Sir Bartle Frere, High Commissioner for South Africa, for Britain to grant at least a token measure of self-government forthwith was ignored. Then Frere was replaced by Sir Garnet Wolseley--"egotist and braggart," according to Disraeli--who tactlessly proclaimed that "ere Britain withdrew from the Transvaal the Vaal river would flow backwards."

Gladstone's election speeches in March 1880 bitterly criticized the annexation; but once he was in power it was "the Queen cannot be advised to relinquish her sovereignty over the Transvaal."

Now the Boers were quietly preparing, but shrewdly stayed their hand while British troops continued to be sent home, until only three battalions were left.

Wolseley was replaced by Sir George Pomeroy Colley--to whom Lanyon described the massed meetings now being held urging armed rebellion as "a spark in the pan. . . they are mortal cowards."

On the 20th December a detachment of the Connaught Rangers on the march was stopped by a Boer emissary 36 miles from Pretoria with a message that to advance further would be taken as an act of war.

They advanced, and were annihilated.

February 26th 1881 . . . A secret expedition under Colley set out in the direction of Majuba Mountain, with the intention of catching the Boers unprepared. It was the first time Colley had been in complete command of an operation. *Amajuba* in the Zulu language means the 'Hill of Doves'. To the Boers Majuba Mountain is known as *Spitzkop*.

The ascent of the roughest side of the mountain in pitch darkness through a boulder-strewn steep wilderness of thorny scrub had the men, laden with ammunition, blankets, greatcoat, rations, literally on their knees at times.

By dawn 365 men had gained the summit plateau without loss, a feat later to be

compared with Wolfe's nocturnal ascent of the heights of Abraham.

Colley was highly satisfied with their seemingly impregnable position ("we could stay here for ever"), so much so that entrenching was spared the exhausted troops, which was a disastrous error.

As the light strengthened and the men recovered their wind they took to jubilantly parading the perimeter of their high perch, nor did Colley order restraint when some went as far as to bellow insulting invitations down to the Boer camp far below and one man even firing at an out-of-range patrol.

A few stone defenses were erected, but when an officer urged Colley to have more put in hand he answered that the men needed rest.

Then firing began from below, and got heavier while parties of Boers expertly picked their way up the slopes out of sight. More and more followed, but Colley paid little heed to reports from his scouts; one in fact who excitedly bore news that three to four hundred Boers now lay immediately below them found him asleep.

At about 1 p.m. the Boer marksmen opened fire and within half an hour the British were streaming down the mountain, being picked off "like pigeons."

Why did Colley not arrange for artillery?

One answer later given was that what was thought to be the only practical way of getting guns up the mountain, by stretcher, was vetoed by the Medical Officer's refusal to supply equipment.

Did the British run out of ammunition, having to resort to throwing tins and stones at the enemy as *The Times* later reported? According to the Boers plenty of ammunition was found on the plateau.

Colley's generalship was condemned on many counts; the exploit was unnecessarily premature; no arrangements for reinforcements; an appalling all-round lack of military capacity.

There was controversy on the manner of his dying. . . Shot in the back of the head while retreating; shot while defiantly facing the enemy to the last. . . while tying a handkerchief to a bayonet in surrender; by his own revolver. But the descendants of a Boer sniper, Van Royen preserve the Westley Richards rifle believed by many to have fired the fatal shot.

After the slaughter the behavior of the Boers towards the prisoners was reported as gentlemanly, very civil, etc.-apart from their enthusiasm for looting, the highlanders' sporrans being much prized.

The brief engagement cost the British in killed, wounded and captured 280. The Boers lost one man killed, with one of five wounded dying later.

Thus ended the first Boer War.

8.2 GAME CREDITS

Design/Development:

Godfrey Bailey

Playtesters:

Jeff Chorney
Paul Le Long
Michael Welker

References:

Colonial Small Wars 1837-1901 by Donald Featherstone (1973)
McGonagall and Tommy Atkins by David Phillips (1973)
Handbook for Colonial Wargamers by Ted Herbert (1976)
Osprey Majuba 1881 by Ian Castle (1996)

Dedication:

In memory of my English grandparents, George Alfred Bailey, born in 1882 and Florence Panther, born in 1886, God bless their souls.