

*Colonial Warfare during the age of expansion*



# HORDES OF THE EMPIRE



*HotT for Colonials by Paul Potter, Blake Radetzky and Terry Webb*

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Hordes of the Things (HotT), 2.0, as written is an excellent, fun and very workable set of rules for playing Victorian colonial wargames. We are using HotT as the core rules with the following changes to the rules. You must have a copy of HotT 2.0 to use this variant.

Drop the fantastic elements.

All native foot troops that fought with sword, shield, spear or some combination of these before the introduction of European breech loading and bolt action rifles can be played as Blade, Spear, Horde or Warband. After the introduction of European breech loaders, such troops are best represented as Warband or Hordes. We use 300 pace move for Warbands.

**Shooters:** We have not found need to distinguish between quality of troops or types of firearms so all such troops armed with shoulder arms are classed as Shooters. We use the 200 pace move rule for Shooters. Small groups of musket men or archers with poor quality weapons that are quick to run can be played as skirmishers.

**Lurkers:** Snipers, bandits, spies and booby-traps can best be represented as Lurkers costing 1 ap each. Mines in water ways and small water craft can be played as water Lurkers costing 1 ap each. Booby traps on roads, railroads and water lurkers (on fords or bridges) can be deployed on any turn enemy elements have moved in that terrain feature.

**Skirmishers:** It can be assumed that Skirmishers are part of various Shooter elements and need not be represented in the game. If represented on the board Skirmishers play as Psiloi per DBA with 'destroyed if doubled by shooters' added to their combat outcome. Skirmishers cost 2ap.

Heavy cavalry such as Dragoons and Dragoon Guards can be played as Knights. Other cavalry such as light cavalry, lancers, hussars, light dragoons and most native cavalries (horse or camel) are best represented as Riders. Camels can count oasis and dunes as good going per DBA 2.2 rules.

**Mounted Infantry:** are considered foot, are on 40x40mm bases with 2 to 3 foot figs, a horse and horse holder, cost 3ap. They are Shooters but move as Riders and are -1 in close combat. They only move 200 paces in bad going as do other mounted types.

We have broken artillery down into 3 types - Guns, Mortars/rockets and Machine Guns. All 3 types use the artillery move rates, combat factors and combat outcomes.

**Guns:** direct fire in their own bound if it did not move. Range of 8 inches. We are not distinguishing between type of gun, loading method or crew training.

**Mortars and Rockets:** fire in their own bound if it did not move. Range of 5 inches and may fire over intervening terrain or elements.

**Machine Guns:** fire every bound even if they moved. They have a range of 4 inches.

All three types of artillery may deploy in and move into bad going but are subject to all the penalties of being in bad going.

**Generals:** Each side has a separate General that is in addition to its regular 24ap's.

We mount these generals on a 30mm deep base (for 15mm) and irregardless of how these are represented they have a move of 500 paces and a combat factor of +2 (note no additional +1 for being a general). They may not initiate combat, but can defend using the combat outcome as a Rider. They add a +1 to any element/column they are attached to in close combat, but if the element they are attached to is recoiled or destroyed from close combat (not firing) they must roll for their outcome; 1= dead, 2-3=Injured and out for two turns, 4, 5 or 6 = no damage inflicted. All movement costs an additional PIP if the General is injured until he returns or is dead.

### Armored Trains, Gunboats and Transports:

**Armored Trains** cost 3ap and play as do Gunboats but their movement is limited to railroads up to 400 paces. An armored train may carry 2 elements which can be loaded or unloaded for a PIP. If a Armored train is part of an army and railroad is not placed then the train can not be used.

**Gunboats** cost 3ap and play as either a gun, mortar, or a machine gun. May fire in its own bound even if it moved. Gunboats move 400 paces. Gunboats are on an 80mm deep bases (15mm).

**Transports** cost 1ap and play as the type element they are carrying if they are carrying one. If not carrying an element they have a combat value of 0 and use the combat outcomes for Riders. Transports move 300 paces. Transports are on 60mm deep bases (15mm).

Both Gunboats and Transports may carry one element. Their movement is limited to waterways. If in contact with the shore they may unload or load one element for the cost of 1 PIP. If a Gunboat and/or Transports are part of an army and a waterway is not placed on the board these elements cannot be used.

Armored Trains, Gunboats, and Transports are considered foot for combat purposes. If any are carrying elements when destroyed, the element they are carrying is also destroyed.

**Baggage/camp/base:** The defender must have Baggage/camp/or a base. This can be a village, wagons, tents or whatever is appropriate for the army. This works as a Stronghold per HofT except that its combat factor is +3 and its loss counts as 4ap.

**Terrain:** We have added 3 additional terrain types - **mud flats**, **dry river beds** and **railroads**. **Mud flats** play the same as rough and are placed adjacent to waterways or rivers. A **dry river bed** is placed as a river but plays as rough terrain for any element in it. **Railroads** cross the play area from one board edge to the other and has no effect on play.

**Trenches** and other **linear fortifications** can be represented using the HofT BUA rules.

**Winning and Losing:** The game ends when one side has lost 1/3 of its ap (i.e. 8ap for a 24ap army) or its General and more ap than the enemy.

### Army Points of Elements in HotE

TROOP TYPE	COST
Generals	0
Armored Trains, Artillery, Elephants, Gunboats, Mounted Infantry	3
Blades, Knights, Riders, Shooters, Skirmishers, Spear, Warbands	2
Hordes, Lurkers, Transports	1

### Mounting Conventions for 10mm or 15mm minis

TROOP TYPE	DEPTH	# 10MM MINIS	# 15MM MINIS
Artillery	40	1 + crew	1 + crew
Elephants	40	1 - 2	1
Mounted Infantry	40	3+1 horse/holder	3+1 horse/holder
Generals	30	various	various
Hordes	30	6 - 9	4 - 5
Knights	30	3	3
Lurkers	30	2 - 3	1 - 2
Riders	30	2	2
Shooters	20	6	3 - 4
Skirmishers	30	2 - 3	1 - 2
Warbands	20	4 - 5	3
Blades	15	4	3 - 4
Spears	15	5	4
Gunboats	80*	1	1
Transports	60*	1	1
Armored Train	80*	Engine+car(s)	Engine+car(s)

\* or deeper to fit the model

# SUGGESTED COLONIAL ARMY LISTS

(with much help from Terry Webb):

A typical **EUROPEAN ARMY** could be:

- 1 x General
- 0-1 x Knights (lancers or heavy cavalry)
- 1-2 x Riders
- 1-2 x Artillery (Gun)
- 5-8 x Shooters
- 0-1 x Lurker
- 0-2 x Mounted Infantry
- 0-1 x Transport
- 0-1 x Gunboat
- 0-1 x Armored train

For later period replace one gun with a machine gun.

## **AFGHANS/NORTHWEST FRONTIER/PARTHANS:**

- 1 x General
- 2 x Riders
- 1 x Artillery (Gun)
- 1 x Lurker (bandits, snipers, or spies)
- 2 x Warbands
- 6 x Shooters

## **BOXERS:**

- 1 x General (Warlord)
- 0-2 x Warbands
- 0-1 x Artillery (Rocket)
- 1 x Shooter
- 1-3 x Lurkers
- 0-1 x Waterlurker (Harbor or river mines)
- 14-21 x Hordes
- 0-2 x Transports

## **ZULUS, 1879:**

- 1 x General (King/Chief)
- 0-12 x Warbands
- 0-24 x Hordes

Up to 24 hordes are allowed for players who want to field a massive Zulu Army. In 1879 and after replace up to 4ap of warbands and/or hordes with 0-2 x shooters (1 or 2 figs per stand as these guys are sniping with British rifles) at 2ap each. Increase the number of shooters by 0-4 more in 1906.

## **IMPERIAL CHINESE (Boxer Rebellion):**

- 1 x General (Warlord)
- 1-2 x Riders
- 2-6 x Shooters
- 1-2 x Artillery (Gun)
- 0-1 x Artillery (Mortar)
- 0-1 x Lurker (Jengl and crew)
- 0-1 x Waterlurker (Harbor or river mines)
- 0-1 x Skirmisher (Tigermen)
- 0-1 x Gunboats
- 0-2 x Transports

## **BRITISH (Zulu Wars)**

- 1 x General
- 4-6 x Shooters (British regulars, infantry)
- 0-2 x Hordes (Natal Native Contingent)
- 0-1 x Warband (Wood's Irregular Zwazi Warriors)
- 0-1 x Artillery (Gun)
- 0-1 x Artillery (Royal Navy/Royal Artillery Gatling guns)
- 0-1 x Artillery (Royal Navy Rockets)
- 1-2 x Riders (17th Lancers or NNH)
- 0-1 x Knights (1st King's Dragoon Guards)
- 0-1 x Mounted Infantry (Boer, British or Colonial volunteers)



**DERVISH:**

- 1 x General
- 2-5 x Riders (cavalry or camelry)
- 2-4 x Shooters
- 0-1 x Artillery (captured Krupps or obsolete muzzleloaders)
- 2-3 x Warbands (Fuzzie Wuzzies)
- 5-10 x Hordes (Ansar)

**BOERS**

- 1 x General
  - 0-1 x Artillery (Krupps)
  - 7-8 x Mounted Infantry
- Represent sniper fire by replacing 1 mounted infantry with 3 lurkers.

**BRITISH (later Boer war)**

- 1 x General
- 0-1 x Knight (Heavy Dragoons)
- 1-2 x Rider (cavalry, yeomanry and/or lancers)
- 1 x Artillery (machine gun mounted on carriages like the Gatling gun)
- 1 x Artillery (RBL gun)
- 2 x Mounted Infantry
- 6-8 x Shooters (British Regulars)
- 0-1 x Lurker (Native scouts)

**ASHANTI**

- 1 x General (Chief and advisers)
  - 4-6 x Shooters
  - 4-6 x Warbands
  - 3 x Lurkers
  - 1 x Horde (screaming women with knives)
- In 1900 use 6 Shooters and 4 Warband.

**GENERIC BRITISH ARMY** (in red coat - late 1870's)

- 1 x General
- 6-8 x Shooters (infantry)
- 2-3 x Riders (cavalry)
- 0-1 x Knight (heavy dragoons or dragoon guards)
- 1-2 x Artillery (true guns)
- 0-1 x Artillery (Gatling/Gardner guns)
- 0-1 x Mounted Infantry
- 0-1 x Lurker (scouts, spies, snipers)

**EGYPTIAN ARMY 1882** (white uniforms with red fez)

- 1 x General
- 6-8 x Shooters (can include 1-2 stands of Sudanese)
- 1 x Artillery (Krupp guns)
- 0-1 x Lurker (Bashi-Bazooks, scouts, spies, snipers, 1ap) or Skirmisher (Bashi-Bazooks, scouts, spies, snipers 2ap)
- 1-3 x Riders (1 of which may be Bashi-Bazooks)
- 0-1 x Horde (Bashi)

After 1882 use the same list but change uniform color to khaki for Egyptians and dark blue top for Sudanese.

**ABYSSINIAN 1868**

- 1 x General (King Theodore)
- 1-3 x Artillery (Gun)
- 0-1 x Artillery (Mortar, the Theodorus)
- 3-6 x Shooters
- 3-6 x Warbands
- 0-2 x Rider
- 0-1 x Horde (hastily raised troops w/mix of spear & poor firearms)

**ABYSSINIAN 1887-1896**

- 1 x General (King Menelik and Russian Adviser)
- 6 x Shooter
- 2-4 x Warbands
- 1-2 x Artillery (Gun)
- 1-2 x Riders
- 0-1 x Horde (hastily raised troops with mix of spear and poor firearms)

**ITALIANS 1887-1896:**

- 1 x General
- 6-7 x Shooters (1 regulars, 1 Bersaglieri, the rest Askari)
- 1 x Artillery (Machine Gun)
- 1 x Artillery (Gun)
- 1-2 x Riders (Askari lancers if fighting The Mahdi)
- 1-2 x Warbands (friendlies)
- 0-2 x Lurkers (friendlies and/or Bashi-Bazouks)

**AFGHAN REGULAR ARMY** (2nd Afghan War)

- 1 x General
- 4 x Shooters (regulars in Russian, British and imitation Scots highland outfits)
- 2 x Shooters (irregular musket men)
- 2 x Warbands (irregular swords men)
- 2 x Riders
- 1 x Artillery (Gun with European gunners)
- 1 x Lurker (bandits, snipers, or spies)

**PERSIANS:**

- 1 x General
- 3 x Shooters (1 king's body guard and 2 regulars)
- 4 x Riders (1 or 2 of which may be camels)
- 1 x Warband (tribesmen with spear and sword)
- 2 x Artillery (Guns and 1 is camel mounted)
- 2 x Lurker (bandits on horse or camel)

**U.S. ARMY PLAINS WAR:**

- 1 x General
- 8 x Mounted Infantry

**NATIVE AMERICANS, PLAINS WAR:**

- 1 x Chief
- 12 x Riders

## Sinhalese or Kandyian

- 1 x General (general or king)
- 2 x Shooters (kaffirs, African mercenaries with muskets)
- 2 x Shooters (kings troops, Indian mercenaries with muskets in sepoy dress)
- 6 x Skirmishers (archers)
- 1-4 x Lurkers (archers)
- 0-1 x Artillery (Gun) (gingal)

## Burmese (1870-1903)

- 1 x General
- 2 x Skirmishers (musketmen and archers)
- 2-7 x Hordes (warriors with assorted weapons)
- 1 x Rider (on ponies armed with swords)
- 1 x Artillery (Gun)
- 1-2 x Artillery (small guns mounted on elephants)
- 2 x Warband (dacoits armed with various weapons)
- 1-3 x Lurkers (bandits)

## 1st Sudan War - Nile Column:

- 1 x General
- 5-6 x Shooters (British regulars, RMLI)
- 0-2 x Shooters (Egyptian/Sudanese regulars)
- 1-2 x Riders (British 10th or 19th Hussars)
- 0-1 x Artillery (Gun, British 7 pounders, but not sure if mountain guns)
- 0-1 x Artillery (Royal Navy Gardner or Gatling gun)
- 0-1 x Mounted Infantry (British infantry or Egyptian Camel Corps)
- 0-1 x Skirmishers (Bashi Bazouks)
- 0-1 x Water Lurker (1ap) or Gunboat (3ap river steamer)

## 1st Sudan War- Desert Column\*:

- 1 x General
- 3-4 x Mounted Infantry (British Camel Corps\*\*)
- 1 x Riders (British 19th Hussars)
- 1 x Artillery (Royal Artillery with 2.5inch/7 pounder screw guns)
- 0-1 x Artillery (Royal Navy Gardner gun)
- 0-1 x Skirmishers (Gordon's Sudanese\*\*\*)

\* It should be understood that all except the 19th Hussars rode camels but not all were considered as part of the Camel Corps. Therefore I suggest having those regiments not part of the actual Camel Corps as Shooter elements.

\*\* The Camel Corps was made up of 4 regiments: Guards Camel Regiment, Heavy Camel Regiment, Light Camel Regiment and the Mounted Infantry Camel Regiment. Each regiment was made up as a composite regiment with troops from various regiments. The Guards from the foot guards, the Heavy from the Household regiments and some Dragoon and Dragoon Guards. The Light from the Hussar regiments. And the Mounted Infantry from various infantry regiments.

\*\*\* Gordon's Sudanese were troops that Gordon had sent down stream with some of the gunboats that escaped Khartoum before it fell, and were brought into the Desert Column. They are described as wearing a red fez, with a white jibba and were armed with Remington rifles and spears and also had a leather cartridge belt worn around the waist. They are also described as seen wearing a blue jersey with SL on the front in white and blue infantry pants. The actual details of this later uniform are very vague. They were officered by Egyptian officers in their standard white uniform and red fez of the 1882 period.

## British army, Reconquest/2nd Sudan war:

- 1 x General (British)
- 1-4 x Shooters (British infantry)
- 1-4 x Shooters (Egyptian Sudanese Infantry)
- 3-8 x Shooters (Egyptian Infantry)
- 0-1 x Riders (British 21st Lancers)
- 1-2 x Riders (Egyptian Cavalry)
- 1 x Mounted infantry (Egyptian Camel Corps)
- 1 x Gun (British or Egyptian)
- 0-1 x Machine Gun (British HMG, manned by line regulars)
- 0-1 x Gunboat (preferably a stern paddle wheeler or smaller river gunboat)
- 0-1 x Lurker (British or Egyptian cavalry scout or Egyptian spy)\*
- 0-2 x Warband (local natives, Jaalin tribesmen, and the most "stalwart" of Stuart Wortley's Irregulars)

\* British or Egyptian scout as a single dismounted cavalry trooper with a horse on a 40x30 base. A single Spy in Dervish dress, jibba and turban and a horse.

## African Savannah armies (Sokoto and Bornu):

- 1 x General
- 5-6 x Riders
- 1-2 x Warband (spear and shield men)
- 0-1 x Lurker (musket men or archers)
- 2-4 x Skirmishers (Assorted musket men, archers and/or javelin men)
- 0-1 x Artillery (Rockets imported from British in 1871)
- 0-2 x Shooters (0-1 shooters after 1866, up to 2 shooters after 1880. These can be native and /or Arab riflemen)
- 0-2 x Mounted Infantry (armed with 'long' muskets about 1850 and after)

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