

TERRAIN

This scenario requires a six foot square table when using 25mm miniatures. Arrange the terrain and man-made features in the following manner:

1. The Intombe River flows across the table evenly splitting in two.
2. On the north side of the river, extending from the middle of the river, is the inverted "V" of the wagon laager. Arrange the seven wagons in the inverted "V" shape, three on each face with the seventh wagon at the apex. The laager should be separated from the river by six inches.
3. In the gap between the river and the laager arrange three of the British tents extending along the line of the wagons. The British player can decide on the arrangement; three tents on one side, none on the other, or divide the tents with two on one side and one on the other. A fourth tent may be placed anywhere inside the laager. Moriarty's tent must be be three inches in front of the apex of the laager.
4. On the south side of the river the British player may place the three tents belonging to the two rifle units and their commander, Harward. These tents may be placed as desired by the British player.

Terrain effects

Most of the battlefield terrain is Open. The Intombe is unfordable except for the wide zone of the Myer's Drift; use the normal movement penalties for moving across a fordable stream when crossing the Drift. The Intombe should be about 8" wide.

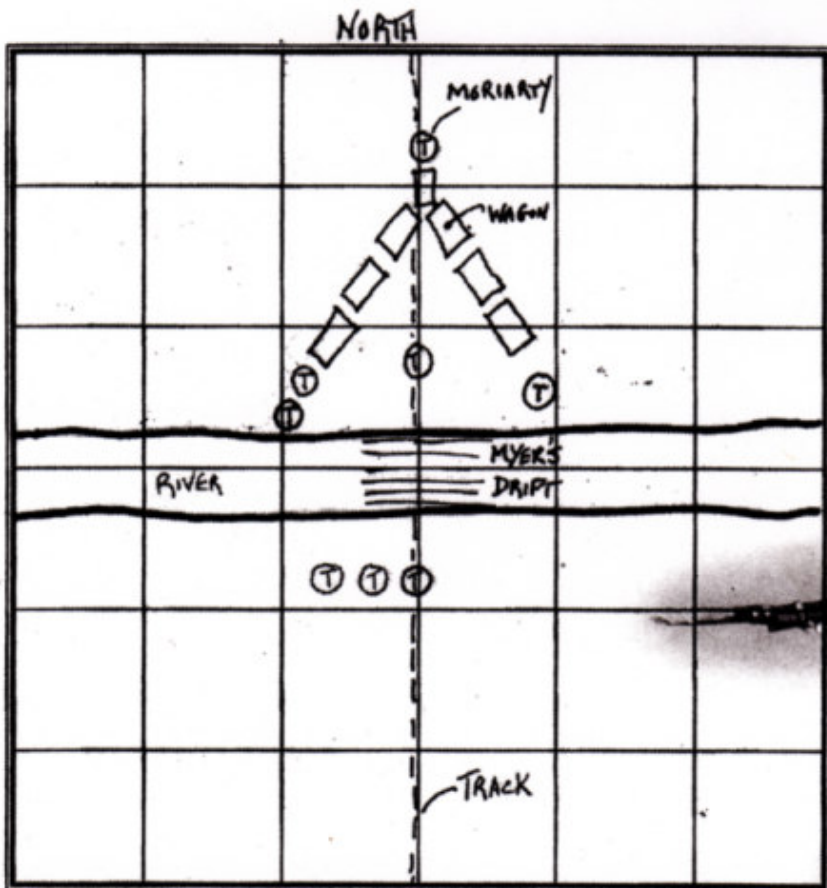
The wagons of the laager do not cause movement penalties or combat (firing and melee) effects except that units moving through the line of wagons become Disordered on the turn they cross. The Disorder marker is removed in the Remove Markers phase unless the unit engages in melee that turn.

CAVALIER 2003

Presented by the Tunbridge Wells Wargames Society
23 February 2003
 10:00 - 17:00
St Gregory's School, Reynolds Lane, Southborough.

- Over 30 trade stands
- Lots of demonstration games to see plus participation games
- A Painting competition to win cash prizes
- A large "Bring and Buy" to dispose of gaming items
- Free parking both at the venue and nearby
- Catering by 'Perfect Platters'
- Admission £2.00 (Women and under 16s free!)

For information ☎020-84670512



VICTORY CONDITIONS

With the Zulus in their midst, the British need not try to hold their position. The British win if they successfully withdraw one of Moriarty's four units off the south edge of the table within 6 inches of either side of the road. This unit can be in any condition other than "destroyed". Obviously, this means that one of Moriarty's units must cross to the south side of the river. The Zulus win if they prevent the British from achieving their victory conditions.

GAME LENGTH

The game lasts for as long as the British have the potential of extricating the three units. If the Zulus destroy four British units, the game automatically ends - in favour of the Zulus, of course.

