

The Men Who Would Be Kings

Mass Battle Revisions

I hope you enjoyed the Isandlwana Episode and are looking forward to running the battle yourself! As I converted MWWBK for use in this big battle, I wanted to accurately reflect the combat challenges each side faced in the battle while hewing closely to the relevant scale of the board (1" = 60 yards). This required a number of changes to MWWBK, but the core mechanisms were largely left untouched.

Admittedly, these tweaks add some complexity to a rule-set that we love for its simplicity. Through play-testing and the filmed game, however, we found that they serve to convert a skirmish system into something we found works very well in reflecting the differing challenges and circumstances present in a battle like Isandlwana. If you have any questions, feel free to ask!

--Little Wars TV Steve

MY 6mm BASING & SCALE

- Each regular infantry base = 4 figures
- Each cavalry base = 3 figures
- Each tribal infantry base = 6 figures
- Each artillery/rocket base = 1 gun + 4 figure crew
- Each figure = ten men

GENERAL RULE REVISIONS

- Leadership traits are not used in this scenario
- The most common changes were to movement and firing ranges in light of the scale of the table. These have been adjusted on the unit data sheets provided in our scenario. Note that units may freely interpenetrate friendly units, but there can be no overlap at the end of the movement.
- I also made some slight changes to what are considered free or testing actions for each unit type. Again, these are reflected in the data sheets provided.
- The rate of fire was increased so that each figure rolls 2 dice when attacking.

BRITISH ADJUSTMENTS

- The British always go first in each turn BUT no British line infantry unit may move away from their starting position until a Zulu unit is within line of sight.
- If you have multiple British commanders, they should not be able to communicate with each other unless their command bases are within 18 inches of each other.

BRITISH AMMUNITION RULES

- Max shots (die rolled) per turn = 2 per figure on base
- For every base that fires (or part thereof) mark off one ammo point
- If within 6" to ammo wagons, gain 2 ammo points per turn
- If 6"-12" to ammo wagons, gain 1 ammo point per turn
- If 12"-18" to ammo wagons, gain 1 ammo point only in odd turns

ZULU ADJUSTMENTS

- A large change pertains to how the Zulu regiments are subdivided and treated in the action, casualty, pinning and routing contexts. In this scenario there are 8 separate Zulu regiments of various sizes. Each regiment is subdivided into units. Each unit consists of 4 bases (and bath-tubbing/movement trays work great here) and my bases have 6 figures each. The important part to remember is that these 4-base "units" suffer pins and routs, NOT the entire regiment.
- An entire Zulu regiment need not take the same action. Each 4-base unit within the regiment can take a separate action. Each unit acts as a whole, however, and thus all bases in a unit must take the same action. When a regiment activates, any units taking a free action may take it. Any units taking a testing action will test; however, you will not always make an individual test per unit. You will make a single test for each unit or group of units attempting to take the same action with the same objective. To illustrate: All units wishing to move at the double or go to ground would make a single testing roll covering all of them as they all wish to move faster/go to ground. All units firing at or attacking a particular enemy unit would make a single roll to do so together (units firing at or attacking a different target would roll separately). Each unit attempting to rally will roll separately.
- When casualties are taken they are taken from the target unit at 1 figure per casualty. When a unit loses three complete bases, the remaining base is IMMEDIATELY moved to the rear of the regiment. Any casualties that would have been assessed to that single remaining base are instead applied to the unit that was originally behind the now destroyed unit. As casualties are taken, single bases from the same regiment can freely combine to form units, so long as they have adequate movement range.
- Units are pinned individually and take all pinning/routing leadership rolls individually.
- Each Zulu regiment breaks when it loses 1/3 of its bases to casualties or routing. There is no overall army break point.

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