HORDES OF DERVISHES

Introduction:

These rules are heavily based on the DBA ('De Bellis Antiquitatis') and HOTT ('Hordes of the Things') rules written by Phil Barker, Richard Bodley Scott, and Sue Laflin Barker. They were written so that manageable colonial battles in the Sudan could be fought as 'one offs' or as part of a campaign.

The rules are designed for use with 15mm scale figures.

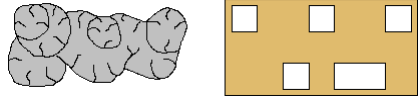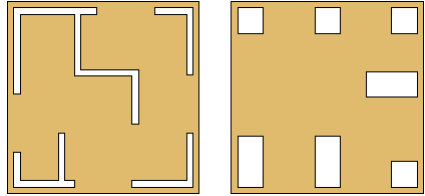Battles are fought out on 2' x 2' (600mm x 600mm) terrain squares.

Terrain:

Terrain affects the speed at which armies can move and can affect their ability to fight. Bad going is any terrain that is not completely flat, and can include hills, rocky outcrops, woods, forests, fields, marshes, sand dunes, and Built Up Areas (i.e. villages and towns). It is recommended that individual items of terrain should not be too large, and should not normally be larger than 150mm x 150mm.

For battles where a real battle is not being recreated or where a campaign map does not show the terrain that should appear on the battlefield, both players should throw a D6. This determines how many Terrain Points (TPs) each player may expend on terrain features. If both players throw the same D6 score they must re-throw their D6s until one of them throws a higher score than the other.

The player with the highest score places a terrain feature of their choice on the tabletop. The other player then places a terrain feature of their choice on the tabletop. This process continues until both players have expended all their TPs.

Terrain Table

Size and type of terrain	TP Value	Size	Examples of terrain
Small hills, rocky outcrops, woods, forests, fields, marshes, sand dunes, or Built Up Areas (small village)	1	No more larger than 75mm x 75mm	Small hill, small wood, and small village
Medium hills, rocky outcrops, woods, forests, fields, marshes, sand dunes, or Built Up Areas (large village)	2	No larger than 75mm x 150mm	Rocky outcrop and large village
Large hills, rocky outcrops, woods, forests, fields, marshes, sand dunes, or Built Up Areas (small town)	4	No larger than 150mm x 150mm	Fields and small town

Armies:

Armies 'cost' 24 Army Points (APs) and neither side may field a force that 'costs' more than 24 APs.

Each side must have a base that includes a General. This may be an Infantry base (European regulars, Non-European Regulars, Warband, or Native Rifles) or a Mounted base (European Cavalry, Non-European Cavalry, or Native Cavalry).

Prepared positions (trenches, fortress walls etc.) cost 1 AP per 40mm of length.

Types of base:

All bases are 40mm wide.

Troop Types Table

Troop Types	Definition	AP value	Figures per base	Base depth
European Regulars	Trained troops that are armed with rifles and that fight in formation.	2	3 foot figures	20mm
Non-European Regulars				
Warband	Natives armed with spears and/or swords.	1		
Native Rifles	Natives armed with rifles.	1		
European Cavalry	Trained troops mounted on horse or camels.	2	2 mounted figures	30mm
Non-European Cavalry				
Native Cavalry	Natives mounted on horse or camels.	1		
European Machine Gun	Trained troops armed with a machine gun.	2	1 machine gun + 2 foot figures	40mm
Non-European Machine Gun				
Native Machine Gun	Natives armed with a machine gun.	1		
European Field Artillery	Trained troops armed with a field gun.	2	1 field gun + 2 foot figures	
Non-European Field Artillery				
Native Field Artillery	Natives armed with a field gun.	1		

Sequence of play:

At the beginning of each move each player throws a D6.

If both players throw the same D6 score they must re-throw their D6s until one of them throws a higher score than the other.

The scores determine which player may move and fire first <u>and</u> how many Movement Points (MPs) a side may expend to move units.

The side with the highest score moves and fires first. Once they have moved and fired the other side may move and fire.

Movement:

A D6 is thrown to determine how many Movement Points (MPs) a side may expend to move units (see **Sequence of play**).

1 MP is required to move a unit (a group of bases that are in edge-to-edge contact with each other).

Units moving through bad going must reduce their movement by 100 paces. Machine Guns and Field Artillery may not move in bad going.

A unit may only move as fast as the slowest base type in the unit.

1 MP is required to change a unit's formation (e.g. from Line to Square or from Column to Line).

Combat:

Firing:

All firing is simultaneous.

A base may only fire at enemy bases that are directly in front of it or within an arc of 45º either side of a notional line drawn from the middle of the back edge of the base to the middle of the front edge of the base.

The side that has a base firing at an enemy base throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The enemy base also throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The results are then compared, and the combat outcome is decided.

If the enemy base is capable of returning fire (i.e. it is armed with firearms or artillery <u>and</u> it is in range) it is possible for the firing base to suffer an adverse combat outcome.

<u>Close Combat</u>:

All close combat is simultaneous.

A base may only engage in close combat with an enemy base that is directly in front of it <u>and</u> with which it is in edge-to-edge contact.

The side that has a base attacking an enemy base throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The enemy base also throws a D6 and adds the score to its Combat Factor. Any additional tactical factors are then added to or subtracted from the result.

The results are then compared, and the combat outcome is decided.

Combat Table

Troop Types	Movement	Weapon Range	Combat Factor	Combat outcome	
				Less than the enemy but more than half	Less than half of the enemy
European Regulars	200 paces	500 paces	+5	DESTROYED by Warband or Cavalry; Otherwise RECOIL.	DESTROYED
Non-European Regulars		400 paces	+4		
Warband	300 paces	-	+3	DESTROYED by Cavalry in good going; Otherwise RECOIL.	
Native Rifles		400 paces	+2	DESTROYED by Cavalry in contact; Otherwise RECOIL.	
European Cavalry	400 paces	-	+3	DESTROYED by Cavalry in contact or bad going; Otherwise RECOIL.	DESTROYED
Non-European Cavalry					
Native Cavalry					
European Machine Gun	200 paces	500 paces	+4	DESTROYED if in contact; Otherwise RECOIL.	DESTROYED
Non-European Machine Gun		400 paces	+3		
Native Machine Gun					
European Field Artillery	200 paces	600 paces	+3	DESTROYED if in contact; Otherwise RECOIL.	DESTROYED
Non-European Field Artillery		500 paces	+2		
Native Field Artillery					

<u>Tactical Factors</u>:

Base is in prepared positions:	+2 for the base that is in a prepared position.
A General is on the base that is attacking or is on a base that is in edge-to-edge contact with the base that is attacking:	+1 for the base that is attacking.
A General is on the base that is being attacked or is on a base that is in edge-to-edge contact with the base that is being attacked:	+1 for the base that is being attacked.
A Regular base in close combat in bad going:	-1 for the Regular base that is in bad going.
A base that is attacked in the flank:	-1 for the base that is in being attacked.
For each friendly base that is in side edge-to-edge contact with the base that is attacking:	-1 for the base that is in being attacked.
A base that is attacked in the rear:	-2 for the base that is in being attacked.

Combat Outcomes:

Bases that must RECOIL move backwards 150 paces.

Bases that are unable to RECOIL are DESTROYED.

Base may not RECOIL through other bases.

Warbands and Cavalry who DESTROY an enemy base or force it to RECOIL may move forward/pursue 150 paces.
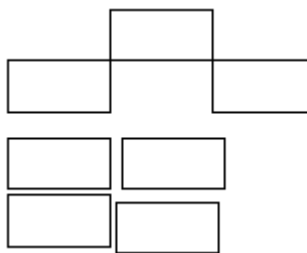
A side loses a battle when it has had 12 APs of its initial strength DESTROYED or when its General base is DESTROYED.

Explanatory diagrams:

Examples of bases in edge-to-edge contact. These are a unit and can be moved together at a cost of 1MP.
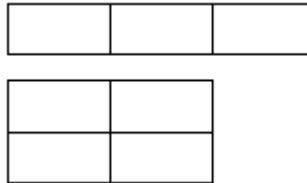
Examples of bases that are not in edge-to-edge contact. These are not a unit and require 1 MP each to move.

A base may only fire at enemy bases that are directly in front of it or within an arc of 45º either side of a notional line drawn from the middle of the back edge of the base to the middle of the front edge of the base. In this example Base 1 can fire at Base A or Base B but cannot fire at Base C because it is outside the 45º arcs.
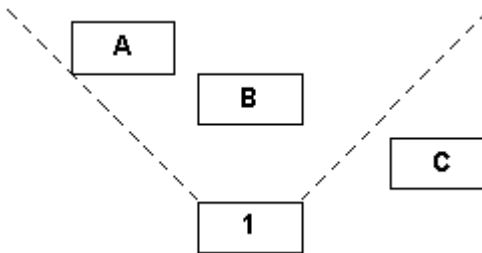
A base may only engage in close combat with an enemy base that is directly in front of it and with which it is in edge-to-edge contact. In the examples shown:
- Base 1 and Base A are directly in front of each other and in edge-to-edge contact. They can engage in close combat.
- Base 2 and Base B are not directly in front of each other although they are in edge-to-edge contact. They cannot engage in close combat.
- Base 3 and Base C are directly in front of each other but are not in edge-to-edge contact. They cannot engage in close combat.
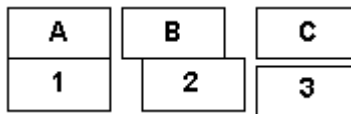
A base that is attacked in the flank reduces its combat dice score by 1. In the examples shown:
- Base 1 is firing into the flank of Base A. Base A's combat dice score is reduced by 1.
- Base 2 is in edge-to-edge contact on the flank of Base B. Base B's combat dice score is reduced by 1.
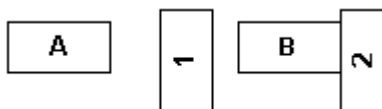
For each friendly base that is in side edge-to-edge contact with the base that is attacking, the attacking base increases its combat dice score by 1. In the examples shown:

- Bases 1 and 3 are in side edge-to-edge contact with Base 2. Base 2's combat dice score is increased by 2.
- Base 2 is in side edge-to-edge contact with Base 1. Base 1's combat dice score is increased by 1.
- Base 2 is in side edge-to-edge contact with Base 3. Base 3's combat dice score is increased by 1.
- Base 6 is in side edge-to-edge contact with Base 5. Base 5's combat dice score is increased by 1.
- Base 5 is in side edge-to-edge contact with Base 6. Base 6's combat dice score is increased by 1.
- Base 7 is in edge-to-edge contact with Base 5, but the contact is not side edge-to-edge contact. Base 5's combat dice score is not increased.

A base that is attacked in the rear reduces its combat dice score by 2. In the examples shown:

- Base 1 is firing into the rear of Base A. Base A's combat dice score is reduced by 2.
- Base 2 is in edge-to-edge contact on the rear of Base B. Base B's combat dice score is reduced by 2.