

The New Zealand Wars



28mm Empress Miniatures. Photo Bjoern Cordes

by Bjoern Cordes and Lorenzo Sartori

This set includes additional rules and lists that allow you to play The New Zealand Wars (early wars) using Smooth&Rifled. You can purchase Smooth&Rifled at <http://www.dadiepiombo.com/smooth.html>.

Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com> Empress Miniatures provide an excellent range in 28mm for this conflict <http://www.empressminiatures.com/>

ADDITIONAL RULES

Maori Leaders. Maori chieftains were better, more inspiring leaders than their

British counterparts. But without formal discipline Maori were more dependent on their leaders. With the loss of a chief a war party would likely flee even on the brink of victory. To reflect this Maori Leaders count 4 (instead of 3) as per Breakpoint.

Tupara (double barrel shotguns). These weapons can fire twice before reloading. If the second shot is fired in the same activation it can only be fired at the same target that get a -1 on Firing Damage test. This reflects that the British usually went flat after the first shot because they expected the second shot.

Hand weapons. They are melee weapons and allow a re-roll in melee.

Bayonets. Re-loading a Muzzleloading

musket takes longer if bayonet is fixed. Add 1 to re-loading time when bayonet is fixed. Miniatures are supposed to start the game with unfixed bayonets. Bayonets can be fixed with one action, it can be also a Group Action.

ARMY LISTS



GREAT BRITAIN

British Line Infantry

Battalion Company

AV= 1/2/3; C=4

0-1 Officer (Leader), sword, 20pts

0-1 Bugler, smoothbore musket (20/2), bayonet, 17 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, 20 pts

6-20 Line Infantrymen, smoothbore musket (20/2), bayonet, 15 pts

Notes & Upgrades. You can upgrade the squad to Veterans for +3 pts for each miniature.

Light Flank Company

AV=1/2/2; C=4; marksmen

0-1 Officer (Leader), sword, 21 pts

0-1 Bugler, smoothbore musket (20/2), bayonet, 23 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, 26 pts

6-20 Light Infantrymen, smoothbore musket (20/2), bayonet, 21 pts

Notes & Upgrades. You can upgrade the squad to Veterans for +3 pts for each miniature.

Grenadier Company

AV=1/1/2; C=5; Elite

0-1 Officer (Leader), sword, 29 pts

0-1 Musician, smoothbore musket (20/2), bayonet, 27 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, 29 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

Smooth & Rifled

Colonial Troops

Auckland Volunteer Militia

AV=2/2/3; C=4

0-1 Officer (Leader), sword, 18pts

1 NCO (Leader), smoothbore musket (20/2), 12pts

6-20 Militiamen, smoothbore musket (20/2), 9pts

Notes & Upgrades. You can upgrade the squad to Veterans for +3 pts for each miniature. Cannot perform volley fire (fire by group) unless upgraded to Veterans (add 3 additional pts per figure).

Armed Settlers

AV=2/2/3; C=3

1 Leader, smoothbore musket (20,2), 18pts

6-20 Settlers, smoothbore muskets (20/2), 7pts

Notes & Upgrades. Cannot perform volley fire (fire by group).

MAORI

Note: Maori tribes fought on both sides of the conflict. So Maori can also be fielded as a part of a British force.

Maori Warriors

AV=2/2/3; C=4; Terrain

0-1 Chieftain (Leader), hand weapon, 20pts

0-1 Musician, hand weapon, 12pts

1 Sub Chief (leader), smoothbore musket (20/2), 19pts

6-20 Warriors, smoothbore muskets (20/2), 14pts

Notes & Upgrades. You can upgrade the Unit to Veterans for +6 pts for each miniature (3 for class them as Veterans and 3 to allow them firing as a group). Only Veterans can perform Volley Fire (Fire as a group).

You can equip the chieftain and the musician with smoothbore muskets (20/2) at +6 pts per figure. One or more figures can be provided with tupara (16/3) (2 shots) instead of smoothbore muskets (same cost).

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