

DARKEST WAIKATO

**BEING WARGAME RULES FOR THE
NEW ZEALAND WARS
1800 – 1870s**

**ENCOMPASSING THOSE BATTLES
BETWEEN THE NEW ZEALANDERS
BEFORE PAX BRITANNICA**

AND

**FURTHER ENCOMPASSING THOSE
DISPUTES BETWEEN HER MAJESTY
AND THE NATIVES**

GOD DEFEND NEW ZEALAND

Darkest Waikato

New Zealand Wars modifications for In the Heart of Africa Wargames Rules

Version 1.4

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Introduction

These rules are modifications of the Foundry's In The Heart of Africa to adapt the rules for use in the New Zealand wars from the musket wars to the final campaigns. They are intended to cover the Maori vs Maori battles of the Musket Wars, the Crown vs Maori wars of the 1840s and the more complex campaigns of the 1860s and 1870s.

The Heart of Africa rules were written by Chris Peers. They are available from the Wargames Foundry website at:
www.wargamesfoundry.com/library/heartofafrica01.htm.

The New Zealand Wars predate the period covered by the HoA rules, so the standard of firearms is not as high. The other essential difference is the range of troop types is much narrower in New Zealand as only one European power was involved, fighting one native people that would amount to a small tribe in Africa.

However both sides were among the most committed and aggressive warmongers of a violent period, and the military developments and evolution of tactics and military engineering was internationally significant.

It must be noted that Maori fought because they wanted to, both as individuals and as a group. They were not under any obligation to take up arms and fought for social reasons as much as for military ones. This makes several complications for a wargamer.

Firstly, units were organised along kinship lines rather than on troop type. A unit could contain two or more troop types. There were not enough muskets to go around so obsolete weapons remained in use. Just because you were not equipped with the latest didn't mean you had to miss out on the fight. Survivors would pick up casualties' weapons, so in effect the weakest troop type will be reduced faster than the best. However, Maori were never well supplied with powder and ammunition, so the HoA rules stand.

Secondly, allies usually had reason to fight your enemy. They did so for their own benefit, and in many cases the obligation was on the local Maori to supply food and a good fight for their visiting allies.

Allied groups should have a sub-commander, and morale tests should apply to that commander. Where possible Maori allies should have a different player with slightly different victory conditions than the "main" Maori commander.

The same motivations, player control and victory conditions apply to Kupapa, Maori fighting alongside the Crown. Kupapa were volunteers who fought for their own

motivation. They were not recruits under direct Crown control and should be seen as allies, certainly not as native levies.

By the end of the period Kupapa were dominating the fighting. Pakeha soldiers served under Maori commanders, and Kupapa units continued the fighting independently, even after the Crown had withdrawn its units and ceased paying the Kupapa.

The fighting had gone full-circle, from the tribal fighting of the Musket Wars, to fighting between the Crown and Maori in the 1840s and 1860s, back to tribal fighting in the 1870s.

Modifications

Unless noted, the standard first edition Heart of Africa rules apply.

Scale

Try playing 15mm figures on a ground scale of one inch to ten paces. This is the scale HoA uses for 28mm figures, but New Zealand battles typically had a few hundred fighters on each side, and a typical pa was less than 100m across.

One figure represents approximately 10 people. Base size is not critical, but bases of 25mm x 20mm are about right for two figures, with some figures individually mounted to allow casualties to be removed.

Troop Classification

Leaders: As for standard rules, with HoA's own modification of July 2000.

Maori Troop Types

Sub-chief: As for Leader, but their mana (command) only applies to their units. Sub-commanders can have a gunbearer.

Traditional Maori: Maori armed with hand-to-hand weapons including traditional patu, mere, taiaha, etc and long- and short-handled hatchets. This type appears throughout the period in decreasing numbers.

Early Musket Maori: Maori armed with hand-to-hand weapons and poor-quality ("trade" or "Brummagem") flintlock muskets and shotguns (tupara). This type applies from the earliest musket battles.

Musket Maori: Maori armed with hand-to-hand weapons and shotguns or military-quality muzzleloaders. This type applies from 1835 until the end of hostilities. The first iwi to get military-quality weapons were those with contact with whalers and desirable resources, eg northern tribes.

Late Musket Maori: As above but armed with breech-loading percussion carbines. This type applies from 1868 and is limited to those iwi involved in battles with Crown forces from whom they could steal carbines.

Maori Gunbearer: Leaders would often own more than one firearm and brought slaves who were responsible for reloading.

Tohunga: These traditional spiritual leaders improve the morale of the unit they are attached to. Treat as Standard bearer for morale.

Scout: As in HoA.

Crown troop types

Early Imperial Infantry: As for Imperial Infantry but equipped with military-quality smoothbore muzzleloaders. Apply until 1855.

Imperial Infantry: The typical Crown troop type, this represents both the Imperial forces and the Armed Constabulary that replaced the Imperial Forces in the mid 1860s. These were essentially the same soldiers and commanders, equipped with the same weapons, but under New Zealand Government command rather than British command. Weapons are muzzle-loaded percussion rifles capable of being fitted with bayonets, typically the Enfield rifle. Apply from 1855 until 1868.

Late Armed Constabulary: From 1868 until the end of hostilities Crown units were equipped with single-shot breechloaders. These were typically carbines and were still using black powder, and so did not have the very long range capabilities of Zulu War-type weapons.

Early Militia: As for Militia but equipped with military-quality smoothbore muzzleloaders. Apply until 1855.

Militia: Civilians in short-term military service, restricted to serving within their province. Some were settled veterans, while many were new immigrants. Armed as for Imperial Infantry but without the experience and training. Weapons are muzzle-loaded percussion rifles capable of being fitted with bayonets, typically the Enfield rifle. Apply from 1855 until 1868.

Late Militia: Militia from 1868 until the end of hostilities equipped with single-shot breech-loading carbines.

Forest Rangers: These volunteers were used largely as scouts and trackers, but occasionally fought as a unit. They were recruited from regular units and were typically armed with revolvers, breech-loading carbines and Bowie knives. This is the most experienced and aggressive of Crown troop types. This type includes the Armed Constabulary units that replaced the Imperial Forest Rangers (the Corps of Guides) and applies from 1863 until the end of hostilities.

Early Kupapa: As for Kupapa but equipped with military-quality smoothbore muzzleloaders. Apply until 1850.

Kupapa: Maori fighting alongside the Crown. They are equipped as for Imperial Infantry (muzzle-loading percussion rifles) but use hand weapons in preference to fixed bayonets. Note that Kupapa were volunteers and were rarely under direct Crown control.

Late Kupapa: Kupapa from 1868 until the end of hostilities equipped with single-shot breech-loading carbines.

Artillery: As for HoA rules. Artillery in New Zealand is restricted to breech-loading rifles, ie, Armstrong guns. Artillery crews are armed with revolvers and swords, so can fight in close combat.

Cannon: As for HoA rules. This covers all smoothbores, mortars and rocket launchers. Cannon crews are armed with revolvers and swords, so can fight in close combat.

Gunboats: As for HoA.

Scout: As for Kupapa according to period.

Troop Characteristics Chart

Type	Firing		Reload	Close Combat	Movement		Morale	Points
	Range	Bonus			Open	Cover		
Maori								
Traditional	-	-	-	+3	2xD6	D6	4	8
Early Musket	10	0	Y	+2	2xD6	D6	3	9
Musket	16	+1	Y	+2	2xD6	D6	3	12
Late Maori	20	+1	N	+2	2xD6	D6	3	22
Tohunga	-	-	-	+2	2xD6	D6	-	50
Gunbearer	-	-	-	+2	2xD6	D6	-	8
Scout	-	-	-	+3	4xD6	2xD6	-	50
Crown								
Early Infantry	16	+2	Y	+3	D6+2	D6-3	3	12
Imp Infantry	20	+2	Y	+3	D6+2	D6-2	3	14
Late AC	20	+2	N	+3	D6+2	D6-1	3	28
Early Militia	16	+1	Y	+2	D6+2	D6-3	4	10
Militia	20	+1	Y	+2	D6+2	D6-2	4	12
Late Militia	20	+1	N	+2	D6+2	D6-2	4	26
Forest Rangers	20	+2	N	+3	D6+3	D6-1	3	29
Early Kupapa	16	+1	Y	+2	2xD6	D6	4	11
Kupapa	20	+1	Y	+2	2xD6	D6	3	14
Late Kupapa	20	+2	N	+3	2xD6	D6	3	30
Gunbearer	-	-	-	+2	2xD6	D6	-	8
Scout	16/20	+1/+2	Y/N	+3	2xD6	2xD6	-	50
Cannon	30	+2	Y	+2	D6-2	-	4	20
Artillery	50	+2	N	+2	D6-2	-	4	50
Gunboat	50	+2(x2)	N	-	2xD6	D6	4	100

Scenarios and deployment

As for HoA

Terrain and cover

As for HoA

Kopjes and Tall Grass do not apply.

Tracks will not be animal tracks and so can obey human logic.

Choosing terrain features

New Zealand terrain is classified into three major terrain types: Grassland, Forest and Mountains. Savannah and Steppe do not apply.

Sequence of Play, Movement, Shooting, Close Combat, Morale

All as for HoA

Baggage

Maori war parties travelled light, but we will still use the Baggage rules as for HoA. Maori baggage can include family members, slaves and stock.

Stratagems and fortifications

Pa

A pa is a Maori fortification. Pa were so formidable that many Crown observers believed Maori had European (Frenchie, Ruskie, Fenian, Aussie convict or American whaler) advisors building them. In truth they had been developed over 500 years of tribal and musket fighting.

Although the weapons used against pa changed throughout the period, the design and construction kept pace. In other words, pa quickly evolved to be musket-proof then evolved to become artillery proof. In wargame terms, they were always capable of withstanding whatever was thrown at them throughout this period.

Features of pa typically include one or more weak outer fences designed to slow attackers (within a few yards of the defenders); outer trenches and walls; one or more stronger 3-4m high timber palisades designed to stop attackers; firing trenches and pits, deep enough to allow muskets to be reloaded under cover; communications trenches and tunnels; storage pits and semi-buried huts; and bunkers. Flax leaves were used to make non-flammable roofs for huts and pits, and flax screens protected palisades, absorbing musket balls and preventing attackers seeing into the pa. A pa was difficult to get into and well-defended inside.

Pa were designed to allow enfilading fire and the palisades, pits, huts and bunkers were loopholed to allow inhabitants to fire from cover. Firing platforms and towers were also used until artillery was introduced. A typical pa was about 50m x 50m and many were smaller.

Pa were usually built on a readily defensible position hill or cliff top, often without a water supply. They would typically have an escarpment, gully or marsh on one or more sides, and would also have lots of nearby felled forest – treat as rocky ground.

Contemporary reports show that pa were formidable engineering structures that determined the outcome of several crucial battles, such as Gate Pa and Rangiriri. The more familiar equivalent would be the trench systems of the Great War.

Pa rules

Outer fences count as a modified stockade. They do not block line of sight or provide cover. They require an entire turn to climb over. A figure climbing over does not count as in cover.

Outer trenches and walls take one entire move to cross a trench/wall system.

The palisade is loopholed so figures in base contact can see and shoot through them. (See HoA Field Fortifications.)

A similarly-armed man behind and in base contact with a firearm-equipped figure shooting from behind a fortification may replace the shooter during a movement phase without either counting as moving. (See HoA Field Fortifications.)

Palisades count as cover against shooting for figures behind and in base contact (including cannon, artillery and gunboats). Figures behind a palisade cannot be attacked in close combat and are invulnerable to enemy fire except when shooting, in which case they get a saving throw against everything. They are unaffected by a hit if the saving throw is 2 or greater (4 or greater for Artillery and Gunboat). This simulates the protection of firing trenches and pits. (See HoA Tembes).

If a defending figure is affected by cannon, artillery or gunboat (ie, after the saving throw), the section of palisade in front of his position has been destroyed. Figures using that position no longer get a saving throw, although they do count as in cover. They may now be attacked in close combat, and enemy figures can enter the pa through that section if it is unmanned, moving as for cover. (See HoA Tembes).

Figures trying to cross a palisade must throw a 5 or 6 on a D6. They must be touching the palisade and cannot move, shoot, reload or do close combat during that move. Good luck – Victoria Crosses were won this way.

An attacking figure who spends his entire turn in contact with a section of palisade may attempt to cut it down. He throws a D6 in the movement phase of each turn and adds his Close Combat factor, needing a cumulative score of 9 to cut through the palisade. If this happens, that section of wall is treated as if destroyed by artillery.

The cluttered interior of a pa counts as cover for movement.

All Maori inside the pa are under cover from shooting, cannons, artillery and gunboats. They are invulnerable except when shooting or in close combat, in which case they get a saving throw. They are unaffected by a hit from shooting and cannon if the saving throw is 2 or greater (4 or greater from Artillery or Gunboat). This simulates the protection of firing trenches and pits. (See HoA Tembes).

All Crown forces (including Kupapa) inside a pa count as under cover from small arms and cannon – it's assumed they can find the trenches and shell-craters, but not the bunkers. They get a saving throw from shooting only and shouldn't be bombarding themselves anyway.

Villages

An unfortified Maori village counts as a village in HoA rules. Note these were rarely involved in battles as they were usually converted to a pa.

Buildings

European structures including blockhouses count as a four-walled Tembe, measuring three inches by four inches and with one internal wall. (See HoA Tembes).

Pitfall traps do not apply.

Boats

Canoes are treated as for HoA. Only Maori can use canoes (waka taua), and only before 1850. Dhows apply as in HoA, and simulate coastal sailing ships. They can be used throughout the period by both sides. Both sides can use whaleboats throughout the period. A whaleboat is treated as a canoe with maximum capacity of two figures.

New Zealand has no crocodiles, but it does have big eels and drowning was common, so the HoA croc rule applies.

Army Lists

The organisation of Crown units will fit neatly into the rules, and each unit will be of one troop type.

Maori organisation is another story. Even in battle, 'units' were organised along kinship rather than weapon type. So two or more troop types can be combined into one unit.

Remember, Maori (as individuals and as groups) fought because they wanted to. Fighting with other iwi or with the Crown often met social and political ends rather than pure military needs. Therefore the motives for fighting and the victory conditions could be quite different for both sides, and it is quite possible that both sides can win a battle – the Maori for drawing the Crown into battle, and the Crown for later capturing a pa, for example.

Musket Wars 1806 –1845

Traditional Maori (1)

Sub-chief 0 – 1

Traditional Maori 1 – 6

Tohunga 0 – 1

Musket Maori (2)

Sub-chief 0 – 1

Traditional Maori 1 – 4

Early Musket Maori 1 – 4

Musket Maori 0 – 2

Gunbearers

Tohunga 0 – 1

1840s campaigns (1840 – 1855)

Maori (2)

Sub-commander 0 – 1

Traditional Maori 1 – 4

Early Musket Maori 0 – 3

Musket Maori 2 – 4

Gunbearers

Tohunga 0 – 1

Crown (3)

Early Infantry 2 – 5

Early Militia 0 – 2

Gunboat 0 – 1

Cannon 0 – 2

Gunboat 0 – 1

Early Kupapa 0 – 2 (must have sub-commander)

Kupapa sub-commander 0 – 1

Gunbearers

1855 – 1868

Maori (2)

Sub-commander 0 – 1
Traditional Maori 0 – 2
Musket Maori 3 – 6
Gunbearers

Crown (3)

Imperial Infantry 1 – 5
Militia 1 – 3
Forest Rangers 0 – 1
Artillery 0 – 3
Cannon 0 – 2
Gunboat 0 – 1

Kupapa 0 – 2 (Must have sub-commander)
Kupapa sub-commander 0 – 1

1868 – end of hostilities

Maori (3)

Musket Maori 0 – 4
Late Maori 1 – 4
Sub-commander 0 – 1
Tohunga 0 – 1

Crown (3)

Late AC 0 – 4
Late Kupapa 1 – 3
Late Militia 0 – 3
Forest Rangers 0 – 1
Artillery 0 – 1
Cannon 0 – 1

Figures

A complete range of figures, developed specifically for the New Zealand Wars and covering the full period, is produced by Wildly Inspired Miniatures.
www.wildyinspired.co.nz.

Further reading

For a small sideshow on the world scale, the New Zealand Wars are well researched and are still being written about.

The Colonial New Zealand Wars

Tim Ryan & Bill Parham, 2002, Grantham House Publishing, ISBN 1-8694-082-5

Best source of information for wargamers. Excellent photos and illustrations, great source of information on equipment and uniforms. Good account of the campaigns from 1840 – 1872.

The New Zealand Wars

James Belich, 1988, Penguin Books, ISBN 0-14-027504-5

This is the book that revived interest in the period. It covers the campaigns from 1840 on. It is based on Belich's Doctoral thesis and has a strong academic lean, and Belich admits in the 1998 edition that some of his thinking has changed since it was written. Far from perfect but still a good introduction to the period. No illustrations, some maps. Belich made a TV series based on the book – it is still available on video.

Frontier

Peter Maxwell, 2000, Celebrity Books/Waikato Publishing, ISBN 1-87725-203-4

The campaigns from 1860 to 1872. Maxwell disagrees with much of Belich's thinking and offers his own well-argued interpretation. Colourful writing, strong fieldwork but poor referencing. Good illustrations but needs more maps.

The Musket Wars

RD Crosby, 1999, Reed Publishing, ISBN 0-7900-0797-5

Outstandingly detailed coverage of the turmoil that happened when firearms were given to an already warlike people. Muskets arrived in about 1806 and British law arrived in 1840. Cannibals, treachery, revenge and bloodshed reigned the entire country in between. Extraordinary stuff, and this is the only book to address this controversial period.

Landscapes of Conflict

Nigel Prickett, 2002, Random House, ISBN 1-86941-542-6

A good source of information on the battle sites. Details of pa construction and design, contemporary maps, lots of illustrations and photos. Also good directions and maps for anyone wanting to pay their respects at battle sites.

Season of the Jew

Maurice Shadbolt, 1986, Sceptre, ISBN 0-340-42778-7

Vivid fictional version of the final campaign hunting the warrior prophet Te Kooti. This book describes the campaign from the soldiers' viewpoint and puts a human face to the events described in the factual books above. It covers an amazing episode - if it wasn't true you wouldn't believe it.