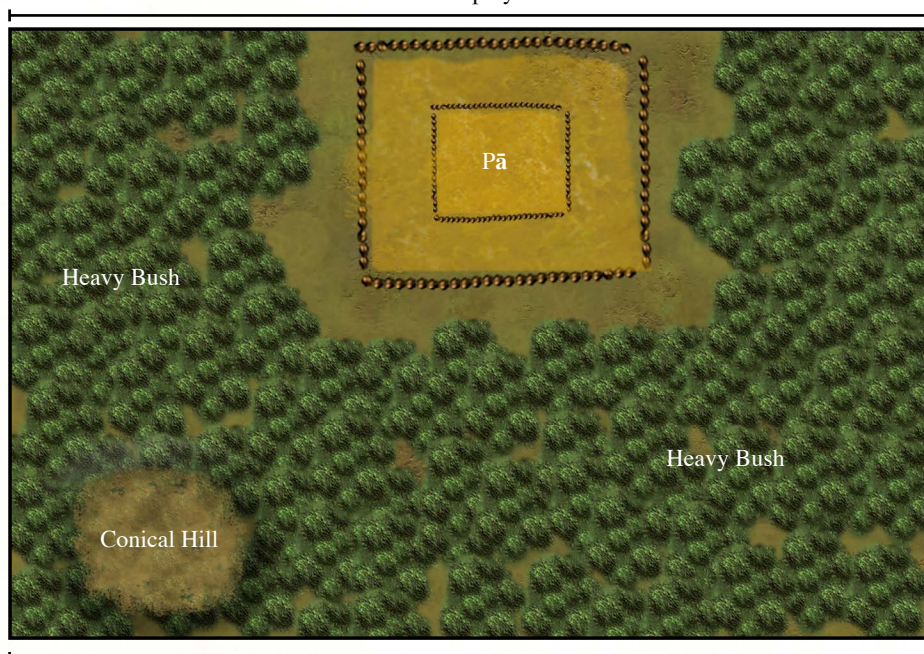


MĀORI PĀ IN THE EARLY NEW ZEALAND WARS - ADDITIONAL SCENARIOS -

SCENARIO 2 - ATTACK ON OHAEAWAI PĀ - 1 JULY 1845

Māori Deployment



Crown Deployment

72" x 48" playing area

One figure = approximately eight men

Crown forces: approximately 300 - 400 soldiers, sailors, and militia sappers.

Māori forces: approximately 300 - 400 Māori warriors.

ATTACKER MISSION (Crown): 'Battle' (*Redcoats and Tomahawks*, page 39)

- Place two deployment points in contact with a board edge (first).
- Night fighting rules do not apply.
- Troops equipped with ladders/axes can be used to scale the outer Palisade.
- Attacker deploys second.
- Objective: The attacker wins immediately if they are occupying the majority of the Pā's buildings (even with just one figure) and no enemy units other than civilians are within 4" of any buildings in the Pā.

Useful references for Māori Pā of the period:

Kupapa - the bitter legacy of Māori alliances with the Crown, Ron Crosby

Māori Fortifications, Osprey Fortress 81, Ian Knight

The New Zealand Wars, Osprey Men-at-Arms 487, Ian Knight

The New Zealand Wars Volume 1, James Cowan (nzetc.victoria.ac.nz/tm/scholarly/tei-Cow01NewZ.html)

Soldiers, Scouts & Spies - A Military History of the New Zealand Wars 1845-1864, Cliff Simons

The New Zealand Wars, Vincent O'Malley

To Face the Daring Māori, Michael Barthorp

Wargames Illustrated 274, The Northern War (First Māori War), Graham Burke

Wargames Illustrated 369, The Battle of Boulcott's Farm 1846, Roly Hermans

Wargames Illustrated 409, Five Centuries of Warfare in New Zealand, Roly Hermans and Mark Piper

Wargames Illustrated 410, Playing the New Zealand Wars, Roly Hermans and Mark Piper

Ruaapekapeka Pā Site Guide (doc.govt.nz/globalassets/documents/conservation/historic/by-region/ruapekapeka-brochure.pdf)

'Dressing the Lines' Blog, Roly Hermans (arteis.wordpress.com)

DEFENDER MISSION (Māori): 'Defence' (*Redcoats and Tomahawks*, page 41)

Place three deployment points in contact with a board edge (second).

The attacker places three 'key area' objective markers on the table between 18" and 24" away from the defender's deployment points.

Defender units deploy first.

Defenders may use hidden movement.

Objective: Simultaneously control all your key areas (see *Muskets and Tomahawks*, page 62).

Game ends when the 4th Red clock card is drawn. If neither side has won, the game ends in a draw.



TERRAIN

- Open ground - no effect.
- Conical Hill - Treat as open ground, blocks line of sight, elevated.
- Māori Pā - as per the Pā rules in this article.
- Heavy Bush (woods) - Treat as area terrain (rough ground), high and dense cover.

Crown Cards (Red): Regulars (4), Irregulars (4), Militia (3)

Māori Cards (Blue): 'Indians' (4), Irregulars (4), Artillery (2)

Crown Field Force - Attacker (Regular Specialised Force*)

[Advance Party - Forlorn Hope]	
British Officer (Lieutenant Beattie)	24 points
8 British Infantry with Percussion Muskets - Regulars	90 points
[1st Assaulting Column]	
British Officer (Major McPherson)	24 points
8 British Light Infantry with Percussion Muskets) - Regulars	90 points
6 Sailors (Lieutenant Phillpotts) with Boarding Weapons - Irregulars	38 points
6 Auckland Volunteer Militia with axes, scaling ladders, and ropes - Militia	88 points
[2nd Assaulting Column]	
British Commanding Officer (Major Bridge - Officer of Light Troops)	26 points
8 British Grenadiers with Percussion Muskets (Captain Stanley) - Regulars	121 points
8 British Light Infantry with Percussion Muskets (Captain Grant) - Regulars	110 points
47 figures in 9 units (50% = 24 figures)	Total = 611 points

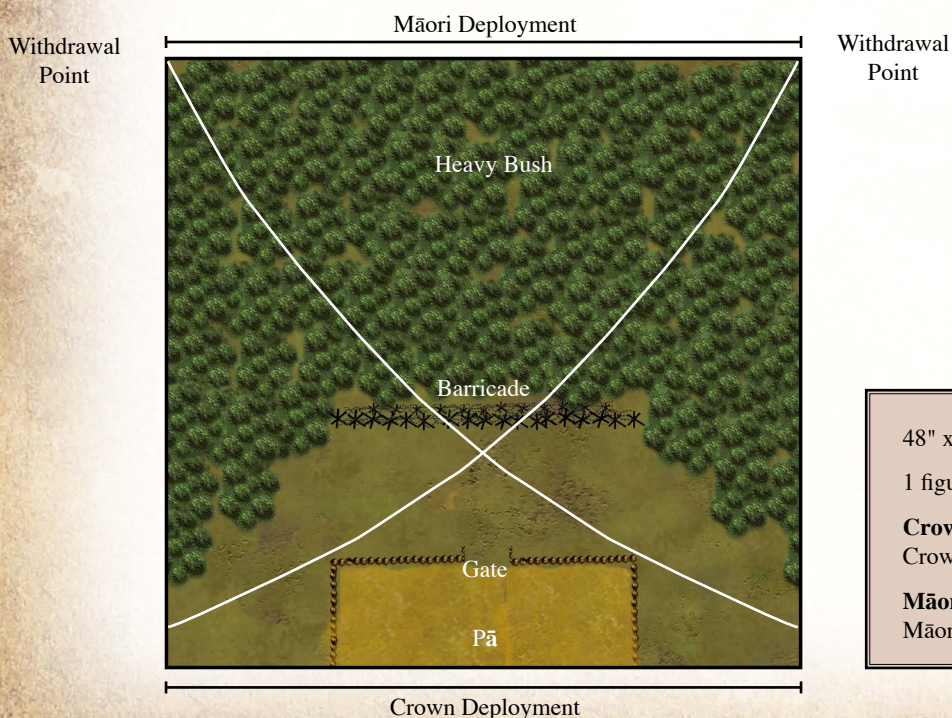
* Regular Specialised Force = 'Elan' as per *Redcoats and Tomahawks* page 4.

Māori Taua - Defender (Irregular Specialised Force*)

Māori Commanding Leader (Te Ruki Kawiti - Belligerent)	28 points
3 units (each 6 Experienced Māori Warriors) - Irregulars	171 points
Māori Leader (Pene Tauī - Belligerent)	30 points
3 units (each 6 Experienced Māori Warrior) - Irregulars	171 points
Māori Leader - Belligerent	30 points
6 Experienced Māori Warriors - Irregulars	57 points
6 Māori Warriors (6 figures) - 'Indians'	47 points
Māori Carronade Gun with 6 crew - Artillery	81 points
Local Māori Leader (Notable) and 16 Youths and Armed Women (Civilians) - organised in units of 4 - 10 figures.	
51 figures in 11 units (50% = 26 figures)	Total = 611 points

* Regular Specialised Force = 'Elan' as per *Redcoats and Tomahawks* page 4.

SCENARIO 3 - THE CAPTURE OF RUAPEKAPEKA PĀ - 11 JANUARY 1846



48" x 48" playing area
 1 figure = approximately 6 men
Crown forces: approximately 150 - 250 Crown troops and 10 - 20 Allied Māori.
Māori forces: approximately 300 - 400 Māori warriors.

ATTACKER MISSION (Crown): ‘Ambush’ (*Muskets and Tomahawks* supplement page 67)

- Place four deployment points in contact with a board edge (first).
- Attacker units deploys second - not within 18" of any defending figures.
- Reinforcements enter when the first Red clock card has been drawn.
- Objective: majority of plunder markers are in the attacker’s possession.

DEFENDER MISSION (Māori): ‘Ambush’ (*Muskets and Tomahawks* supplement page 67)

- Place two deployment points at least 36" from the chosen withdrawal corners (second).
- Defender deploys first with three plunder markers (maximum one per unit).
- Objective: majority of plunder markers have left the table.

Game ends when the 4th Red clock card drawn. If neither side has won, the game ends in a draw.

TERRAIN

- Open ground - no effect.
- Pā Inner Palisade - Obstacle, low and solid cover.
- Pā Outer Palisade - Obstacle, high, solid cover, and loopholes.
- Trench and Breastworks (‘parepare’) - Obstacle, low and solid cover.
- Heavy Bush (woods) - Treat as area terrain (rough ground), high and dense cover.

Crown Cards (Red): Regulars (4), Irregulars (4), ‘Indians’ (4)

Māori Cards (Blue): ‘Indians’ (4), Irregulars (4)



Crown Storming Force - Attacker (Mixed Specialised Force*)

British Commanding Officer (Captain Denny) - Commanding Officer	
10 Sailors (Midshipman Murray) - Irregulars	62 points
10 British Light Infantry with Percussion Muskets - Regulars	110 points
10 Royal Marines (Commander Hay) - Regulars	105 points
Allied Māori Leader (Wi Waka Turau - Belligerent, Percussion TuPāra Musket)	30 points
2 units (each 6 Allied Māori Warriors) - ‘Indians’	94 points
44 figures in 7 units (50% = 22 figures)	Total = 445 points

* Regular Specialised Force = ‘Elan’ as per *Redcoats and Tomahawks* page 4.

Māori Taua - Defender (Māori Specialised Force*)

[Main Body]	
Māori Commanding Leader (Te Ruki Kawiti - Belligerent)	26 points
3 units (each 6 Experienced Māori Warriors) - Irregulars	177 points
6 Māori Warriors - ‘Indians’	47 points
[Rearguard]	
Māori Leader (Ruatara Tauramoko - Belligerent)	26 points
3 units (each 6 Māori Warriors) - ‘Indians’, Bloodthirsty, Young Warrior	156 points
44 figures in 9 units (50% = 22 figures)	Total = 426 points

* Māori Specialised Force = ‘Fall Back’ as per *Redcoats and Tomahawks*, page 4.