

# DESPISE NOT YOUR ENEMY

A solo campaign for **The Men who would be Kings**  
by Conrad Kinch

Here are three extra scenarios for issue 483 of **Miniature Wargames**

You will need the original article and the first scenario to use these.

## SCENARIO 2 DECISION AT SHADBAGH

Play **Scenario B: Seek & Destroy** (p46 *The Men who would be Kings*) for this game use the amendments below.

- The British player is the attacker.
- The British player may use his entire force.
- Terrain should be a mix of rocks, bushes and trees with the village of Shadbagh on a small rise 18 inches away from the tables centre point. Two Afghan units should be placed in the village with the other units being generated as usual.

	1	2	3
Advantage	At the beginning of the game, move one unit of your choice six inches.	At the beginning of the game, move two units of your choice six inches.	At the beginning of the game, move three units of your choice six inches.
Disadvantage	Reduce all units ammunition by one.	Reduce all units ammunition by two.	Reduce all units ammunition by three.
Intelligence	One British unit may move without triggering Native Deployment.	Remove d6 Structure Points from one building.	Remove d6 Structure Points from two buildings.
Bad Intelligence	Pick one British unit randomly, this unit is delayed by two turns.	For the first two turns of the game, roll each Native Deployment twice and pick the worst result.	Ambush! Masses of tribesmen have gathered to slaughter you. Ignore the first two "Bye Bye" results on Table 3 (p43 TMWWBK)

- **Win:** Proceed to *Scenario 3: The way home*
- **Lose:** Proceed to *Scenario 4: Run to the Hills*

## SCENARIO 3: THE WAY HOME

Leaving the village of Shadbagh in flames, you carefully scout your way back through the passes, avoiding ambush.

Play *Scenario D: Get off my Land* (p50 *TMWWBK*) for this game use the amendment below.

- The British player is the Defender.
- The British player may use his entire force.
- Terrain should be a mix of rocks, bushes and trees, the long table edges representing the sides of a steep valley. I used exactly the same set up as I did in the first scenario, on the grounds that I was retreating back the way I came.

	1	2	3
Advantage	At the beginning of the game, move one unit of your choice six inches.	At the beginning of the game, move two units of your choice six inches.	At the beginning of the game, move three units of your choice six inches.
Disadvantage	Reduce all units ammunition by one.	Reduce all units ammunition by two.	Reduce all units ammunition by three.
Intelligence	Once during the game, move one deployed Afghan unit six inches prior to activation.	Once during the game, nominate an Afghan unit. This unit may not activate this turn.	Count one key site as already scouted.
Bad Intelligence	Randomly select a British unit on the first turn, this unit must "Stand to" this turn.	Randomly select a British unit which gets lost, this unit turns up two turns late.	Randomly select a key site, a unit must "Stand to" twice to scout this site.

## SCENARIO 4: RUN TO THE HILLS!

Disaster! You've been driven off from Shadbagh and are running for the border with the hounds of hell at your heels.

Play **Scenario E: Run to the Hills** (p52 *TMWWBK*) for this game using the amendment below.

- The British player is the Defender.
- The British player may use his entire force.

	1	2	3
Advantage	At the beginning of the game, move one unit of your choice six inches.	At the beginning of the game, move two units of your choice six inches.	At the beginning of the game, move three units of your choice six inches.
Disadvantage	Reduce all units ammunition by one.	Reduce all units ammunition by two.	Your situation can't get any worse.
Intelligence	For the first two turns of the game, roll each Native Deployment twice and pick the best result.	Twice during the game, nominate a deployed Afghan unit. This unit must Stand To rather than activating.	Four times during the game, when an Afghan unit is deployed, you may move it six inches before it activates.
Bad Intelligence	For the first two turns of the game, roll each Native Deployment twice and pick the worst result.	The well on your route was dry, all your units lack water and suffer -2 Discipline.	Your situation can't get any worse.