

## Camels, Machine Guns and Armoured Cars

### Adapting Black Powder for the Senussi War and other Early 20<sup>th</sup> Century Conflicts

The Senussi War Boxer Uprising included large and small actions. The conflict saw both sides armed with early 20<sup>th</sup> century weapons including magazine rifles, machine guns, modern artillery as well as the use of armoured cars and aircraft. As such the campaign is not a purely colonial conflict nor is it a conflict between two equally armed early 20<sup>th</sup> century forces; it is a unique blend of both.

Most of the existing Black Powder Rules (2<sup>nd</sup> Edition) work well for the range of different engagements fought during the conflict and can be played as written but the following amendments and additional rules adjust them to the period to reflect some of the more modern weapons and tactics used as well as adding in the flavour of the conflict.

The amendments are followed by detailed unit tables for the range of antagonists who fought during the conflict and are presented in the Black Powder format.

### DISTANCES

The War involved many close contact actions and to reflect this, all distances in the rules should be reduced by 2/3rds. So for example the Proximity rule, the Initiative move and the distance of commanders from units become 8 instead of 12.

All movement and weapon ranges given in the unit tables below have already been reduced to 2/3rds of the distances given in the Black Powder rules.

If players want to ignore these changes then simply use all movement and ranges as set out in the **Black Powder** rule book.

### COMMAND

As In the Black powder rules you will need to establish the general or overall leader and Brigade commanders for each force in the usual way and either allocate a command rating or roll for one (see below).

Orders can be issued either by the overall general or the brigade commanders and both can issue a **Rally on Me** or **Follow Me** order.

### Qualities for Brigade or Army Commanders

The following qualities replace the chart on page 108. These qualities can be allocated by the player or generated randomly by rolling 2D6 and checking against the chart below.

DICE	QUALITY	EFFECT
2	BELOVED	All units within 12 of this Commander can <b>reroll one failed break test</b>
3	VETERAN FIGHTER	Any unit this Commander joins will gain <b>+1 stamina and +2 to its Hand to Hand combat outcome results</b>
4	HEADSTRONG	Any unit this Commander joins will gain the <b>Ferocious Charge</b> trait
5	IMPETUOUS	The Brigade led by this commander will <b>automatically advance towards the enemy and will move at least one move</b> , even if it fails a command role
6	INSPIRING	This commander can <b>automatically rally any unit he joins</b> and will <b>restore D3 stamina points</b> to it although it cannot be restored back to its starting value
7	NONE	No special traits or abilities

8	<b>OPPORTUNIST</b>	This commander can issue a <b>Follow me</b> order to his whole brigade
9	<b>RASH</b>	Any unit this Commander joins will gain the <b>Determined Charge trait and adds + 2 to its Hand to Hand combat outcome result.</b> If it is a <b>cavalry</b> unit it <b>must counter charge</b> and if successful in combat it <b>must make a sweeping advance</b>
10	<b>STRONG LEADER</b>	All units in a Brigade led by this commander <b>gain the Steady Trait.</b>
11	<b>AGGRESSIVE</b>	Any unit this Commander joins can reroll any order to advance or charge the enemy
12	<b>TOUGH AS IRON</b>	Any unit this Commander joins will gain <b>the Tough Fighter trait</b>

## Leaders/Generals

Command values can be allocated by the player or generated randomly by rolling 2D6 and checking on the table below.

Dice	TYPE OF COMMANDER	COMMAND SCORE
2 – 3	<b>INEXPERIENCED</b>	<b>7</b>
4 – 10	<b>COMPETENT</b>	<b>8</b>
11 - 12	<b>HIGHLY EXPERIENCED OR A TRUE PROFESSIONAL</b>	<b>9</b>

## Adapting the Command System in Black Powder for Small Unit Actions

As many of the actions during the war involved small forces these rules adapt the Black Powder System for small unit actions. Such actions were often fought with at most 2 brigades per side (or 1 brigade per side if there are more than 2 forces involved).

In small unit actions each force has an overall commander (the Brigadier) and **each unit** within his force has an officer/leader who can issue orders. This not only adds variety but also reflects the personalities involved in the conflict and their very individual approaches to command.

### General/Overall Leader

**Establish the general or overall leader of the force in the usual way.** Determine the Command Rating for the overall General/Leader and roll for their Qualities as set out above. This individual acts as the overall/brigade commander and may issue orders. He is the only commander who can issue a **Rally on Me** or **Follow Me** order.

### Unit Officers/leaders

For each of the units, determine a command rating for the leader/officer commanding. These leaders/officers can issue orders in the usual way for their own unit but cannot issue a Rally on Me or a Follow Me order. The command rating can be allocated or determined randomly. Roll 1D6 to establish the Command ability for each unit leader/officer. They do not have qualities as these are restricted to the force commander.

Dice	TYPE OF COMMANDER	COMMAND SCORE
1	<b>INEXPERIENCED</b>	<b>7</b>
2 to 5	<b>COMPETENT</b>	<b>8</b>
6	<b>HIGHLY EXPERIENCED OR A TRUE PROFESSIONAL</b>	<b>9</b>

Orders can either be issued by the general **OR** by the leader/officer commanding each unit.

## THE MODERN WORLD

There are number of changes you need to make to use the Black Powder rules for early 20<sup>th</sup> century games to cover the introduction of automatic weapons, more modern artillery, grenades and motor vehicles.

### Barbed Wire

Used by the Imperial Forces and, allegedly by Senussi in prepared positions, this presents an obstacle to all on foot or mounted.

- Foot and Mounted troops halt at barbed wire or similar obstacles and roll 1D6 requiring a 5+ to cross.
- Motorised vehicles must also halt at barbed wire or similar obstacles and roll 1D6 requiring a 4+ to burst through creating a gap 3 inches wide but cannot cross if trenches or ditches are behind the barrier.

### Machine Guns

- Must be deployed to fire and always classed as an unclear target.
- Have a range of 24.
- When shooting roll 3 dice.
- If a 1 is rolled it must reload losing its next turn to do so.
- If 2 x 1s are rolled, it jams and must pass a command roll to clear it.

### Light Machine Guns

- May be fired whilst moving or be deployed to fire and always classed as an unclear target.
- Have a range of 20.
- If it fires whilst moving it rolls 2Dice but if deployed roll 3 dice.
- If a 1 is rolled it must reload losing its next turn to do so.
- If 2 x 1s are rolled it jams and it must pass a command roll to clear it.

### Artillery

- Must be deployed to fire and is always classed as an unclear target.
- Have a range of 40.
- When shooting roll 2 dice at all ranges.
- Inflict hits at -2 to the target's Morale save, thus removing any bonus for cover.

### Hand Bombs or grenades

- A unit may be designated as carrying grenades or hand bombs.
- They have a range of 6.
- They can be used twice in any one battle and may be used to attack vehicles.
- They add 1D6 to the unit's shooting attack when used.
- They remove the cover save.

### Motor Vehicles

One key difference in the time frame is the wide spread use of motorised vehicles during this campaign which included Light Patrol Car, Lorries, Armoured Cars and Aircraft, all of which need some special rules to work with **Black Powder**.

## Motor Vehicles

- If a vehicle fails its command roll it suffers a temporary break down and does not move or shoot that turn
- If a land vehicle blunders roll on the vehicle chart (below) for the effect.
- Wheeled vehicles move 16 on road and 12 across country.
- Wheeled vehicles move at ½ sped over broken or rough ground - If they make a multiple move at ½ speed they test on the vehicle blunder Table.
- Wheeled vehicles cannot cross a linear obstacle.

## Land Vehicle Blunder Table

Score	Effect
1.	<b>Retreat!</b> – the crew panic and the vehicle retreats at full speed directly away from the enemy for 2 moves and then halts.
2.	<b>Back!</b> The vehicle reverses and makes 1 move to the rear.
3.	<b>Mechanical failure or bogged down</b> – the vehicle needs to pass a command roll and then roll 4+ to free itself or restart.
4.	<b>Drift left.</b> The vehicle makes 1 move to its left.
5.	<b>Drift right.</b> The vehicle makes 1 move to its right.
6.	<b>Forward!</b> The vehicle makes 1 move to its front and its crew will engage the enemy if possible and suitable.

## Aircraft

- If an aircraft fails its command roll the pilot is assumed to be circling over his present location seeking a target.
- Aircraft fly up to 16 per move, so if they get a multiple move they can move up to 48!
- If an aircraft blunders roll on the blunder chart for effect.

## Aircraft Blunder Table

Score	Effect
1	<b>Return to Base!</b> - The Pilot leaves the action but a successful command roll may bring them back.
2	<b>What's Behind Me!</b> – the Pilot turns the aircraft around and flies 1 full move directly back the way he came
3	<b>Drift left</b> - The Pilot flies his plane 1 move to its left.
4	<b>Drift right.</b> - The Pilot flies his plane 1 move to its right.
5	<b>There they are!</b> - The pilot mistakes the nearest friendly force for the enemy and attacks it.
6	<b>Attack!</b> - The Pilot flies up to 3 moves ahead and attacks the enemy if possible 1-2 = 1 move: 3-4 = 2 moves: 5-6 = 3 moves.

## Shooting at and from Vehicles or aircraft

- All shots from a moving vehicle are at -1 to hit.
- All shots from and at an aircraft are made at -1 to hit.
- Aircraft must be within 6" of the target to drop bombs and can fire at enemy troops in woods, buildings and up to 4" behind the crest of a hill.
- Aircraft dropping bombs treat troops in columns as an enfiladed target.
- Aircraft have a -1 shooting modifier for 'not clear' target which applies to the first 'to hit' dice but not the second dice and the -1 if firing overhead modifier does not apply.
- Troops hit by dropped bombs from aircraft receive a -1 morale-save modifier regardless of range and do not benefit from the soft cover morale save.

- The Hard cover morale-save is reduced to -1 for troops hit by bombs dropped from an aircraft unless overhead protection is evident

**Optional Rule: Terror from Above** - Given the reported terror many Bedouins had for aircraft, players may want to adopt the following rule in games where Imperial forces use one.

- Any Tribal Infantry or Cavalry unit or any artillery piece or machine gun with a tribal crew which is attacked by an attack plane must take a Break test even if the attack resulted in no hits being scored on the target unit.

#### Damage to Vehicles or aircraft

- Armoured Cars hit by small arms (rifles, light machine guns, mixed firearms, etc.) +1 to their morale roll.
- All vehicles or aircraft hit by explosives, hand bombs, dynamite or bombs are -1 to their morale roll.
- All vehicles or aircraft hit by artillery are -2 to their morale roll.

#### Break Test for Vehicle Crews and Pilots

- Once a vehicle or aircraft has lost all of its stamina its crew or pilot must take a break test.
- Each time a vehicle or aircraft takes additional damage beyond its stamina it must take a break test.
- Once a vehicle or aircraft reaches zero stamina, -1 for each additional point lost from the break test dice score.

#### Break Test Results

Dice Score	Result
4 or under	<b>Ka Boom!</b> - Vehicle is destroyed, boat sinks, train is derailed and aircraft is shot down: crews/pilot bail out of their vehicle/ craft, or are destroyed.
5	<b>Let's get out of here!</b> – The vehicle, boat train or aircraft retreats directly away from the enemy for 2 moves: If this means they leave the table they cannot return. If they cannot retreat they are destroyed. They must also roll on the reliability chart.
6	<b>Fall Back!</b> - The vehicle, boat, train or aircraft falls back from the enemy for 1 move: If this means they leave the table they can return if they pass a command roll. If they cannot retreat they must throw on the Reliability Chart.
7 +	<b>Carry On Chaps!</b> – the crew/pilot passes their morale check and can carry on as normal

When a vehicle or it's /crew become disordered or as a result of a break test roll 1D6 on the vehicle reliability chart:

#### Reliability Chart

Score	Effect
1	<b>Catastrophic mechanical failure!</b> - if a vehicle, train or boat, it is unable to move for the remainder of the action – if an aircraft it crashes
2	<b>Engine Problems!</b> – a vehicle, train or boat will not move: if an aircraft the Pilot must circle over the same spot: the problem is fixed on a 4+
3	<b>Reduced Speed!</b> – due to an engine malfunction the vehicle, train, boat or aircraft's maximum speed is reduced by ½ for the rest of the action
4	<b>Control Problems</b> – if a vehicle, boat or aircraft it moves in a random direction: If a train roll 1D6 – on a 1 or 2 it moves backwards at ½ speed,; on a 3 or 4 it stops and on a 5 or 6 it moves forward ½ speed. This continues until the crews and Pilots roll a 4+ to regain control.
5	<b>Low Ammo!</b> – one of the weapons carried by the vehicle, train, boat or aircraft is low on ammo and cannot fire until a 4+ is rolled to reload it.

<b>6</b>	<b>It's Broken/Out of Ammo!</b> - one of the weapons carried by the vehicle, train, boat or aircraft cannot fire for the remainder of the action.
----------	---

### Vehicle Types

Unit	Move	Armed with	H T H	Shoot	Morale	Stamina	TRAITS
Lorry	12	None	1*	3	5+	2	<b>Wheeled</b> *Represents Close range fire/crews ability to defend
Light Patrol Car	12	Machine Gun	1*	3	5+	2	<b>Wheeled</b> *Represents Close range fire/crews ability to defend
Armoured Car	10	Machine Gun	2*	3	4+	3	<b>Wheeled</b> *Represents Close range fire/crews ability to defend
Aircraft	16	Machine Guns and Bombs	0	3 and *Bombs	4+	3	<b>All shots /bombs from or at an aircraft hit on a 5+</b> *the number of bombs is usually 2 but might be more

### Off Shore Fire support from a Ship's Guns

- 3 times during a battle the Imperial player may call in supporting fire from a ship anchored off shore. However, this is not to be depended on nor is it without risk!
- During the conflict radios were used to call in off shore fire support but, if this failed to work the Imperial forces used traditional signal flags. The player may nominate any location as a target but must have a unit which has a clear view of the target and a clear view back to a table edge nominated by the player at the start of the game The ship is assumed to be anchored off that table edge and needs to receive or see the signal to fire.
- The player then rolls 1D6: on a 3+ the ship responds to the request for support and may fire: otherwise it did not receive or see the signal and does not fire.
- If it fires, roll 1D6 and check below for the outcome:

Score	Outcome
<b>1</b>	<b>What the Hell!</b> – The ship misinterprets the signal and its shells fall on an Imperial unit nearest to the target causing 2 hits – roll for the effect of these as normal for a unit being hit by artillery. It must also take a Courage/Morale test.
<b>2 or 3</b>	<b>Where did that Go?</b> – The ship's guns completely miss the target and the shells land somewhere in the desert
<b>4 or 5</b>	<b>A Hit!</b> - The ship's guns hit the target causing 2 hits on the unit or vehicle. Roll for the effect of these as normal for a unit being hit by artillery. They must also take a Courage/Morale test.
<b>6</b>	<b>A direct Hit!</b> - The ship's guns hit the target causing 3 hits on the unit or vehicle. Roll for the effect of these as normal for a unit being hit by artillery.

## BLACK POWDER FORCES FOR THE SENUSSI INVASION

The following Profiles are my interpretation of the forces which fought in this conflict matched to **Black Powder's** style of troop types. Please note that I have reduced all movement and ranges to 2/3rds to give more room to manoeuvre and make all combats up close and personal which seems to fit the period.

## BLACK POWDER FORCES FOR THE SENUSSI INVASION

Unit	Move	Armed with	H T H	Shoot	Morale	Stamina	TRAITS
Imperial or Turkish Infantry	8	Rifles 24	5	3	4+	3	Resolute Steady
Mounted Imperial Infantry – includes Camel Corps NB: Count as Imperial Infantry when not mounted	12	Rifles 24	2	1	4+	3	Resolute Steady
Imperial or Turkish Cavalry	12	Carbines 20	5	1	4+	3	Resolute Steady
Dismounted Imperial or Turkish Cavalry	8	Carbines 20	4	2	4+	3	Open Order Resolute Steady
Australian Light Horse	12	Rifles 24	4	1	4+	3	Resolute Steady
Dismounted Australian Light Horse	8	Rifles 24	4	3	4+	3	Open Order Resolute Steady
Trained Senussi Infantry	8	Rifles 24	5	3	4+	3	Steady
Senussi Tribal Cavalry	12	Mixed Firearms	5	2 at 16 3 at 12	4+	Variable	Born Horsemen Untested
Dismounted Senussi Tribal Cavalry or Senussi Tribal Infantry	8	Mixed Firearms	4	1 at 20 2 at 16 3 at 12	4+	Variable	Open Order Untested
Artillery	Towed 12 By Hand 4	Artillery 40	1	2	4+	2	Must be deployed to fire: Unclear target No indirect Fire
Machine Gun Team	6	Machine Guns 24	1	3	4+	2	Must be deployed to fire: Unclear target If roll 1 must reload: 2 x 1's it jams – command roll to clear
Light Machine Gun Team	8	Machine Guns 20	1	2	4+	1	If it moves and fires -1 to its To Hit dice If deployed to fire if suffers no penalty Unclear target If roll 1 must reload: 2 x 1's it jams – command roll to clear

## TRAITS AND SKILLS

<b>Born Horsemen</b>	The Unit can move through Bad going at no penalty but throw 1D6 when wanting to cross linear obstacles such as walls or trenches
<b>Mixed Firearms</b>	To reflect the mixed weaponry carried by some Senussi each unit rolls 1 dice at range 20, 2 at 16 and 3 at range 12: Small units are 1 dice at range 18, 2 at range 8
<b>Open Order</b>	The Unit can move through Bad going at no penalty. They are -1 when shot at to reflect their use of cover and although they can charge enemy units they are -1 in Hand to Hand combat due to their reliance on hand weapons such as swords and daggers which have a shorter reach in combat.
<b>Poor Shots</b>	Due to poor shooting ability or poor training or poor quality weapons the unit either is -1 when it fires OR must reroll 1 Dice which hit and keep the second roll
<b>Resolute</b>	The unit may re-roll one failed morale save each time shot at
<b>Steady</b>	The unit automatically passes its first break test of the game
<b>Unclear Target</b>	Machine gun, LMG or Artillery crews are dispersed and so are -1 when shot at
<b>Untested</b>	Due to the unit's brittle nature its stamina is randomized. The first time they have to throw to save casualties inflicted on them roll 1D6 – score 1 = 1, score 2 or 3 = 2, score 4 or 5 = 3 and score 6 = 4: