

BATTLE, WHEN CLOSELY SCRUTINIZED AT its most molecular level, is found to be principally composed of men in a state of conflict. During this state of conflict, the various psychological stresses and euphorias dictated by the battlefield environment, pre-battle rigors of the campaign, societal conditioning and the possibility of being wounded or facing death all are combined under the catch phrase "battlefield morale."

This article will examine and postulate a generic system which will cover the problem of morale during the various campaigns of Colonial warfare in the Industrial Age. To help alleviate the problem of play balance for tabletop scenarios, a series of point values has been built into our system.

For every Ulundi, Spion Kop or Omdurman there were hundreds of small conflicts fought on a myriad number of third-world battlefields by every major European power as well as the United States and Japan. It was in these skirmishes on far-flung frontiers that the true "small wars" were fought.

Though the technological advantage held by the Imperialist powers was superior for the most part to their native foes, in these small actions it was only decisive in reducing an enemy's superiority in numbers. The true advantage in these local situations was the intangible factor called morale.

For most historical gamers, the problem of morale has been nebulous. We are, if our miniature armies are to react in some semblance to their historical predecessors, required to quantify psychological reaction not technical statistics. We may group out troops into categories of combat experience, i.e., conscript, line, and veteran, and further delineate them into categories of "regular," professional troops, or feudal and part-time "irregulars." But for the Colonial miniature game where we are dealing in patrols, not armies, a more detailed factoring is needed.

It is not only the variety of cultural groups that the Imperialist powers came into conflict with, but also the fact that the individual became more important and the possibility of actual melee might occur that morale is broken down into four major categories, plus optional factors occurring in the battlefield environment. These four major factors are **LEADERSHIP**, **CHARISMA**, **COHESION**, and **AGGRESSION**.

LEADERSHIP

ADDED TO THE STIMULUS OF MEN GOING INTO battle, the knowledge and faith one has in those commanding is surely a paramount factor in the ability of human beings to sustain extended combat and the dangers entailed therein. For the purpose of this article, the term "leadership" covers the actions, expertise, and knowledge of con-

ditions of the officer commanding in the hostile area being entered, as well as such mundane attributes as schools of drill and repertoire of orders and signals. Basically, then, leadership, as defined for our miniature gamer, comprises those textbook qualifications of what their men can by virtue of their training. It is the ability of leadership capable of getting the maximum out of the soldiers or warriors accustomed to their particular level of sophistication in maneuver and fire control.

The more experienced the officer and the more sophisticated he is in his knowledge of his units' mode of training, the higher and more flexible can be the tactics, orders,

control of troops, and the knowledge that his soldiers will trust that he is making the right decisions. (All this is applicable to the commanding sergeants, as well as officers.)

In our rules, leadership is quantified in five levels. Each succeeding level represents an increase in the knowledge of the commanders as outlined above. These levels, numerically ordered, run the gamut of leadership qualities from Level 1, a local village headman or frontier shopkeeper with little or no military skill, all the way to Level 5, representing long-term officers or N.C.O.s with combat experience well-versed in European-style drill.

The circumstances of leadership para-

**'For All
the Odds Against You,
Fuzzy Wuzz...'**

ASPECTS OF MORALE IN COLONIAL MINIATURE GAMING

by Robert Charles Mosca

mount to the question of morale are particular to the issuance of orders and the re-affirmation of those orders necessary for victory when the men under the officer's command come under fire, sustain casualties and, if necessary, must be rallied to resume the orders given, particularly if the level of casualties has reached a point where the cohesion of the unit has broken down.

CHARISMA

"CHARISMA," IN OUR MINIATURE RULES, represents those qualities of leadership that cannot be codified by a field manual. Cha-

risma simulates those special attributes of personality that inspire confidence, loyalty, and obedience from the rank and file in battle. Charisma, then, entails those abilities that make an officer "lead from the front."

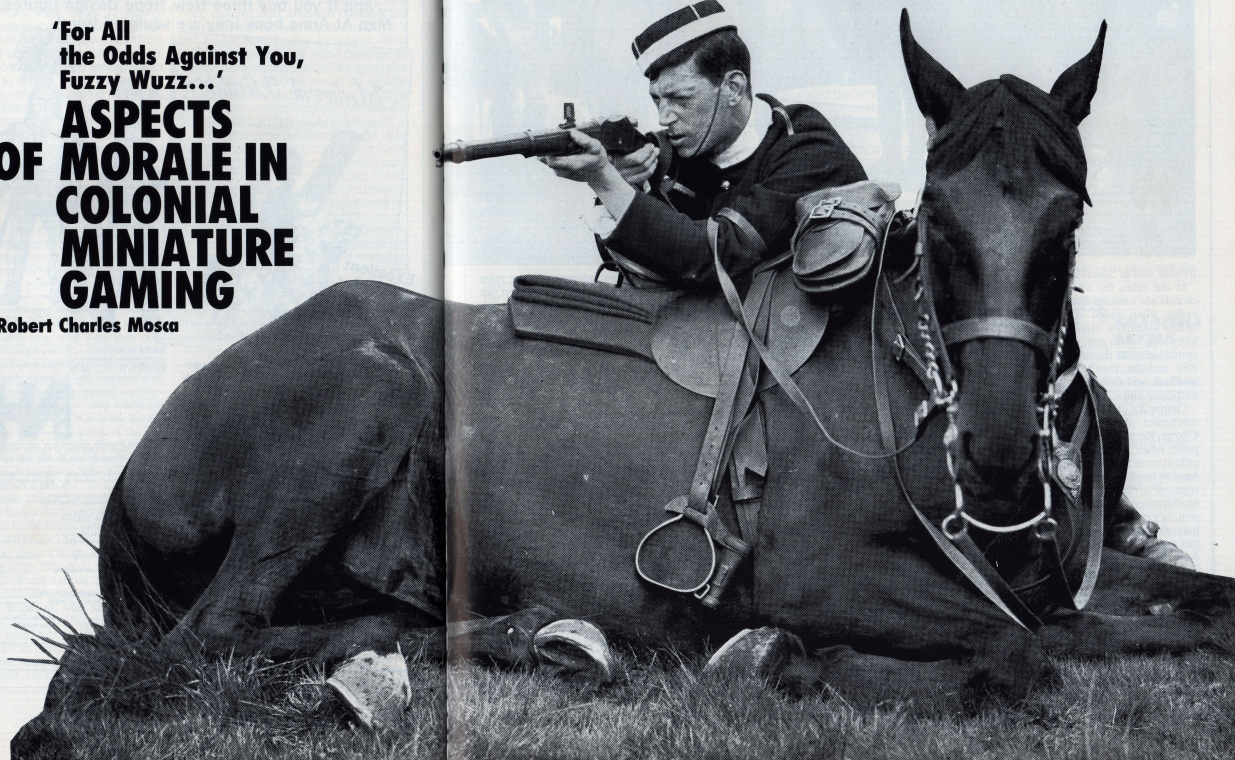
Here we find those intangible factors such as personal bravery, popularity, inspiration, and the converse qualities of caution, cowardice, and the unpopularity of the drill field martinet.

Charisma does not necessarily lend itself exclusively to the leadership by military leaders. Local or national religious leaders and their influence upon troops played a large part in many a local Colonial conflict. Disaffected Mahdis, Mullahs, and Fakirs

were able to lead tribesmen with quite a few successes. However, popular dissatisfaction with corrupt governments, fear of annexation, or interference with worship contributed to fan the flames of religious fervor.

Strong political beliefs, such as exhibited by various Boer leaders and the more astute native chieftains, could be transmitted by the courage and conviction of the leader to the men fighting under him.

Characters with high Charisma ratings are best exemplified by "Chinese" Gordon, Boer leaders, such as Christian DeWitt and, of course, the Sudan's Mahdi, as well as various religious leaders on the Northwest





frontier and in Somaliland.

In our rules, the effects of Charisma on morale are combined with the level of leadership when troops are required to obey orders under fire. Here, again, the officer's knowledge of his men and their capabilities, combined with the officer's personal qualities, will determine the reaction of a particular unit.

Charisma's second application to the mechanics of morale occurs during the Charge/Receive Charge phase. This is the point when the unit actually enters that critical zone where the possibility of actual hand-to-hand fighting occurs. During this segment of battle, the quirks of personal qualifications interact with those of Aggression to carry the men forward and, hopefully, make the enemy turn and flee. It is this aspect of the advance into the Critical Zone where the officer's personal bravery counts as he extols his troops by example.

COHESION

IN A SENSE, THE CONCEPT OF COHESION represents the reverse side of the coin of Leadership. Cohesion covers all those aspects of drill and regimentation necessary

in battle, but in the line soldier, it represents the ability to perform commands and evolutions issued by the leaders.

The ability of Imperialist troops to maintain their cohesion during battle was one of the main ingredients of victory over the native patriot armies. The Imperialist units, despite casualties or interpenetration of their ranks, were able to stay formed as a body, thereby maintaining their fire discipline and their ability to launch controlled bayonet charges to clear the enemy from a position. A good example of this was the 1884 Sudan Campaign. The British square was penetrated at Abu Klea, but this penetration was repulsed by the steadiness of the Guards. Another example, where much the same happened to a square of the Royal Marines, was Tofruk.

Naturally, we must consider other factors on the cohesiveness of the troops besides the level and length of training. One of these would be formation. The closer knit a body of troops, the easier the control of the officers when issuing commands. Once troops had been dispersed into skirmish line, it would be with the greatest difficulty that the advance would continue as the dispersed troops would prefer the firefight from cover.

As with the other categories in our rules affecting morale, the levels of Cohesion run the gamut from long-term professional soldiers skilled in European drill, to the uncontrolled mob operating as a series of individuals with little or no authority imposed on their actions.

Native armies, such as the Zulu, had their own local long-term soldiers, drilled in their own local fashion, as did many other "Spear Kingdom" armies. This was also true of various local armies in the Indian subcontinent and Asia.

Most native armies operated on the system of clan bond, obeying the orders of the war chiefs and complying with the actions of veteran warriors around them. Other troops were drilled in European style, but less completely.

On the miniature tabletop, during our Colonial games, the level of Cohesion is called into play to adjudicate two forms of morale problems. The first is rallying. Here Cohesion is used in conjunction with the unit's Leadership rating. Basically, rallying is the process whereby the officers and NCOs attempt to assert their authority over their own troops who, due to various stresses of battle, no longer are able to function as a unified body. The innate Cohesion level of a

body of soldiers will be used to determine the level of orderliness remaining. The second situation involving morale in which cohesion plays a role is that of holding a position under fire or threat of melee. In this situation, the Cohesion level of the troops in question is calculated along with aggressiveness to determine the outcome of the situation.

AGGRESSION

PERHAPS THE MOST ELUSIVE INGREDIENT in the determination of morale is the aspect of aggression. At its simplest definition, aggression is the desire of one individual to dominate another. Human aggressive responses, outside of professional soldiers and thus paramount to the fighting style of non-European armies, consists in the main of the intimidation threat rather than a direct assault. It was for this reason that the advent of the Shaka system of Zulu warfare and the introduction of native askaris trained and conditioned to follow through on the intimidation threat with actual melee was so devastating on the African continent.

For our Colonial rules, then, the nature of Aggression will determine the troops' ability to close into the critical zone of an enemy

force and present them with the possibility of actual hand-to-hand fighting.

Besides the degree of training that allows a large body of men to advance with "bayonets levelled," other factors must be considered.

One of the paramount causes of aggression and, therefore, actual melee which was so outstanding during the period of "small wars" was the overwhelming religious conviction of the native forces.

The 19th century resurgence of Islam provided a motivation for assault that more than made up for their rudimentary training. The Mahdists in the Sudan, the Moros in the Philippines and the Ghazis of the Northwest Frontier all shared this trait. Only the overwhelming firepower of the Imperialist forces and the poor timing of most of the native charges prevented a greater ratio of actual hand-to-hand combat.

The Europeans were hard-pressed to match their opponents' religious ferocity and only paralleled the level of aggression when fighting native mutineers or after having witnessed the aftermath of an atrocity. Indeed, if the Aggression level is higher than the Cohesion and Leadership factors combined, the chance of an atrocity occurring is magnified. While necessarily tarnishing the glamour of miniature wargaming, the likelihood of such an event occurring was one aspect of Colonial warfare.

Optional factors affecting Aggression levels are the wearing of protective talismans, confrontation with a feared heredi-

tary enemy, and being intoxicated with either liquor or drugs.

As in previous categories, the component of Aggression is adjudicated on several levels. Those troops with the lowest Aggression level are inhabitants of insular, agrarian societies, where the threat of physical animosity nearly always overrides direct individual melees. Also falling into this category are those troops who have been impressed and serve not only against their will, but with the disdain of their leaders. Those troops with the highest levels of Aggression are those imbued with overwhelming religious fervor or those with racial animosity against their foe stemming from political (fighting rebellious Sepoys) or social ideology (Boers fighting armed Blacks).

Aggression in our system is used in conjunction with the Charisma to determine the success of a charge or countercharge. In conjunction with Cohesion, it is used to determine if a unit which has had their critical zone penetrated will stand and melee or break formation and flee.

TABLE-TOP APPLICATION

HAVING IDENTIFIED AND GIVEN A CURSORY definition of the components of morale, let us now examine the mechanics of the system herein described.

The categories are divided numerically from 1 to 5. These divisions represent the

CHART I: MORALE LEVELS

LEADERSHIP LEVELS	COHESION LEVELS	AGGRESSION LEVELS	CHARISMA LEVELS
5 Veteran Officers European Drill Combat Experience	Long-term Pro Soldiers European Drill	Strong Religious Fervor Racial Hatred; Eur. vs. Mutinous Sepoys	Religious Leader; Personally Brave
4 Veteran Officers Native Drill Combat Experience	Long-term Soldiers Native Drill	Strong Martial Ego Native Vet Trained to Melee, Thrust Combat M.	Experienced Under Fire
3 Local Chiefs or Militia Officers with Combat Experience	Recruits, Militia Rudimentary Eur. Training	Pro Soldiers Trained to Advance to Melee Thrust Combat Mode	Untried Under Fire
2 Peace-time Militia Officers, Unenthusiastic Tribal Officers	Clan Bond	Hunting Society Intimidation Threat Overhand Blow C.M.	Cautious
1 Local Authority with little or no military skill	Mob, no military training	Pastoral/Agrarian Overhand Blow Combat Mode	Bully or Coward

OPTIONAL FACTORS FOR CHART I

Aggression Levels: + 3 Enemy has back to unit Testing; + 2 Imperialist Unit Defending Building; + 2 Native Charging in Open Terrain; + 1 Intoxicated by Liquor or Drug; + 1 Wearing Talisman 1st time testing; - 2 Wearing Talisman after Incursing Casualties; - 1 Fighting Feared Heredi-

tary Enemy; - 1 Native Defending Building
Charisma Levels: + 1 Imperialist Officer Leading Charge; **Cohesion Levels:** + 2 Imperialist Troops in Square; - 1 Unacclimatized; - 1 Unit in Dispersed Skirmish Line; - 2 Unit Failed to Rally (accumulative per turn).

CHART II: MORALE SITUATIONS

SITUATION	CATEGORIES
Obeys orders	LEADERSHIP
under fire	PLUS CHARISMA
Charging/	CHARISMA
counter charging	PLUS AGGRESSION
Holding if Critical	COHESION
Zone is penetrated	PLUS AGGRESSION
Rallying	LEADERSHIP
Broken Troops	PLUS AGGRESSION

Minus one point for every 10% figures removed

CHART III: MELEE

Formula: COMBAT METHOD
plus WEAPON plus
AGGRESSION LEVEL
plus LUCK
Highest factor wins melee

Combat Method

- +1 Overhand Blow
- +2 Direct Thrust

Weapon Factors:

- +4 Pistol or Cavalry Lance
- +3 Stabbing Spear and Shield
- +1 Bayonet
- +2 Trained as a Cavalryman
- +1 Wearing armor or carrying shield

numeric value of that particular level. These levels serve two functions: First, they serve as a point cost-value when players are establishing balanced forces for a particular scenario. Second, the numeric values are used as Morale Points to determine the soldiers' reactions to various events in the course of the miniatures game. These events are generalized into four basic situations. Each of the situations utilizes Morale Points from two of the categories into which Morale is divided. The sum of these points, plus optional considerations, is the total Morale Point Number for that particular unit or individual. (See Table II.) This total is then compared to a randomly rolled ten-sided die figure. If the Morale Point Number is equal to or greater than the die roll result, the morale check is successful and the unit continues its designated action. If the die roll result is higher than the Morale Point Number, the unit retreats until it is rallied.

An example follows: A player commanding the British side in a Zulu War scenario wishes to have two of his units charge and disperse a small force of Zulus. One of the units is a British Imperial company, the other unit a force of the Natal Native Contingent. The situation table chart is consulted and it is seen that the Morale Point Number needed for the units to attempt to charge is drawn from a combination of Charisma and Aggression. The British Player consults the Category level table and sees that the Charisma of the officer is level 4; a professional soldier with combat experience, plus 1 additional Morale Point for a European officer leading charge. This is added to the Aggression level 3, professional soldiers trained to advance to the melee. Thus, the total is 4 plus 1 plus 3, or 8. The British Player then rolls the ten-sided

die. If the resulting number is 8 or less (assuming the British unit has suffered no casualties in figures lost), the unit may advance into the melee.

The Natal Native Contingent unit now undergoes its test, using the same category levels. The Charisma level of this particular unit is 1, indicating the unit's officers are bullying or cowardly, hence, no respect is felt for their troops and no confidence is returned. The Aggression level is also 1, indicating the unit is composed of either impressed troops or composed of troops from pastoral-agrarian societies, where the intimidation threat is used exclusively in disputes. A minus one point is deducted for troops fighting their feared hereditary enemy. Thus, 1 plus 1 minus 1 equals 1. This means that the British Player would need a very lucky die roll of 1 to have this particular unit charge the Zulus.

MELEE AS A FUNCTION OF MORALE

ACTUAL OCCURRENCES OF COMBATANTS crossing swords or bayonets is well-known by most miniature gamers to be quite an exaggeration of the reality of combat in the modern age. Usually in a charge, one side or the other would falter and run well before any felt cold steel. However, in the Colonial period, we find many examples of hand-to-hand fighting. In fact, that most famous of Colonial battles, Isihlalandwana, saw the entire British force wiped out solely by melee combat.

In a melee situation, the intimidation threat is usually enough to ensure that one's opponent will break and run. It is, in fact, a

contest of wills, a chilling game of "chicken." However, as we have seen, hand-to-hand combat did occur inside the Critical Zone, in which case one of three things happened. One, the opponent would run, turning his back on the enemy almost at the point of contact. Two, the opponent would not run, but assume a fetal position, protecting his body. Three, the opponent, in desperation, would lash out, stabbing or grappling with his opponent in a savage, but exceeding timespan, until the opponent is rendered incapacitated or until the cycle of fleeing or self-protection is repeated.

Given a sequence of events in which two combatants actually do fight, what mechanics govern the event? Naturally, there is the weapon to be considered and the Aggression level of the combatants. There is also the method of combat to "factor in." This method can be simplified into two categories: the "overhand blow" and the "direct thrust." The overhand blow is the basic attack mode of human beings and can be seen in the mock fights of children and in the majority of situations of physical violence, such as street riots. The overhand blow can be considered as a threatening gesture, as it is well telegraphed to the intended victim and is delivered to a relatively well-armored part of one's body (the skull). The direct thrust, on the other hand, is usually found in the repertoire of trained, drilled troops and is a direct stabbing blow meant to kill. (This was one of the secrets of Shaka's success in training his Zulu Impis and also the edge steady European-trained infantry in the Sudan had over the Mahdists.)

Melee, then, should it occur, would consist of Method, plus Weapon, plus Aggression factor, plus any luck or strength factor the reader may wish to add.

CONCLUSION

ASPECTS OF MORALE IN THE FOLLOW-UP ARTICLE to Frontiers Aflame along with the original form, the skeleton for a rules system for the conducting of miniature battles in the Industrial Age Colonial Wars. In miniature gaming circles, there is a growing interest in this period due not only to the variety of troop types and exotic locales, but to the abundance of information and, for the first time, photographs of the men and locales to aid research. (Another reason is the close analogy many of those long-ago "little wars" have to our current conflicts, albeit the political situation is infinitely more complex.) Like anything else, this system was not produced out of thin air, but owes much to the writings of Doug Johnson and Lynn Bodin in "Savage and Soldier Magazine" and Paddy Griffith, Richard Rieth and George Jeffrey in the "Courier" and Andy Callan in "Miniature Wargames."

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