

The NZ in the ANZAC

Kiwi troops in WW1

The Australian & New Zealand Army Corps (A.N.Z.A.C) was as a part of the British Mediterranean Expeditionary Force during the Great War. It was first assembled in Egypt and then sent to Gallipoli. After the evacuation the forces were reassembled in Egypt together with reinforcements sent from Australia and New Zealand. The Infantry was reorganized as I ANZAC and II ANZAC and sent to France. The mounted troops were reorganized as the ANZAC Mounted Division and Australian Mounted Division and became part of the Desert Mounted Corps that fought in the Middle Eastern theatre.

At the beginning of the Great War New Zealand was divided into four military districts: Auckland and Wellington on the Northern Island, Canterbury and Otago on the Southern Island. Each of the districts had four infantry regiments (Wellington raised a fifth in 1914).

Auckland

3rd Auckland (Countess of Ranfurly's Own)
6th Hauraki
15th North Auckland
16th Waikato

Wellington

5th Wellington Rifles
7th Wellington West Coast
9th Wellington East Coast Rifles
11th Taranaki Rifles
17th Ruahine

Canterbury

1st Canterbury
2nd South Canterbury
12th Nelson
13th North Canterbury

Otago

4th Otago Rifles
8th Southland Rifles
10th North Otago Rifles
14th South Otago Rifles

The first two infantry brigades (1st and 2nd New Zealand Brigade) that were sent to Egypt each consisted of four battalions, one from each district. Each regiment provided one service company for every battalion of the district. The companies kept the badges and names of their respective Regiments. For the battalion of the Wellington Regiment the freshly raised 17th Ruahine took the place of the 5th Wellington Rifles which was already part of the Samoan Advance Force which captured Western Samoa from the Germans. The 5th Wellington Rifles joined the ANZAC forces in Europe as part of the 3rd New Zealand Rifle Brigade. The battalions of this third infantry brigade were composed in a different way and were (at least nominally) not associated with the districts.

The four districts also provided one mounted rifle regiment each. These were mustered from three Regiments of the district.

Auckland

3rd Auckland Mounted Rifles
4th Waikato Mounted Rifles
11th North Auckland Mounted Rifles

Wellington

Queen Alexandra's 2nd Wellington West Coast Mounted Rifles
6th Manawatu Mounted Rifles
9th Wellington East Coast Mounted Rifles

Canterbury

1st Canterbury Yeomanry Cavalry Mounted Rifles
2nd South Canterbury Mounted Rifles
10th Nelson Mounted Rifles

Otago

5th Otago Hussars Mounted Rifles
7th Southland Mounted Rifles
12th Otago Mounted Rifles

Despite names like “Otago Hussars” or “Canterbury Yeomanry Cavalry” these were not cavalry units but mounted infantry. They were not intended to fight from horseback. They used their horses to get into position, dismounted and fought as infantry. Mounted rifles were the “predecessors” of motorized infantry with the option of performing a cavalry charge (an option that became increasingly suicidal since the advent of repeating rifles and even more advanced weapon technologies in the 19th century). At Gallipoli the fought NZ Mounted Rifle Regiments fought entirely dismounted as part of the third infantry brigade of the NZ & Australia Division. After Gallipoli the Auckland, Wellington, and Canterbury Mounted Rifles joined the Desert Mounted Corps while the Otago Mounted Rifles went to France.

Unit names of other, more specialized units, like artillery, medical corps, signal service and the like bore no hint of their geographical origin although sub units were surely provided from regional units.

Miniatures

Brigade Games and *Gripping Beast* offer ranges for ANZAC troops of the Middle East theatre.

<http://www.brigadegames.com> (World War I Gallipoli/Palestine range)

<http://www.grippingbeast.com> (Woodbine Design WW1 in the East range)

You will not find any miniature specially labeled as New Zealand troops but you can use any miniatures that are labeled as ANZAC or Australian. The Kiwis wore all kinds of hats even within the same unit: pith helmets, slouch hats, Aussie-style slouch hats (left side of the brim turned up), peak caps, lemon squeezer hats.

For the Western Front theatre you can use miniatures suitable for the British army of the period.

The two already mentioned companies offer ranges for these as well as

<http://greatwarminiatures.tripod.com>

<http://www.renegademiatures.com>

Sample Force

The force presented here is a fictive one and most likely never assembled in this form. Some of the units have new abilities that you will not find in the original T&T rules. These abilities are marked with an asterisk ‘*’ and explained in the next section.

The sample force assumes a figure-to-men ration of one-to-one. This means that the units represent sections (in armies other than British and Commonwealth the term ‘squad’ is used) and patrols (mounted sections).

Unit #1: Queen Alexandra’s 2nd Wellington West Coast Mounted Rifles Patrol

Mounted Veteran Unit (190 Pts.)

Second Lieutenant 7 (Veteran) + 5 (Horse) + 5 (Pistol) + 1 (Saber) + 20 (Leader) = 38 Pts.

8 Troopers 8 x (7 (Veteran) + 5 (Horse) + 6 (Rifle) + 1 (Saber)) = 8 x 19 = 152 Pts.

Special abilities: *Mounted Infantry** (+ 0 Pts.)

Dismounted Veteran Unit (117 Pts.)

Second Lieutenant 7 (Veteran) + 5 (Pistol) + 1 (Hand Weapon) + 20 (Leader) = 33 Pts.

6 Troopers 6 x (7 (Veteran) + 6 (Rifle) + 1 (Bayonet)) = 6 x 14 = 84 Pts.

Special abilities: *Mounted Infantry**

This is the dismounted version of the previous mounted one. Note that the troopers changed the saber for a bayonet. Two troopers function as horse holder and are missing in the dismounted unit.

Design note: The veteran training level is an arbitrary choice. I think that mounted units are simply too expensive to use them with a lower training level.

Painting Tip: New Zealand troops wore a coloured 'puggaree' cloth band on their hats. The colours identified the branch of service. For the Mounted Rifles it was khaki with a green horizontal stripe in the middle (khaki-red-khaki for infantry).

Australians originally wore puggarees in regimental colors. In 1914 they were ordered to uniformly adopt a khaki puggaree. Several units deliberately ignored the orders and the Light Horse regiments were later granted the right to wear their regimental colors again.

Unit #2: 15th North Auckland Rifles Section with HMG support

Trained Unit (193 Pts.)

Lieutenant 6 (Trained) + 5 (Pistol) + 1 (Trench Stick) + 20 (Leader) = 32 Pts.

6 Privates w/Rifles 6 x (6 (Trained) + 6 (Rifle) + 1 (Bayonet)) = 6 x 13 = 78 Pts.

3 Crew 3 x (6 (Trained) + 5 (Pistol)) + 50 (HMG) = 83 Pts.

Design notes: This unit's and the next one's training level are arbitrary choices and not based on any historical information.

Unit #3: 16th Waikato Rifles Section with Grenadier Attachment

Veteran Unit (210 Pts. or 180 without hand grenades)

Staff Sergeant 7 (Veteran) + 6 (Rifle) + 1 (Bayonet) + 40 (Hero) = 54 Pts.

6 Privates w/Rifles 6 x (7 (Veteran) + 6 (Rifle) + 1 (Bayonet)) = 6 x 14 = 84 Pts.

3 Privates w/Grenades 3 x (7 (Veteran) + 6 (Rifle) + 1 (Bayonet) + 10 (Hand Gr.)) = 3 x 24 = 72 Pts.

Design notes: Normally sections would have been selected from the same platoon or company. I've chosen the two rifle sections from different companies of the same battalion (Auckland Bn.) to add a bit of flavor.

Unit #4: Maori Infantry Battalion Pioneer Section

Veteran Unit (185 Pts.)

Sergeant 7 (Veteran) + 6 (Rifle) + 1 (Bayonet) + 20 (Leader) = 34 Pts.

9 Pioneers 9 x (7 (Veteran) + 6 (Rifle) + 1 (Bayonet)) = 9 x 14 = 126 Pts.

Special abilities: *Pioneers(Veteran)** (+ 15 Pts.), *Bayonet Fighters** (+ 10x 1 Pt.)

The Maoris (natives of New Zealand) formed a unit of their own in the First World War along with volunteers from the Polynesia. The first draft that went to Gallipoli did not have full battalion strength and was thus ordered to build entrenchments. Coming from a race with a long tradition of fort-building the Maoris surpassed all other British and Imperial troops in speed and quality of their fortifications. Later in the campaign they distinguished themselves as fighters and were praised by British and ANZAC officers alike for their stubbornness, energy and fighting skill with bayonet. After the Gallipoli campaign the unit was reinforced and reassembled as a regular pioneer unit.

Unit #5: Field Medics

Elite Unit (29 Pts.)

1 Field Medic Team 9 (Elite) + 20 (*Field Medic**) = 29 Pts.

Extra Rules

Mounted Infantry

- Mounted infantry units do not receive a +1 modifier in close combat when fighting mounted.
- Mounted infantry can dismount as a free action at the end of a move or fast move action. Remounting requires a cavalry action though.
- When mounted infantry dismount their horses are not removed from the game. The horses and their horse holders are now a unit of their own until the riders mount again. The horse unit can only perform move actions and always acts in the same turn as the riders but with an initiative of 1.

Bayonet Fighters

The unit gets a +1 modifier in close combat when using rifles or muskets with bayonets.

Field Medic

With a field medic you can treat your wounded soldiers on the battlefield. If they were only slightly injured and received treatment they can rejoin their unit on the battlefield and continue fighting.

If you have a field medic in your force you need to distinguish between the results “wounded” and “kill”. In the latter case you remove the models from table as normal. In the first case you replace a wounded model with a casualty marker (some companies even have special miniatures in their ranges). If you have more than one casualty in the same location you can place a dice or little stones as counters next to the casualty marker. Of course you do not need a casualty marker in case of a hero or leader who still has one or more hit points left.

A field medic only has limit supply of bandaging material and medicine. He can only attempt four treatments during a game. An attempt is made by score check. If the check is unsuccessful the soldier is severely injured and needs further treatment. He can rejoin his unit in the next game. If the check is successful he can rejoin his unit in this game. You can place the model again on the table.

- A model can receive treatment no sooner than in the turn after its injury
- It can act again in the turn after it received treatment.
- In case of a cavalry model replace it with an infantry model. Only the rider receives treatment. A field medic is not a veterinary after all.

- As a guideline you can have only one field medic in your force.
- A Field medic's task is to treat the wounded. You should use him in a sensible manner. You cannot use him to 'capture the flag', he does not count when the number of models is relevant for victory and you cannot use him to perform searching tasks or any kind of action that is directly linked to fighting or winning the game. I am aware that this description is rather nebulous but you should have caught the spirit of this rule even though the wording might leave room for the cunning power gamer.
- Medics do not block movement or shooting. They do not count when a unit determines the closest enemy unit.
- You cannot deliberately shoot at medics. But deviated artillery fire or explosions affect them as any other model.