

## 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

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

#### Wellington

5<sup>th</sup> Wellington Rifles  
7<sup>th</sup> Wellington West Coast  
9<sup>th</sup> Wellington East Coast Rifles  
11<sup>th</sup> Taranaki Rifles  
17<sup>th</sup> Ruahine

#### Canterbury

1<sup>st</sup> Canterbury  
2<sup>nd</sup> South Canterbury  
12<sup>th</sup> Nelson  
13<sup>th</sup> North Canterbury

#### Otago

4<sup>th</sup> Otago Rifles  
8<sup>th</sup> Southland Rifles  
10<sup>th</sup> North Otago Rifles  
14<sup>th</sup> South Otago Rifles

The first two infantry brigades (1<sup>st</sup> and 2<sup>nd</sup> 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 17<sup>th</sup> Ruahine took the place of the 5<sup>th</sup> Wellington Rifles which was already part of the Samoan Advance Force which captured Western Samoa from the Germans. The 5<sup>th</sup> Wellington Rifles joined the ANZAC forces in Europe as part of the 3<sup>rd</sup> 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

3<sup>rd</sup> Auckland Mounted Rifles  
4<sup>th</sup> Waikato Mounted Rifles  
11<sup>th</sup> North Auckland Mounted Rifles

#### Wellington

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

#### Canterbury

1<sup>st</sup> Canterbury Yeomanry Cavalry Mounted Rifles  
2<sup>nd</sup> South Canterbury Mounted Rifles  
10<sup>th</sup> Nelson Mounted Rifles

#### Otago

5<sup>th</sup> Otago Hussars Mounted Rifles  
7<sup>th</sup> Southland Mounted Rifles  
12<sup>th</sup> 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 19<sup>th</sup> 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 2<sup>nd</sup> 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\**



## 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.