

Eureka Stockade

Ballarat Goldfields, colony of Victoria, Australia

Sunday, December 3, 1854

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We swear by the Southern Cross to stand truly by each other, and fight to defend our rights and liberties.

Miners oath of allegiance to the rebel cause.

From what I have seen today, I am convinced more than ever that very strong measures are necessary on this goldfield and the sedition must be put down by force.

The disaffected must be coerced.

Captain Pasley, acting Aide de Camp

1.0 INTRODUCTION

The troubles on the Victorian Goldfields that culminated in the Eureka Stockade are a mis-understood event in Australian history.

Reports in England, Canada and California at the time show exaggerated expectations that this was the start of a widespread revolt against British Colonial misrule.

In Australia, it was usually reported as a minor aberration of no serious or immediate consequences, merely a protest against taxes that got out of hand rather than the culmination of a chain of events.

So, who was correct ?

The colonial Governor, Sir Charles Hotham reported to the British colonial secretary George Grey that if the battle was lost at Ballarat then the colony of Victoria was lost to British Sovereignty.

The game is designed to both teach about the events at the stockade and to serve as an introduction to military and historical boardgames.

1.1 Game Components

A complete game consists of the following components:

1 Mapsheet

1 sheet of 88 single sided counters

1 players reference sheet (duplicated in rulebook)

This rulebook

1.2 The Rules Booklet

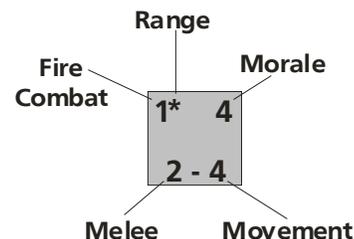
This rules booklet contains all the rules required for play. Rules are generally organised in the order players will encounter them during the game

1.3 The Game Map

The game map represents the immediate environs of the Eureka stockade. A hexagon (hex) grid has been superimposed over the terrain to regulate game functions.

1.4 The Playing Counters

The counters contain key play information as follows:



1.5 Players' Reference Sheet

The players' reference sheet contains the various charts and tables required for play. Players should keep this handy for reference during play.

2.0 GAME TERMS / ABBREVIATIONS

Attacker: This is does not refer the overall situation in the game. Generally speaking the side rolling for effects is the attacker. For example during the Miner's Fire Combat phase, the miner is attacking the government units.

Defender: The side not rolling the dice is the defender regardless of the overall situation.

Elimination: A major objective of combat is the elimination of the enemy force. It is rarely necessary to kill or even wound a majority of the enemy.

A unit that is no longer capable of fighting and not likely to be rallied soon is effectively eliminated from military consideration and thus removed from the game map.

Facing: The direction a unit is watching and pointing their weapons in.

Flanks: The sides of a unit. Military units generally react badly to being attacked in their flanks, but react far worse to being attacked in their rear.

Fire Combat: The discharging of firearms at the opposing force. During the game, this often causes the targeted unit to rout.

Formation: several units organised as a larger group, usually to simplify control. Members of a formation will share a formation name eg 1st Pike

Melee Combat: Fighting on a personal level using bayonets, clubs and other hand held weapons. Melee combat is quite likely to eliminate participating units from the game.

Morale Rating: A numeric indication of how determined the unit is to fight its enemy. Higher morale ratings are better in the game.

Miner's morale: While units of both sides have their individual morale, the Miner's side also has a group morale.

The game usually ends because the Miners Morale has failed.

Routing: A unit fleeing a recent combat in a disorganised manner. A routing unit is not an immediate threat to their enemy.

It can either be rallied or become totally disorganised and thus removed from the game.

Rallying: Calming a routing unit and returning it to the fight, either spontaneously or by their officers.

Unit: Each counter represents an arbitrary unit for game purposes. Historically the formations of both sides were not broken down into such small scale units but this is necessary for the game.

Victory Points: The score of each side. The side with the most victory points usually wins the battle.

ZoC or Zone of Control: The area influenced by a unit but not occupied in strength. An enemy unit's ZoC interferes with movement.

3.0 GAME SCALES

Each map hex is approximately 60 metres from side to side.

Each unit represents 10 men in the historical scenario. In the Hotham's nightmare scenario, each unit represents approximately 20 men.

Turns represent a few (about 5) minutes.

4.0 SEQUENCE OF PLAY

The following sequence of play must be strictly adhered to for each turn:

- Government Fire Combat
- Government Movement
- Miner's Fire Combat
- 1st Melee Combat
- Miner's Movement
- 2nd Melee Combat
- Rally
- Victory Points
- Administration

5.0 STACKING

A maximum of two units and a leader can occupy one hex and function normally. If this number is exceeded, the owner indicates which units are functioning by placing them at the top of the stack.

It should not be necessary to reach these stacking limits as there are not enough units to fully occupy the map.

There is no particular benefit to stacking a large number of units in one hex as combat is conducted against individual units, as the attacker chooses. There is however a downside as it is easier for your opponent to attack the flank or rear of a smaller number of large stacks.

6.0 LEADERS

Leader units are not treated like the other units in the game. Specifically:

- Leaders do not rout, although they will usually choose to stay with the rest of their stack if it routs.
- Leaders are eliminated if all of the units they are stacked with are eliminated.
- Leaders that are alone in an enemy ZOC at any time are eliminated.
- Leaders do not directly engage in combat and can not be specifically targeted.
- Leaders have no facing and can move without regard to turning restrictions.

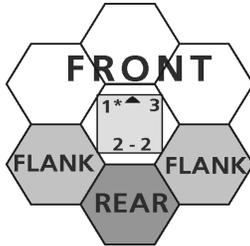
The main purpose of the leader units is to add their morale bonus to units when rallying.

7.0 UNIT FACING & ZOC

The direction a unit is facing is important during both fire combat and movement. Unlike the typical larger scaled wargames, for example those dealing with the invasion of Russia during World War Two, there are no "invisible" sub-units around the units of Eureka Stockade to help protect their sides or rear.

A unit has 3 sides: front, flanks and rear. A unit is at a disadvantage in Fire Combat when attacked in the flanks and rear. Movement is also limited by the facing.

The following diagram shows the 3 sides:



Each unit in the game exerts a Zone of Control into the 3 hexes to its front. Units must cease moving when entering the ZoC of an enemy unit.

8.0 COMBAT

Combat is always voluntary by the attacker.

Each unit can only be attacked once per combat round and it can only participate in one attack in each appropriate combat round.

If a unit is engaged in combat while already Routing, it is eliminated.

8.1 Fire combat

A unit without a star in the range indicator can only fire at a unit adjacent to it and in its front facing.

A unit with a single star can fire at units with one hex between them.

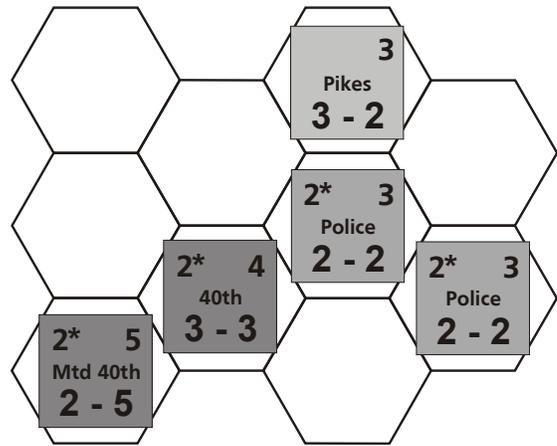
Units with two stars (the government artillery) can fire at any unit on the map.

Each side has a separate Fire Combat phase when only their units participate in an attack.

The Attacker allocates as many units as desired that are stacked together, or that are adjacent to each other, to fire on an enemy unit.

Example:

All of the pictured units are adjacent to each other. Unfortunately the Mounted 40th unit is out of range.



Total the firing units Fire Combat ratings and subtract the target unit's Morale rating. If any of the firing units are firing at the targets flank, add one to the number. If any firing unit is firing at the target units rear, add two to the number. It is possible to add both the flank and rear bonus.

If the attacker rolls a dice and scores under this number, the defending unit routs.

If the roll equals the required number, the defender instead is retreated one hex, away from the firing units when possible. If the unit is unable to enter any adjacent hex (probably because they are all enemy occupied) it routs instead.

Example:

2 Police (both 2* for Fire Combat) and a Mounted Police (1*) attack the Miner's shotgun unit (morale 3). Unfortunately the 3 Police units are all in front of the shotgun Miner so no Flank or Rear bonus applies.

Thus the Government player needs to roll less than 2 (2+2+1-3) to Rout the Shotgun. If a 2 is rolled, the Miner player instead retreats the Shotgun unit 1 hex.

8.2 Melee combat

Both players conduct melee attacks simultaneously, working across the map from left to right (ie in hex number order).

The attacker allocates as many units as desired that are adjacent to the target enemy unit (or several enemy units in a stack if desired), to engage it. Each side adds their melee ratings together and the totals compared. The result is reduced to a simple ratio of attacker vs defender points, matching one of those listed on the melee table, with all fractions dropped.

Example:

3 units with 8 total melee ratings wish to engage a single enemy unit with a melee rating of 3.

8 vs 3 rounds down to 2-1

The attacker then rolls a die and looks up the result

under the appropriate ratio on the melee table.

All results apply only to the defender. Once all involved units have completed their melee attack, apply the results and move to the next cluster of units.

8.3 Combat results

Retreat (numbers)

The owner of the defending unit moves it away from the attacking units the number of hexes indicated. If the unit is unable to enter any adjacent hex (probably because they are all enemy occupied) it routs. Units maintain their facing during retreat.

Rout (R)

A unit that routs is immediately flipped to its blank rear side to indicate that it is routing.

The owner of the unit moves it one hex closer to the flag square, if Miner owned, or to the Stockyard Hill, if Government owned.

Eliminated (E)

The units are removed from the map. Keep track of units eliminated, they are important for victory points.

9.0 MOVEMENT

Units are moved individually from their current hex to the adjacent hex directly in front of them paying the required Movement Points as per the Terrain Chart. While a unit has sufficient Movement Points remaining, it can continue moving from hex to adjacent hex paying the required movement points as it goes.

A unit must be able to pay the full cost for entering any hex after the first or it can not move into the hex.

A unit must stop movement when entering an enemy unit's ZoC.

A unit can always move forward one hex unless completely surrounded by enemy units or enemy ZoC's.

10.0 TURNING AND MANEUVERING

A unit can change facing by 1 hexside before entering each hex.

10.1 Foot units

Foot units can make an extra 1 hex facing change before each hex of movement for 1MP

Foot units can move directly backwards with half their normal Movement points (rounded up).

10.2 Mounted units

Mounted units can change their facing by more than one

hexside per hex entered but at a growing cost in MP. The first extra change costs 1MP, the second an additional 2MP etc.

10.3 Leaders

Leaders ignore facing, turning and maneuvering.

11.0 ROUTING UNITS

During their side's movement phases, a routing unit will continue moving toward the appropriate destination (hill or flag) at its full movement allowance, deviating only to avoid moving adjacent to an enemy unit.

The exact course chosen for the routing unit is up to the owning player.

Routing units attacked again by the enemy in either Fire Combat or Melee Combat are eliminated.

12.0 RALLYING UNITS

During the rally phase, each player rolls a single die for each routing unit that is at least two hexes away from the nearest enemy unit. Units closer to the enemy can not rally.

If the die roll is lower than the unit's morale rating, the unit is turned face up and assigned a facing. It is no longer considered to be routing.

If the unit is in the same hex or in an adjacent hex to one of its leaders, that leader's plus rating is added to the unit's morale, making it easier for the unit to rally. Only one leader can help each unit to rally but one leader can affect all adjacent units.

If the die roll is 2 or more higher than the unit's morale rating, the unit panics and is eliminated instead.

Designers Note: As well as their generally higher morale, reflecting the military's willingness to "take fire", the limited space the Miners have to rally is a major advantage for the government.

13.0 MINER'S MORALE

The Miner's Morale is initially set at half of the number of units they possess, rounding fractions up.

During the Administration phase, count the number of face up Miner units (ie not routing) remaining on the map.

If the number of units is less than the miner's morale level, the miners cease organised fighting and the game ends.

14.0 VICTORY POINTS

Each side gets one victory point for each enemy unit but not leader, eliminated.

Each side gets victory points equal to the plus value of leader units eliminated.

The Government player gets one additional victory point if any of his units occupies the flag hex at any time during the game. This does not apply if the "Rally to the flag" option is used.

The miner player receives one victory point for each full turn played before the miner's morale collapses.

15.0 WINNING THE GAME

The Government player wins by collecting more victory points than the Miner player before the Miner's morale fails.

The Miners win a symbolic victory by having more Victory Points than the Government when their morale fails.

The Miners win a great victory if they manage to eliminate or rout all government units at the end of a turn.

Design Note: The victory points are of necessity a very artificial way of determining victory. The intention is to reflect the Miner's continued willingness to resist by staging further "stockades".

Especially in the historical scenario (without any options) "savaging" the government forces by gaining more VP despite their sneak attack would have emboldened the remaining malcontents and possibly reinvigorated other similar protests.

Historical Note: The Government attack shattered the Miner's morale rather quickly. The troops and especially the police continued to harass and batter the local miners (and other bystanders) for several hours after organised resistance had ceased.

This ensured there would be no repeat but backfired on the government who could not get a single conviction out of either jury despite overwhelming evidence.

16.0 GAME SET UP

The setup of the game varies slightly depending on whether the historical scenario or one of the variants will be played.

16.1 General rules

Government unit may not setup in a hex containing the stockade or directly adjacent to the stockade.

All Miner units must set up within the Stockade. Units of

the same Miner's formation must setup within 2 hexes of at least one other unit in their formation.

16.2 Historical scenario:

This scenario reflects the actual battle at the Eureka Stockade. The white type units are not used in this scenario.

16.2.1 Government:

(These are the Black type units)

Seven Mounted Police units set up in hex rows 24xx to 27xx.

Three Mounted 40th regiment units set up in hex rows 05xx to 08xx.

The four foot units of the 12th regiment and the 2 foot police units set up in a line between hexes 1410 and 2110 together with the Wise leader.

All Grey type Government units set up on Stockyard Hill.

16.2.2 Miners:

(These are the black type units)

The 3 Californian Pistols set up within 3 hexes of the flag.

The Lalor leader unit sets up adjacent to the flag.

The seven Pike units set up in stockade hexes between 1207 and 2401.

The 1st Rifles and Ross leader unit set up in stockade hexes between 0801 and 1006.

The Shotgun unit sets up in any stockade hex.

16.3 The Miners' expectations

This scenario depicts the approximate Miner's force when they were not off at church (or sleeping off their regular Saturday hangover). It should be a much more even fight.

16.3.1 Government:

(These are the Black type units)

Seven Mounted Police units set up in hex rows 24xx to 27xx.

Three Mounted 40th regiment units set up in hex rows 05xx to 08xx.

The four foot units of the 40th regiment and the 2 foot police units set up in a line between hexes 1410 and 2110 together with the Wise leader.

All Grey type Government units set up on Stockyard Hill.

16.3.2 Miners:

The 3 Californian Pistols and the Magill leader set up within 3 hexes of the flag.

The Lalor and Ross leader units sets up adjacent to the flag.

The seven Pike units set up in stockade hexes between 1207 and 2401.

Two 1st Rifles and the Nealsen leader unit set up in stockade hexes between 0801 and 1006.

The Shotgun unit sets up in any stockade hex.

Three Jaegers units and the Thonen leader set up between 1301 and 1901

Two more Jaegers and a Pikes unit arrive at 0901 or 1101 on Turn 2

16.4 Hotham's nightmare

Had the miners been a little less trusting and a little more disciplined, Hotham's nightmare may have come true. The miners at Eureka could easily have smashed the strongest organised military force in the colony of Victoria.

This scenario uses all of the units of both sides.

16.4.1 Government:

The Grey units are set up with the rest of their formation (ie grey police with black police) as specified in the historical scenario.

The 12th Foot sets up in a line between 0608 and 1111

White units arrive on the following schedule anywhere along the xx16 hexrow:

Turn 2 - All Mounted (Mtd) units

Turn 4 - All Foot units

Turn 5 – the artillery, Fantone and Electra units

16.4.2 Miners:

Place the white type (optional) units with the rest of their formations as in the Historical scenario.

The Magill leader unit sets up with the California Pistols.

The Thonen leader unit sets up with the Pikes.

The 2nd Pikes and the Nealsen leader set up within stockade along the xx01 hexrow.

The Jaegers set up in anywhere in the stockade between the 20xx and 24xx hexrows.

16.4.3 Swamp the soldiers !

To truly recreate Hotham's nightmare, return half of the eliminated miner units, but not leaders, to the xx01 hexrow during the miner's movement phase of each turn. The rest of the eliminated miners are permanently removed from play.

Preference for returning miners should be given to Pike units as these best represent nearby miners hurriedly grabbing whatever is handy, like their long handled

shovels or picks, before joining the fracas.

These represent more of the 10,000 wavering miners coming to defend the stockade.

17.0 OPTIONAL RULES

Players are encouraged to use any or all of the following options with the scenarios.

17.1 Favouring the Government

17.1.1 Rally to the Flag

If the flag hex is occupied by non-routing government forces at the end of any phase, all miners units must roll to rally or they rout.

17.1.2 Save President Lalor

All miner unit's capable of engaging a Government unit adjacent to the Lalor leader must do so in the future Miner's melee phases until Lalor is safe or eliminated. Routing Miner units automatically rally when in position to melee Lalor's captors.

17.2 Favouring the miners

17.2.1 Military command hierarchy

The government players leaders are restricted by the military and civilian hierarchy. To reflect this Rede can only rally police (maroon) units and Pasley only military (red) units. Thomas only rallies the 12th while Wise rallies the 40th units. The Ensign leader rallies the artillery, Fantone and Electra if they are in play.

Note: The Special Constables have no leader.

17.2.2 More supplies stolen on December 1st

At the risk of losing one of their best leaders, the Miner player can roll for extra supplies to have been stolen from the Government Stores.

Roll one die, if the result is a 6 nothing is gained, if the result is 5 the Ross leader has been eliminated by the Government, other results show the number of Pike units that can be swapped for ranged weapon units. The Miner can swap 3 pikes for 2 pistols and one Rifle unit.

17.3 Others

17.3.1 Darkness

Historically the battle was fought in twilight making it harder to aim weapons but easier to rout and then rally again. To accurately simulate this, during the first 4 turns of any scenario, subtract one from the Fire combat roll and add one to the Rally roll.

17.3.2 Tents

Some maps suggest there were several tents adjacent to mine shafts within the stockade, primarily in the xx04, xx05 and xx06 rows as well as in front of the rough area outside the stockade eg 0705

Roll 2 dice and take turns placing that number of tents (small coins) in these areas.

18.0 HISTORICAL NOTES

The miners themselves were a very international bunch, for example the flag was designed by a Canadian, "Captain" Ross who also served as one of the miner's formation or division commanders.

Another example of the international make up of the miners is the California Pistol Rangers formation, which also is also reported under several other names such as the Independent Californian Revolver brigade. These men were not all native Californians but they were primarily miners who had come to the Australian Goldfields from the Californian Gold rush.

Some of the more aggressive "hotheads" wanted to storm the Government Camp on the Saturday afternoon and evening. Relying on sheer numbers they could easily have swamped the Government forces, assuming a few volleys didnt scare them off.

The leaders of the stockade and most of the miners, were primarily interested in defending their rights and stopping the worst of the mistreatment by the government, especially the local Police.

The government had in that respect acted correctly by not holding any of the infamous "digger hunts" in the final days before the attack on the stockade. While even their name for the task suggests otherwise, the police were supposedly searching for unlicensed miners.

The Historical scenario only involves about 120 miners because they did not believe that the Government would attack them on the Sabbath. This impression was, probably unwittingly, reinforced by Father Smyth who organised a special mass.

The Miners Expectation scenario shows what would have been the most likely battle had the miners maintained their watches. Both sides would have suffered far more casualties in this case It is quite possible a successful rebellion at Eureka would have spread Australia wide as there was smaller scale unrest in other Australian states.

A successful rebellion at Eureka is the starting point of the upcoming Australian War of Independence game.

19.0 DESIGNER'S NOTES

As far as possible I have tried to recreate the situation at Eureka that fateful day. There are many areas of disagreement between sources. Even the exact location and size of the stockade is disputed, although sources agree on the general vicinity.

There are many difficulties caused by the comparatively shoddy records of the day, usually compounded by the lack of literacy on the part of the people keeping the records and especially many of those being recorded. A good example of this is the miner leader's name, often spelled McGill rather than Magill even within the same source document.

20.0 CREDITS

Design: Peter Schutze

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Terrain Effects chart:

Terrain	Move effect	Fire Cbt effect	Melee Cbt effect
Stockade (across)	Must stop	nil	
Up Hill	2MP	nil	1 column left
Down Hill	0MP for foot	nil	1 column right
Rough	2MP	nil	
Dead tree / flagstaff	nil	Can't fire through	nil
Tents (optional)	Horse 2MP	nil	1 column left
All others	1MP	nil	

Melee Table:

Roll	1-2	1-1.5	1-1	1.5-1	2-1	3-1	4-1
1	-	-	-	1	2	R	R
2	-	-	1	2	R	R	E
3	-	-	1	2	R	R	E
4	-	1	2	R	R	E	E
5	1	1	R	R	E	E	E
6	1	R	R	E	E	E	E

Use the 1-2 and 4-1 column for attacks outside the range

Numbers = hexes to retreat R = defender routed E = Defender eliminated

Miscellaneous record track:

0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39