

# PIG STICKING



*“The most entertaining, noble, and manly of all sports; the best school for young cavalry officers”.*

## **Wargames Rules by John Armatys**

**Illustrated with photographs by Martin Rapier and sketches by Captain R. S. S. Baden-Powell, 13th. Hussars.**

This edition especially prepared as a supplement to The Nugget, The Journal of Wargame Developments.

Text © 2020 by John Armatys.

Photographs © 2020 by Martin Rapier.

John Armatys has asserted his right under the Copyright Designs and Patents Act 1986 to be identified as the author of this work.

All rights reserved. No part of this book can be reproduced or transmitted in any form or by any means, electronic or mechanical including photocopying, recording or by any information storage and retrieval system, without permission from the author in writing except for the use of brief quotations in a book review or scholarly journal.

Permission is given to print a single copy of this book for personal use. Printed copies must not be sold.

Do not upload this file to the Internet - instead post a link to the Wargame Developments web site where it is available as a free download.

Wargame Developments (WD) is a loose association of like-minded wargamers who are dedicated to developing wargames of any type whatsoever. Its aims are:

- ♦ to provide a forum for the exchange of new ideas and concepts.
- ♦ to develop both new and existing methods of recreating military conflicts.

You can find out more about Wargame Developments by visiting <http://www.wargamedevelopments.org/>

# Pigsticking

## Wargames Rules by John Armatys

*"The most entertaining, noble, and manly of all sports; the best school for young cavalry officers". [1]*

*"Having arrived at the bush-grown or marshland haunt of the pigs, the quarry is "reared," i.e. chased out of its cover, by a long line of beaters, usually under the command of a mounted shikari.... The mounted sportsmen, placed on the edge of the cover, attack the pig as soon as it appears, the honour of "first spear," or "spear of honour," i.e. the thrust that first draws blood, being much coveted. As a startled or angry wild boar is a fast runner and a desperate fighter the pig-sticker must possess a good eye, a steady hand, a firm seat, a cool head and a courageous heart. For these reasons the military authorities encourage the sport, which is for the most part carried on by the tent clubs of the larger Indian stations". [5]*

*"The Tent Club in India is to pig-sticking what the Hunt Club in England is to fox-hunting. It is managed by an honorary secretary, who corresponds to the M.F.H. in an English hunting country, and in his hands are all the arrangements for providing shikaris, preserving the country, arranging meets and attending to finance and the collection of subscriptions. In the field his word is law; he arranges the composition of the heats, and where each heat is to go, and decides, in consultation with the shikaris, on how the country is to be beaten. He is the best man to whom to go for advice on any points in connection with pigsticking at his own particular station, and can be relied on to welcome new recruits to the club". [7]*

This game was inspired by Richard Holmes's "Sahib, The British Soldier in India" (Harper Perennial, 2006), which had a section on the sport at pages 167 - 171. I had heard of pigsticking, but had no idea how organised the sport was. A bit of research on the internet turned up a number of contemporary books and several useful web sites which are listed in the bibliography at the end of this introduction.

Modern sensibilities tend to regard blood sports as cruel, and hunting foxes with hounds has been illegal in the UK since 2004. Whilst hunting wild boar might be seen as more sporting than chasing a fox because the boar was very inclined to turn on its pursuers and had the potential to inflict very serious damage on them, it was also more cruel - the sport regularly resulted in severe injuries to or the death of horses, and riders were sometimes wounded or killed (not to mention the occasional death of coolies and innocent natives). All of the incidents in the Charge Table and the Fall Table are taken from the sources - readers and participants are warned that this can be seen as a "black" game.

Martin Rapier's blog has a report on one of the test sessions <http://tgamesweplay.blogspot.com/2020/02/pig-sticking.html> which gives a flavour of the game, and I am most grateful to Martin for agreeing to allow his photographs to be used to illustrate this booklet.

The sketches are taken from Captain R. S. S. Baden-Powell's "Pig-Sticking or Hog-Hunting: A Complete Account for Sportsmen and Others". Captain Baden-Powell ended his career as Lieutenant General Baden-Powell, 1st Baron Baden-Powell,

and is more famous for other things.

### Sources

- [1] Captain R. S. S. Baden-Powell, Pig-Sticking or Hog-Hunting: A Complete Account for Sportsmen and Others, Harrison & Sons, London (1889) \*
- [2] "Raoul", Reminiscences of Twenty Years' Pigsticking in Bengal, Thacker Spink and Co, Calcutta (1893)
- [3] Frank B. Simson, Letters on Sport in Eastern Bengal, R. H. Porter, London (1886)
- [4] Major A. E. Wardrop, Modern Pig Sticking, Macmillan & Co. Ltd., London (1914) \*
- [5] <https://www.africahunting.com/threads/pig-sticking-in-india-during-the-british-rule.3142/>
- [6] <https://faithfulreaders.com/2013/01/22/pig-sticking/>
- [7] <http://messybeast.com/history/pigsticking.htm>, quoting Major General Geoffrey Brooke, Horsemanship, The Way of Man With A Horse (1929)

\* These books contain a number of pig sticking songs for those who wish to indulge.

### Glossary

Hock - a horse's equivalent of an ankle joint

Jheel - a pool or marsh, often with reeds

Jhow - tamarisk, a common cover for boars to hide in

Jink (of the boar) - to turn sharply to one side

Nullah - a dry water-course

Shikari - a native hunter or tracker

Stifle - a horse's equivalent of a knee joint

Tush - a tusk

Tusker - a full grown boar

Withers - the highest part of the pig's back.

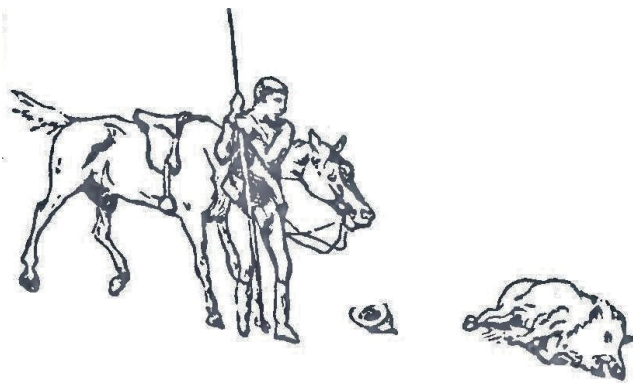


### **The Rules of the Knustonpore Tent Club**

1. The Secretary is responsible for all arrangements in the field and is always to be obeyed.
2. To shoot a hog, except when self-preservation or that of others may demand it, is unworthy of a sportsman, and such a proceeding on the part of any member of this club will entail his expulsion.
3. Foul riding is not allowed. Intentional collision between riders or horses constitutes foul riding, and conviction thereof will disqualify.
4. No person is to jostle another or cross him within three lengths (3 inches) or pass him on his right side except at a distance of three lengths (3 inches) while he is in pursuit of the hog; nor is anyone to ride at the head of or across a hog in such a way as to cause him to jink his pursuers. Any unfair riding will cause forfeiture of claim to first spear.
5. On no account nor under any circumstances is a spear to be thrown.
6. A spear delivered on the near side will not be allowed to count unless the pig charges.
7. To take first spear it is not necessary that the hog should be killed, but blood must be drawn.
8. Every member taking a "first spear" must remain with his pig until it is despatched, should he be absent at the death the tushes belong to the second spear, unless the absence was caused by accident.
9. Anyone spearing a sow will be fined 12 bottles of champagne.
10. Any rider making a frivolous objection, or claiming first spear when the claim thereto cannot be substantiated, will be fined one dozen bottles of champagne.
11. An umpire may accompany each party, who will, if possible, settle all disputes, but who can, if in doubt, refer the point to the committee. In the absence of an umpire all questions of disputed "first spears" are to be settled by the majority of those present. Where no decision can be arrived at the tushes are to be divided.
12. Members are particularly requested not to wear white.

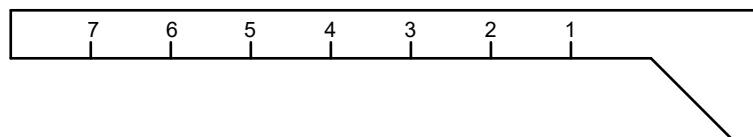
*"It is hardly necessary to say that when the first spear has been delivered it is the duty of each member of the heat to do all in his power to assist in killing the boar".*

[7]



## Game Equipment

- A table at least three feet by four feet. The table is considered to be covered with grass, which could be up to three feet high. Additional terrain is optional - nullahs, jhow, jheels and other cover can be represented by areas of felt or card. If the beat takes place near a large river quicksands may be marked by green flags and fords by yellow ones. Melon beds, where falls are inevitable, are best not used in the game. Do not include impassable cover which, if a wounded boar took refuge in it, would necessitate the players dismounting and trying to kill their quarry on foot.
- One or two model boar, each mounted on a 20mm x 20mm base, with a six sided normal dice for each boar to show his movement rate. I use Irregular Miniatures AN25, early test games substituted a flaming pig from the same manufacturer.
- Up to four suitable mounted figures on a 20mm x 40mm base, one for each player. My figures are converted from Irregular Miniatures COL31 British cavalry with lance or sabre.
- Numbered cards to determine the players' move order.
- At least two six sided normal dice ("D6"), preferably two for each player.
- A widget with a 45 degree head marked in inches on both sides:



## Game Rules

Two to four players ("spears") make a party (or "heat" in a competition), formed up on one narrow edge of the table behind which is high jungle grass. A dice is rolled to find where the pig appears on that edge (do not start a pig with 12 inches of the side of the table. If the pig moves off a side of the table it will be necessary to move it and all the figures across to keep the hunt going). Players may shout "woh jata!" (there he goes) or "tally ho!" when a pig is seen. The umpire or a nominated player rolls a D6 when a pig is driven onto the table - 1 - 2 it is a sow or less than 27 inches at the withers and must be left alone. 3 - 6 it is a rideable boar and the umpire or nominated player gives the instruction "ride". With three or four players two pigs may occasionally be used at the same time.

Follow the turn sequence below.

The first player to get within a "measurable distance" (6 inches) of the pig checks that it is not a sow by rolling 1D6 - if the score is 1 it is - he raises his spear horizontally to end the chase, riders return to their start point; 2 - 6 it is a boar, carry on.

Keep pursuing the pig until it is killed or leaves the end of the table. Return the party to the start point and wait for the next pig.

## Turn Sequence

- A. The pig moves 6 inches minus 1 inch for each wound it has suffered. A pig which is no longer able to move is dead. Each turn roll on the Hog Reaction Table: + 2 if wounded, + 2 if a spear is within 6 inches.
- 1 Squat (i.e. do not move).
  - 2 Squat if in cover, otherwise run for nearest cover or end of table.
  - 3 Squat if in cover, otherwise run for nearest cover or end of table.
  - 4 Squat if in cover, otherwise run away from the nearest rider.
  - 5 Jink 90 degrees left before running.
  - 6 Jink 90 degrees right before running.
  - 7 + Charge towards the nearest rider.

The pig's move ends if it makes contact with a rider.

If the pig contacts a rider the player may attempt to spear it. If it is not killed roll 2D6 on the Charge Table below. Add 2 if the horse is not galloping (*"as a rule horses are never severely cut when moving fast, owing to the fact that the boar has not time to make good his aim" [1]*):

## Charge Table

- 2 The horse was nearly brought down.
3. The rider had a narrow shave of having his horse cut.
- 4 The horse escaping being cut by an inch.
- 5 The horse gave a half kind of rear and saved himself from being cut.
- 6 Roll 1D6:
  - 1 - 2 the pig landed with his head on the pommel of the saddle, in the scrimmage the rider's topee fell off, and the pig made straight for it, but must have been rather disgusted when he found out what it was, and



- having got his tushes in it had some difficulty in extricating himself.
- 3 - 4 the pig landed nearly on the top of the horse. Fortunately the pig had very blunt tushes, and the only thing he did was to nearly knock the rider off his mount.
- 5 - 6 the pig knocked the spear into the rider's face and nearly stunned him.
- 7 Roll 1D6:
- 1 The pig tried to get hold of rider's boot.
  - 2 The pig left some of the froth from his tusks on rider's boots.
  - 3 The hog cut the rider's boot, a bad gash for the leather, but the rider was not touched.
  - 4 The horse was nearly knocked over, a stirrup was carried away in the pig's tushes.
  5. The boar got hold of the rider's foot, and luckily the stirrup iron with it, and tried to pull him off: The rider put his arms round the horse's neck and held on tight; the horse gave the boar a very heavy kick and he let go.
  - 6 The boar managed to rip the rider's breeches just above the knee, and to give him a slight cut.
8. Horse slightly injured but is capable of continuing. Roll 1D6:
- 1 The horse was very slightly cut, or rather bitten, for it was lucky the boar had no opportunity to use his tusks.
  - 2 - 3 The horse was slightly cut.
  - 4 The pig cut the horse, though not very badly.
  - 5 The pig in his last jump just grazed the horse's hip.
  - 6 The horse was cut in the chest.
9. Horse seriously injured and not capable of continuing. Roll 1D6:
- 1 The horse was rather severely cut below the hock
  - 2 The horse was badly cut.
  - 3 A long tusk gave a very deep and ugly cut in the horse's chest.
  - 4 The horse rather badly cut in the stifle.
  - 5 A big gash was seen on the horse's stifle, which was soon crimsoned with blood.
  - 6 The boar managed to give a nasty cut to the horse, which will die in a few days of lock-jaw or tetanus brought on by the wound.
10. Horse seriously injured and not capable of continuing. Roll 1D6:
- 1 the hog passed under the horse, nearly knocking the horse and rider over; a deep cut was inflicted on the horse's shoulder.
  - 2 the hog slashed the horse's near flank and inflicted a most dangerous wound on the inside of the leg.
  - 3 - 4 The horse was badly ripped.
  - 5 - 6 The rider was nearly knocked off his horse, whose hindquarters were lifted clean off the ground and a rip some five or six inches just above the hock put the horse hors de combat.
11. A fall. Roll 1D6:
- 1 - 2 The horse was hit just above the knee, the horse, pig and rider all rolling together - roll on the fall table.
  - 3 - 4 in an instant rider's right foot was in the pig's mouth, and before he could recover his balance he was hurled to the ground - roll on the fall table.
  - 5 - 6 Horse cut in the stifle, partly dislocating the round bone of the joint, and bringing down horse and rider - roll on the fall table. The horse is



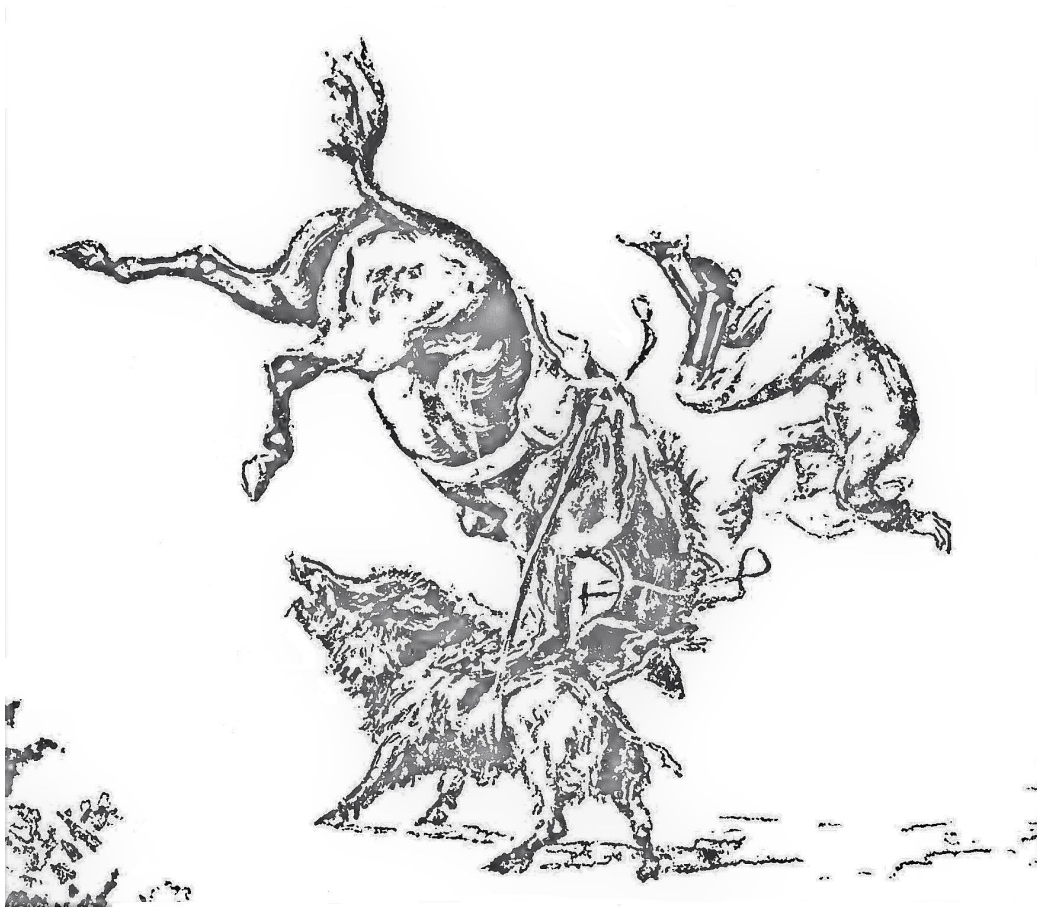
- seriously injured and is not capable of continuing.
- 12 + Horse killed. Roll 1D6:
- 1 -2 The horse received a sudden and fatal side cut in the belly, which severed the main gut in two. Roll on the fall table to see if the rider is injured.
  - 3 The horse was cut from hock to stifle on the inside of the off hock, the blood spurting from his artery.
  - 4 There were deep gashes down the inside of the hind legs; arteries were divided. The blood could not be stopped and the horse bled to death.
  - 5 - 6 The hog passed under the horse's fore legs and threw him completely over ... the horse fell heavily ... his back was broken and he died. Roll on the fall table to see if the rider is injured.

B. Draw cards each turn to determine the order the players move in.

C. Each player moves in turn. The maximum move is 4 plus 1D6 inches, minus 3 inches if any part of the move is in cover.

Players moving the full distance are galloping. A player who moves less than the full distance is not galloping.

*"It is idle to expect to go pigsticking and not get falls". [1]*



A roll of 6 on the movement dice indicates a risk of a fall - roll 1D6 at the end of the move, a 6 shows that the horse has fallen. In addition roll a D6 if a rider moves in cover (roll for each type of cover moved through), a 6 indicates a fall. When a horse falls roll 2D6 on the Fall Table:

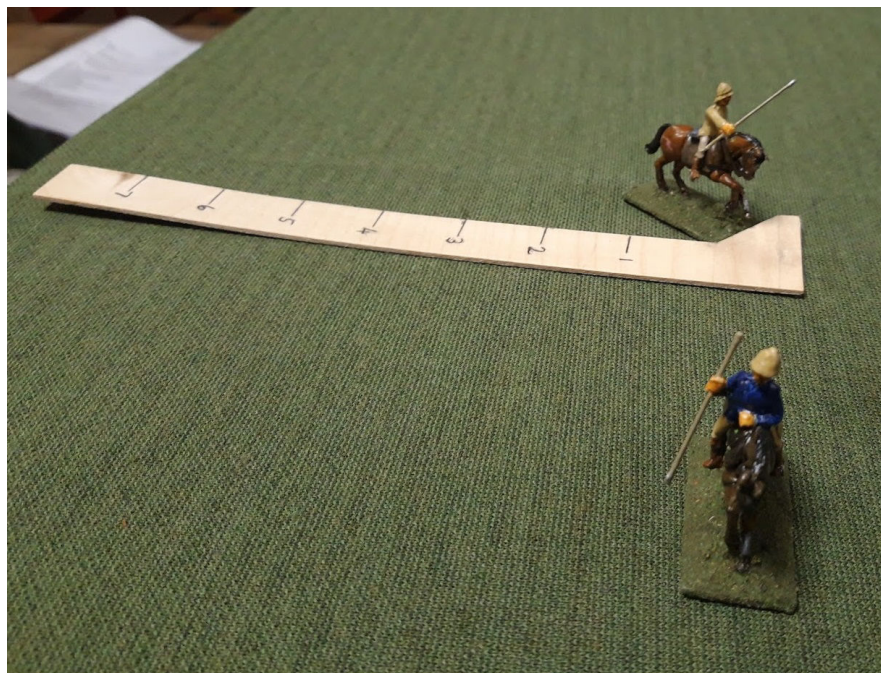
### Fall Table

- 2 Roll 1D6:
- 1 The horse is unconscious (it will eventually recover).
  - 2 The horse has a broken leg.
  - 3 The horse's shoulder is broken - it has to be shot.
  - 4 - 5 The horse has broken its neck.
  - 6 The horse went a complete somersault, receiving fatal internal injuries.
- 3 The horse is stuck in the mud, it is with some difficulty that it can be extricated - take 1D6 turns to remount.
- 4 - 11 Spend a turn remounting unless in quicksand, when it takes 1D6 turns to get the horse out and a further turn to remount.
- 12 Roll 2D6:
- 2 The rider is kicked in the face and unable to continue hunting.
  - 3 - 4 The rider is concussed.
  - 5 - 6 The rider is knocked out.
  - 7 - 8 The rider suffered a broken collar bone.
  - 9 - 10 The rider suffered a dislocated shoulder
  - 11 The rider's knee is badly hurt.
  - 12 The rider suffered a broken neck.

*"If it should happen that you get a fall and find yourself separated from both horse and spear in the presence of an angry boar it is best to lie still and "sham dead" till he moves away. Instances are very rare of a boar attacking an insensible man". [1].*

### Turning

Players may turn up to 45 degrees at the start of the move and after each four inches moved.



## Using the Spear

Each player may use his spear once each turn - if the spear is used in the pig's move it may not be used again in the player's move.

The spear may be thrown 2" (although this is strongly discouraged) or used to spear a pig in base contact.

*"In spearing a pig never thrust at him: keep your spear up till the last possible moment and then just drop the point, hold it steady, and let the force of the collision do the rest. If your spear is sharp it will go in like a hot knife into butter, unless you hit the shoulder-blade or some other thick bone, and even if this happens you will knock the pig over. But if you thrust at him, as you are very apt to do in your excitement, you will miss him clean nine times out of ten."*



*"Never spear a pig which is crossing your bows from the off side, unless you can turn and swing with him: if you do you are very likely to be brought down, and the spear may be forced out of your hand, and will then swing round and perhaps go into your horse on the near side. Most of the worst accidents to man and horse from spears have happened in this way."*

*“Always go as fast as you can when spearing or meeting a charge: if you are going fast it is long odds against the pig being able to get in and cut your horse even if you miss him with your spear: while if you go slow or stand still to receive a charge you will find it difficult to get, your spear well into him, however sharp it is.*

*“Always manoeuvre your horse so as to avoid an end-on charge or one from your left front. You will find it very difficult to meet the former unless you can lean out and spear the pig behind the forehead, and you are practically powerless to meet the latter. But if he comes in at you from the right front you have a good chance of getting him in the neck - a very deadly spear - or down through the withers or behind the shoulder”. [7].*

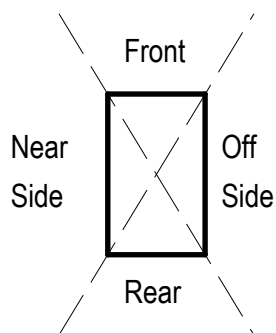


Roll 1D6 to hit: - 3 if spear thrown, - 1 if to the near side\*, - 1 if to the front\*, - 2 if to the rear\*:

< 2 missed  
2 missed (the horse shied)  
3 - 6 hit.

\* there is a risk of stabbing the horse - roll 6 on 1D6 if using the spear to the near side or rear or on a pig crossing to the front from right to left (the horse can carry on, but the other players will dine out on the tale).





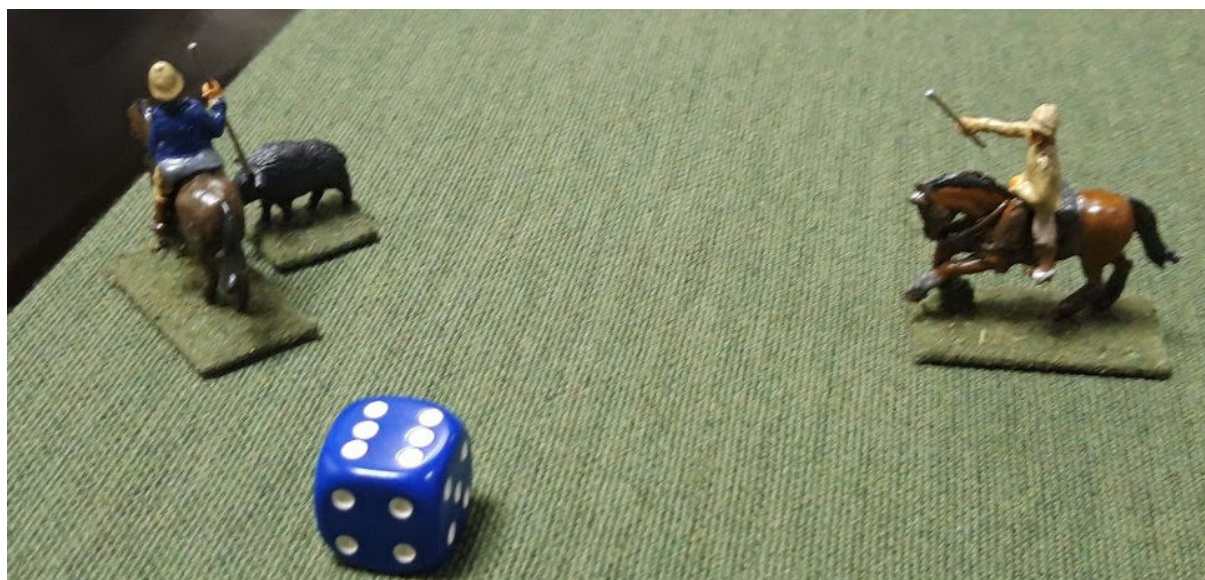
If the pig is hit roll 1D6: - 3 if spear thrown, -1 if pig end on.

< 2 the pig is so tough that the spear would not go in or the spear did not penetrate the hard skull. Blood is not drawn.

2 - 4 the pig is wounded, blood is drawn. - 1" from movement.

5 - 6 the pig is killed.

Note that a player's move does not end if the pig is contacted.



Once several pigs have been dealt with it will be time for tiffin. Sport can resume after a suitable break, during which riders can eat, drink, play cards, doze or read. Hunting can then continue until dusk, when the party will ride home to tea and a hot bath, after which they will be ready for dinner. After dinner, the usual toast of the boar having been drunk and the day's bag made up, the rest of the evening will be passed singing pig sticking songs until it is time for bed after a well spent day.

