

Animal chart! – This details some animal types.

Species	Type	Movement	Charge/run rate	Melee bonus	Food type
Lions	Carnivore	20cms	35cms	+1	Men/Grazers
Cheetahs	Carnivore	25cms	45cms	-	Grazers
Crocodiles	Carnivore	15cms	30cms	+1	Men/Grazers
		In water -- 25cms	25cms	+2	Men/Grazers
Rhinos	'Carnivore'	25cms	30cms	+2	Plants
Hippos	Grazer	20cms	30cms	+1	Plants
		In water -- 15cms	15cms	+1	Plants
Hyenas	Scavenger	20cms	30cms	-	Corpses
Vultures	Scavenger	10cms	Fly off!	N/A	Corpses
Zebras	Grazer	25cms	35cms	-	Plants
Wildebeests	Grazer	25cms	35cms	+1	Plants
Buffalo	Grazer	20cms	30cms	-	Plants
Giraffes	Grazer	20cms	40cms	-	Plants
Bull Elephant	'Carnivore'	25cms	35cms	+2	Plants
Cow Elephant	Grazer	25cms	35cms	+2	Plants
Warthogs	'Carnivore'	15cms	35cms	-	Plants
Pythons	Scavenger	10cms	15cms	-	Men/Grazers
Gazelle/Oryx	Grazer	20cms	35cms	-	Plants

Other animals can be worked out using the table above as a guide.

Vultures and other Carrion birds.

These may be deployed D4 turns after a creature is killed or disabled. They appear 20cms on the opposite side of the body to the Humans or Carnivore which killed it. D3-1 birds appear each turn till the number of models available are all used.

Large animals

Animals like Elephants, Hippos, Wildebeests, Buffalo and Giraffes only take the +1 damage from hunters if shot at with Elephant guns, or similar large calibre weapons.

In Melee, they ignore the fall back rule if they lose. After the first round of melee, they burst past their opponents, ending 5cms away from them, and will turn towards them.

African Safari solo rules

For Safari games, these rules can be used in conjunction with the basic colonial rules.

Hunters: These operate as individuals, and should ideally be run by players.
They gain a +1 to hit and to damage when shooting. (*When shooting Elephants, Wildebeests, large Nile Crocodiles, Hippos and similar, the +1 to damage is ignored*)

Scavengers: These include Vultures, Hyenas etc, and sometimes Lions etc.
These will move towards dead animals within 30cms, or twice that distance if downwind. (Count 'Advance' as 'Retire to nearest cover' in the chart below)

Grazers: These include Gazelles, Zebras, Wildebeests and other Gnus, Giraffes etc
These will stay in position until they sense humans or Carnivores, in which case they will move in their current facing ONLY if moving away from them, they Count 'Advance' as 'Retire to nearest cover' in the chart below

Carnivores: These include Lions, Cheetahs, Nile Crocodiles etc. Rhinos, Bull elephants and Warthogs act as these too!
These will attack prey animals or Humans. They often have melee bonuses.

Risk Factors:

RF's (Risk Factors) are added as indicated below; Note that animals will treat food sources as their target unless threatened by Humans, in which case these are their target.

-4: No Hunters, or animals retreating, in sight within 60 cms.

-1: Bull Elephant.
: Animal entirely in cover or advancing Carnivores.

1: Hunters in clear sight and within their weapons range of the animals.
: Grazers, Scavengers aware of any Hunters.
: Any shooting within 60cms, or Grazers aware of Carnivores.

2: Under fire from Hunters.
: Porters within 50cms of Carnivores

3: If running from Hunters/Carnivores last turn, or if Porters.

And throw a D6:

Cross reference the Risk Factor with the modified D6 roll, this will indicate:

- (1) What the animals will try to do.
- (2) What Morale effect the situation has on them.

The effect is immediate and simultaneous for all animals.

Visibility:

Figures in dense cover are seen at D6 x 10cms range if within 10cms of the edge, or if they fire, or are in plain sight. Animals only react if within 60cms (100cms if downwind or under fire)
Visibility is 20 cms within woods.

This chart covers all animals and non combatants. Threats are Humans or Carnivores. Special rules always override an Advance order.

Actions Table: For Herbivores and Grazers, and humans other than hunters and askaris, etc.

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	<i>Move straight forward at 5cms, unless a 6 (D6) is thrown, in which case they will turn 45° right (1-3)- or left (4-6) --they will never move towards Humans they have spotted however.</i>					
RF1	<i>Halt</i>	<i>Continue</i>	<i>Continue</i>	<i>Continue</i>	<i>Continue</i>	<i>Attack</i>
RF2-5	Retreat	Halt	<i>Halt</i>	<i>Continue</i>	<i>Continue</i>	<i>Continue</i>
RF6-8	Run	Run	Retreat	<i>Halt</i>	<i>Halt</i>	<i>Continue</i>
RF9+	Run	Run	Run	Retreat	<i>Retreat</i>	<i>Halt</i>

Actions Table: For Carnivores and aggressive herbivores

RISK FACTOR ▼	D6: 1	2	3	4	5	6
Up to RF0	<i>Continue current actions, unless a 6 (D6) is thrown, in which case they will move towards the nearest visible target. Animals will not move however, from an area where they are feeding.</i>					
RF1-2	<i>Halt</i>	<i>Continue</i>	<i>Continue</i>	<i>Advance</i>	<i>Attack</i>	<i>Attack</i>
RF3-6	Retreat	Halt	<i>Halt</i>	<i>Continue</i>	<i>Advance</i>	<i>Attack</i>
RF7-8	Run	Run	<i>Retreat</i>	<i>Halt</i>	<i>Halt</i>	<i>Attack</i>
RF9+	Run	Run	Run	Retreat	<i>Retreat</i>	<i>Halt</i>

Continue	Group will act as though at Risk Factor 1.
Attack	Group will move towards nearest hunters shooting at them, or the nearest prey. Move at charge rate.
Advance	Move towards the nearest Hunters, or other prey animals- go to Attack if within 25cms of them.
Halt	Unit must halt in its current position, and may only move to face the nearest threat.
Retreat	Unit must move away from the nearest known threat, or towards the nearest cover further from all threats.
Rout	Unit will run at move at charge rate away from the nearest threat(s). If surrounded, they will burst through by charging whatever is in their way.