

Colonial Wargame rules



Tyneside Wargames club

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Introduction:

These rules are designed to allow players to role-play officers and leaders in small skirmishes during the colonial wars in the 17th and 20th centuries.

Troop Classifications:

Regulars: these may be Formed Regular troops including Zulus.

Irregulars: these are Tribal warriors, and semi regular militias etc.

These are subdivided into;

Hero: Outstanding, Charismatic leaders.

Veteran: Experienced troops.

Raw: Inexperienced troops and civilians

Loyalty:

Figures are either Loyal or Disloyal to a particular officer/leader;

EG: European regular troops are usually loyal to their NCOs and Officers.

Natives are only loyal to their own leaders.

Natives in European service are usually loyal to European or their own leaders.

Weapons:

These are classified as;

<i>Weapon type</i>	<i>Short range</i>	<i>Medium range</i>	<i>Long range</i>	<i>Melee factor</i>
Rifles	30 cms	90 cms	180 cms	2 (4 with Bayonet)
Rifled Carbine	25 cms	80 cms	140 cms	
Muskets	20 cms	40 cms	120 cms	
Carbine	15 cms	30 cms	100 cms	
Pistols	5 cms	10 cms	30 cms	3
Bows	30 cms	60 cms	100 cms	1
Spears	8 cms	12 cms	24 cms	3
Swords	-	-	-	3
Cavalry Lance	-	-	-	4
War Club	-	-	-	3
Hatchet / Knife.	5 cms	10 cms	20 cms	2
Rocks etc	4 cms	8 cms	20 cms	1

Play Sequence:

- (1) Player Characters dice for Command points - Determine units under command then dice for all their side's units on the Actions table below .
- (2) Move all the P.C.s side's actions.
- (3) Calculate any shooting by the P.C.s troops.
- (4) Calculate all melees, and record casualties from melee.
- (5) Move the other side as the sequence above (1-4).

Groups:

Figures are nominally organised into groups, a group consists of 4 to 30 figures, they should always attempt to remain in line of sight of at least one other member of their group at all times. Groups may combine with similar troops to form a larger group if they are reduced to 3 or less figures.

Figure Activation:

Player Characters are Officers and Leaders, and may be of any class. They are limited to 1 per player, and are capable of solo action and commanding other figures.

Heroes throw 4D6 a turn.
Veterans throw 3D6 a turn.
Raw figures throw 2D6. } - 1 Dice if Officer loading/Firing or in Melee

Throw an extra D6 if at least 1 Drummer and/or Bugler is commanded.

Command distance is 50cms in the open, 25cms in enclosed terrain. Only figures within that distance may be commanded by a command figure.

Loyal figures require 1 pt to activate them.
Disloyal figures and Routers require 2 pts to activate them.

If all the members of a group are not commanded, then none of them are.

If an NCO/ Drummer or bugler is activated, he may command on behalf of an officer.
EG:

A veteran officer of regulars wishes to command a platoon of 30 men in a wood, many of which are outside the 25cms command distance.
He throws his 3D6 and scores 12, which would be enough to command 1 squad of 10 loyal men, but not the others.
He therefore commands the nearest NCO (Veteran) who adds his 3D6 score of 7, still not enough! However, the NCO is within 25cms of another NCO, so he is activated by the first NCO, and his 2D6 (Raw) score of 10 is enough to command the whole platoon, as long as the Officer or commanded NCOs are within command distance of all the figures in the platoon they are commanding.
This represents the chain of command. Loss of NCOs can be crippling!

Activated troops will normally act as the player wishes in that turn.
However, Troops unable to fire Volleys and Salvoes(EG: Natives, etc), count uncommanded for shooting.

Movement:

Figures may move a maximum of 25 cms a turn, though wounded men and civilians may only move 20cms (15 cms if their petticoats are not hitched up!)
Horsed figures may move up to 40 cms in open clear terrain.
Difficult going counts double the distance, and it takes ¼ move to clear a low barrier (Fallen tree etc) or fence.

Shooting:

Uncommanded troops fire is 1 per 2 figures if stationary, or 1 per 3 figures if moving.

Commanded troops and player characters:

These may shoot at designated target groups, PCs may target individuals. Commanded troops must spend a turn halted to load muzzle loaded weapons before a turn in which they fire; they may then move at up to half speed and still shoot in any subsequent turn.

Figures with Breach loaded weapons may fire each turn, but figures may only move half speed when shooting.

Figures with Magazine loaded weapons may fire each turn and move at full speed.

Hand hurled weapons may move at full speed and shoot, but only 1 per 3 shooting figures count as shooting each turn, this saves record keeping of ammunition.

<i>To Hit: Throw a D8</i>	Open	Soft cover	Hard Cover
Short Range	2	4	6
Medium Range	4	6	7
Long Range	6	7	8

Shooting Damage Caused: +1 to die roll if Hero: -1 to die roll if Raw shooters.

D6 roll:	1	2	3	4	5	6
Gunpowder weapons	Graze	Graze	Wound	Wound	Kill	Kill
Bow / spear	Graze	Graze	Wound	Wound	Wound	Kill
Other	Graze	Graze	Graze	Wound	Wound	Kill

Hits are randomised among a target group, except for player characters, who may shoot at any figure they wish in clear sight.

Officers / NCOs / Leaders are considered part of the nearest group within 5 cms of them for casualty allocation, otherwise they are separate units.

Shooting is only possible if figures can see the entire base of a figure without obstruction, unless shooting over an object or person within 2 cms.

Figures may be shot at in, or from, woods up to 10cms inside.

Other figures

These do not have separate morale or order rules, they simply calculate the 'Risk Factor' they are under.

Solo System:

Risk Factors (RF's) are added as indicated below; Note that uncommanded units will always shoot only at the nearest enemy to them (Measured from the nearest figure)-

-4: No enemy, or friends retreating, in sight.

-1: Hero with unit, or unit is of superior quality.
: Unit entirely in cover or advancing.

1: Enemy in clear sight and within their weapons range of the unit
: Raw unit in range of any enemy unit in sight.
: Per 10% of group wounded or killed.

2: Enemy to flank or rear and in sight, or friends retreating/routing within 25cms.
: Natives within 50cms of enemy cavalry

3: If Routing, or suffering more casualties in melee.

And throw a D6:

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

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

The effect is immediate and simultaneous for all uncommanded units.

Note that Player Characters and commanded troops are shot at / attacked using the same system, but ignore shooting and movement instructions written in **Blue**.

Uncommanded Formed troops will count as a single group on the action chart if their commands are written in **Blue** and all units of the platoon are within 5cms of each other and there is at least 1 Officer /NCO within 5 cms of the platoon.

Visibility:

Figures in terrain are seen at D6 x 10cms range if within 10cms of the edge, or if they fire, or are in plain sight.

Visibility is 20 cms within woods.

Prisoners:

Figures captured in melee may be guarded by 1 figure per 5 prisoners, if abandoned by their captors, the prisoners are removed from play (escaped!). Of course, any prisoners can be dispatched by their captors at a rate of 2 prisoners a turn per figure doing nothing else. Zulus and similar do not take prisoners and must despatch them.

Actions Table: For Troops armed with Gunpowder weapons, Bows, Slings and similar

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 enemy. They will not move however, from fortified positions they are defending.</i>					
	<i>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</i>					
RF1	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>	<i>Attack</i>
RF2-5	Retreat	Halt	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Advance</i>
RF6-8	Rout	Retreat	Halt	<i>Halt</i>	<i>Halt</i>	<i>Advance</i>
RF9+	Rout	Rout	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>

Actions Table: For Troops armed with Close combat weapons only

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 enemy. They will not move however, from fortified positions they are defending.</i>					
	<i>Units falling back away from the enemy will halt in the nearest cover facing the last known enemy position (5,6 D6)</i>					
RF1-2	<i>Halt</i>	<i>Advance</i>	<i>Advance</i>	<i>Attack</i>	<i>Attack</i>	<i>Attack</i>
RF3-6	Retreat	<i>Halt</i>	<i>Halt</i>	<i>Advance</i>	<i>Attack</i>	<i>Attack</i>
RF7-8	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>	<i>Halt</i>	<i>Attack</i>
RF9+	Rout	Rout	Rout	Retreat	<i>Retreat</i>	<i>Halt</i>

Attack	Unit will close with the nearest enemy unit and charge them if in reach. Natives get a +D6 cm to movement.
Advance	Move towards the nearest enemy and halt at medium range if missile armed, otherwise go to Attack if within 50cms of enemy.
Halt	Unit must halt in its current position, and may only move to face the nearest enemy.
Retreat	Unit must move away from the nearest known enemy position, or towards the nearest cover further from all enemy units. If in cover already, unit may stay in position if it has at least 50% of its original unit strength.
Rout	Unit will run at move (+5cms) away from the nearest enemy unit(s), it may neither fight nor shoot. If surrounded, they surrender.

Effects of Hits:

If units are within range of an enemy unit, hits are diced for as follows;
Heroes add 1 to their die roll result!

<i>D6 roll:</i>	1	2	3	4	5	6
Gunpowder weapons	Graze	Graze	Wound	Wound	Kill	Kill
Bow / spear	Graze	Graze	Wound	Wound	Wound	Kill
Other	Graze	Graze	Graze	Wound	Wound	Kill

Graze: Light injury, has no game effect.

Wound: Figure is disabled and may only shoot at short range and fight in melee. He may move at reduced speed only. If he has 2 wounds, he is killed.

Killed: Figure is critically hit, and will most likely die, or is killed instantly.

Charging and Melee:

If a group is directed to 'Charge?' It moves to contact the nearest enemy figures in reach. Figures are matched as evenly as possible (IE: they can't gang up on 1 figure leaving others unengaged!).

Player Characters and Commanded troops may charge if in reach and not forced to move otherwise in the actions table.

When figures are matched, each figure throws a D6,
-1 if Raw, or per enemy over 1 in base to base contact with him.
-1 if fighting to cross a defended wall, fence etc.
+1 If a Hero or for Superior melee troops.
+1 If have a better Melee Factor weapon than all your opponents.

If one side score is better than the enemy check for hits as follows:

The winning figure wounds an opponent if his die rolled a 5, he kills an opponent on a roll of 6. At the end of melee, the group(s) which had the worst results, (or both if drawn,) is moved back 5cms. The winning side may follow up if it chooses. Figures unable to fall back take a wound instead.

Winning and losing:

When all of a side's units are in retreat, they have lost and will retire from the field. Individual winning and losing parameters may be decided on a game by game basis.

Setting up a game:

As the game is designed, there is little reason to use hidden markers, unless all the players are on the same side, and the opposition is solo run.

In this case, Place hidden markers, and half their number of dummy markers randomly in the front edge (IE: Facing the players forces) -of terrain pieces. When they see the enemy, the figures are placed within 20cms of that marker in any appropriate formation.

