

WHEN EMPIRES CLASH!



COLONIAL WARS

RULES

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Above: The backbone of the Regular British Army — the Non-Commissioned Officers.

Notes about the diagrams used in these rules:

The thicker line on the edge of a stand symbol indicates the direction in which the stand is facing.

White and grey shading is used to indicate the stands of opposing armies.

These rules have been designed so that players can fight typical small battles between European Colonial armies and their opponents during the period between 1875 and 1910. They have evolved from previous sets of rules that used area movement and simple combat resolution systems, and have been inspired by DBA (*De Bellis Antiquitatis*), HOTT (Hordes Of The Things), and TTB (Table Top Battles).

I do not have a lot of time — or space — to devote to wargaming, and I want to fight battles to a conclusion in a relatively short time; hence the use of area movement and simple combat resolution systems. The use of a gridded battlefield removes the need to measure both move distances and weapon ranges, thus speeding up the whole process. It also removes any doubts or possible disputes as to whether or not a unit has moved too far or if it is in range or not. Simple combat resolution systems likewise speed up game play. If a player can remember how to resolve a combat situation after using the system for two or three turns without the need to refer to the rules, then the system is good enough for me. It may not be 'perfect' — I have yet to find a system that is — but it should produce a reasonably accurate result.

The armies needed to fight battles with these rules are small by most wargames standards. This means that I can 'raise' lots of small armies rather than a couple of big ones. This is both easier on the finances and enables me to buy, paint, and base a complete army before my interest begins to wane.

The main bulk of the rules deal with what the players need to do before battle commences and Army Lists; in fact the actual battle rules cover ten pages (including examples of how to use some of the mechanisms and explanatory diagrams) and can be learned by most players within a couple of turns. Battles take about an hour to fight, although they can take longer if a larger battlefield and larger armies are used.

I fight a lot of my battles as solo affairs, and the mechanisms I have used can be used either by solo wargamers or for conventional face-to-face wargames. The rules also include options for fighting battles that arise from a campaign and for fighting one-off battles.

No set of rules is ever the product of one person, and this set is no exception. I have been exceptionally lucky in having received feedback from several people who regularly read my blog (Wargaming Miscellany at <http://wargamingmiscellany.blogspot.com/>). These include (in alphabetical order) arthur1815, Bluebeard Jeff, Captain Quincy, Conrad Kinch, CWT, Fabio Guerini Rocco, JB, Jim Wright, Jim, Mike de Snorbens, Orgefencer, robertpeel999, Steve, and Steve-the-Wargamer. In addition David Brock, Tony Hawkins, and Wayne Thomas — all long-standing members of Wargame Developments — play-tested the Battle Rules for me at COW2009 (the 2009 Conference of Wargamers) and gave valuable feedback. I would like to thank them all for their ideas and suggestions, and to state that without them the process of creating these rules would have been much slower and a lot more difficult.

The following alphabetical list contains definitions of some of the terms used in these rules:

2D6	Two D6s thrown at the same time and whose individual scores are added together.
8D6	Eight D6s thrown at the same time and whose individual scores are added together.
90° arc of fire	This is the area to the front of a stand within which a target must be if the stand is going to be able to fire at it. A target that is within this arc of fire, in range, and in direct line-of-sight may be fired at (<i>see the 90° ARC OF FIRE diagram below</i>).
Adjacent grid squares	Any grid square that touches the side or corner of another grid square is defined as being adjacent to it (<i>see the ADJACENT GRID SQUARES diagram below</i>).
Attacker	The stand that initiates a combat with an enemy stand.
Automatic Machine Guns	Automatic Machine Guns are rapid-firing guns that fire rifle calibre bullets. They rely on recoil or gas operated mechanisms to load and fire.
Cover	Cover is any natural or man-made terrain feature that can hide or obscure a stand from view.
D12	A twelve-sided die marked 1 to 12.
D6	A six-sided die marked 1 to 6.
Defender	The stand that is attacked by an enemy stand.
Direct line-of-sight	Direct line-of-sight is a straight line from the centre of one grid square to the centre of another that is not obscured by a stand, cover, or a vertical or horizontal obstacle (<i>see the LINE-OF-SIGHT diagrams below</i>).
European troops	European troops are regular or reserve troops raised in European countries or in countries where the majority of the population is European in origin. They are organised into conventional military formations.
European-style troops	European-style troops are regular or reserve troops raised in non-European countries or in countries where the majority of the population is not European in origin. They are organised into conventional military formations.
Flank	The flanks of a stand are defined as being those grid squares at a right angle to the direction in which the stand is facing (<i>see the FACING diagrams below</i>).
Foremost stand	With the exception of Small Tactical Squares and attacks from the rear or flanks, when two stands occupy the same grid square the foremost stand is the stand that is closest to the front of the grid square (<i>see the FACING diagrams below</i>). In the case of Small Tactical Squares and attacks from the rear or flank, the foremost stand is the stand that is either closest to the stand that is attacking it or — if the attack is from the flank — the stand nominated as such by the attacker.
Front	The front of the stand is the direction in which the stand is facing (<i>see the FACING diagrams below</i>).
Irregular troops	Irregular troops are troops raised by a colonial power from European people living in a colony <u>or</u> volunteers from European countries or countries where the majority of the population is European in origin. They are usually organised into

	conventional military formations but often fight using unconventional or irregular tactics.
Line-of-sight	A straight line from the centre of one grid square to the centre of another (<i>see the LINE-OF-SIGHT diagrams below</i>).
Magazine Rifles	Magazine Rifles are rifled firearms that fire cased ammunition that is stored in a magazine that forms part of the rifle. It can be fired several times before the magazine needs to be reloaded.
Mechanical Machine Gun	Mechanical Machine Guns are rapid-firing guns that fire rifle calibre bullets. They rely on man-powered mechanisms to load and fire.
Native troops	Native troops are troops raised by a native ruler from the indigenous people living in a colony or in an area of likely colonial expansion. They are usually organised into tribal or clan groups.
Obstacle	An obstacle is any vertical or horizontal obstruction that requires a degree of physical effort to cross. Examples include walls, hedges, fences, fordable rivers, streams, wadis, and trenches.
Pom-Pom Gun	Pom-Pom Guns are rapid-firing guns that fire 37mm calibre bullets. They rely on recoil or gas operated mechanisms to load and fire.
Rear	The rear of the stand is the opposite direction to that which the stand is facing.
Recoil Dampening	Recoil dampening is the use of a spring or hydraulic cylinder to reduce the effect of recoil forces on artillery—particularly upon the barrel—when it is fired. Before recoil dampening was introduced, every time an artillery piece was fired it would recoil and have to be manhandled back into its original position to be fired again. The introduction of recoil dampening therefore reduced the need to manhandle artillery between rounds and increased its rate-of-fire.
Rifled Artillery	Rifled Artillery is artillery whose barrels have rifling grooves that improve range and accuracy.
Rifled Muskets	Rifled Muskets are rifled firearms that fire separate ball and cartridge ammunition and that have to be reloaded each time they are fired.
Single-shot Rifles	Single-shot Rifles are rifled firearms that fire cased ammunition and that have to be reloaded each time they are fired.
Smoothbore Artillery	Smoothbore Artillery is artillery whose barrels have no rifling grooves.
Stand	A group of figures, artillery and gun crew, and/or a vehicle mounted together on a base of wood, plastic, card, or similar material. The stands are of a pre-set size and each stand represents an Infantry Company, a Cavalry Squadron, and Artillery Battery or similar sized military unit (<i>see the STANDS section below</i>).
Tactical Square	A defensive formation used by European, European-style, and Irregular troops. It was originally used as a defence against enemy cavalry, but during the era of Colonial wars it was found to be reasonably effective against mass attacks by poorly armed Native troops (<i>see the TACTICAL SQUARE diagrams and</i>

pictures below).

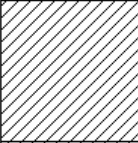
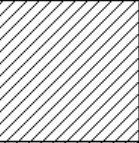
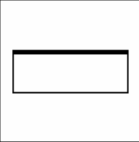
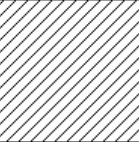
To the front of a stand

The grid square that is directly in front of a stand and the grid squares that are to the immediate left or right sides of that grid square are said to be to the front of a stand (see the **FACING** diagrams below).

To the rear of a stand

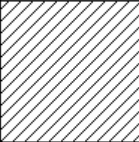
The grid square that is directly behind a stand and the grid squares that are to the immediate left or right sides of that grid square are said to be to the rear of a stand (see the **FACING** diagrams below).

90° ARC OF FIRE

Within the 90 degree arc of fire	Within the 90 degree arc of fire	Within the 90 degree arc of fire	Within the 90 degree arc of fire	Within the 90 degree arc of fire
	Within the 90 degree arc of fire	Within the 90 degree arc of fire	Within the 90 degree arc of fire	
				

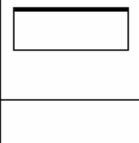
The grid squares that are not shaded are within the 90° arc of fire; those grid squares that are shaded are outside the arc of fire.

ADJACENT GRID SQUARES

Adjacent grid square	Adjacent grid square	Adjacent grid square
Adjacent grid square		Adjacent grid square
Adjacent grid square	Adjacent grid square	Adjacent grid square

All the labelled grid squares are adjacent to the shaded grid square in the centre of the diagram.

FACING

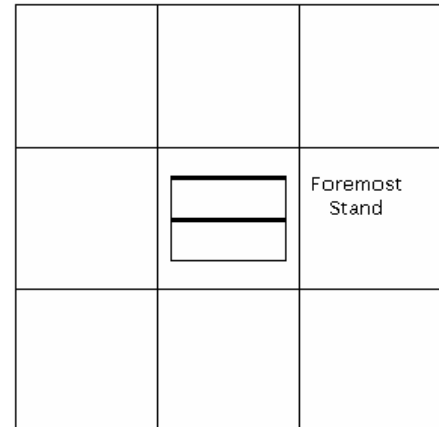
Front	Front	Front
Flank		Flank
Rear	Rear	Rear

The grid square that is directly in front of the stand and the grid squares that are to the immediate left or right sides of that grid square are to the front of the stand.

The grid square that is directly behind the stand and the grid squares that are to the immediate left or right sides of that grid square are to the rear of the stand.

The grid squares that are at a right angle to the direction in which the stand is facing are on its flanks

The foremost stand is the stand that is closest to the front of the grid square.



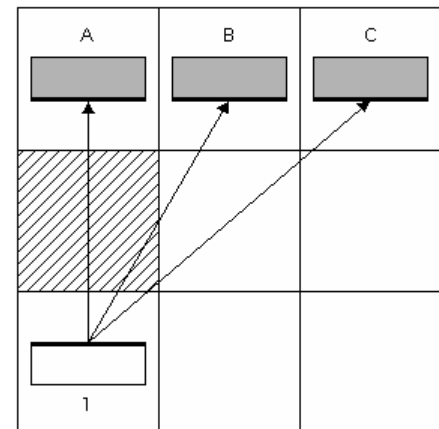
LINE-OF-SIGHT

Example 1:

The shaded grid square represents a vertical obstacle (e.g. a hill).

In this example Stand 1 has a direct line-of-sight to Stand C, but does not have a direct line-of-sight to Stands A or B.

This because the lines from the centre of the grid square occupied by Stand 1 to the centres of the grid squares occupied by Stands A and B pass through the vertical obstacle (i.e. the shaded grid square).



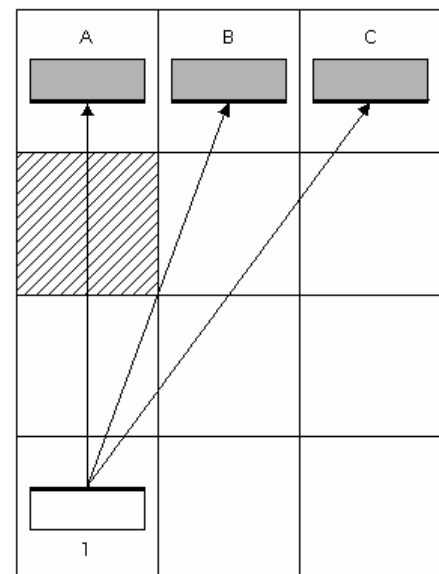
Example 2:

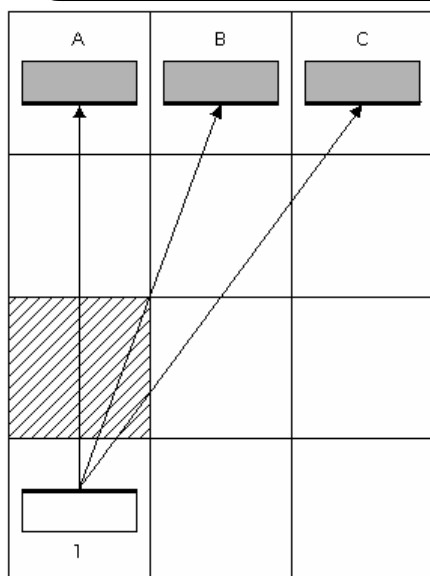
The shaded grid square represents a vertical obstacle (e.g. a hill).

In this example Stand 1 has a direct line-of-sight to Stands B and C, but does not have a direct line-of-sight to Stand A.

This because the line from the centre of the grid square occupied by Stand 1 to the centre of the grid square occupied by Stand A passes through the vertical obstacle (i.e. the shaded grid square).

Although the line from the centre of the grid square occupied by Stand 1 to the centre of the grid square occupied by Stand B passes through the corner of the vertical obstacle (i.e. the shaded grid square), it does not obscure the entire direct line-of-sight which is why Stand 1 has a direct line-of-sight to Stand B.

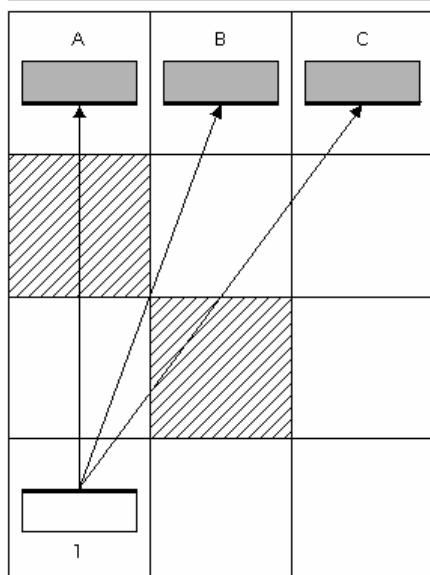


Example 3:

The shaded grid square represents a vertical obstacle (e.g. a hill).

In this example Stand 1 has no direct line-of-sight to Stands A, B, or C.

This because the lines from the centre of the grid square occupied by Stand 1 to the centres of the grid squares occupied by Stands A, B, and C pass through the vertical obstacle (i.e. the shaded grid square).

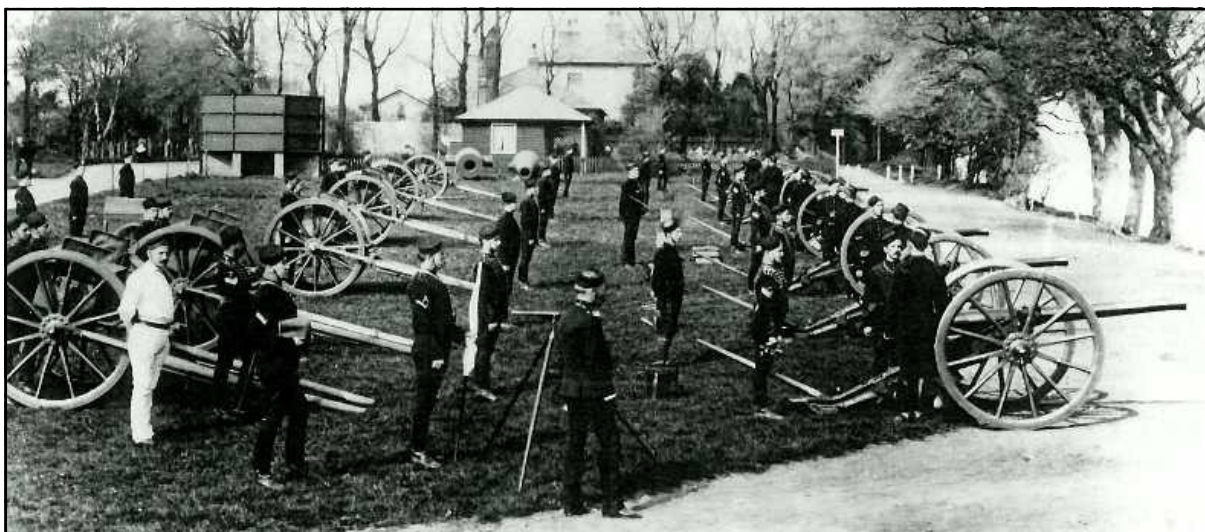
Example 4:

The shaded grid squares represents a pair of vertical obstacles (e.g. a hills).

In this example Stand 1 has no direct line-of-sight to Stands A, B, or C.

This because the lines from the centre of the grid square occupied by Stand 1 to the centres of the grid squares occupied by Stands A, B, and C pass through the vertical obstacle (i.e. the shaded grid square).

Although the line from the centre of the grid square occupied by Stand 1 to the centre of the grid square occupied by Stand B passes through the corner of the both vertical obstacles (i.e. the shaded grid squares) the fact that the corners of these two obstacles are adjoining obscures the direct line-of-sight.

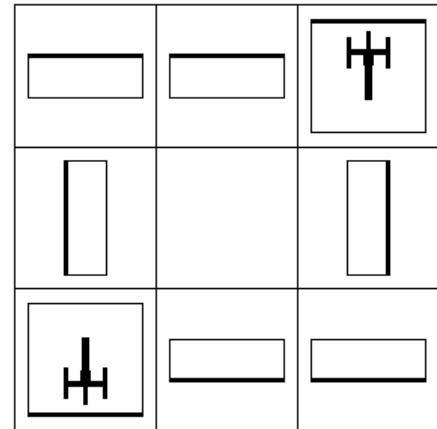


Above: A British Field Artillery battery in training at Woolwich.

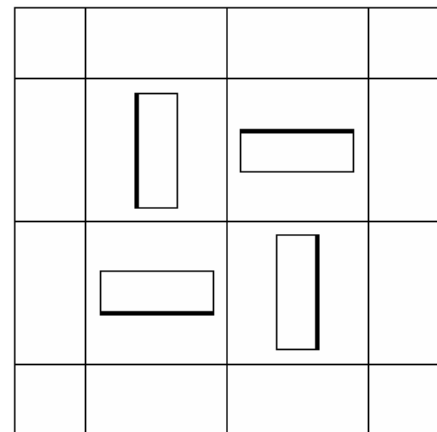
TACTICAL SQUARES

Example 1: A Large Open Tactical Square

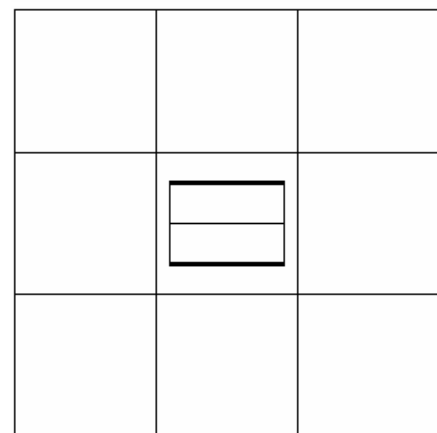
This is essentially a defensive formation and can be very effective as such, although it can be quite difficult to form quickly. Once formed it is difficult to move, and if the enemy break into it, it can be a death-trap for the stands forming the Tactical Square.

Example 2: A Large Tactical Square

This is essentially a defensive formation that can be formed quite quickly. Once formed it can be quite difficult to move, and if the enemy break any part of it, it can be a death-trap for the stands forming the Tactical Square.

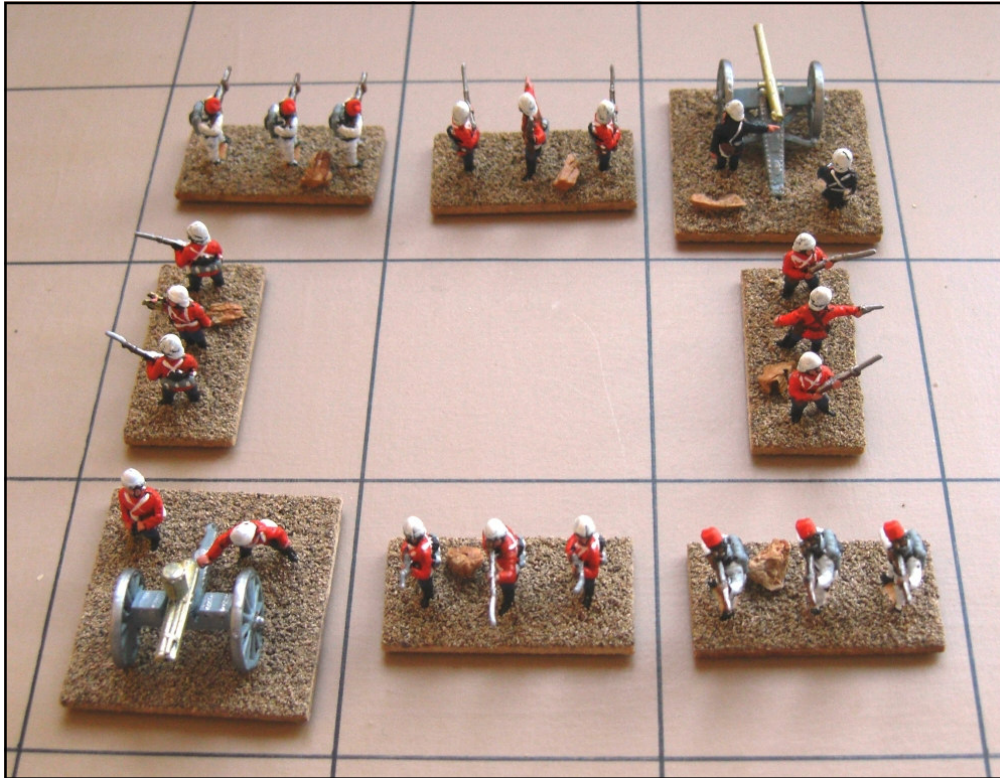
Example 3: A Small Tactical Square

This is essentially a defensive formation that can be formed quickly. Once formed it is not too difficult to move; however if the enemy destroy either of the stands forming the Tactical Square, it is very likely that the other stand will also be destroyed.



A British Infantry unit practice forming a tactical square.





The three types of tactical square.

Top: The Large Open Tactical Square

Right: The Large Tactical Square

Bottom: The Small Tactical Square



SCALES

- These rules are designed for use with 15mm/1:100th scale model figures, artillery pieces, and vehicles.
- 50mm represents the distance needed to deploy an Infantry Company, a Cavalry Squadron, an Artillery Battery, or similar sized military unit on a battlefield.
- Each turn represents fifteen to thirty minutes of real time.

PLAYING EQUIPMENT

- The following equipment is needed to fight battles using these rules:
 - A battlefield and suitable terrain
 - Two armies
 - A battle scenario (either generated by a campaign or as a 'one-off' battle)
 - Four D6s (two for each side) and/or two D12s (one for each side)

Note: For 'one-off' battles where dice are used to determine the layout of the terrain, each side's baseline and deployment area, and the value of each side's armies, at least eight D6s will be required.

- Two sets of numbered activation counters (one set for each side)

Note: The activation counters in each set should be numbered sequentially (i.e. 1, 2, 3, 4, 5, etc. and there should be as many activation counters as there are stands).

THE BATTLEFIELD

THE GRIDDED BATTLEFIELD

- Battles are fought out on a gridded battlefield.
- The battlefield is marked in a grid of 50mm squares.
- The battlefield must not be less than twelve grid squares wide and twelve grid squares deep, although a battlefield that is eighteen grid squares wide and twelve grid squares deep (or *vice versa*) is the minimum recommended size.

THE NUMBER OF STANDS ALLOWED IN A GRID SQUARE

- No more than two stands may be placed in a grid square at the same time, and then only if there is sufficient space within the grid square for this to happen.
- Unless the stands are forming a Small Tactical Square — when the stands may be placed back-to-back, facing in opposite directions — the stands must be placed one behind the other, facing in the same direction.
- Only European infantry, European-style infantry, and Irregular infantry may form a Small Tactical Square that occupies a single grid square.

The two Egyptian Infantry stands have been placed in the same grid square back-to-back, thus forming a Small Tactical Square. The four attacking Mahdist Infantry stands occupy two grid squares.



TERRAIN

- Terrain (e.g. a group of trees) must fit — whenever possible — within one grid square on the battlefield.
- Where pieces of terrain are large than an individual grid square (e.g. a hill) they must be sized in multiples of grid squares (e.g. two grid squares, three grid squares, or grid six squares) and be marked in 50mm grid squares in the same way as the battlefield.

THE PLACEMENT OF TERRAIN

CAMPAIGN BATTLES

- For battles that are fought as part of a campaign, the placement of terrain on the battlefield depends upon what is shown on the campaign map.

'ONE-OFF' BATTLES

- In the case of 'one-off' battles the placement of terrain is decided by the throw of a die.
- Each side throws a D6 to determine the number of pieces of terrain they can place on the battlefield.
- The side with the highest score then selects and places a piece of terrain on the battlefield.
- The other side then follows suit, and also selects and places a piece of terrain on the battlefield.
- This alternate selection and placement of terrain onto the battlefield continues until both sides have placed all the pieces of terrain that they may place.

BATTLEFIELD BASELINES

CAMPAIGN BATTLES

- For battles that are fought as part of a campaign, each side's baseline on the battlefield (i.e. the side of the battlefield on which they deploy) depends upon what is shown on the campaign map.

'ONE-OFF' BATTLES

- In the case of 'one-off' battles the baselines are decided by the throw of a die.
- Each side throws a D6 after all the terrain has been placed on the battlefield.
- The side with the highest score chooses which edge of the battlefield is their baseline.
- Their opponent is allocated the opposite edge of the battlefield as their baseline.

STANDS

- Figures, artillery, and vehicles are mounted on stands.
- Each stand represents an Infantry Company, a Cavalry Squadron, and Artillery Battery or similar sized military unit.
- Except where otherwise stated, all stands are 40mm wide.

*Note: 40mm is the **minimum** stand width. A stand might need to be wider in order to fit the figures and/or model onto it. Stands that are wider than 50mm are deemed to be large stands (see the **LARGE STANDS** section below).*

Type of stand	Depth
Infantry	20mm
Cavalry	30mm
Artillery	40mm
Machine Gun	40mm
Pom-Pom Gun	40mm
Transport	50mm
Pack Transport	30mm
Command (on foot)	20mm
Command (mounted)	30mm

***Note:** The depths shown above are the minimum depths. A stand might need to be deeper in order to fit the figures and/or model onto it. Stands that are deeper than 50mm are deemed to be large stands (see the **LARGE STANDS** section below).*

- The recommended number of 15mm/1:100th scale model figures, artillery pieces, or vehicles per stand is as follows:

Type of stand	Models mounted on each stand
Infantry	Three infantry figures
Cavalry	Two cavalry figures
Artillery	One gun and two crew figures
Machine Gun	One machine gun and two crew figures
Pom-Pom Gun	One Pom-Pom gun and two crew figures
Transport	One horse-drawn vehicle and horse team or one steam-powered vehicle
Pack Transport	One pack animal and one driver
Command	One Commander figure <u>plus</u> two infantry figures (if the Commander is on foot) <u>or</u> one cavalry figure (if the Commander is mounted)

- Each stand is allocated a value that may be marked on the stand to aid players during the battle (see the **STAND VALUES** section below).

LARGE STANDS

- Stands that are wider and/or deeper than 50mm are large stands and will straddle two or more grid squares.
- They may share any one of the grid squares they occupy with another stand if there is sufficient space within the grid square for this to happen.
- They must be placed one behind the other, facing in the same direction.
- Artillery that is mounted on a large stand may only be moved during a battle by a suitable Transport stand (see the **TRANSPORT STAND** section below).
- All movement is measured from the front edge of the stand.
- The ranges of all weapons fired from a large stand are measured from the front edge of the stand.
- The ranges of all weapons fired at a large stand are measured to the edge of the stand nearest to the firing stand.

TRANSPORT STANDS

- A Transport stand can tow one Artillery stand.
- Artillery stands that are being towed by Transport stands may not take part in Fire Combat or Close Combat for the duration of a turn during which they are being towed.
- When the Artillery stand is unlimbered it must be unlimbered into a vacant square to the rear of the Transport stand that has towed it.
- Likewise, when an Artillery stand is limbered to a Transport stand it may only be limbered from a square to the rear of the Transport stand that will carry or tow it.

STAND VALUES

- The value of each type of stand is as follows:

Stand type	Points value
Regular Infantry	3 points
Irregular Infantry	2 points
Native Infantry	2 points
Regular Cavalry	3 points
Irregular Cavalry	2 points
Native Cavalry	2 points
Heavy Artillery	4 points
Medium Artillery	3 points
Field Artillery	2 points
Mountain Artillery	2 points
Automatic Machine Guns	4 points
Mechanical Machine Guns	2 points
Pom-Pom Guns	4 points
Transport	1 point
'Exceptional' Commanders	3 points
'Average' Commanders	2 points
'Poor' Commanders	1 point

Note: The value shown for Commanders is more a reflection of their ability to command than their fighting ability. For the purposes of Fire and Close Combat only it is perfectly reasonable for players to agree — before the battle begins — for all Commanders to have a value of 2 points.

50mm of entrenchments ½ point

Note: The value shown for entrenchments is only used when calculating the total value of an army for 'one-off' battles or when only one side is entrenched. In battles where both sides are entrenched, this value can be ignored.

ARMIES

- Before the battle begins both sides must decide how many stands their armies will have.

CAMPAIGN BATTLES

- For battles that are fought as part of a campaign, the number of stands in each army will be determined by the events leading up to the battle.

'ONE-OFF' BATTLES

- In the case of 'one-off' battles the number of stands in each army can be decided by either mutual agreement between the players or by the throw of a die.
- For 'one-off' battles where the players mutually agree to have armies of equal value, a total of 36 points per army is recommended, with no more than 12 points in total being spent on stands worth 4 points or more.
- For 'one-off' battles where the players prefer not to have armies of equal value, it is recommended that each side throw 8D6s to determine the value of their army, with no more than 33% of this total value being spent on stands worth 4 points or more.

ARMY COMMAND STANDS

- Each side's army must have a Command stand (i.e. the stand with the Commander on it). The value of this stand is not included in the cost of an army.

COMMANDERS

- Before the battle begins both sides must decide how good their respective Commanders are.

CAMPAIGN BATTLES

- For battles that are fought as part of a campaign, a Commander's ability will be determined by the events leading up to the battle.
 - If the Commander is rated as 'Exceptional', the Commander has a Command Value of 3
 - If the Commander is rated as 'Average', the Commander has a Command Value of 2
 - If the Commander is rated as 'Poor', the Commander has a Command Value of 1

'ONE-OFF' BATTLES

- In the case of 'one-off' battles a Commander's ability is determined by the throw of a die.
- To determine a Commander's ability for a 'one-off' battle, a D6 is thrown:
 - If the score is 6, the Commander is rated as 'Exceptional' and the Commander has a Command Value of 3
 - If the score is 3, 4, or 5, the Commander is rated as 'Average' and the Commander has a Command Value of 2
 - If the score is 1 or 2, the Commander is rated as 'Poor' and the Commander has a Command Value of 1

COMMAND VALUE

- The Command Value of the Commander affects their ability to activate stands.
- When the side with the initiative throws it's 2D6s or D12 (*see the **DICE** section below*), the Command stand's Command Value is added to the score; the resultant score determines the number of stands the Commander may activate that turn.

DICE

- To reflect the asymmetric nature of Colonial warfare, players commanding European or European-style armies use 2D6s and players commanding Native armies use a D12 to resolve:
 - The side that has the initiative during each turn
 - The number of stands they may activate each turn
 - Any combat that may take place

DEPLOYMENT

CAMPAIGN BATTLES

- For battles that are fought as part of a campaign, the deployment of stands on the battlefield depends upon the circumstances under which the battle is being fought.

'ONE-OFF' BATTLES

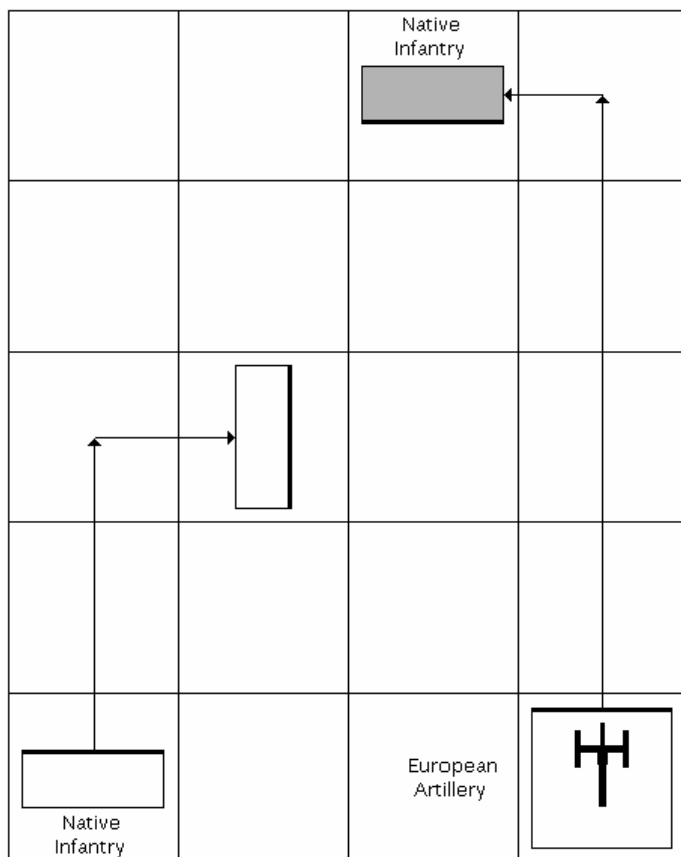
- In the case of 'one-off' battles the deployment of stands is decided by the throw of dice.
- Each side throws D6 to determine the maximum number of squares in from the edge of their baseline they may deploy their armies.

VICTORY

- During a battle a tally of the total value of all the stands that have been destroyed should be kept.
- Once an army has suffered a loss of 50% of its original value (not including the value of their Command stand), it must begin to withdraw from the battlefield.
- The battle is deemed to have ended when:
 - One side has completely withdrawn from the battlefield or
 - One side has conceded defeat or
 - One side's Command stand has been destroyed or
 - The 12th turn has been completed
- At the end of the battle both sides total up the value of all the remaining stands in their armies (i.e. those stands that have not been destroyed) including the value of their Command stand if it is still extant.
- These two totals are compared:
 - If the remaining values of the two armies are equal, the battle is deemed to be a draw
 - If the remaining value of one army is more than that of the other, the side with the higher remaining value is deemed to have won the battle
- The level of victory is determined by the difference between the remaining values of the two armies:
 - If the difference is less than or equal to 9 points, the victory is 'Marginal'
 - If the difference is between 10 points and 19 points inclusive, the victory is 'Decisive'
 - If the difference is 20 points or more, the victory is 'Overwhelming'

MEASURING ORTHOGONALLY

- All movement distances and weapon ranges are measured orthogonally not diagonally
- The following diagram and picture illustrate how movement distances and weapon ranges are measured orthogonally.



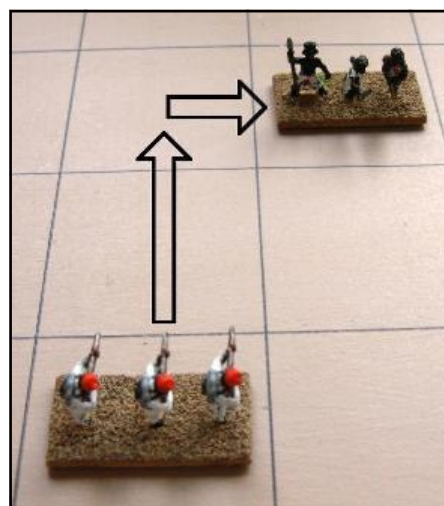
Left-hand example:

A Native Infantry stand moves three grid squares; two forward and one to the right.

Right-hand example:

A European Artillery stand — armed with Rifled Field Artillery that has a range of eight grid squares — is firing at a Native Infantry stand. The range is five grid squares (four forward and one to the left); therefore the Native Infantry stand is in range.

An Egyptian Infantry stand — armed with Single-shot Rifles that have a range of two grid squares — is firing at a Native Infantry stand. The range is three grid squares (two forward and one to the right); therefore the Native Infantry stand is not in range.



TURN SEQUENCE

- The battle lasts a maximum of 12 turns.
- At the beginning of each turn both sides place a numbered activation counter next to each stand in their army.
- The number on each activation counters determines the order in which the stands will be activated.

Note: If either side wishes to simultaneously activate two stands that are in the same grid square, a single activation counter is allocated to those two stands.

For the purposes of activation the two stands will be treated as a single entity for the remainder of the turn and must remain together for the duration of the turn unless circumstances — such as recoiling as a result of combat — force the two stands to occupy separate grid squares.

If the latter occurs before the two stands have been activated, the stand that has not recoiled retains the activation counter; the stand that has recoiled may not be activated this turn as it now has no activation counter.

- Both sides then throw 2D6s or a D12; the side with the highest score has the choice of having the initiative for that turn or passing it over to their opponent.
- In the event of a tie, both sides throw again until the situation is resolved.

SOLO BATTLES

- The side with the initiative throws 2D6s or a D12 and adds the Command stand's Command Value; the resultant score determines the number of stands they may activate this turn.
- All that side's activation counters with numbers higher than the number of stands they may activate this turn are removed; the stands without activation markers may not be activated this turn.
- The other side then throws 2D6s or a D12 and follows the same procedure.
- Starting with the stand that has been allocated '1', the side with the initiative activates that stand.
- Once that stand has been activated and has completed all the actions it can undertake, the stand that has been allocated '1' by the other side is activated.
- Once that stand has been activated and has completed all the actions it can undertake, the stand that has been allocated '2' by the side with the initiative is activated etc.
- This process of alternate stand activation continues until both sides have activated all their eligible stands, at which point the turn has ended.

FACE-TO-FACE BATTLES

- The side with the initiative throws 2D6s or a D12 and adds the Command stand's Command Value; the resultant score determines the number of stands they may activate this turn.
- All that side's activation counters with numbers higher than the number of stands they may activate this turn are removed; the stands without activation markers may not be activated this turn.
- Starting with the stand that has been allocated '1', the side with the initiative activates that stand.
- Once that stand has been activated and has completed all the actions it can undertake, the stand that has been allocated '2' by the side with the initiative is activated etc.

- This process of sequential stand activation continues until the side with the initiative has activated all their stands.
- The other side throws 2D6s or a D12 and follows the same sequential stand activation procedure.
- Once both sides have activated all their eligible stands, at which point the turn has ended.

ACTIVATION

- When a stand is activated it can move and then engage the enemy in combat or engage the enemy in combat and then move. In the latter case, if it engages in combat and is forced to recoil as a result, the act of recoiling is its move.

MOVEMENT

- All movement distances are expressed in grid squares.
- All movement is measured orthogonally (*see the **MEASURING ORTHOGONALLY** section above*) from the front edge of the stand.

Type of stand	Movement rate
Regular Infantry	2 grid squares
Irregular Infantry	3 grid squares
Native Infantry	3 grid squares
Regular Cavalry	4 grid squares
Irregular Cavalry	5 grid squares
Native Cavalry	5 grid squares
Dismounted Cavalry	2 grid squares
Artillery	2 grid squares
Machine Guns	2 grid squares
Pom-Pom Guns	2 grid squares
Transport	2 grid squares
Commanders (on foot)	2 grid squares
Commanders (mounted)	4 grid squares

*Note: The Artillery movement rate only applies to Artillery that is not mounted on a large stand (see the **LARGE STANDS** section above). Artillery that is mounted on a normal stand is deemed to have the means by which it can be moved without having to resort to the use of a Transport stand.*

CAVALRY MOUNTING AND DISMOUNTING

- Cavalry that are mounting or dismounting cannot move during the turn during which they mount or dismount.

MOVING INTO GRID SQUARES THAT ARE ADJACENT TO ONES OCCUPIED BY ENEMY STANDS

- If a stand moves into a grid square that is adjacent to a grid square occupied by an enemy stand it must stop (*see the **ADJACENT GRID SQUARES** diagram above*).

Note: If a stand moves into a grid square that is adjacent to one occupied by an enemy stand, it is not obliged to engage that enemy stand in combat.

*Note: If during the process of recoiling a stand cannot avoid moving into or through a grid square that is adjacent to one occupied by an enemy stand, it is deemed to have been destroyed and is removed from the battlefield (see the **STANDS THAT ARE FORCED TO RECOIL** section below).*

- Artillery stands may not be moved into a grid square that is adjacent to a grid square occupied by an enemy stand.

LARGE STANDS

- Artillery that is mounted on large stands may only be moved by being limbered to a suitable Transport stand (see the **TRANSPORT STAND** section above).

MOVING THROUGH GRID SQUARES OCCUPIED BY OTHER STANDS

- Stands cannot move through friendly stands or through grid squares occupied by friendly stands.
- If a stand is sharing a grid square with a friendly stand and it is forced to recoil, it cannot move through the friendly stand; it is deemed to have been destroyed and is removed from the battlefield.
- Stands cannot move through enemy stands or through grid squares occupied by enemy stands.

MOVEMENT THROUGH WOODS, ACROSS OBSTACLES, AND UP OR DOWN HILLS

- Only Infantry may move off-road through woods or can cross vertical obstacles (e.g. walls, hedges, fences etc.).
- Stands making their entire move along a road may increase their movement distance by 1 grid square.
- Stands crossing a hill contour reduce their movement distance by 1 grid square per contour crossed.

CHANGING THE DIRECTION A STAND IS FACING

- There is no movement penalty for a stand to change the direction it is facing, but once it has been activated and moved a stand may not change the direction it is facing until it is activated again during the next turn or it is forced to recoil as a result of combat.

COMBAT

- Combat is stand vs. stand.
- A stand may only mount an attack once per turn although it can be attacked by enemy stands many times.

FIRE COMBAT OR CLOSE COMBAT?

- Combat that is between stands that occupy adjacent grid squares is deemed to be Close Combat.
- Close Combat includes short-range firefights at a range of one grid square and hand-to-hand combat; all other combat is Fire Combat.

THE ROLE OF THE FOREMOST STAND IN ATTACK

- With the exception of stands forming a Small Tactical Square, if there are two stands in the same grid square only the foremost stand (i.e. the stand that is closest to the front of the grid square) may attack an enemy stand during a turn (see the **FOREMOST STAND** definition above).
- The two stands forming a Small Tactical Square can both attack separate enemy stands during a turn.

THE ROLE OF THE FOREMOST STAND IN DEFENCE

- During Close Combat, if two stands in the same grid square are attacked, the foremost stand (i.e. the stand that is either closest to the stand that is attacking it or — if the attack is from the flank — the stand nominated as such by the attacker) defends and the stand that is the second row of the pair of stands supports it (*see the **FOREMOST STAND** definition above*).

FIRE COMBAT

ATTACKERS AND DEFENDERS

- For the purposes of Fire Combat the stand that is firing is referred to as the attacker and the stand that is being fired at is referred to as the defender.

ELIGIBLE TARGETS

- A stand may only attack an enemy stand that is in direct line-of-sight (*see the **LINE-OF-SIGHT** diagrams above*).
- The enemy stand must be within range and within a 90° arc of fire to the front of the attacker (*see the **90° ARC OF FIRE** diagram above*).

MOUNTED REGULAR CAVALRY

- Unless specifically stated, Regular Cavalry may not fire whilst mounted.

RESOLVING FIRE COMBAT

- Both the attacker and the defender throw 2D6s or a D12.
- Additions and subtractions are made, and the scores of the attacker and the defender are compared to determine the result of the Fire Combat.

FIRE COMBAT — WEAPON RANGES

- All weapon ranges are expressed in grid squares and are measured orthogonally (*see the **MEASURING ORTHOGONALLY** section above*) from the front edge of the stand.

Weapon type	Range
Hand-held Weapons	1 grid square
Rifled Muskets	1 grid square
Single-shot Rifles	2 grid squares
Magazine Rifles	3 grid squares
Smoothbore Mountain Artillery	4 grid squares
Rifle Mountain Artillery	6 grid squares
Smoothbore Field Artillery	5 grid squares
Rifled Field Artillery	8 grid squares
Smoothbore Medium Artillery	6 grid squares
Rifled Medium Artillery	10 grid squares
Smoothbore Heavy Artillery	7 grid squares
Rifled Heavy Artillery	12 grid squares
Mechanical Machine Guns	3 grid squares
Automatic Machine Guns	4 grid squares
Pom-Pom Guns	6 grid squares

FIRE COMBAT — ADDITIONS AND SUBTRACTIONS

- Add the stand's value.
- Add the value of any friendly Command stand that is in an adjacent grid square.
- Add 1 to the attacker's score if it is on the defender's flank or rear.
- Add 2 to the attacker's score if it is an Artillery stand or a Machine Gun stand attacking a defender that is sharing a grid square with another enemy stand.
- Deduct 1 from the attacker's score if it is Cavalry that has moved this turn before attacking (i.e. moved and then engaged the enemy in Fire Combat).

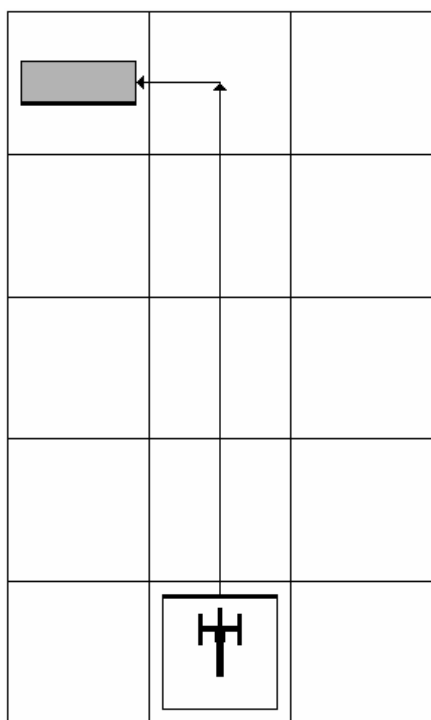
Note: Unless specifically stated, Regular Cavalry may not fire whilst mounted.

- Deduct 2 from the attacker's score if the defender is:
 - Behind a wall
 - In entrenchments
 - Inside a wood

FIRE COMBAT RESULTS

- If the attacker's final score is equal to or lower than the defender's final score, the Fire Combat has been ineffective.
- If the attacker's final score is greater than but less than twice the defender's final score the defender must recoil until it is at least one grid square away from (i.e. not adjacent to) the nearest enemy stand (i.e. the nearest stand on the same side as the attacker).
- If the attacker's final score is twice or more than twice than the defender's final score, the defender is destroyed and removed from the battlefield.

EXAMPLES OF FIRE COMBAT



Example 1: Artillery firing at Infantry

A European Artillery stand — armed with Rifled Field Artillery that has a range of eight grid squares — is firing at a Native Infantry stand. The range is five grid squares (four forward and one to the left); therefore the Native Infantry stand is in range.

The European Artillery stand throws 2D6 (and scores eight) and adds the stand's value (two points) giving a final score of ten.

The Native Infantry stand throws a D12 (and scores two) and adds the stand's value (two points) giving a final score of four.

The European Artillery stand's final score is more than twice the Native Infantry stand's final score; it is therefore destroyed and removed from the battlefield.

N.B. Had the dice scores been reversed, the European Artillery stand's final score would have been four and the Native Infantry stand's final score would have been ten. In this case the European Artillery stand's final score would have been lower than the Native Infantry stand's final score, and the Fire Combat would have been ineffective.

Example 2: Infantry firing at Infantry

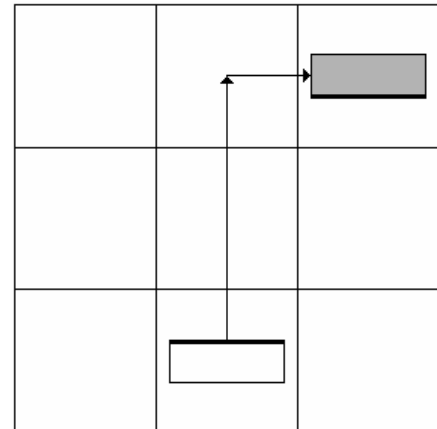
A European Infantry stand — armed with Magazine Rifles that have a range of three grid squares — is firing at a Native Infantry stand. The range is three grid squares (two forward and one to the right); therefore the Native Infantry stand is in range.

The European Infantry stand throws 2D6 (and scores seven) and adds the stand's value (three points) giving a final score of ten.

The Native Infantry stand throws a D12 (and scores eleven) and adds the stand's value (two points) giving a final score of thirteen.

The European Infantry stand's final score is lower than the Native Infantry stand's final score; the Fire Combat has been ineffective.

N.B. Had the dice scores been reversed, the European Infantry stand's final score would have been fourteen and the Native Infantry stand's final score would have been nine. In this case the European Infantry stand's final score would have been greater than the Native Infantry stand's final score but less than twice the Native Infantry stand's final score. The Native Infantry stand would have been forced to recoil.

Example 3: Infantry firing at Infantry

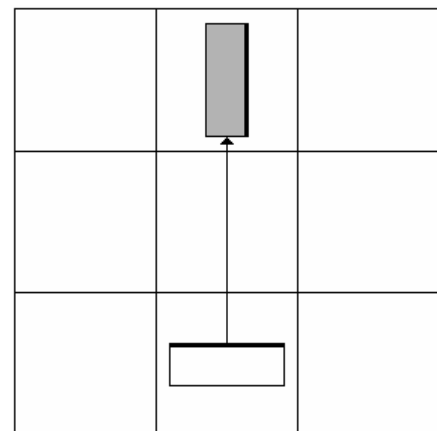
A Native Infantry stand — armed with Single-shot Rifles that have a range of two grid squares — is firing at a European Infantry stand. The range is two grid squares (two forward); therefore the European Infantry stand is in range.

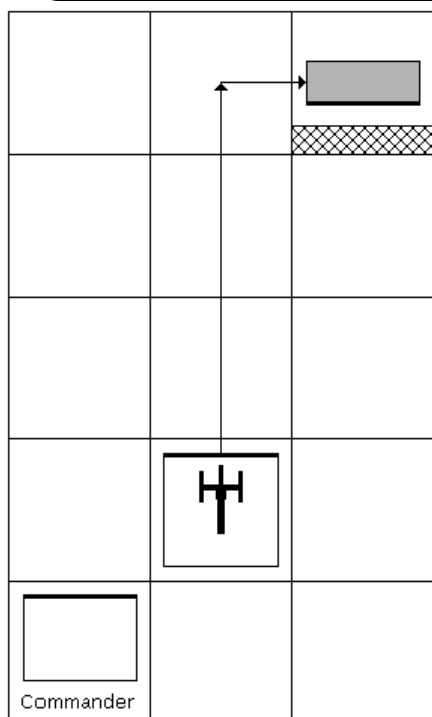
The Native Infantry stand throws a D12 (and scores seven) and adds the stand's value (two points) and one for firing into the European Infantry stand's flank, giving a final score of ten.

The European Infantry stand throws a 2D6 (and scores two) and adds the stand's value (three points) giving a final score of five.

The Native Infantry stand's final score is twice the European Infantry stand's final score; it is therefore destroyed and removed from the battlefield.

N.B. Had the dice scores been reversed, the Native Infantry stand's final score would have been five and the European Infantry stand's final score would have been ten. In this case the Native Infantry stand's final score would have been lower than the European Infantry stand's final score, and the Fire Combat would have been ineffective.





Example 4: Artillery (supported by an Average Command stand) firing at Infantry in entrenchments

A European Artillery stand — armed with Rifled Field Artillery that has a range of eight grid squares — is firing at a Native Infantry stand that is in entrenchments. The range is four grid squares (three forward and one to the right); therefore the Native Infantry stand is in range.

The European Artillery stand throws 2D6 (and scores five) and adds the stand's value (two points), and adds the Command stand's value (two points), and deducts two because the Native Infantry stand is in entrenchments, giving a final score of seven.

The Native Infantry stand throws a D12 (and scores six) and adds the stand's value (two points) giving a final score of eight.

The European Artillery stand's final score is lower than the Native Infantry stand's final score; the Fire Combat has been ineffective.

N.B. Had the dice scores been reversed, the European Artillery stand's final score would have been eight and the Native Infantry stand's final score would have been seven. In this case the European Artillery stand's final score would have been greater than the Native Infantry stand's final score but less than twice the Native Infantry stand's final score. The Native Infantry stand would have been forced to recoil.

CLOSE COMBAT

ATTACKERS AND DEFENDERS

- For the purposes of Close Combat the stand that has initiated the Close Combat is referred to as the attacker and the stand that is being attacked is referred to as the defender.

ELIGIBLE ENEMY STANDS

- A stand may only engage an enemy stand in Close Combat if that enemy stand is an adjacent grid square.

TACTICAL SQUARES IN CLOSE COMBAT

- A stand that is part of a formed Tactical Square cannot be attacked in the flank or rear unless it is:
 - Facing inwards (i.e. it is facing into the Tactical Square) or
 - The Tactical Square has been broken (i.e. one or more of its sides have recoiled or been partially or fully destroyed and the attacker is in the resultant gap or is inside the Tactical Square).

RESOLVING CLOSE COMBAT

- Both the attacker and the defender throw 2D6s or a D12.
- Additions and subtractions are made, and the scores of the attacker and the defender are compared to determine the result of the Close Combat.

CLOSE COMBAT — ADDITIONS AND SUBTRACTIONS

- Add the stand's value.
- Add the value of any friendly Command stand that is in an adjacent grid square.
- Add 1 for each friendly stand that is in an adjacent grid square.
- Add 2 if there is a friendly stand in the same grid square.
- Add 1 to the score of the attacker if the attacker is an Artillery or Machine Gun stand.
- Add 2 to the score of the attacker if the attacker is on the defender's flank or rear.
- Add 3 to the score of the attacker if the attacker is a Cavalry stand attacking an isolated Infantry, Artillery, or Machine Gun stand (i.e. separated from friendly stands by at least one empty grid square) in flat, open country.
- Deduct 2 from the score of the attacker if the attacker is in a grid square that is downhill from the enemy stand's grid square.
- Deduct 2 from the score of the attacker if the defender is behind a wall or in entrenchments.

CLOSE COMBAT RESULTS

- If the attacker's final score is equal to or lower than the defender's final score, the attacker must recoil until it is at least one grid square away from (i.e. not adjacent to) the nearest enemy stand (i.e. the nearest stand on the same side as the defender).
- If the attacker's final score is greater than but less than twice the defender's final score the defender must recoil until it is at least one grid square away from (i.e. not adjacent to) the nearest enemy stand (i.e. the nearest stand on the same side as the attacker).
- If the attacker's final score is twice or more than twice than the defender's final score, the defender is destroyed and removed from the battlefield.

EXAMPLES OF CLOSE COMBAT

Example 1: Infantry Close Combat

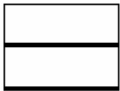
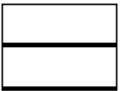
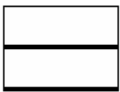
A pair of Native Infantry stands have moved into Close Combat with two European Infantry stands.

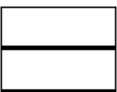
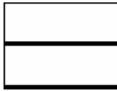
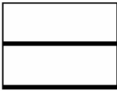
Only the foremost of the pair of Native Infantry stands can attack, and it chooses to attack the European Infantry stand that is directly to its front.

The Native Infantry stand throws a D12 (and scores three) and adds the stand's value (two points), and adds two because it is sharing a grid square with a friendly stand, and adds four (one for each friendly stand in an adjacent grid square), giving a final score of eleven.

The European Infantry stand throws 2D6 (and scores six) and adds the stand's value (three points), and adds one for the friendly stand in an adjacent grid square, giving a final score of ten.

The Native Infantry stand's final score is greater than but less than twice the European Infantry stand's final score. The European Infantry stand must recoil until it is at least one grid square away from the nearest enemy stand.

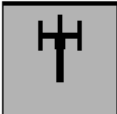
A second pair of Native Infantry stands have moved into Close Combat with the remaining European Infantry stand.

Only the foremost of the pair of Native Infantry stands can attack.

The Native Infantry stand throws a D12 (and scores twelve) and adds the stand's value (two points), and adds two because it is sharing a grid square with a friendly stand, and adds two (one for each friendly stand in an adjacent grid square), giving a final score of eighteen.

The European Infantry stand throws 2D6 adds one (one for each friendly stand in an adjacent grid square), giving a final score of six.

The Native Infantry stand's final score is twice or more than twice than the European Infantry stand's final score. The European Infantry stand is destroyed and removed from the battlefield.

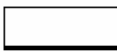
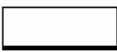
Example 2: Cavalry in Close Combat with an isolated Artillery stand

A European Cavalry stand has moved into Close Combat with a Native Artillery stand that is isolated (i.e. separated from friendly stands by at least one empty grid square) and in flat, open country.

The European Cavalry stand throws a 2D6 (and scores nine) and adds the stand's value (three points), and adds three because it is a Cavalry stand attacking an isolated Artillery stand in flat, open country, giving a final score of fifteen.

The Native Artillery stand throws 2D6 and scores ten.

The European Cavalry stand's final score is greater than but less than twice the Native Artillery stand's final score the Native Artillery stand must recoil until it is at least one grid square away from the nearest enemy stand.

		
		A B

Example 3: Close Combat that involves a Small Tactical Square

A European Small Tactical Square has already been involved in Close Combats with two pairs of Native Infantry stands, and those Close Combats have been resulted in the destruction of two of the attacking Native Infantry stands.

A further pair of Native Infantry stands have moved into Close Combat with the European Small Tactical Square.

Only the foremost of the pair of Native Infantry stands can attack. Because the attack is from the Small Tactical Square's flank, the attacker nominates stand A to be the foremost defender.

The Native Infantry stand throws a D12 (and scores four) and adds the stand's value (two points), and adds two because it is sharing a grid square with a friendly stand, and adds two (one for each friendly stand in an adjacent grid square), giving a final score of ten.

The European Small Tactical Square throws 2D6 (and scores five) and adds the foremost stand's value (three points), and adds two because it is sharing a grid square with a friendly stand, giving a final score of ten.

The Native Infantry stand's final score is equal to the European Small Tactical Square's final score and the foremost European Infantry stand is forced to recoil, but because it cannot do so (see **STANDS THAT ARE FORCED TO RECOIL** section below) it is destroyed and removed from the battlefield.

STANDS THAT ARE FORCED TO RECOIL

- Stands that are forced to recoil as a result of Combat must recoil towards their side's baseline until they are at least one square away from (i.e. not adjacent to) the nearest enemy stand. This movement must be to the rear of the grid square the recoiling stand is in before it recoils.
- If the stand has to recoil more than its maximum movement distance to comply with this rule or it is prevented from doing so ...
 - Because of an obstacle or
 - Because of an enemy stand or
 - Because it is sharing a square with a friendly stand

... the recoiling stand is deemed to have been destroyed and is removed from the battlefield.

Note: When a stand engages the enemy in combat before moving and is forced to recoil as a result, the act of recoiling is its move.

EXAMPLE OF RECOILING

Example: A recoiling Infantry stand

An Infantry stand has been in Close Combat and is being forced to recoil.

This movement must be to the rear of the grid square the recoiling Infantry stand is in before it recoils. It has three possible routes it can follow: A, B, or C.

It cannot follow route A as this will take it into a grid square that is already occupied by another enemy Infantry stand. It cannot follow route B as this will take it into a grid square that is adjacent to a grid square that is occupied by an enemy Infantry stand. It cannot follow route C as this will take it into a grid square that is adjacent to a grid square that is occupied by an enemy Cavalry stand.

Therefore the recoiling Infantry stand cannot recoil and is deemed to be destroyed. It is removed from the battlefield.

