



Introduction

Design Parameters

These rules have been developed so that it is possible to fight small colonial battles between colonial and native forces. The battles last about an hour or two (i.e. the duration of the sort of action they are designed to portray). They are designed to be used with 15mm scale figures and vehicles.

The Primary Rule of Wargaming

‘Nothing can be done contrary to what could or would be done in actual war.’

Revised Rules for the NAVAL WAR GAME (1905)
Fred T. Jane

The Spirit of the Wargame

Wargames are played, for the most part, without the supervision of an umpire. The game relies on the integrity of the individual players to show consideration for other players and to abide by the rules. All players should conduct themselves in a disciplined manner, demonstrating courtesy and sportsmanship at all times, irrespective of how competitive they may be. This is the spirit of the wargame.

Adapted from THE RULES OF GOLF
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The Precedence Rule

To assist players to understand these rules, and to help to avoid needless discussions about what a rule or rules mean, the order of each paragraph within each section of these rules determines either the order in which things must happen or the relative importance of a paragraph to the other paragraphs, with the earlier paragraph taking precedence over later paragraphs.

Scales

Ground scale: 10cm represents 300m.

Time scale: 1 turn represents approximately 15 minutes of real time.

Unit scale: See below.

Pre-Battle Organisation

Playing Equipment

The following equipment is needed to fight a battle using these rules:

- Two suitably organised armies.
- A battlefield, suitable terrain, and a scenario.
- A small-sized pack of playing cards with fifty-two playing cards divided into two colours (red and black) and four suits (Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠)).
- At least one disruption marker for each unit on the battlefield.
- At least a dozen D6s.

Units

Units are of standard sizes.

Type of unit	Establishment	Represents
Infantry unit	4 figures on individual 15mm square bases.	A battalion-sized unit (600 to 1000 men).
Cavalry unit	4 figures on individual 15mm wide bases.	A regiment-sized unit (450 – 900 men).
Artillery unit ¹	1 weapon on an individual base and 2 figures on individual 15mm square bases.	A battery-sized unit (4 to 6 guns and crews).
Transport unit ²	1 vehicle or pack animal on an individual base.	A transport unit large enough to tow an artillery unit or carry an infantry unit.
Commander ³	1 figure on an individual 20mm wide base.	A Commander and their immediate staff.

Units are rated as to their training and ferocity:

Rating	Description
Good	Well trained and experienced regular troops, armed with modern weapons <u>or</u> fanatical native troops, armed with modern or reasonably modern weapons. ⁴
Average	Trained regular troops with some experience, armed with reasonably modern weapons <u>or</u> ferocious native troops armed with reasonably or fairly modern weapons. ⁵
Poor	Regular troops with little training and experience, armed with fairly modern or recently obsolete weapons <u>or</u> native troops armed with obsolete weapons. ⁶
Very poor	Troops with little or no training or experience, armed with whatever weapons are available. ⁷

Notes:

Commanders are rated as equivalent to a good quality unit.

This rating determines the ease with which the unit is able to regain its cohesion when it becomes disrupted.

¹ Artillery units include machine gun units, mountain gun units, field gun units, medium gun units, and heavy gun units.

² A motorised transport unit may carry an infantry unit or tow an artillery unit; a horse-drawn transport unit may tow an artillery unit.

³ There should be one Commander for each player. They represent the player's *alter ego* on the battlefield.

⁴ Examples of good quality units include first-line British units and North West Frontier tribesmen.

⁵ Examples of average quality units include second-line British units (usually locally recruited regular native units) and Sudanese Jihadia.

⁶ Examples of poor quality units include third-line British units (usually locally recruited irregular native units or allied native units) and Zulu riflemen.

⁷ Examples of very poor quality units include locally recruited militia units and most spear-armed native warriors.

The Battlefield

The battlefield is marked with 100mm hexes.

Terrain

Pieces of terrain (e.g. a group of trees) should, wherever possible, fit within one of the hexes on the battlefield.

Where pieces of terrain are larger than an individual gridded hex (e.g. a hill) they should be sized in multiples of individual gridded hexes (e.g. 2 hexes or 6 hexes) and be marked in 100mm hexes in the same way as the battlefield.

Rules

General Rules

1. An infantry unit, a cavalry unit, or a towed artillery unit⁸ can occupy more than one hex. In the case of infantry units and cavalry units each part of the unit is treated as a separate unit for the purposes of dealing playing cards and activation. In the case of towed artillery units both parts of the unit are treated as a single unit for the purposes of dealing playing cards and activation.
2. More than one unit can occupy a hex if there is sufficient space within the hex for this to happen. In this case each unit is treated as a separate unit for the purposes of dealing playing cards and activation. However any **artillery**⁹ hits on the hex will take effect on all the units in the hex (i.e. a hit on one unit will count as a hit on all the units in the hex).
3. **Disrupted units may not move** but may fire with reduced effect or attempt to fight off a close assault.¹⁰
4. Units must always move (if they are not disrupted) and then engage in combat. They may not engage in combat and then move.
5. A unit may not close assault an enemy unit unless it is in the hex next to or has moved into the hex next to that occupied by the enemy unit.
6. Units may only fire at targets they can see.¹¹

Turn Sequence

1. Shuffle the pack of playing cards.
2. Deal a playing card – face up – to each unit and Commander¹².
3. The unit or Commander with the lowest playing card¹³ is activated and may move and engage in combat.
4. The unit or Commander with the next lowest playing card is activated and may move and engage in combat. This continues until every unit and Commander has been activated.
5. Any disrupted units or Commanders can attempt to regain cohesion.
6. The playing cards are collected together for the next turn.

⁸ A towed artillery unit will include a transport unit that has been specifically provided to tow the artillery unit.

⁹ Artillery includes machine guns, mountain guns, field guns, medium guns, and heavy guns.

¹⁰ A close assault occurs when a unit tries to enter the same hex as an enemy unit.

¹¹ Units that are firing must have a clear line-of-sight to the target, and vertical obstacles – including other units – must not obscure the line-of-sight. If either the firing unit or the target unit are on higher terrain, vertical obstacles may not obscure the line-of-sight. In this case common sense should determine if the line-of-sight is obscured.

¹² If a Commander is in the same hex as a unit, the higher of the two cards dealt is discarded.

¹³ An Ace counts as a 1, and the order of card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King. The order of suit precedence is Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠). Therefore a 2 of Clubs (♣) will take precedence over a 2 of Diamonds (♦), which will in turn take precedence over a 3 of Clubs (♣).

Movement

Undisrupted units and Commanders may move a maximum number of hexes each time they are activated.

Type of unit	Number of hexes
Infantry unit	1 hex
Cavalry unit	2 hexes
Light artillery unit ¹⁴	1 hex
Medium and heavy artillery unit.	May only move if towed.
Horse-drawn transport unit	1 hex
Motorised transport unit	2 hexes
Commander moving on their own	2 hexes
Commander moving with a unit	+ 1 hex
Movement on roads ¹⁵	+ 1 hex

Notes:

Units may not move on hills or in woods unless they have been activated by a black playing card (♣, ♠).

It takes one turn to limber or unlimber artillery.

Combat

There are two types of combat: Fire Combat and Close Assault.

Fire Combat

All weapon ranges are measured in hexes.

Weapon type	Range
Hand-to-hand weapons	Same hex
Muskets	1 hex
Single-shot rifles	2 hexes
Magazine rifles	4 hexes
Machine guns	4 hexes
Smooth-bore mountain guns	4 hexes
Rifled mountain guns	6 hexes
Smooth-bore field guns	6 hexes
Rifled field guns	9 hexes
Smooth-bore medium guns	8 hexes
Rifled medium guns	12 hexes
Smooth-bore heavy guns	10 hexes
Rifled heavy guns	15 hexes

¹⁴ Light artillery units include machine gun units, mountain gun units, and field gun units.

¹⁵ The whole move must be made along a road to qualify for this bonus.

Units nominate the hex they are firing at. Units throw D6s to determine how effective their fire is.

Weapon type	Unit has not moved this turn	Unit has moved this turn <u>or</u> is disrupted
Small arms	1D6 per figure	1D6 per 2 figures ¹⁶
Machine guns	2D6 per crew figure	1D6 per crew figure
Artillery	2D6 per crew figure	1D6 per crew figure
Commander	+ 2D6 per Commander figure	+ 1D6 per Commander figure

A 6 hits a unit or Commander.

If a hit is made on a unit that is in cover, a playing card is turned over.

Card type	Effects of cover ¹⁷
Red card (♥, ♦)	Cover is ineffective and the hit takes effect.
Black card (♣, ♠)	Cover is effective and the hit has no effect.

Disruption markers are placed on units that are disrupted.

- A hit on a unit that is not disrupted will disrupt it.
- A second or subsequent hit will kill a figure in a disrupted infantry unit, a disrupted cavalry unit, or a disrupted artillery unit.
- A second or subsequent hit will destroy a disrupted transport unit.
- A second or subsequent hit may destroy a disrupted Commander.

To determine the outcome of a second or subsequent hit on a Commander, a playing card is turned over.

Card type	Effects of the hits on a disrupted Commander
King, Queen, or Jack of Hearts (♥)	The Commander is killed.
Any other Red Card (♥, ♦)	The Commander is wounded and disrupted.
Black Card (♣, ♠)	The Commander is unwounded and may carry on fighting.

Close Assault

The procedure for determining the outcome of a close assault is as follows:

- The unit close assaulting an enemy unit must be in the hex next to or must have moved into the hex next to that occupied by the enemy unit.
- Both the units throw D6s to determine how effective their fire is (see above).

In addition to the result normally generated by fire combat, the total D6 scores for both sides are compared.

- If the assaulting unit has the higher score, the enemy unit must retreat one hex and the assaulting unit occupies the vacated hex.
- If the assaulting unit has the lower score, the assaulting unit must retreat one hex and becomes disrupted.

¹⁶ Halves are rounded down (e.g. If an infantry unit only has 3 figures and it is disrupted it may only throw 1D6)

¹⁷ Cover is any terrain feature or vertical or horizontal obstacle that hides or obscures a target from view. Cover includes Built-Up Areas, cultivated land with tall crops growing on it, forests, grassland covered with tall grass, rocks, scrub, tall undergrowth, thick undergrowth, walls, and woods.

Regaining cohesion

Disrupted units or Commanders may attempt to regain cohesion at the end of each turn.

A playing card is turned over to determine if a unit or a Commander has regained cohesion.

Card suit	Grading			
	Good & Commander	Average	Poor	Very Poor
Hearts (♥)	The unit or Commander fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Diamonds (♦)	The unit or Commander has regained cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Clubs (♣)	The unit or Commander has regained cohesion.	The unit has regained cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Spades (♠)	The unit or Commander has regained cohesion.	The unit has regained cohesion.	The unit has regained cohesion.	The unit fails to regain cohesion.

If a unit regains cohesion the disruption marker is removed immediately.

If a unit fails to regain cohesion and a Commander is in the same hex, the unit may make a second attempt to regain cohesion.

Commanders may always have two attempts to regain cohesion.