

This is a 'freebie' quick-reference sheet for a home-grown set of rules to accompany the main campaign rules for the two articles in Miniature Wargames on running a colonial campaign set in the 1880s. It follows the Fire and Fury model in terms of movement/morale, with units given three grades – Full/Worn/Spent – eg 12/9/6 points (see below). Firing and melee are more 'Don Featherstone' in nature. A D10 is used throughout)

## PLAY SEQUENCE

PLAYER TURN	MANOEUVRE PHASE	Replace fallen leaders; attach and detach leaders Move units, guns, baggage, etc Move detached leaders
	FIRING PHASE	Other player resolves defensive fire and applies effects Resolve offensive fire and apply effects
	CHARGE PHASE	Both players simultaneously resolve charge combats
OTHER PLAYER	<i>Repeat steps above</i>	<i>Repeat steps above</i>

## MANOEUVRE TABLE (Throw D10 and add/subtract factors from left-hand column) ('E' = Exceptional)

MODIFIERS	RESULT	UNIT IN DISORDER	UNIT IN GOOD ORDER
+1 Detached leader within command radius (+2 if E) (9")	0 or less	Unit removed from play	Unit retreats a full move
+2 Attached ditto (+3 if E)	1,2	Unit retreats full move in disorder & one stand removed	Unit retreats beyond enemy musketry range
+1 Crack/fanatic unit	3,4	Unit holds ground in disorder	Unit cannot move or change formation
-1 Tribesmen want to advance, but cav within charge range -1 Raw unit	5,6	Unit rallies and holds ground	Unit may move half but cannot change formation
+2 Fresh troops	7,8,9	Unit rallies. May move half but cannot change formation	Unit may move and change formation as normal
-2 Spent troops	10 or more	Unit may move and change formation as normal	Ditto

Afghan tribesmen:

- 1 Seeking to charge enemy upslope of them; seeking to change formation; enemy unit to rear and able to fire/charge
- +1 Nearest enemy is retiring

If charging:

- Move half permitted distance towards enemy (NB if target within that distance, then contact)
- If fired on and suffers loss, throw again; morale throw as above, but -1 per 2 figures lost. Apply results (keep any disorder marker)

## MOVEMENT RATES

Infantry and cavalry deduct 3" for passage of lines (natives disorder each other). Natives add 3" to basic moves.

	Basic	Road	Rough	Fording	Baggage moves as a unit, but disorders other units within 3". Counts as neither fresh nor spent. Has nil fighting elements (so cannot kill in melee)
Infantry	9"	x 2	x 1/2	x 1/3	
Cavalry and guns	18"	x 2	x 1/3	x 1/3	
Leaders	24"	x 2	x 1/3	x 1/3	

**FIRING** (NB Each figure fires separately. Carbines are minus 6")

- Bows - range 6"; one D10 per figure firing
- Rifled musket - range 12"; one D10 per figure
- Breechloading rifle - range 18"; 1.5 x D10 per figure
- Magazine rifle - range 18"; 2 x D10 per figure
- Machine gun - range 18"; 3 x D10 per figure; throw of 1=jam for next firing phase
- Screw gun - range 36"; 0.5 x D10 per figure
- Artillery - range 48"; one D10 per figure
- Low-grade artillery - range 24"; one D10 per figure

Men lying down and in cover cannot shoot or be shot at, except by artillery. Can become upright in any move phase (including opponent's), but counts as moving

To hit (NB a Throw of 10 is always a hit, regardless of plusses and minuses):

Long range	- score 8-10
Half range	- score 6-10
Disordered	- minus 1
Moving	- minus 2

Saving throws for firing and melee casualties (dice separately for horse and rider, if you have spare riders and dismounted figures) as below. Use random die roll to determine if officer or sgt hit. Unit is disordered if man/men killed.

In open and upright	8-10 saves
Fired at, and prone	7-10
In cover	5-10
Officer	+2 to die roll (pure bias on my part)

### MELEE

Combat is man-to-man. Factors:

Mounted	+3 to throw (camel = +2; mtd inf = +1)
Per extra figure	+2 (maximum 2 extra figures, ie 3 men against 1)
Fanatic(s)	+1
Fortified	+2
Lying down	-2

To win, must beat opponent by net +4 or more to win. If fighting against more than one man, the lowest-value opponent is the casualty.

Melee outcome – both sides count disordered (except troops in forts with no casualties), and must throw on a D10, with outcomes as per Manoeuvre Chart above. Unit cannot exit a continuing melee unless enemy has ‘Cannot advance’ or worse. Natives gaining ‘10 or more’ on outcome MUST pursue. Factors below are cumulative (they replace the left-hand column of the Manoeuvre Table):

+2	Fresh; won melee (ie lost fewer men than enemy)
+1	Fanatics; crack troops; attached leader
-1	Raw
-2	Spent; lost melee (ie lost more men than enemy)

### OTHER RULES

- To blow bridge – throw 1-5 per sapper figure not in contact with enemy
- Morale values for Full/Worn/Spent – officer counts 3 points, sgt 2, other ranks 1 (eg wing of officer, sgt and 12 men = 17; coy of officer & 6 men = 9)
- Boat capacities and speeds:
  - Gunboats (2 crew; 1 gun & crew; 4 passengers; speed 8”)
  - Steamship (3 crew; 2 guns and crews; 30 passengers; speed 8”)
  - Master-dhow (2-4 guns; 20 men; speed 10/8/6” depending on wind direction)
  - Dhow (10 men; speed 8/6/4” depending on wind direction)